Prisoners of Geography
Reading Guide for Chapter 10, The Arctic

This region of the world is unique. It is controlled by no nation but claimed variously by several. It is encased in ice which is rapidly melting due to global warming, and it is rich in resources. Individual nations want control of part or all of the Arctic for its own purposes, but everyone knows that stewarding the Arctic for the benefit of all will be wisest. Of course, nations have not proven themselves able to do what is wisest.

p. 256-260 Global warming effects are evident in the Arctic. The melting Arctic is a global, not regional, issue.

p. 257-259 The mythical Northwest Passage from the Atlantic to the Pacific—for trade advantages—led many explorers to venture into the Arctic to find it.

p. 261 The albedo effect… [Link to Albedo Effect]

p. 262 Global warming has opened the Northern Sea Route for several months a year. Why is this important?

Natural gas and oil reserves may be beneath the Arctic Sea, so a number of nations are claiming sovereignty to parts of the Arctic… The United Nations Convention on the Law of the Seas provides some regulation of these claims.
p. 263. **The Arctic Five** (Canada Russia, Norway, U.S. Denmark) plus Iceland, Finland, & Sweden.

p. 264-271 **Russia** is the most aggressive in staking its claims; the other powers are responding to offset the Russian threat. It is increasing its military spending partly to boost its presence in the Arctic. Other nations have responded to Russia's assertiveness by bolstering their military presence there as well.

“Offshore fields, especially in the Arctic, are without any exaggeration our strategic reserve for the twenty-first century.” --Vladimir Putin

p. 267 Russia has 32 ice breakers; the United States has one.
The Arctic is the area for the **New Great Game**.

“Our history has shown us the rapacious way of the zero-sum game*.” (p. 271) Can we “get the Great Game right for the benefit of us all[?]”

* A **Zero-sum** is a situation in game theory in which one person's gain is equivalent to another's loss, so the net change in wealth or benefit is **zero**. A **zero-sum game** may have as few as two players, or millions of participants.