

Payoff table			
Fish available in location	Fishing effort		
	0	1	2
High	0	7	8
Low	0	2	3

Voting card	
Player number	1
I vote for the rule number	

Voting card	
Player number	1
I vote for the rule number	

Voting card	
Player number	2
I vote for the rule number	

Voting card	
Player number	2
I vote for the rule number	

Voting card	
Player number	3
I vote for the rule number	

Voting card	
Player number	3
I vote for the rule number	

Voting card	
Player number	4
I vote for the rule number	

Voting card	
Player number	4
I vote for the rule number	

Voting card	
Player number	5
I vote for the rule number	

Voting card	
Player number	5
I vote for the rule number	

Player calculation sheet Player no: _____ Time: _____ Place: _____ Date: _____			
Round	A	B	C
	My Decisions		My points
	Place (A/B)	Effort (0,1,2)	
Practice 1			
Practice 2			
Practice 3			
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

Player calculation sheet

Player no:

Time:

Place:

Date:

Round	A	B	C	D
	My Decisions		Fine	My
	Place (A/B)	Effort (0,1,2)	(Y/N)	points
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

SURVEY AFTER THE VOTING FOR THE RULES

You will get questions on 3 types of rules for which you are asked to give your opinion on a scale from 1 to 5.

Rule 1:

At the beginning of each round, for each player a location is drawn randomly where the player may harvest.

How efficient do you think this rule is for managing the fishing grounds?

not at all efficient 1 2 3 4 5 very efficient

How fair do you think this rule is for managing the fishing grounds?

not at all fair 1 2 3 4 5 very fair

How much personal freedom do you think this rule allows you in managing the fishing grounds?

no freedom at all 1 2 3 4 5 complete freedom

How much do you think this rule would advance your own self-interest as measured by your total earning?

not at all 1 2 3 4 5 Very much

All things considered how attractive do you find this rule?

not attractive at all 1 2 3 4 5 Very attractive

Rule 2:

There is a fixed rotation which location the players are allowed to harvest.

How efficient do you think this rule is for managing the fishing grounds?

not at all efficient 1 2 3 4 5 very efficient

How fair do you think this rule is for managing the fishing grounds?

not at all fair 1 2 3 4 5 very fair

How much personal freedom do you think this rule allows you in managing the fishing grounds?

no freedom at all 1 2 3 4 5 complete freedom

How much do you think this rule would advance your own self-interest as measured by your total earning?

not at all 1 2 3 4 5 Very much

All things considered how attractive do you find this rule?

not attractive at all 1 2 3 4 5 Very attractive

Rule 3:

You are only allowed to use a maximum effort 50% of your potential capacity harvest from the fish grounds.

How efficient do you think this rule is for managing the fishing grounds?

not at all efficient 1 2 3 4 5 very efficient

How fair do you think this rule is for managing the fishing grounds?

not at all fair 1 2 3 4 5 very fair

How much personal freedom do you think this rule allows you in managing the fishing grounds?

no freedom at all 1 2 3 4 5 complete freedom

How much do you think this rule would advance your own self-interest as measured by your total earning?

not at all 1 2 3 4 5 Very much

All things considered how attractive do you find this rule?

not attractive at all 1 2 3 4 5 Very attractive

Monitor calculation sheet (rotation of banning)															
monitor:					Time:										
					Place:										
					Date:										
Round	Points table A	Points table B	Dice	Banned location	Decisions (Place / Effort)					Group effort					
					1	2	3	4	5	A	B				
1				A											
2				A											
3				B											
4				B											
5				A											
6				A											
7				B											
8				B											
9				A											
10				A											

monitor:

Time:

Place:

Date:

[illegible]

