



## Successful policy making under imperfect conditions – the Austrian way?

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### Propositions

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1. The inconsistencies and inefficiencies of EU Cohesion policy are not „failures“ due to irregular or deficient behaviour of some of the partners, but a **most likely and expectable** outcome of **policy making** as intersection of politics, bureaucracy and technocracy
2. In the case of **Cohesion policy** this „natural“ characteristic of (all) policy making is further **increased** by an extraordinary **complexity** (min. 3 levels of government, large number of involved partners, cross-sectoral nature) and the volume of funds.
3. The simplistic intervention model of mainstream thinking **lacks understanding** for this complexity and for the different rationalities of the involved sub-systems and thus **hinders a more adequate design** for this policy.

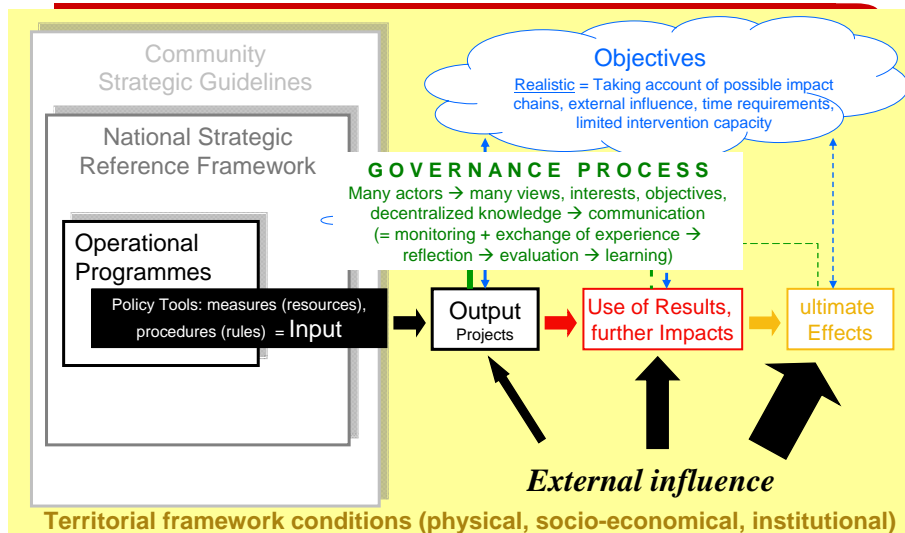


## Limits to policy making to be taken into account

- Not only scarce resources!
- Limited **effects** (intervention capacity) of **available tools**
  - financial incentives (e.g. EU Structural funds)
  - other relevant tools (norms, public services, information)
- **Time**
  - quantity of time required for negotiation, programming, learning, implementation, impacts to become visible
  - quality of time (rare chance) to be flexibly taken advantage of
- Limits to (all) **policy makers**
  - inevitable „normal“ ignorance (limited understanding of complexity)
  - evitable „2nd order“ ignorance (lack of „Socratic insight“)
  - personal and institutional existential interests (need to have)



## Programming + implementation + impact chains = time

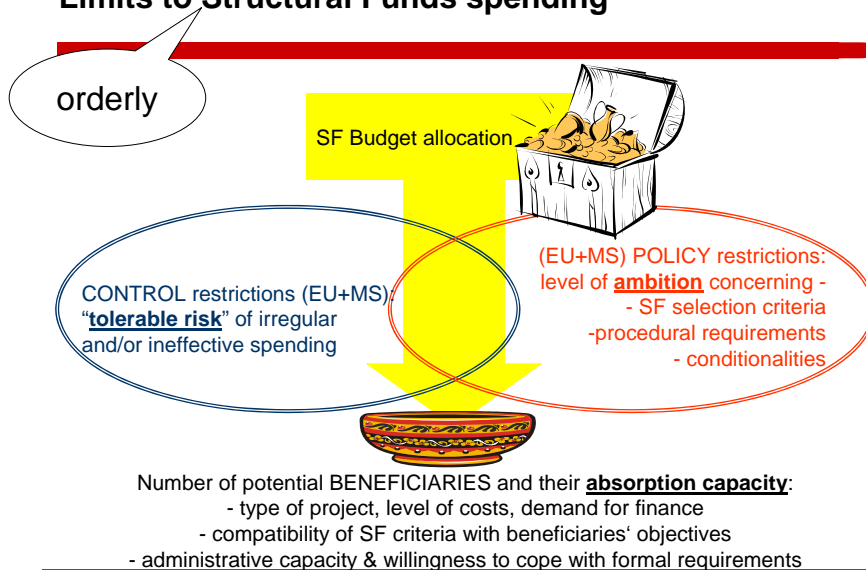


## Limited views of sub-systems involved in policy making

Subsystems	Want / need ...	Don't want ...	Tend to ignore ...
Politics (EU, national, regional and local level)	Short-term visibility in mass media: funding promises = success, visible projects; flexibility	Responsibility for unpopular decisions (e.g. für andere zahlen); rules that restrict their own funding decisions	Practical feasibility of measures, impacts; Time requirements for decisions, implementation and impacts; rules
Bureaucracies (EU, national, regional and local level)	Competences, staff, budgets; Stable rules; Formal criteria for success (= regularity)	Prescriptions from higher levels; change of rules; special requests from clients; additional work for reporting and monitoring	Political visibility; purpose of rules and measures; impacts beyond their formal responsibility; understandability of rules
Project owners	Quick money for their own purposes	Administration work, project eligibility rules	Need to justify public funding for their projects
Professional advisers	appointments; professional reputation; Influence on policies	Acknowledge limits of their own professional views and beliefs	Complexity of political system and policy implementation; time restrictions



## Limits to Structural Funds spending



## Recommendations

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1. Design policy to be implemented by ordinary people, not by geniuses (not even in the Commission)
2. Acknowledge trade-offs:
  - High level of spending + quick absorption = low degree of innovation
  - More innovation = more time for learning, slow absorption of funds
  - Better governance = more time (to create joint understanding), less absorption of funds
3. Keep structures as simple as possible:
  - subsidiarity = efficiency (but centralize where necessary)
  - do not attempt to coordinate everything
  - if you can't join them, compete them
  - regulate key formal responsibilities, keep the rest informal