

Voluntary Agreements under the Eco-design legislation

Self-regulation may achieve the ecodesign policy objectives more quickly or at lesser expense than mandatory requirements. Therefore, industry sectors may propose voluntary agreements as alternatives to potential ecodesign regulations. Such agreements need to fulfill specific criteria of the Ecodesign Directive and are assessed and monitored by the Commission. Guidelines for self-regulation measures concluded by industry under the Ecodesign Directive (2009/125/EC) can be found [here](#).

The Commission has recognised the following voluntary agreements:

Complex Set-Top Boxes

[Voluntary Industry Agreement to improve the energy consumption of complex set-top boxes](#) within the EU (version 3.1)

VA website: <http://cstb.eu/>

[Report from the Commission COM \(2012\) 684 of 22 November 2012](#) to the European Parliament and the Council on the voluntary ecodesign scheme for **complex set-top boxes**

[Impact Assessment](#) [SWD(2012) 391]

[Executive Summary of the Impact Assessment](#) [SWD(2012) 392]

Imaging equipment

[Industry Voluntary Agreement to improve the environmental performance of imaging equipment](#) on the European Market (version 5.2)

VA website: <http://www.eurovaprint.eu/>

[Report from the Commission COM \(2013\) 23 of 29 January 2013](#) to the European Parliament and the Council on the voluntary ecodesign scheme for **imaging equipment**

[Impact Assessment](#) [SWD(2013) 15]

[Executive Summary of the Impact Assessment](#) [SWD(2013) 14]

[Letter concerning version 5.2](#) of the Voluntary Agreement for imaging equipment

[Letter concerning Tier III requirements](#) of the Voluntary Agreement for imaging equipment

Games consoles

[Voluntary Industry Agreement to improve the energy consumption of games consoles](#) within the EU (version 1.0)

VA website: <http://www.efficientgaming.eu/>

[Report from the Commission COM \(2015\) 178 of 22 April 2015](#) to the European Parliament and the Council on the voluntary ecodesign scheme for **games consoles**

[Impact Assessment](#) [SWD(2015) 89]

[Executive Summary of the Impact Assessment](#) [SWD(2015) 88]