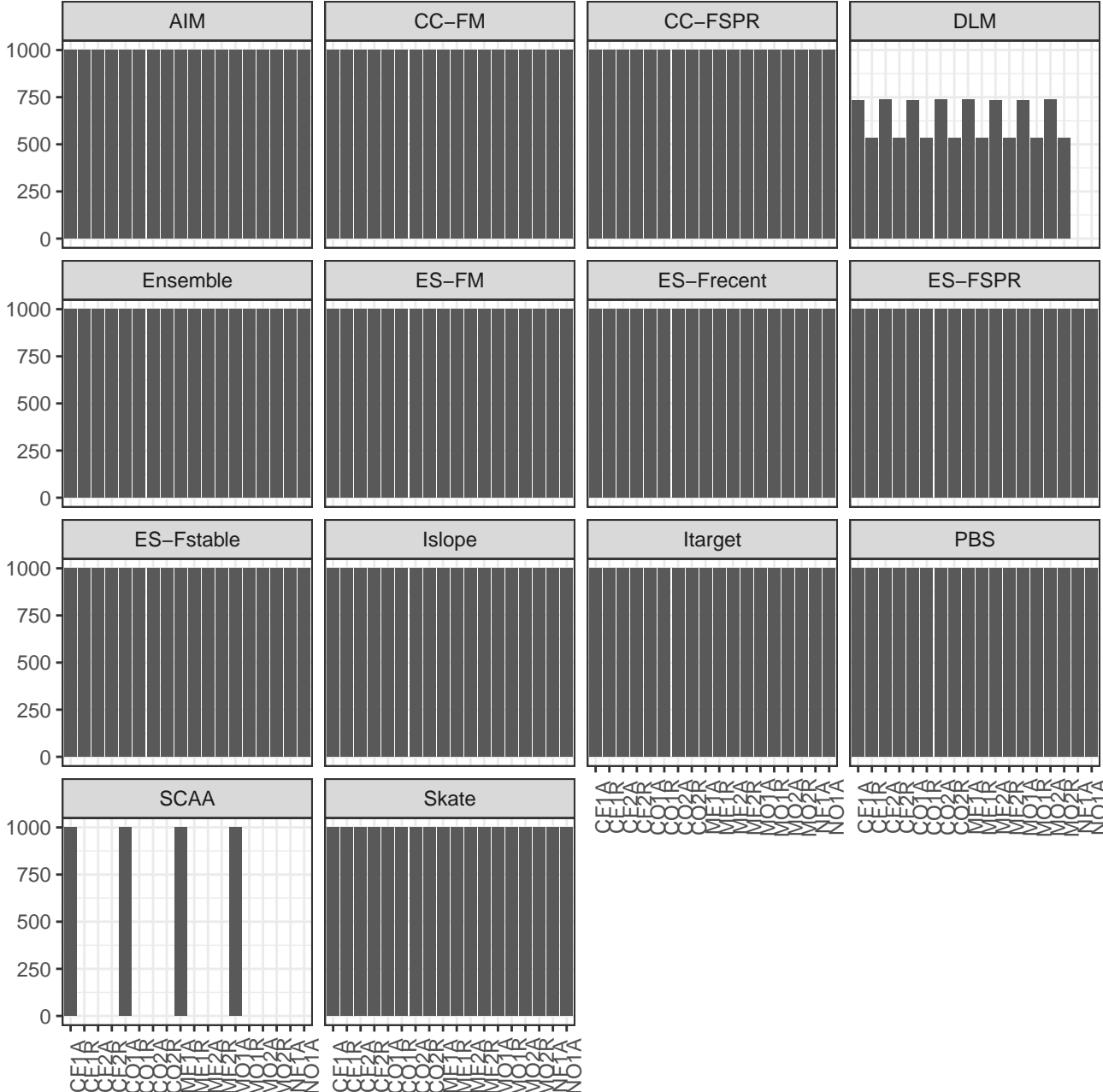


Number of Simulations



Scenario

# Scenario Label Decoder

CF1A to MO2R explained

Retrotype: C=catch, M=natural mortality, N=None

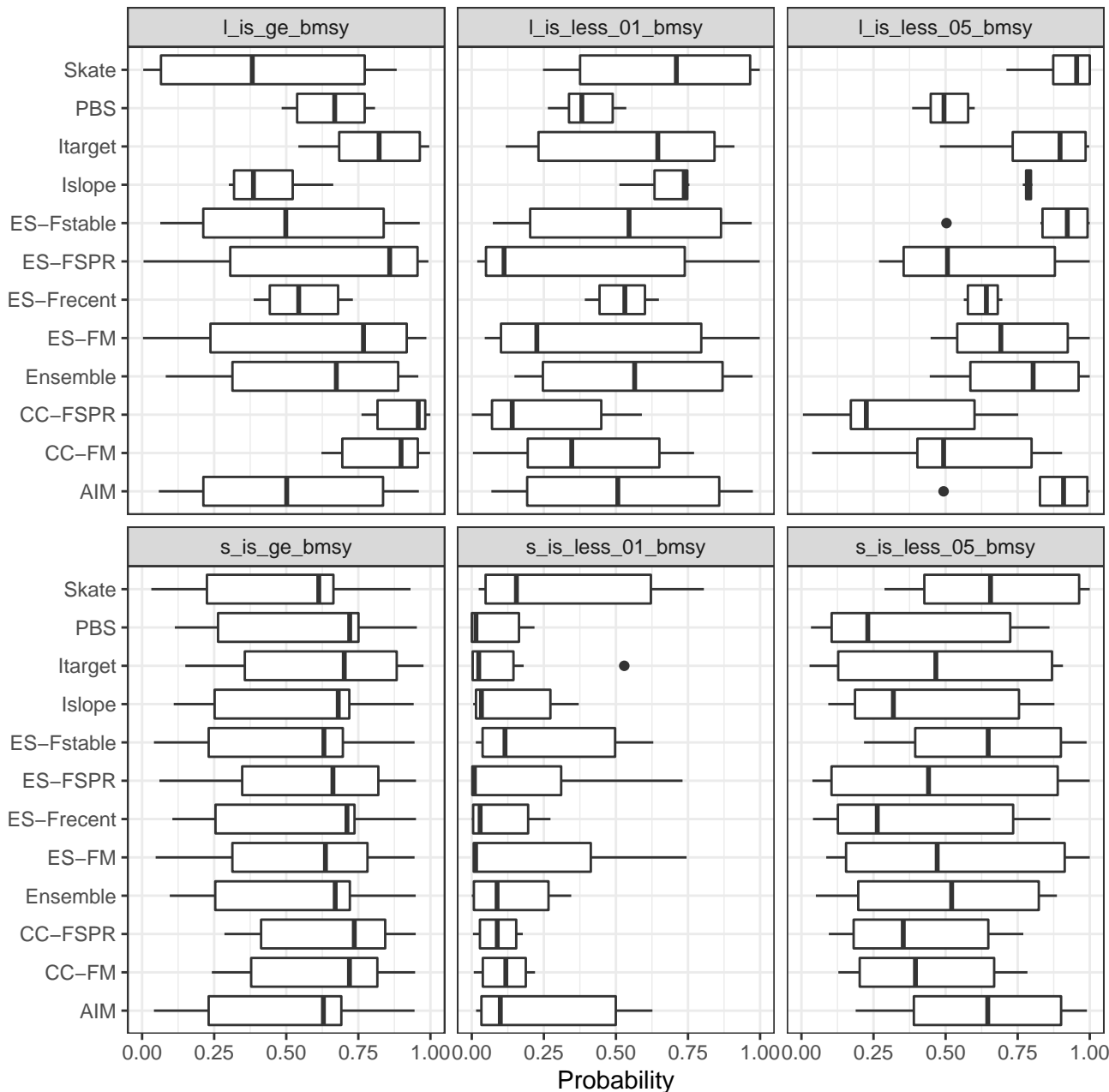
F history: F=overfishing then Fmsy, O=Always Overfishing

Selblocks: 1 or 2

Catch Advice Multiplier: A=1 (applied), R=0.75 (reduced)

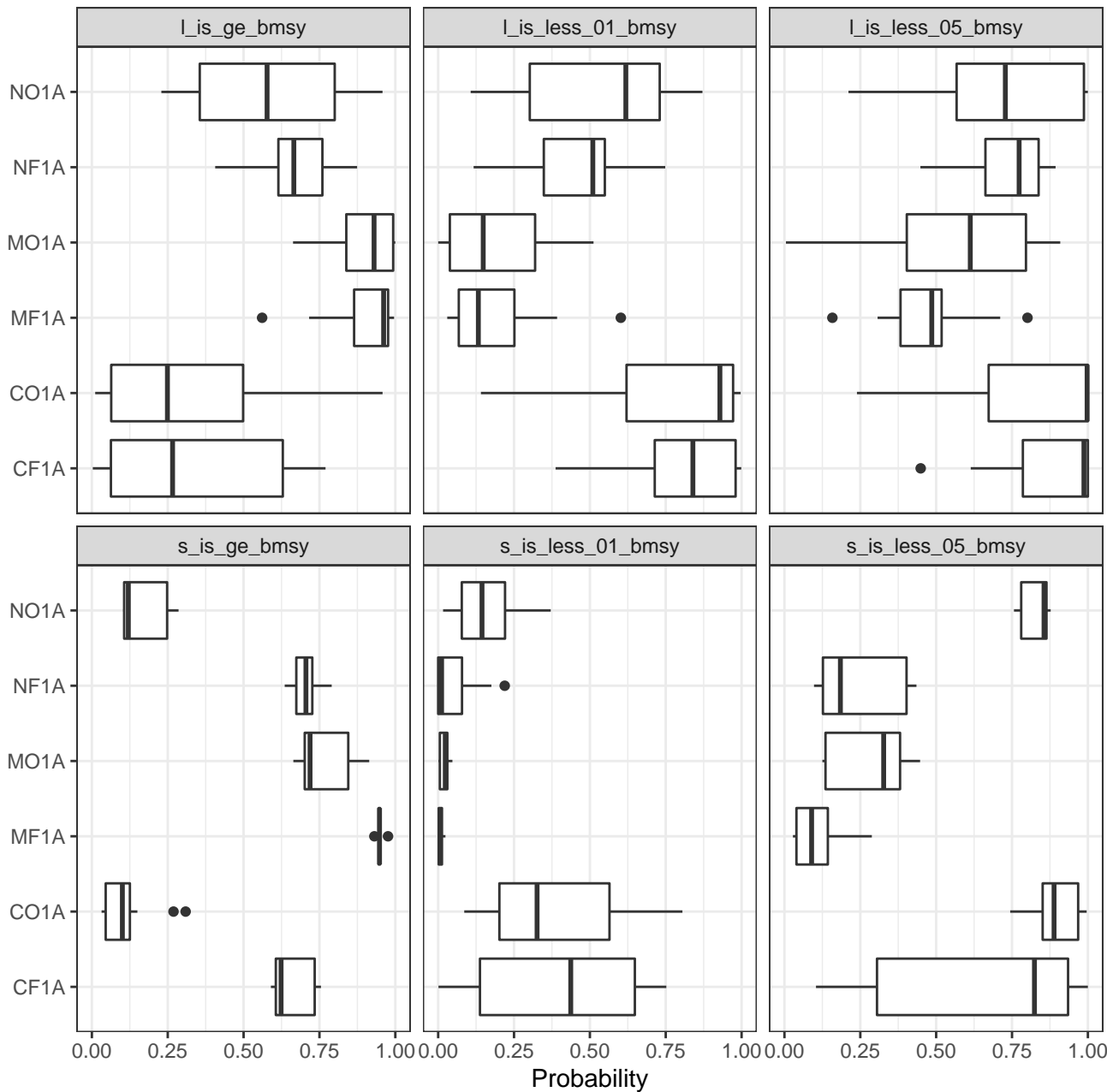
# SSB (No retro scenarios)

IBM



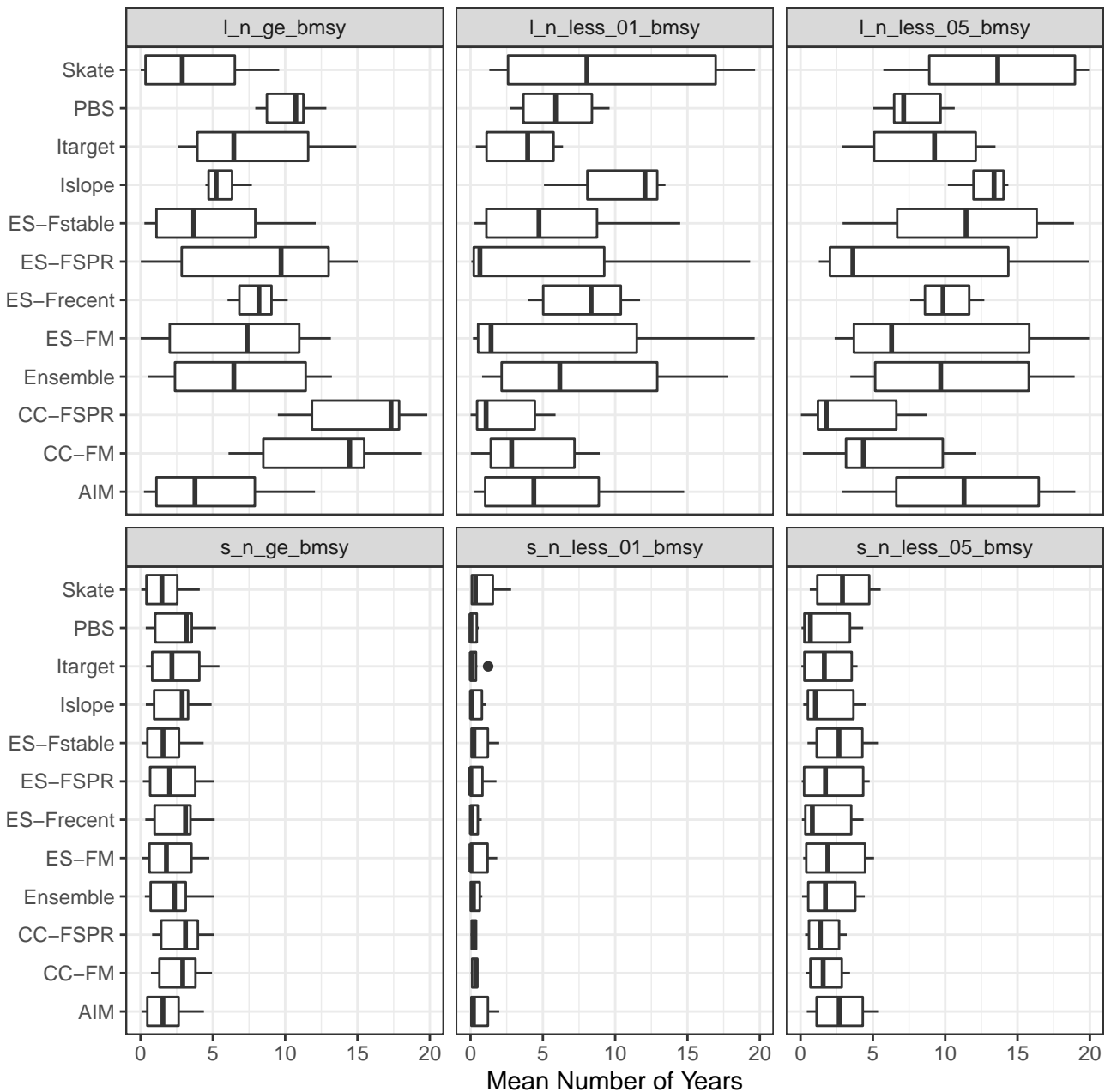
# SSB (No retro scenarios)

Scenario



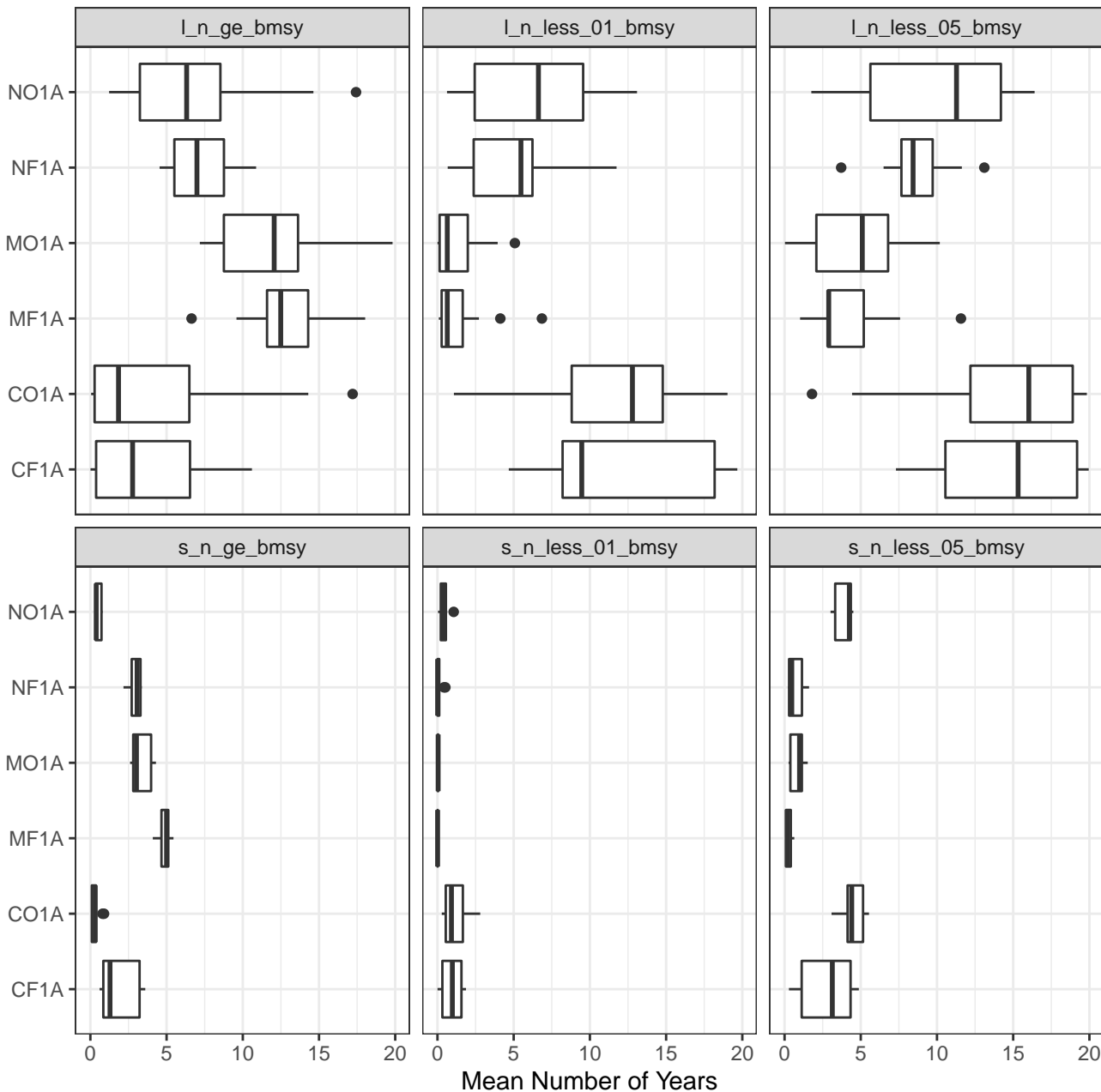
# SSB (No retro scenarios)

IBM

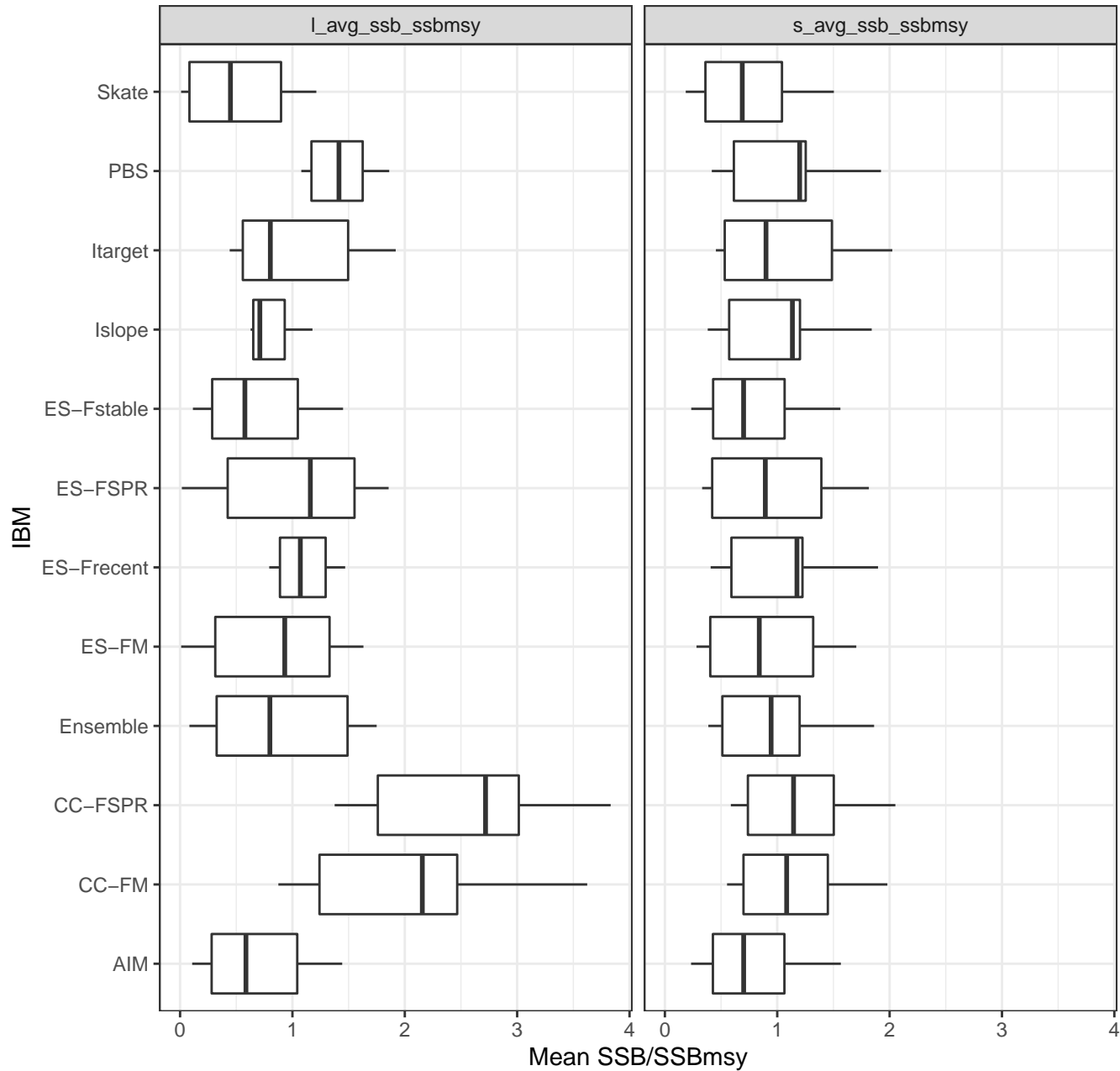


# SSB (No retro scenarios)

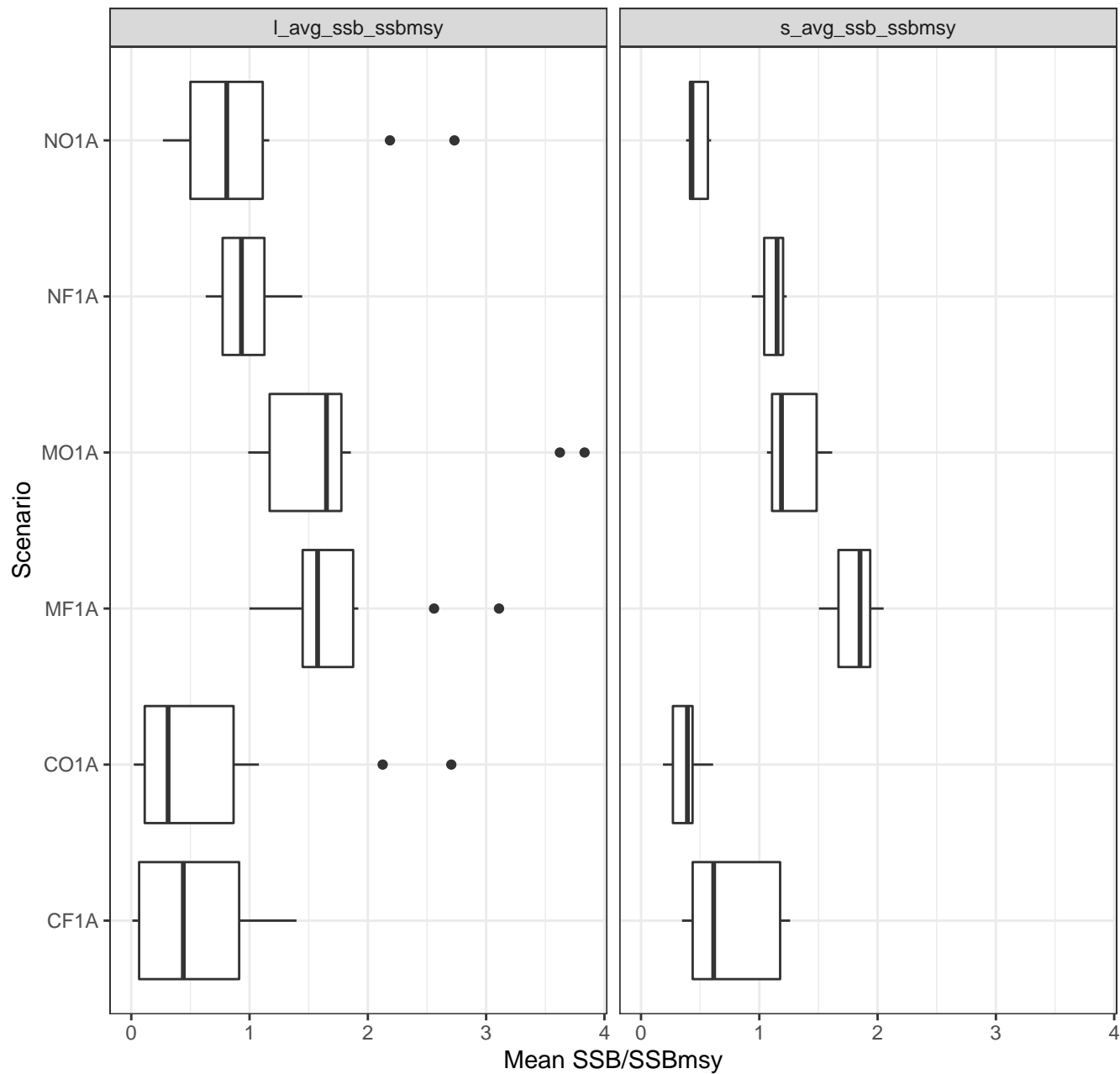
Scenario



# SSB (No retro scenarios)



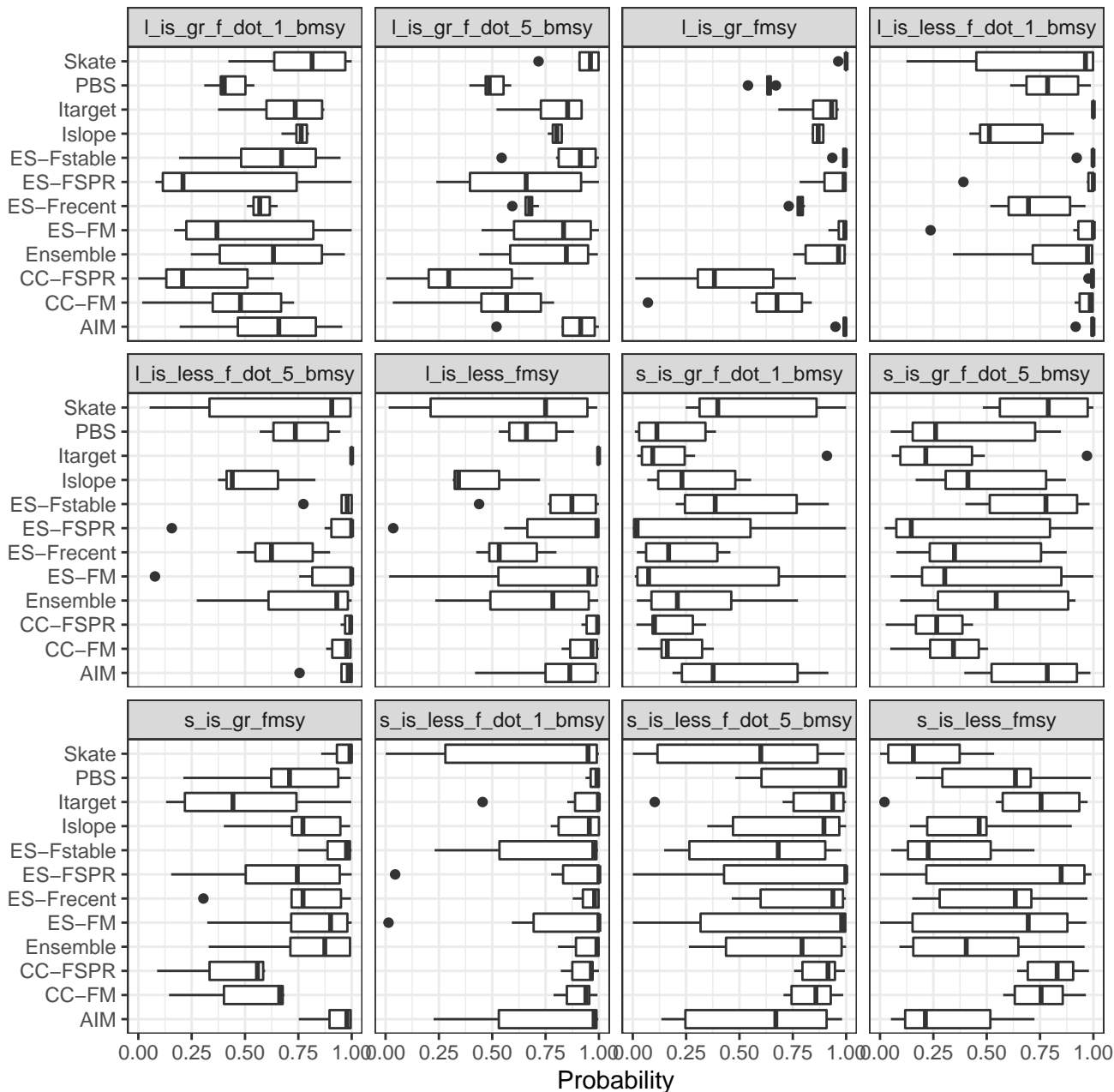
# SSB (No retro scenarios)





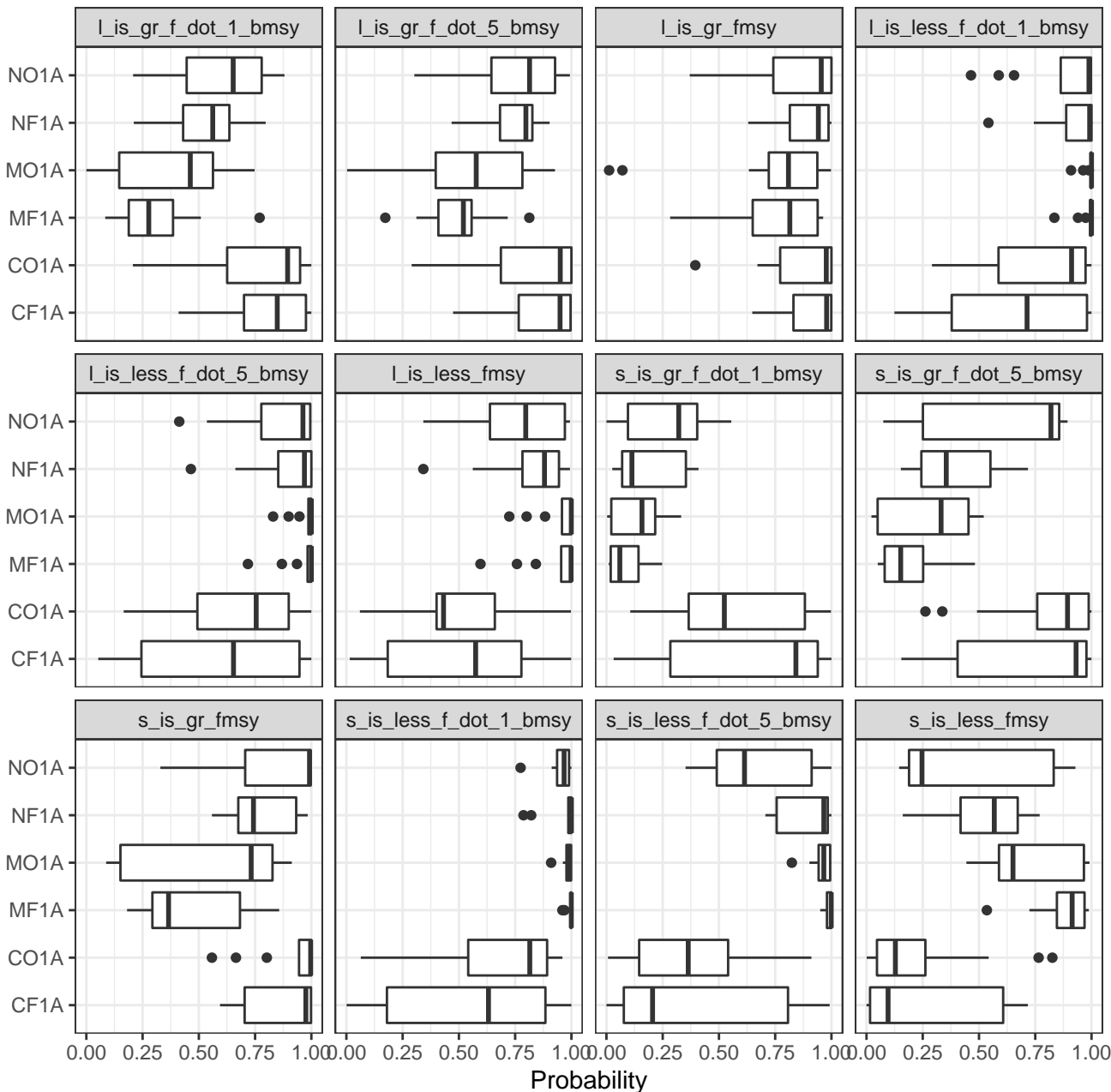
# F (No retro scenarios)

IBM



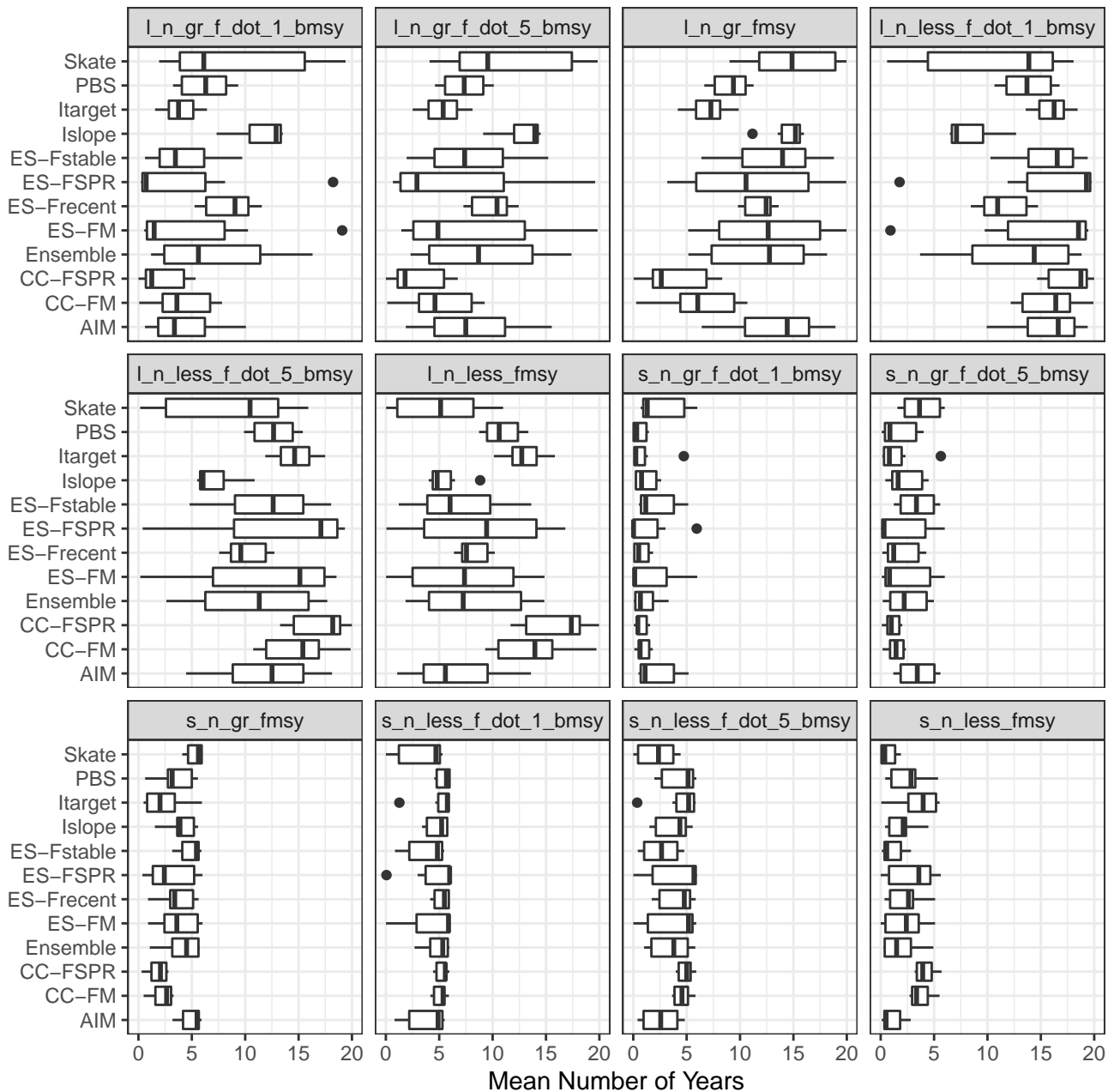
# F (No retro scenarios)

Scenario



# F (No retro scenarios)

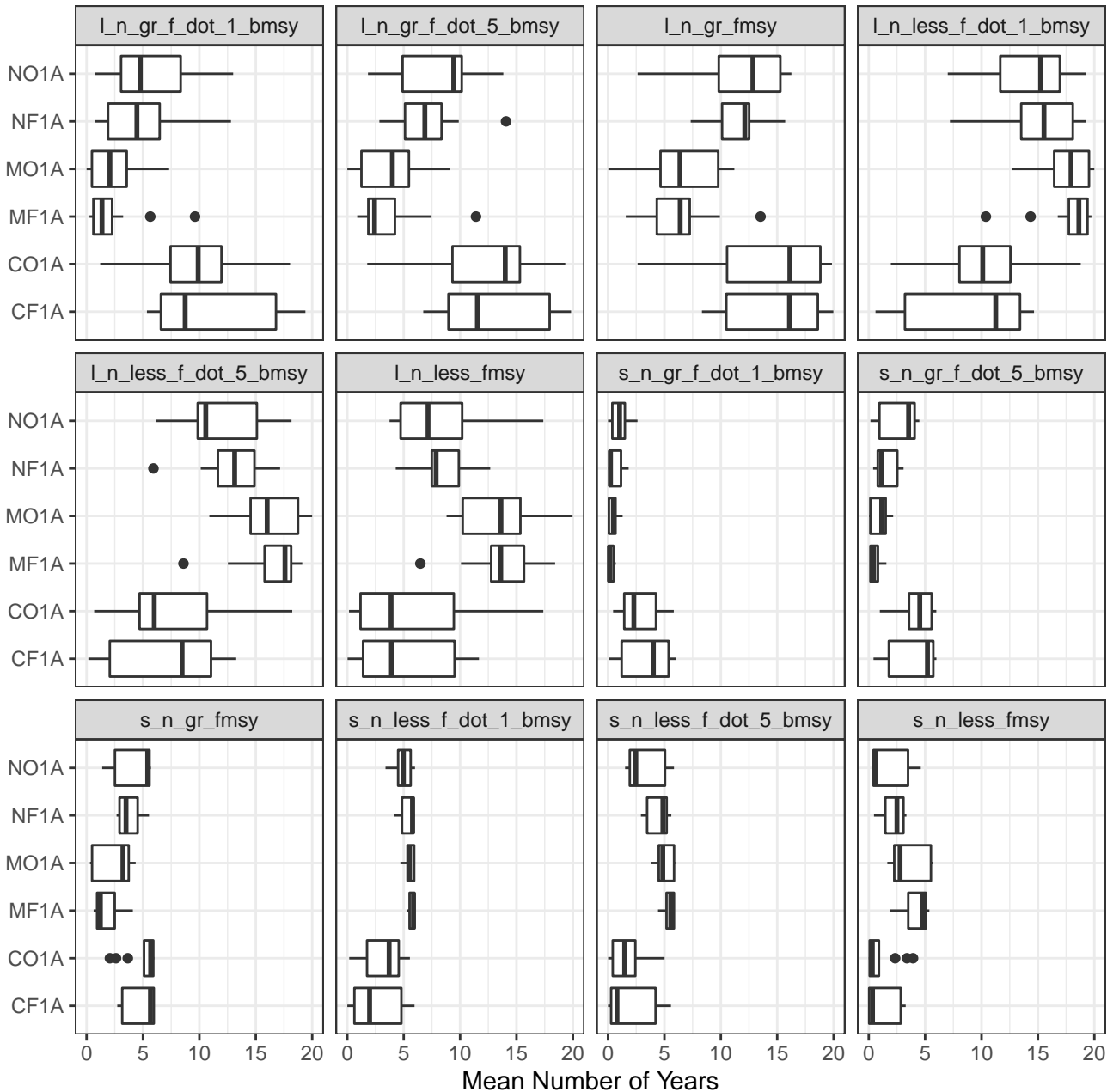
IBM



Mean Number of Years

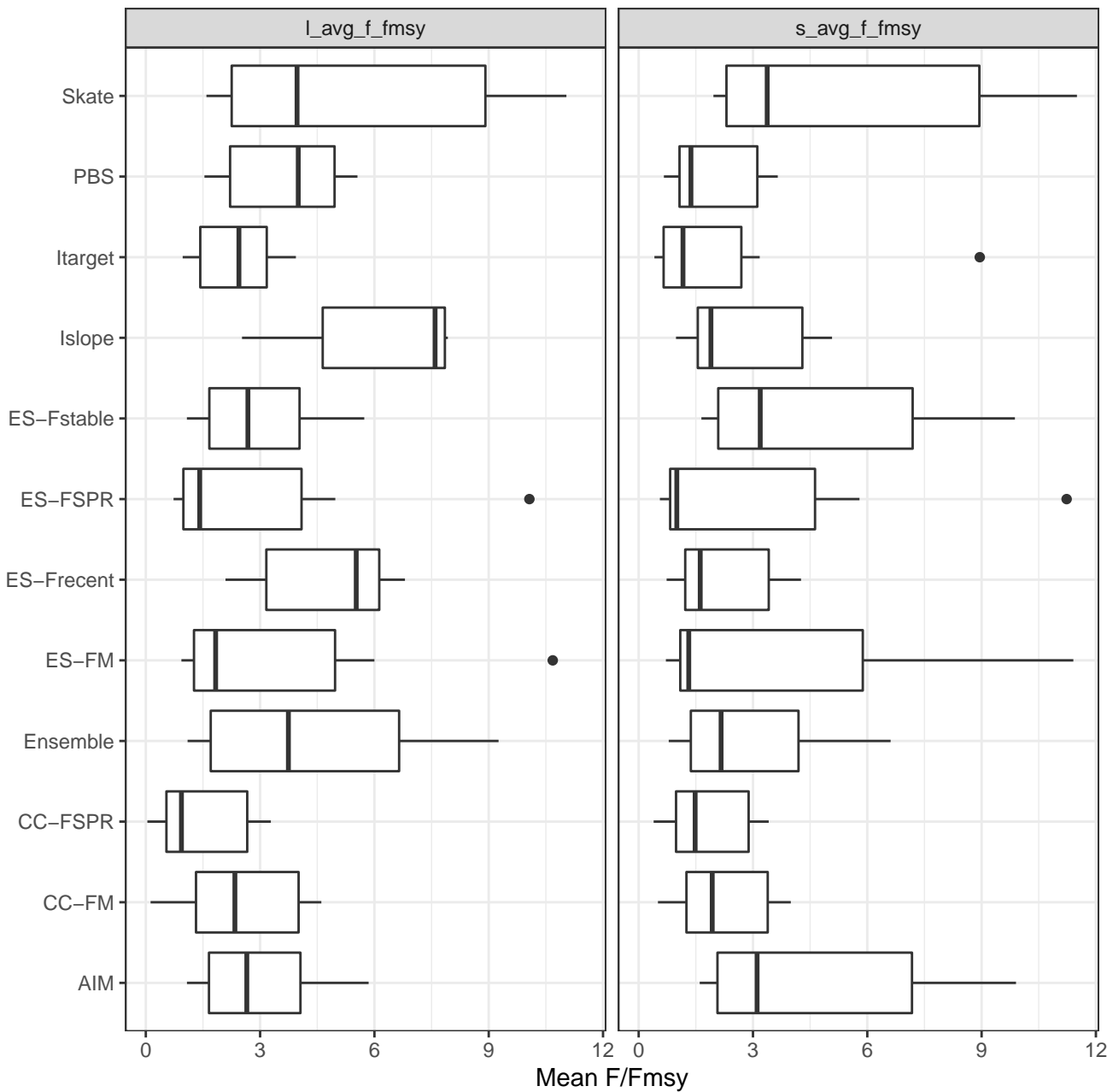
# F (No retro scenarios)

Scenario

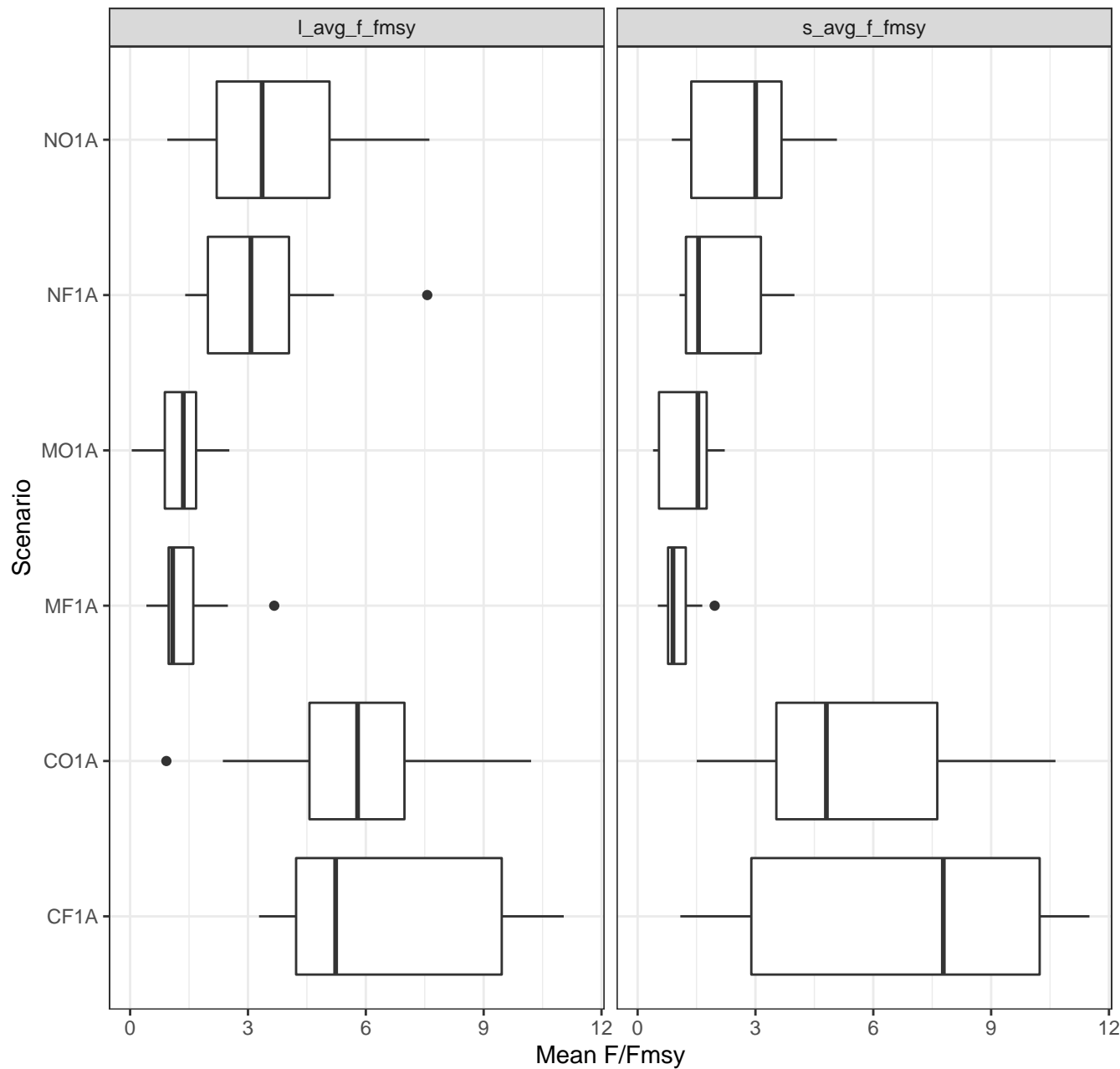


# F (No retro scenarios)

IBM

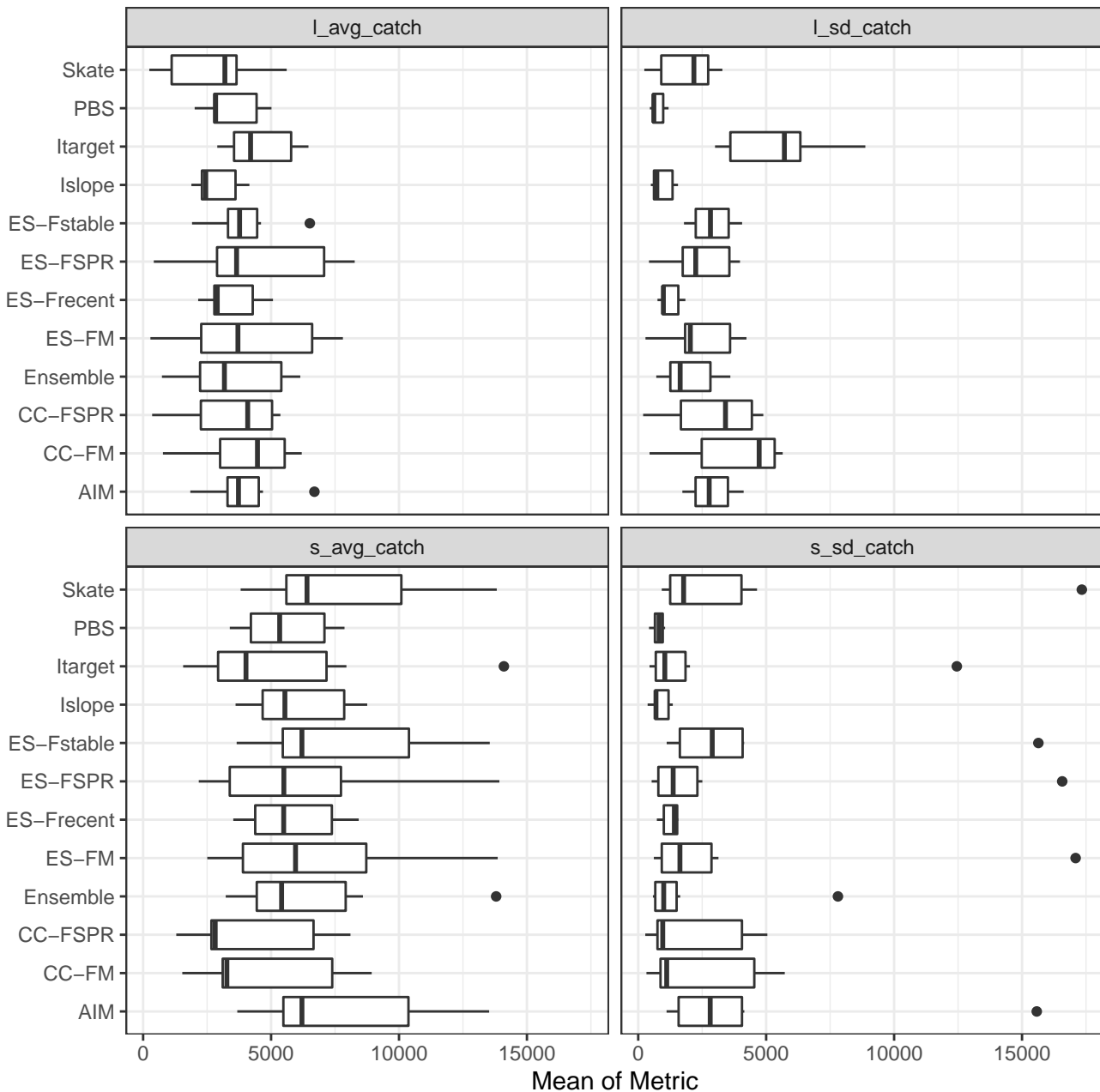


# F (No retro scenarios)

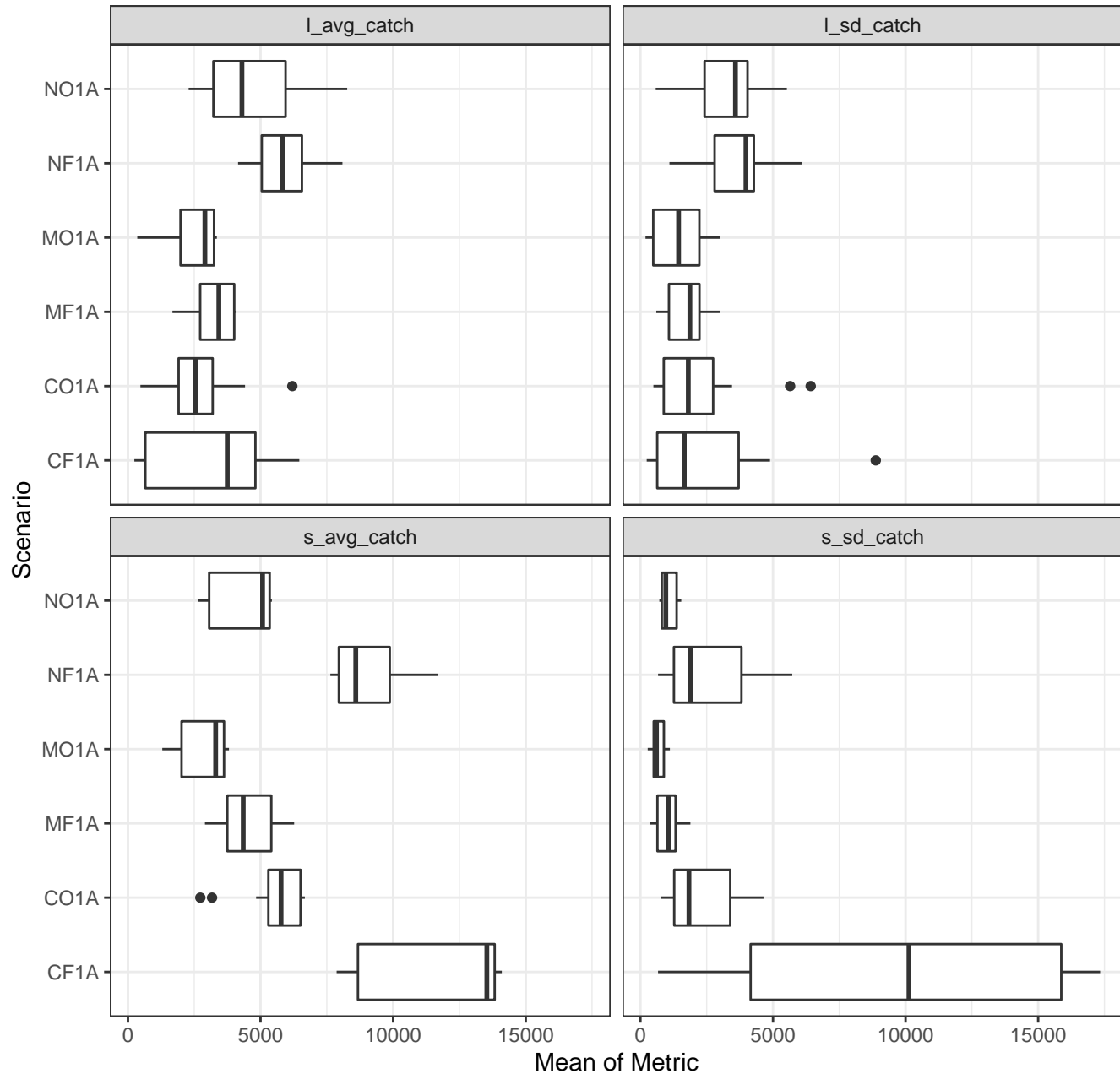


# Catch (No retro scenarios)

IBM

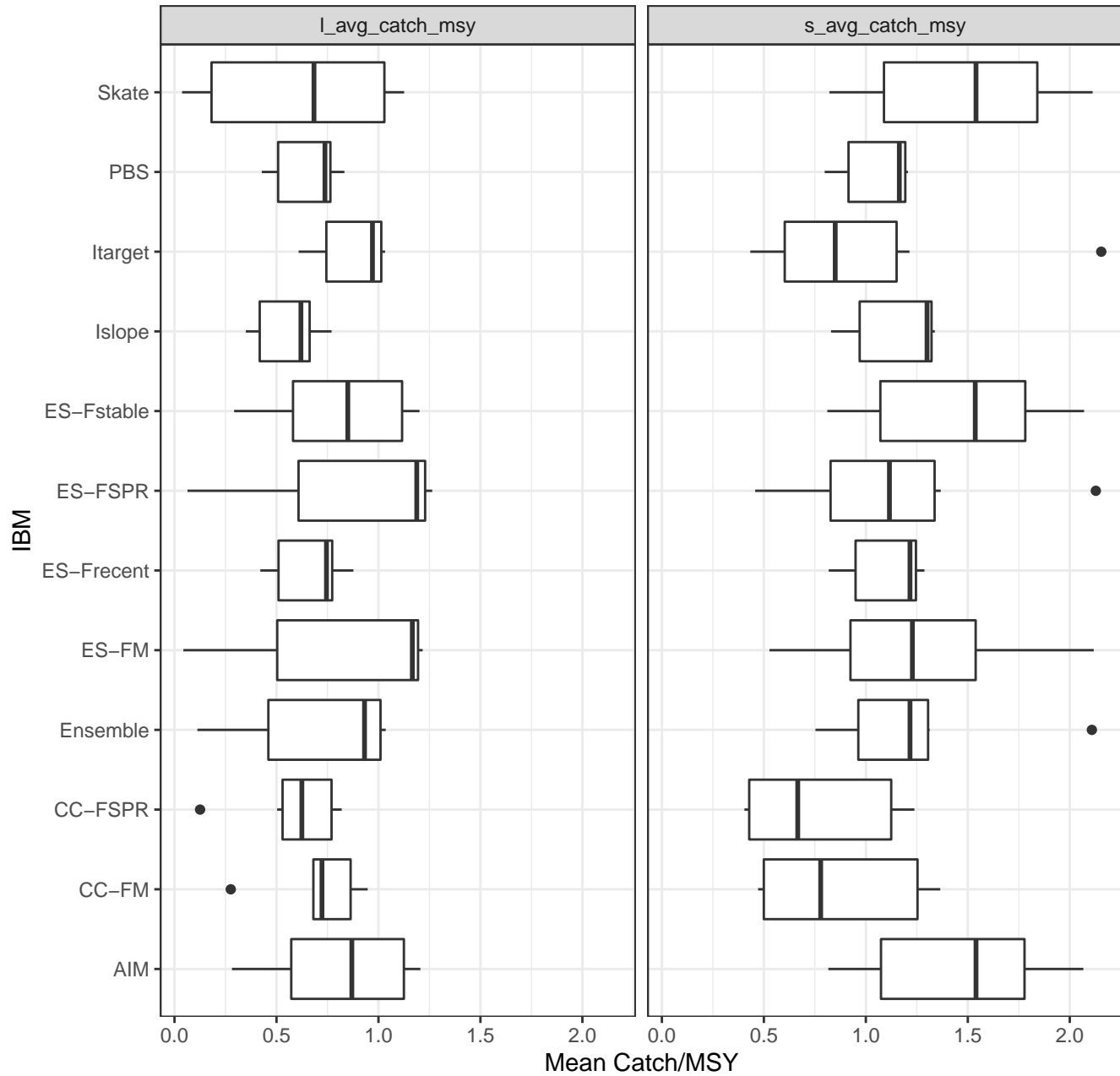


# Catch (No retro scenarios)

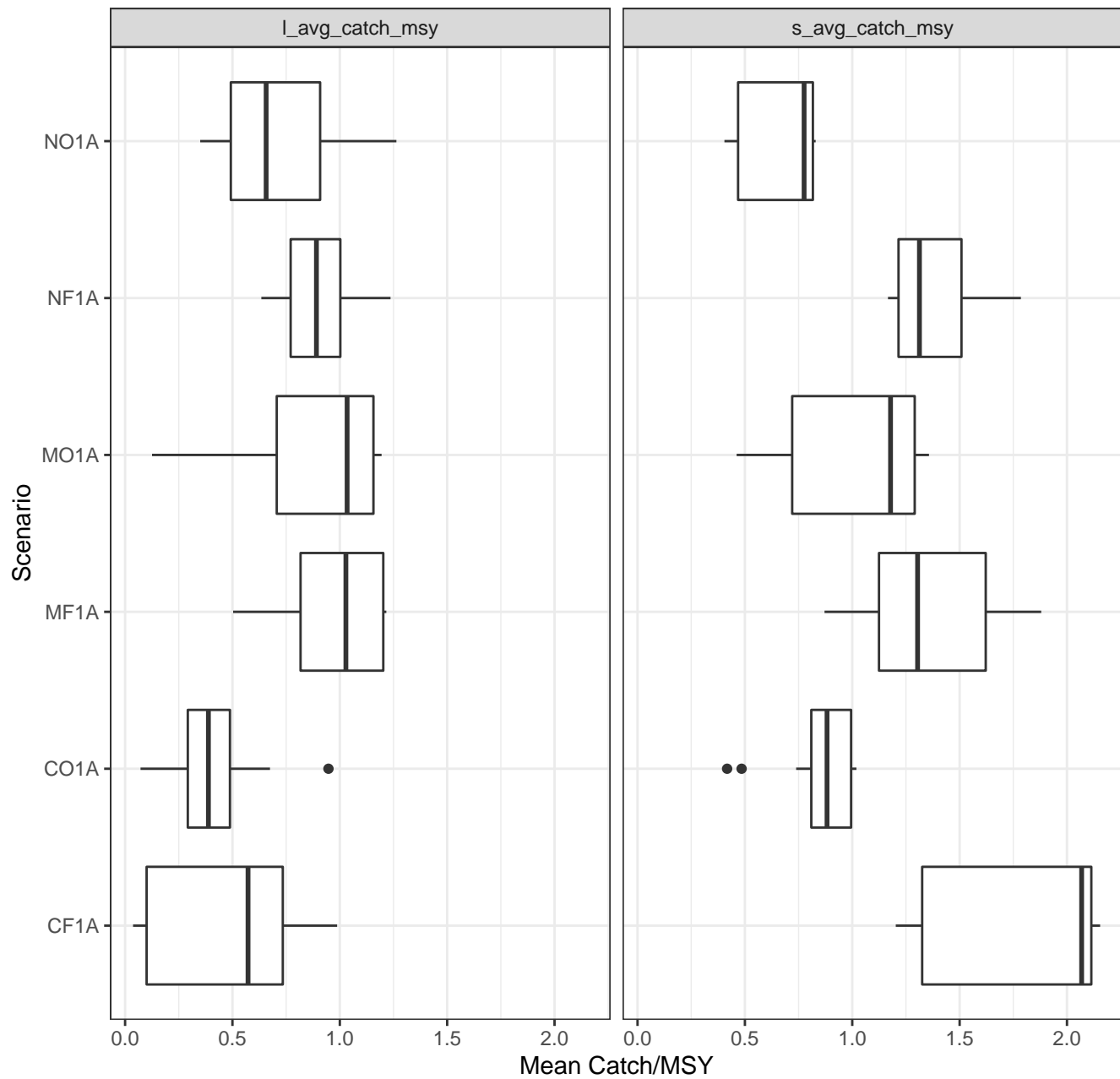




# Catch (No retro scenarios)

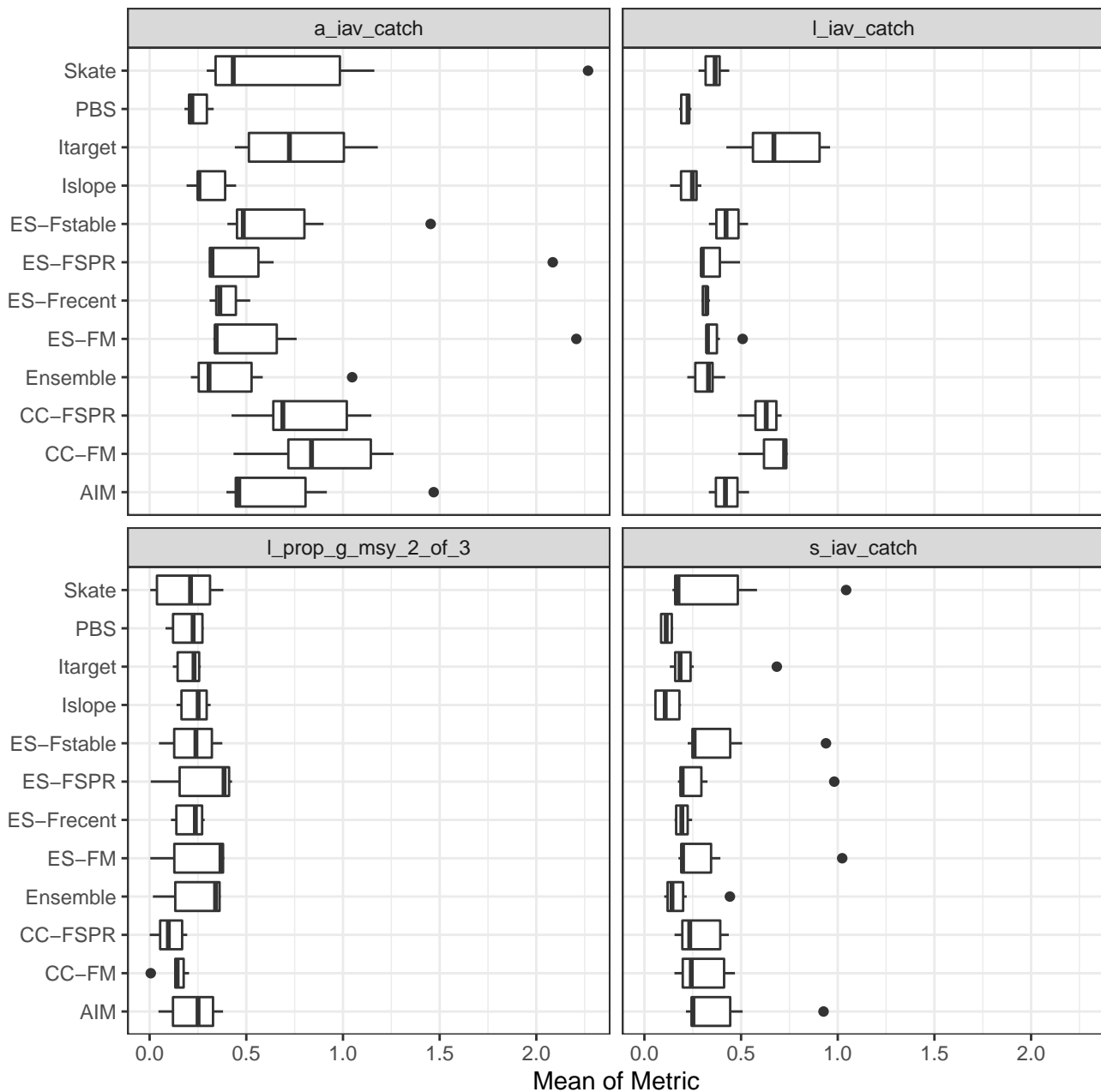


# Catch (No retro scenarios)

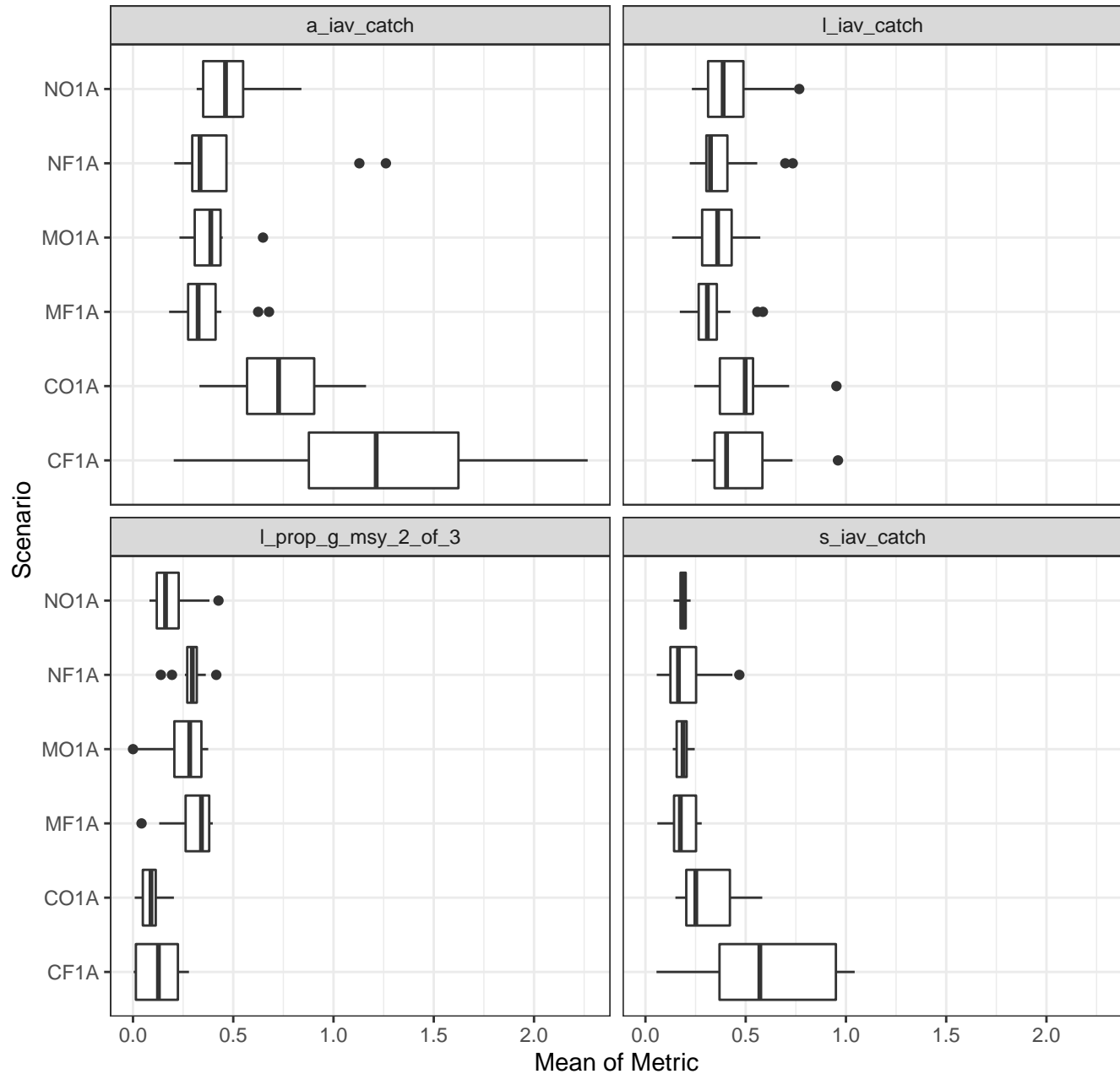


# Catch (No retro scenarios)

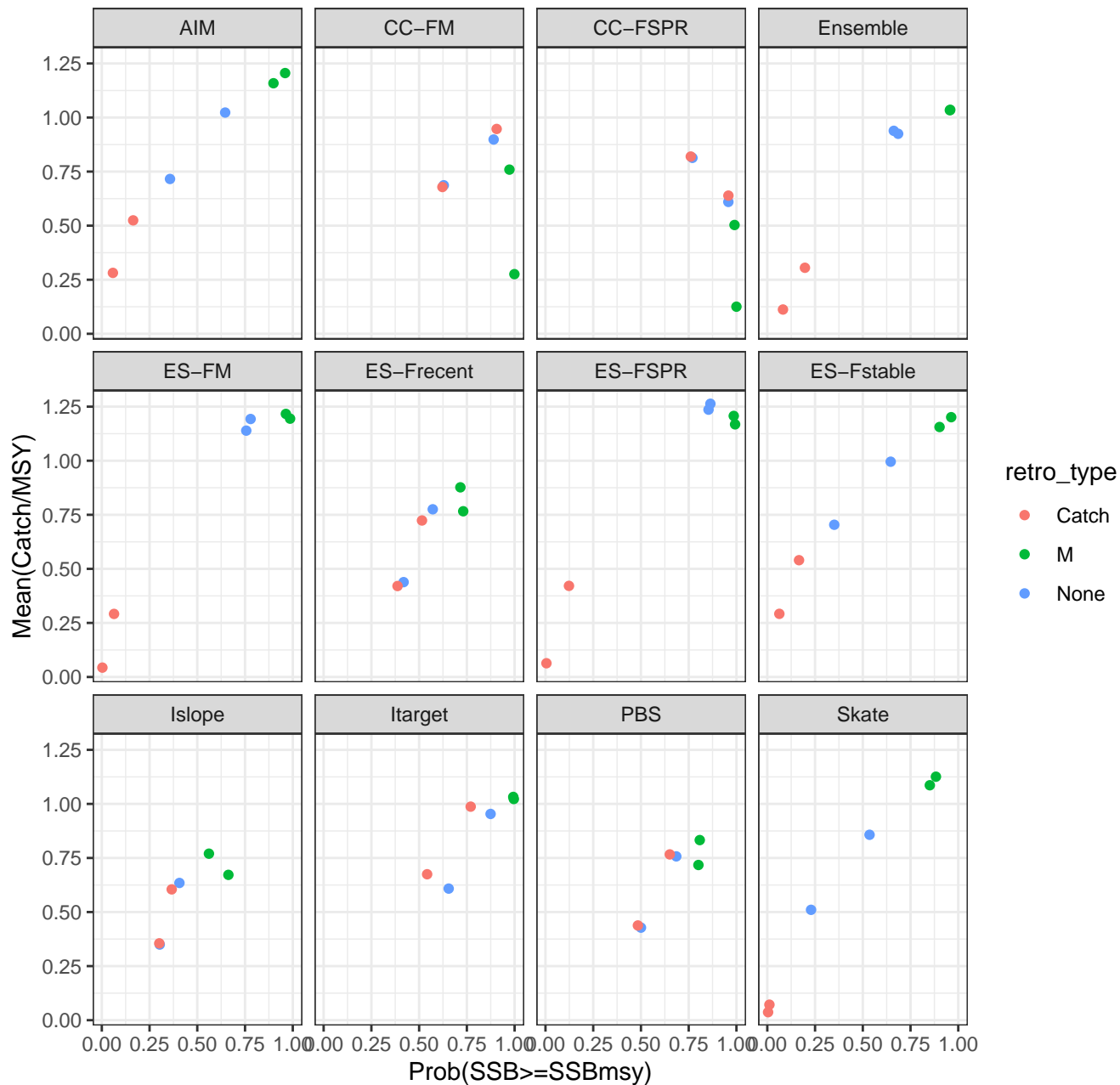
IBM



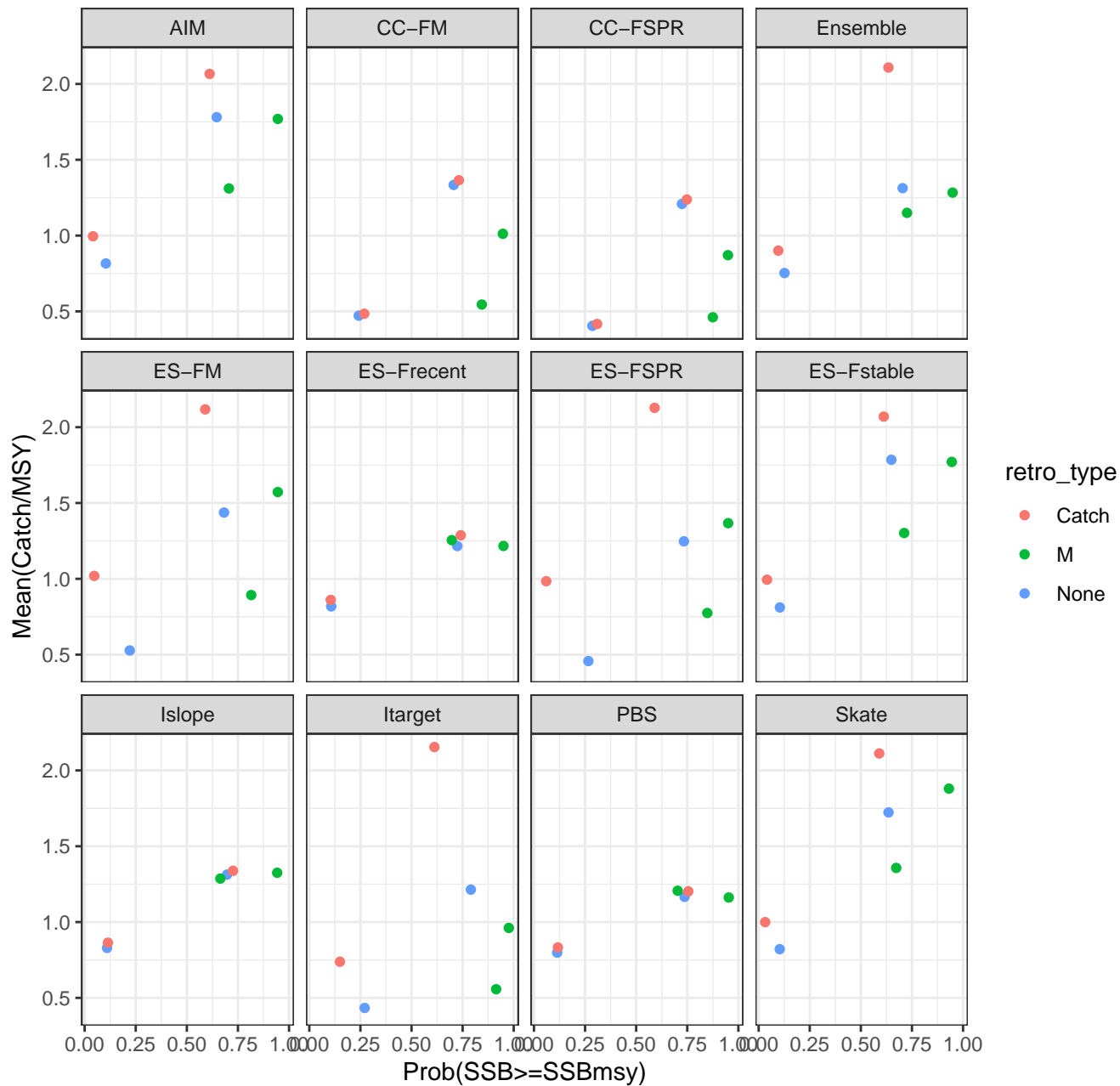
# Catch (No retro scenarios)



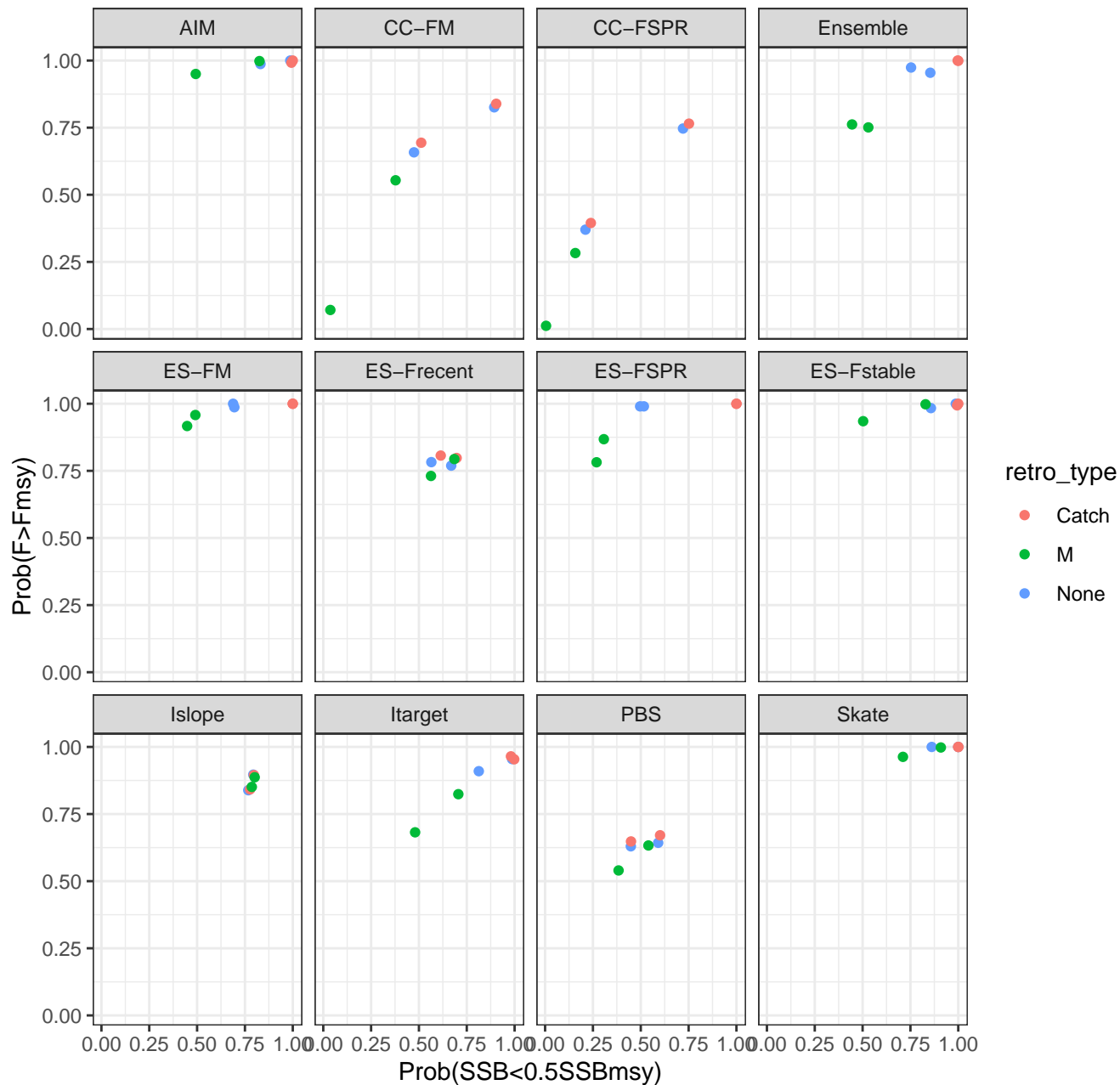
# Long Term (No retro scenarios)



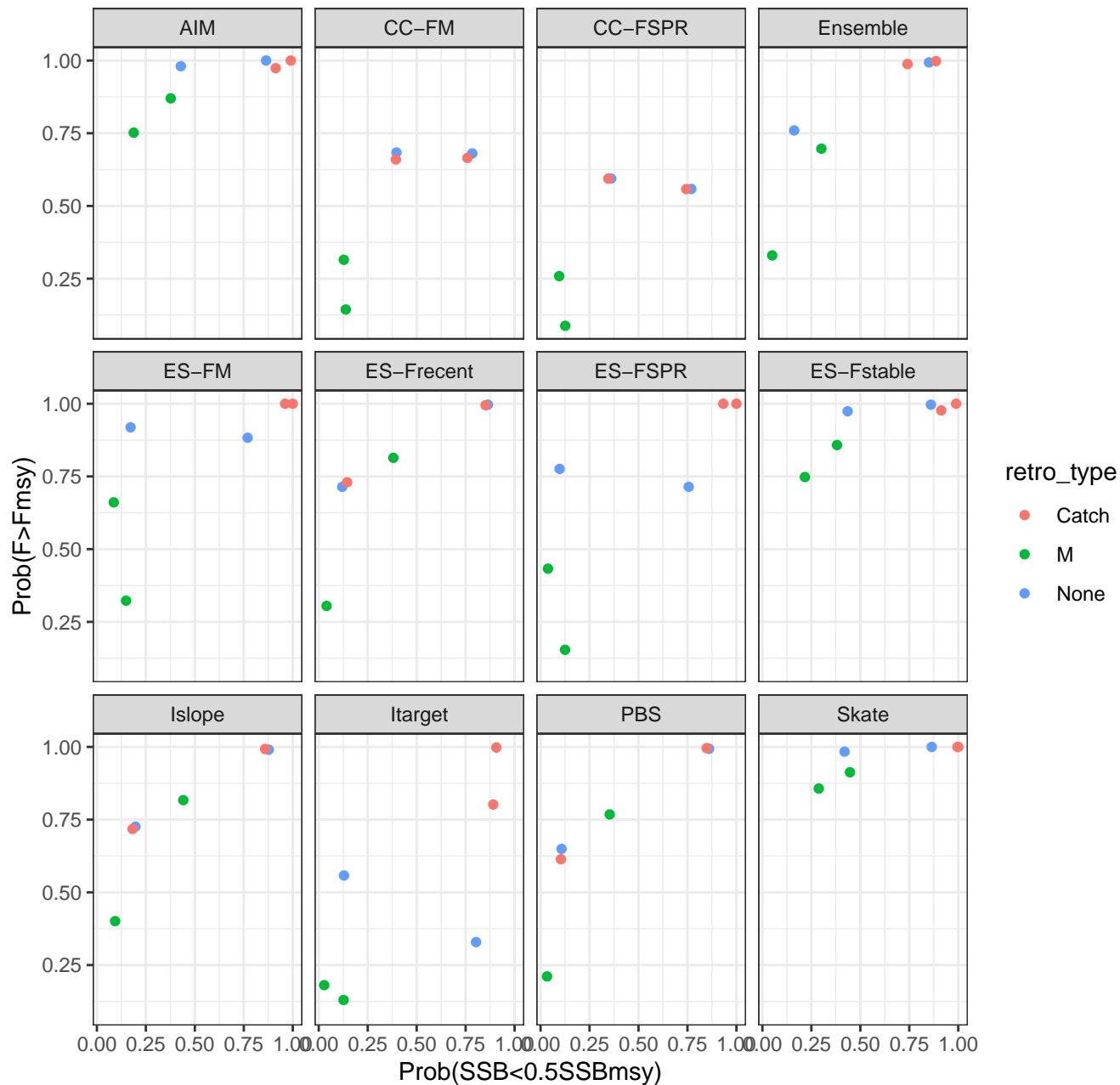
# Short Term (No retro scenarios)



# Long Term (No retro scenarios)

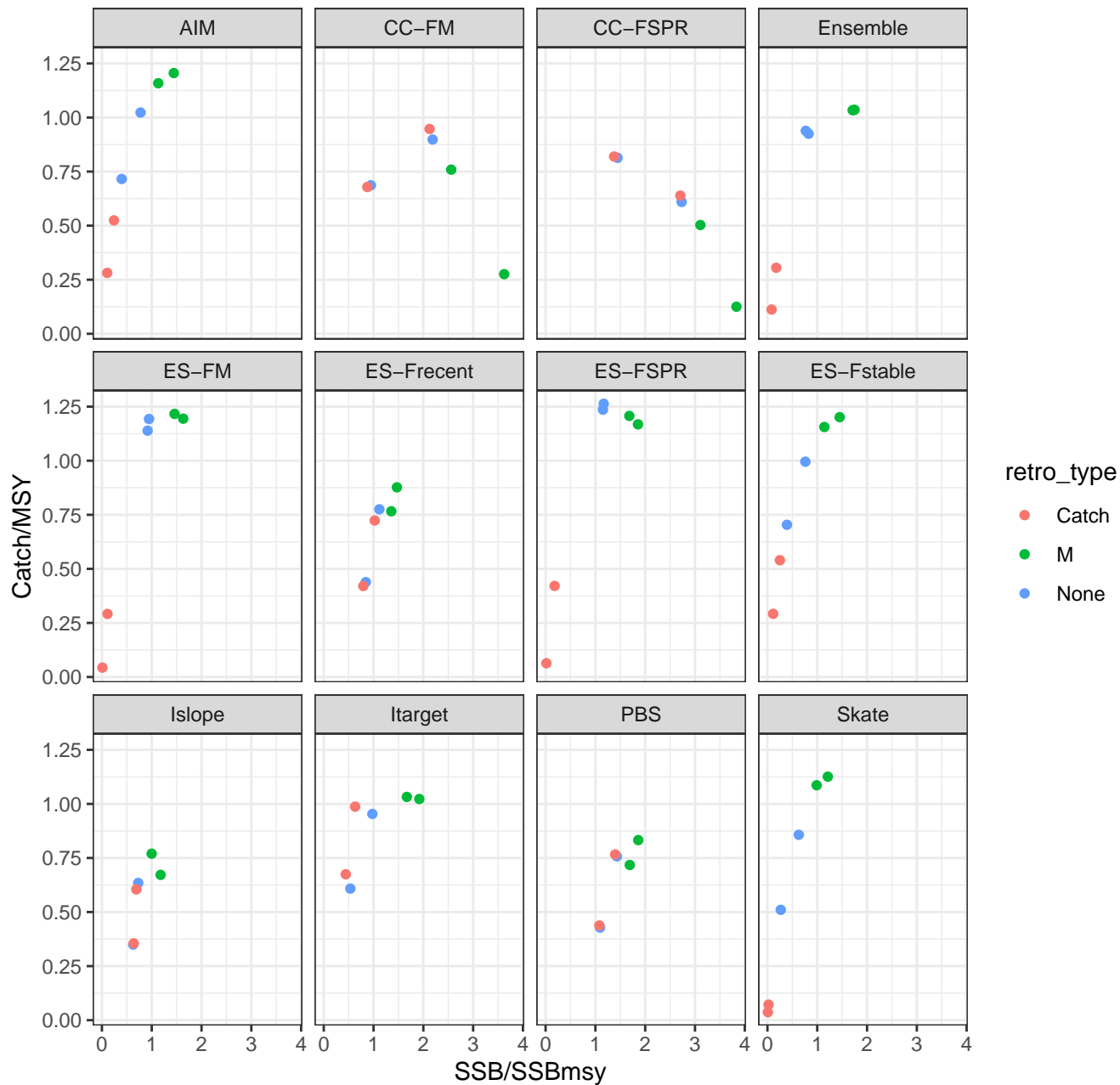


# Short Term (No retro scenarios)

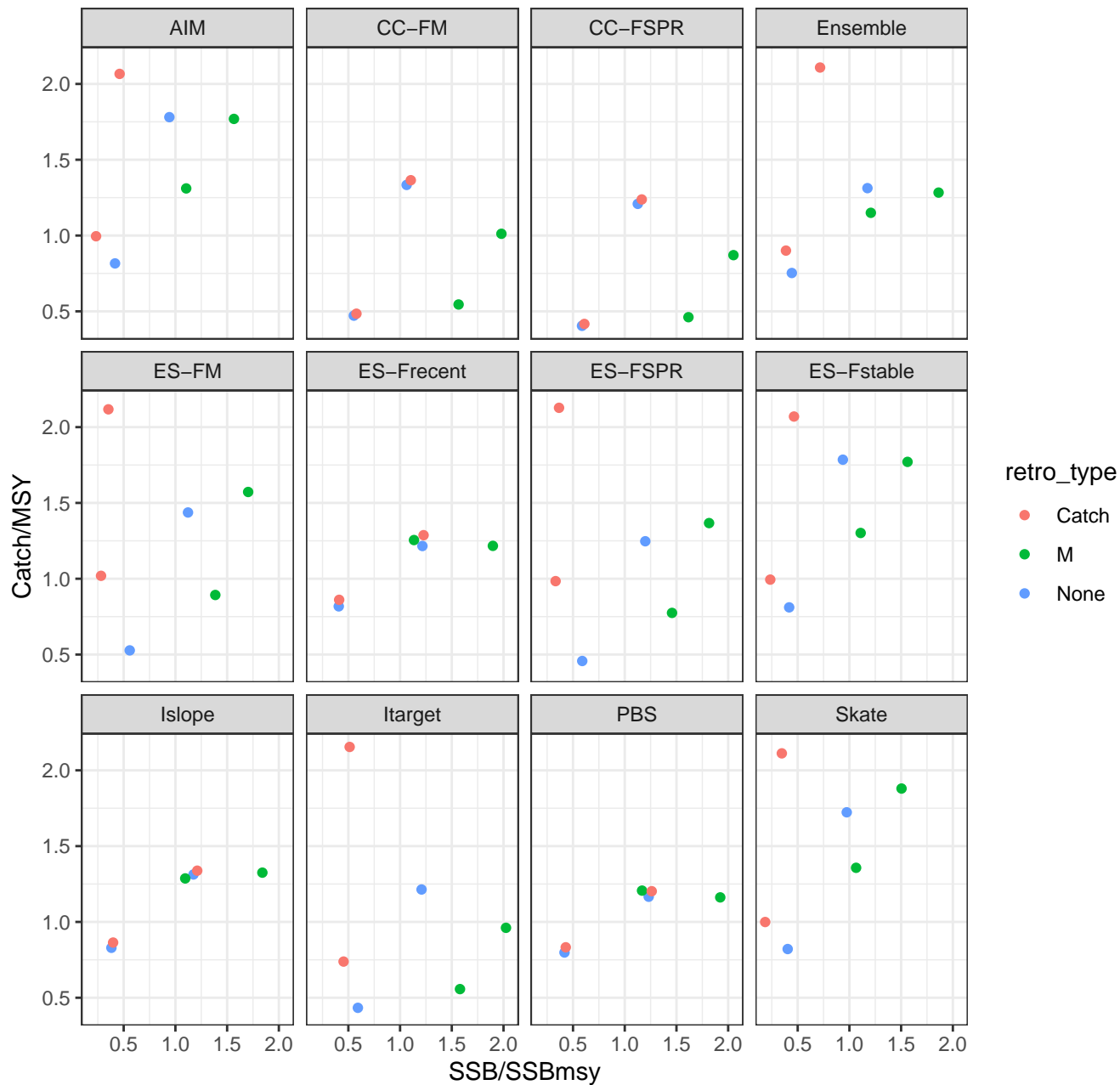




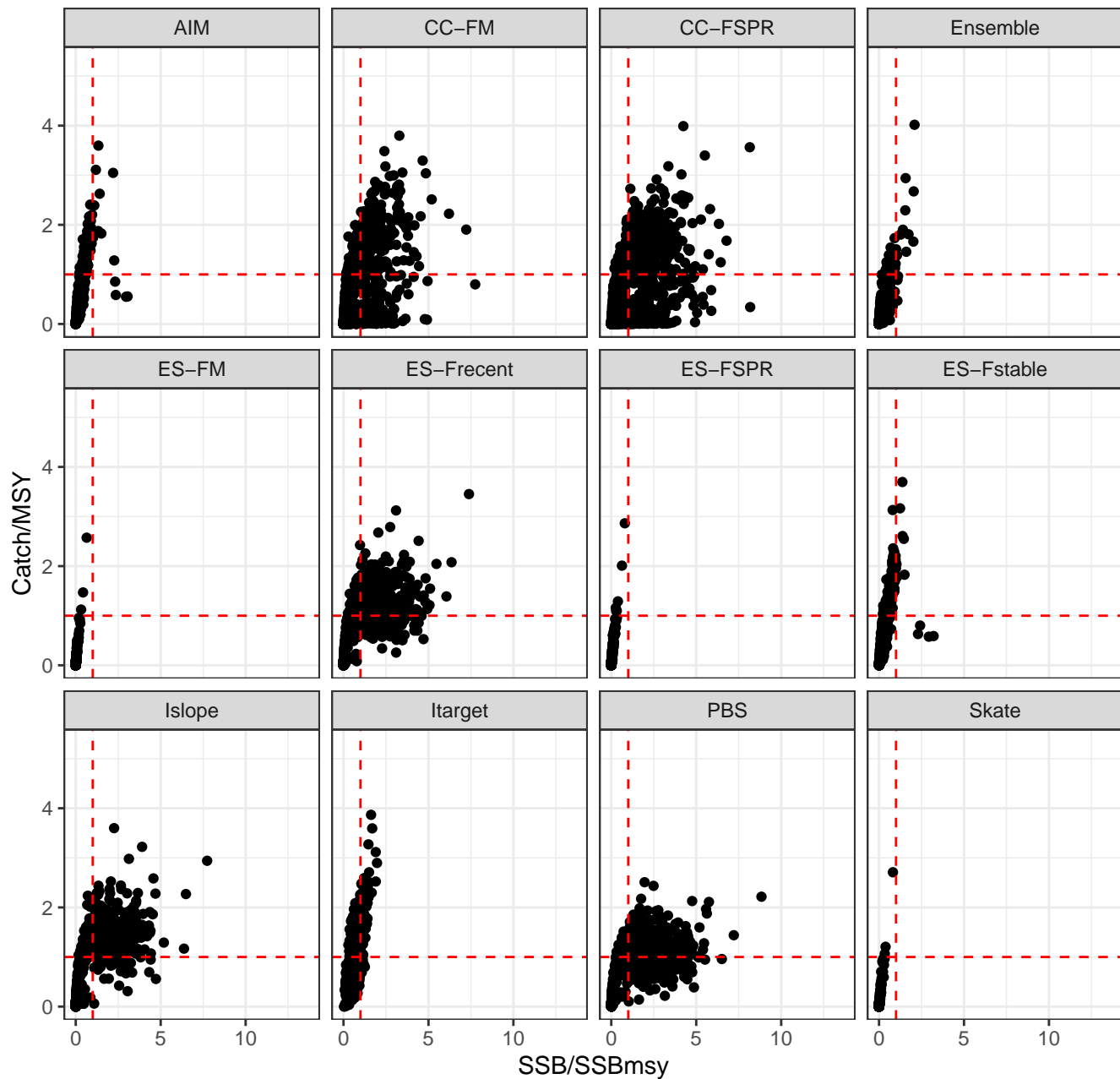
# Long Term (No retro scenarios)



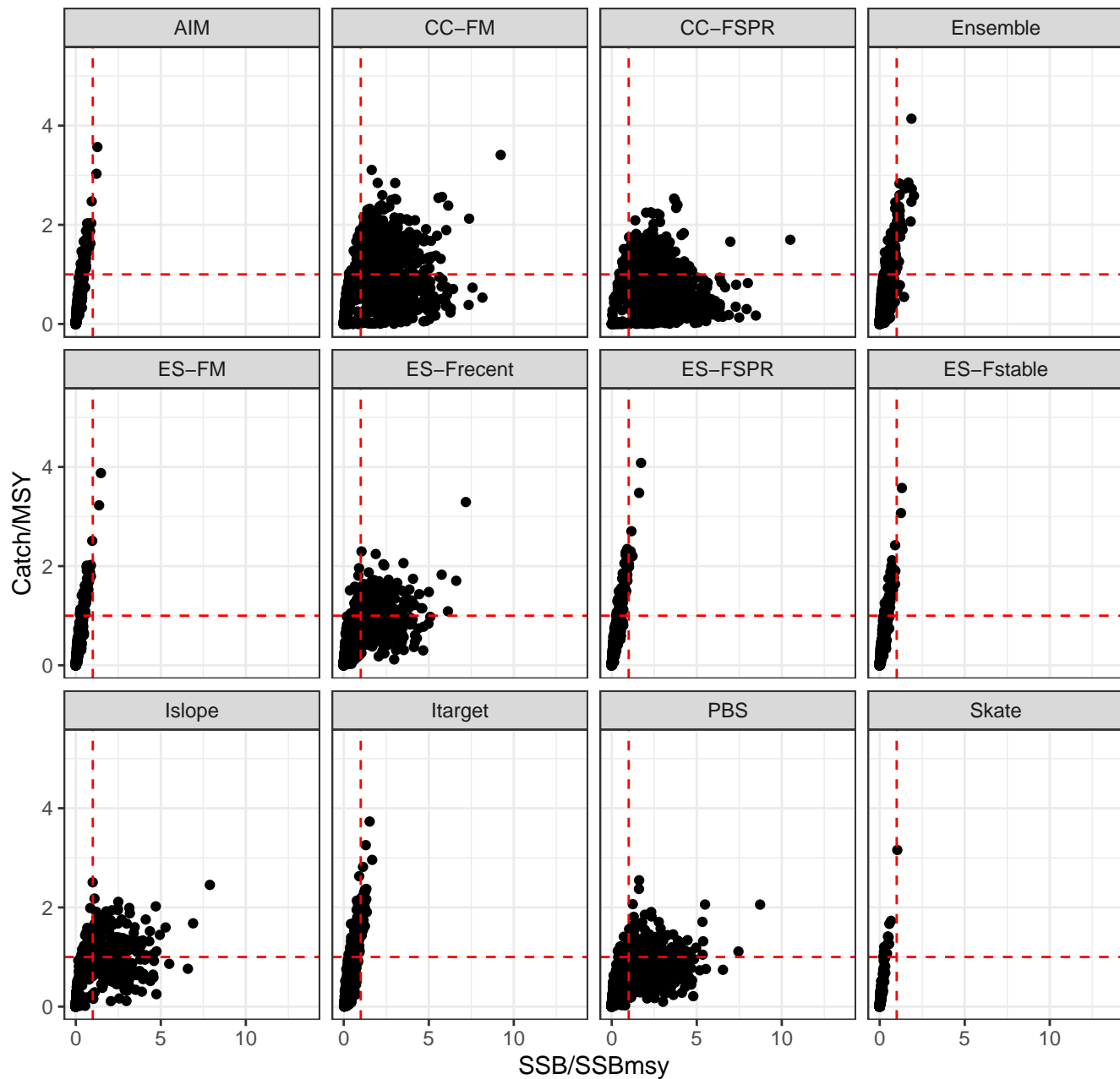
# Short Term (No retro scenarios)



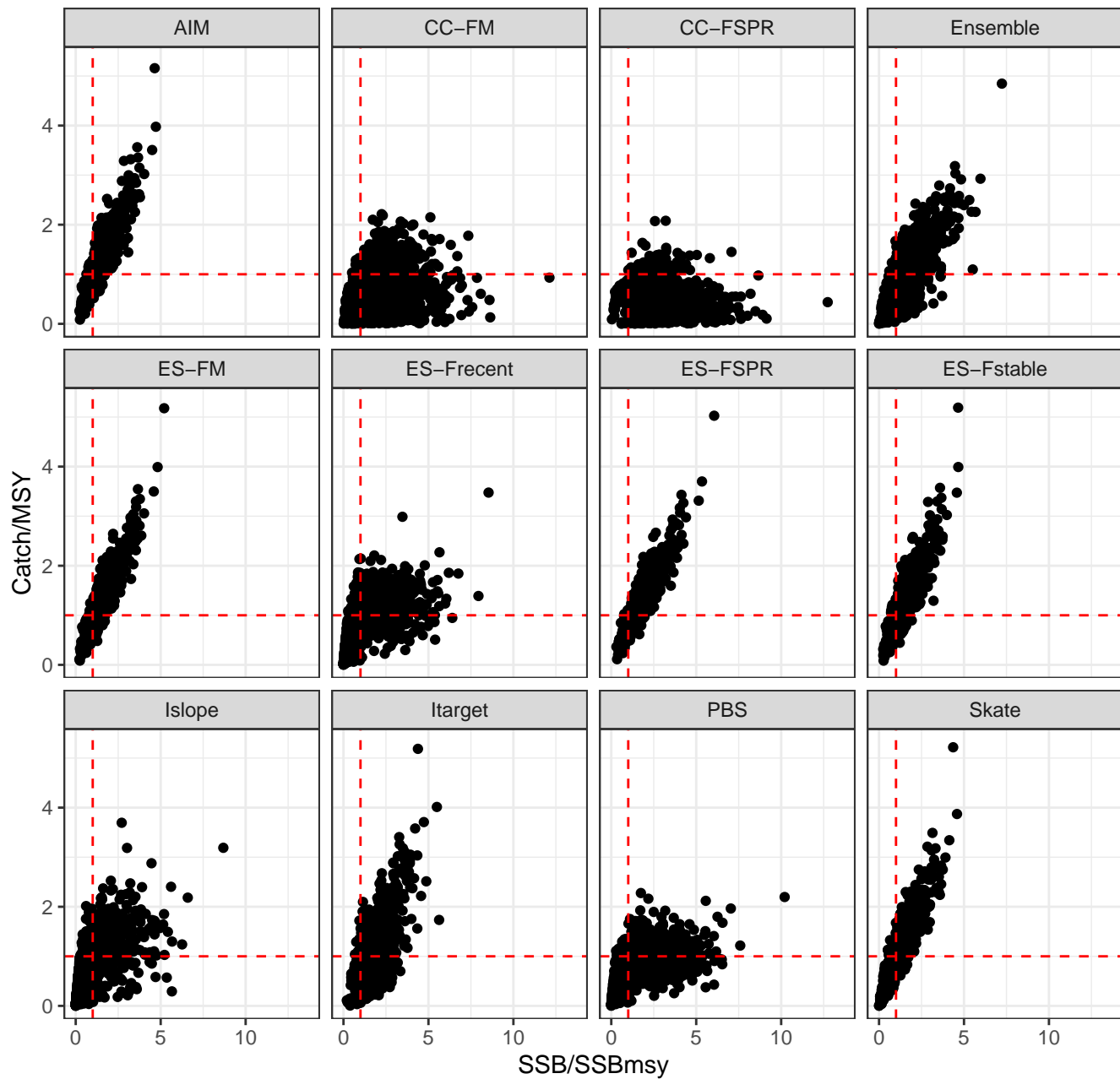
# CF1A Long Term (No retro scenarios)



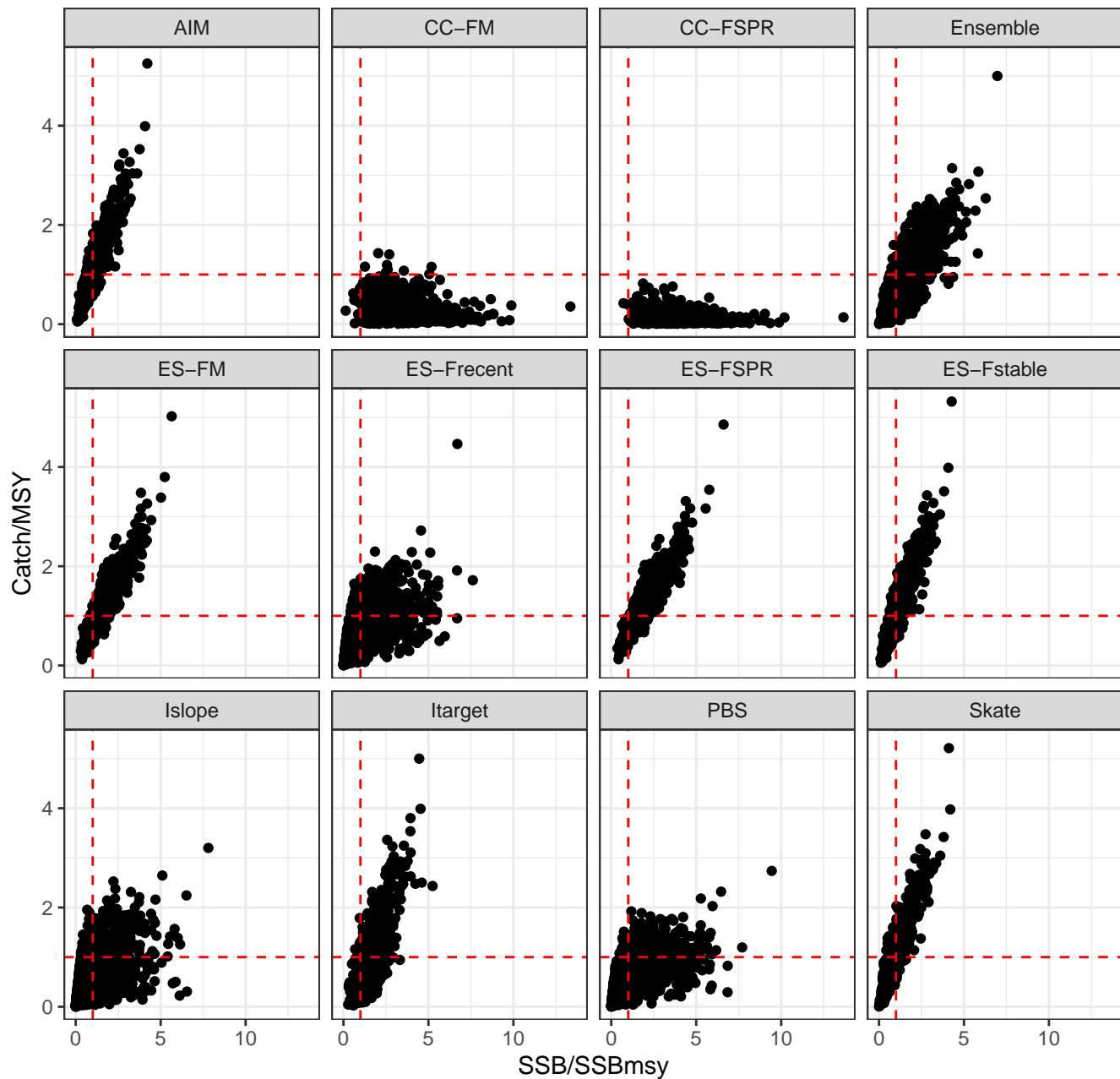
# CO1A Long Term (No retro scenarios)



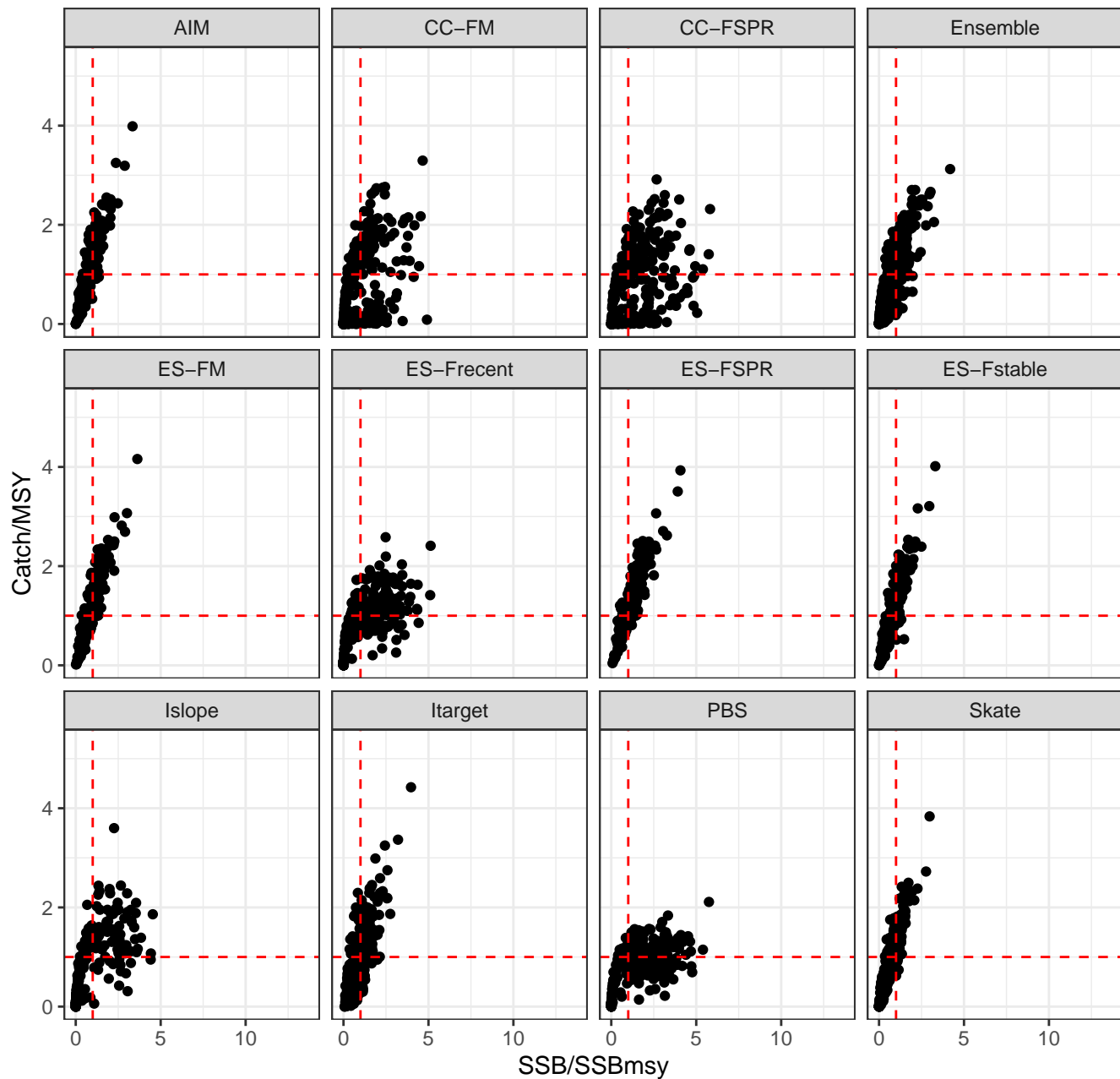
# MF1A Long Term (No retro scenarios)



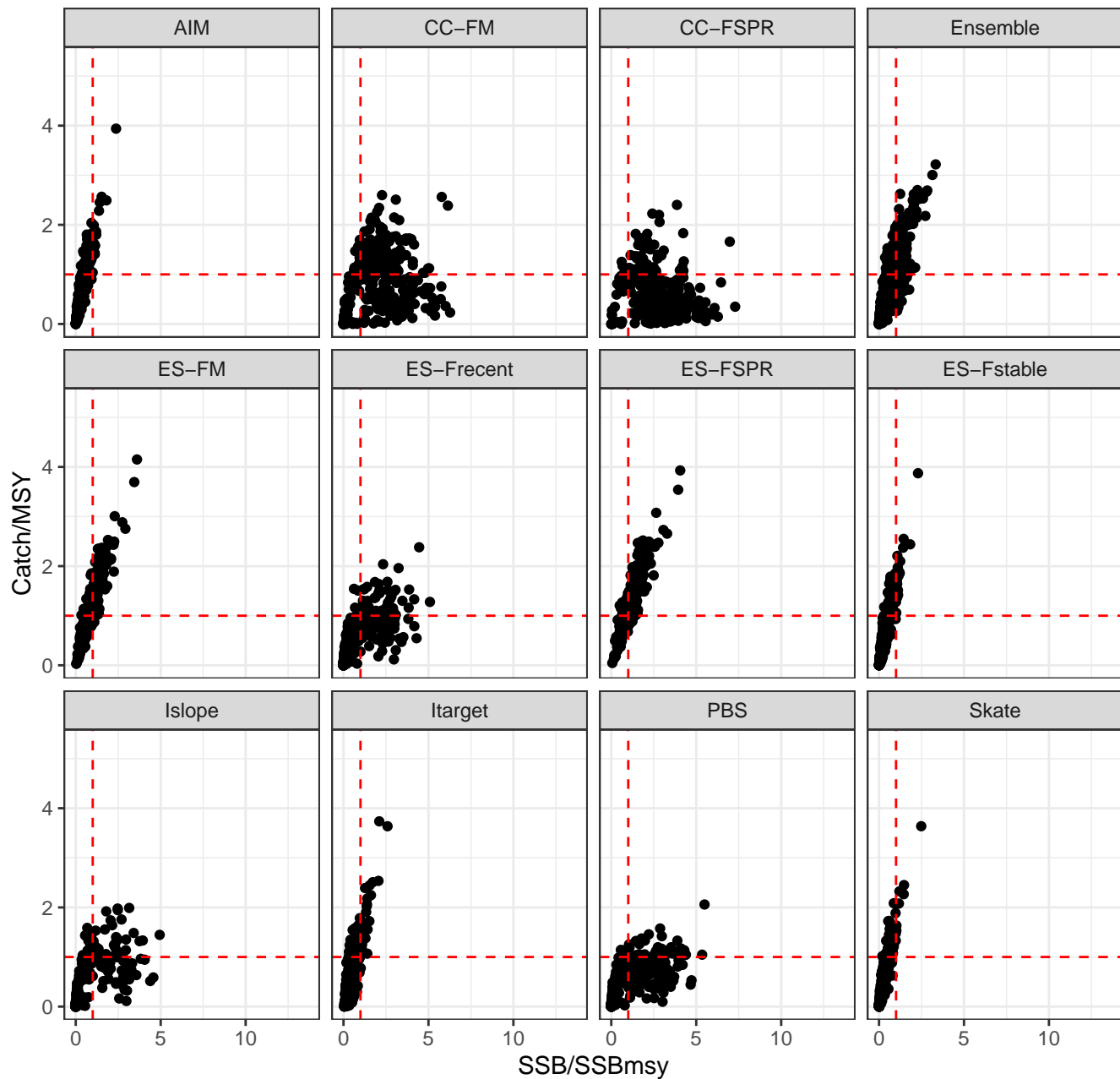
# MO1A Long Term (No retro scenarios)



# NF1A Long Term (No retro scenarios)

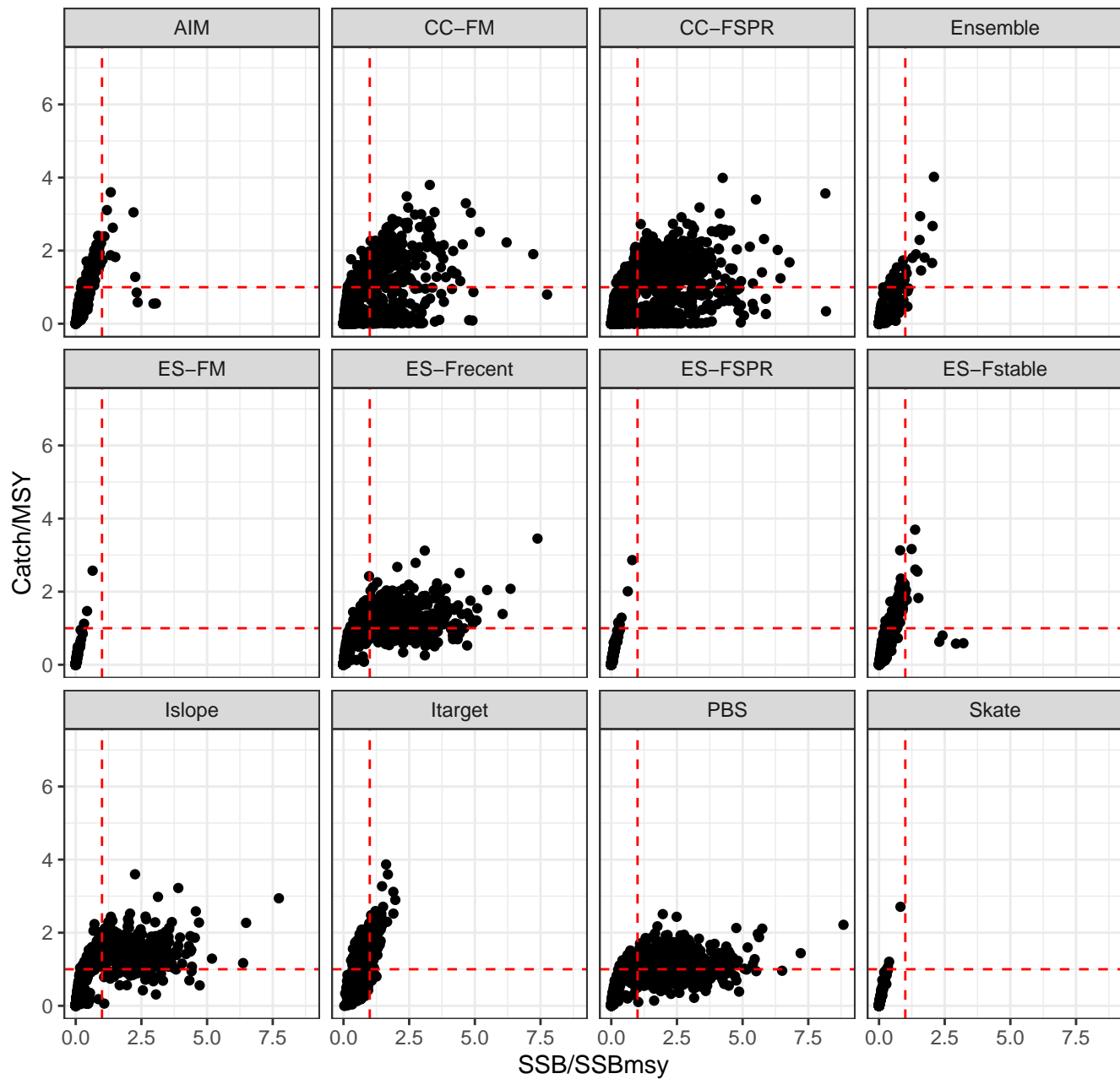


# NO1A Long Term (No retro scenarios)

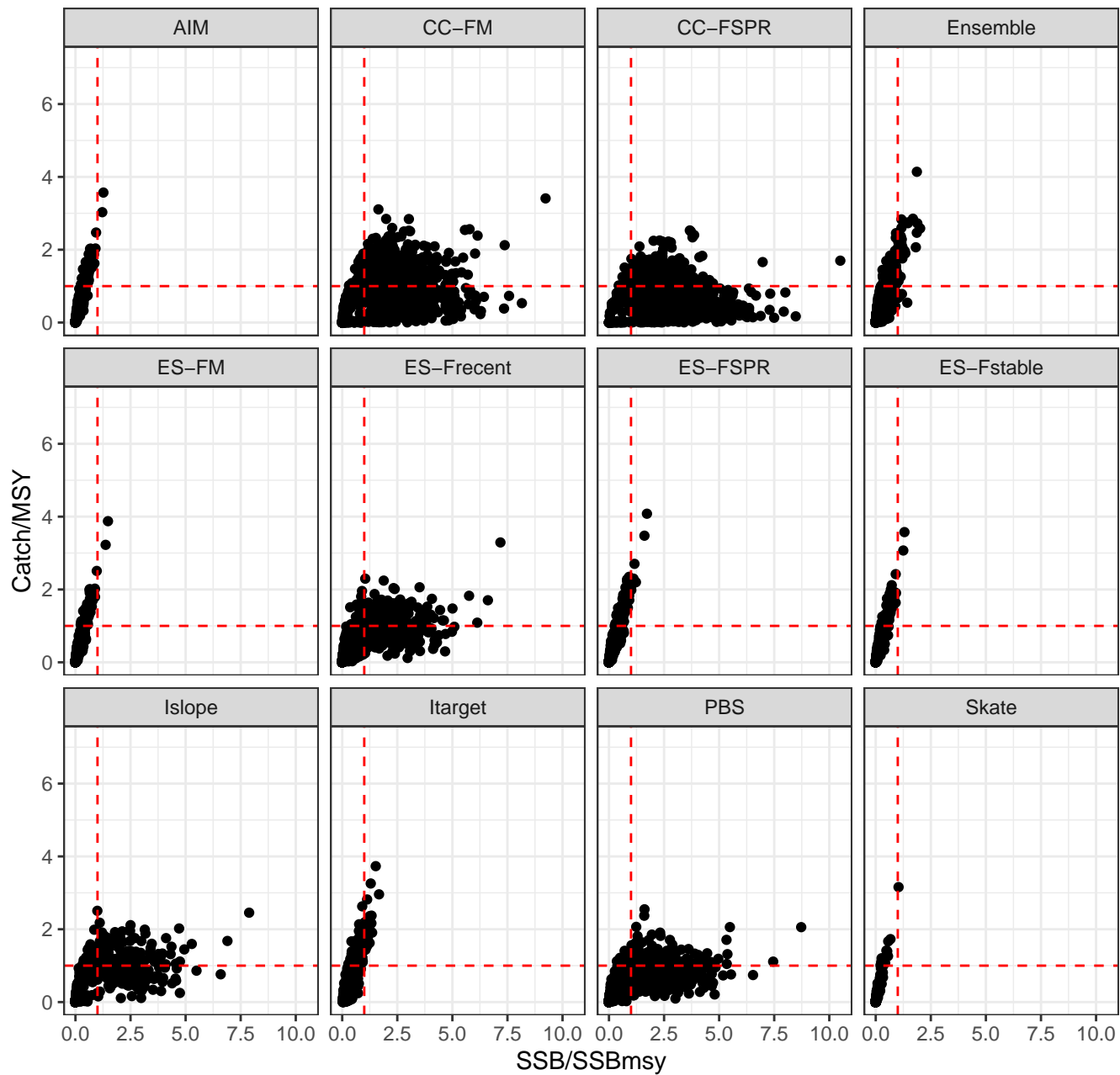




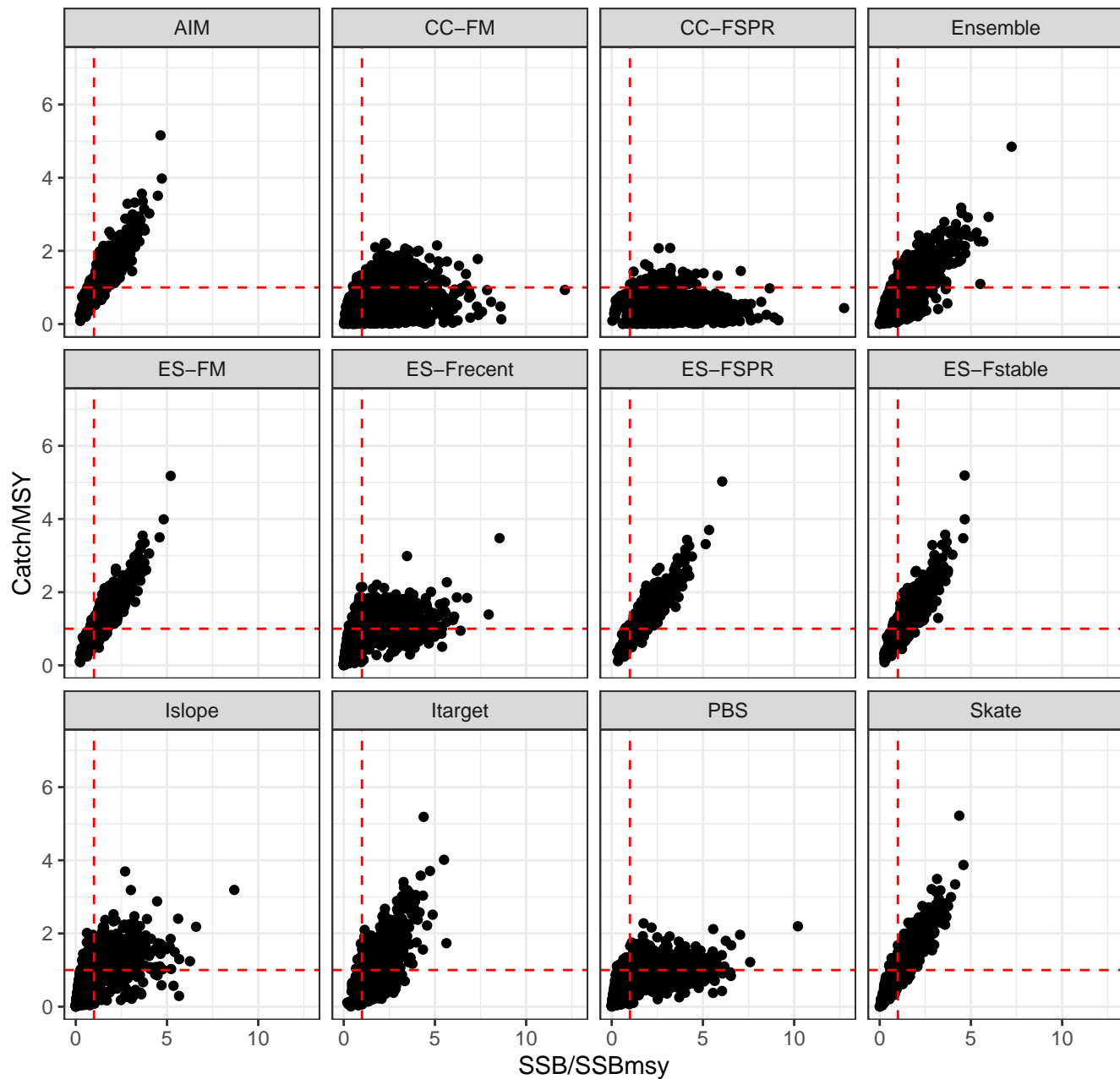
# CF1A Short Term (No retro scenarios)



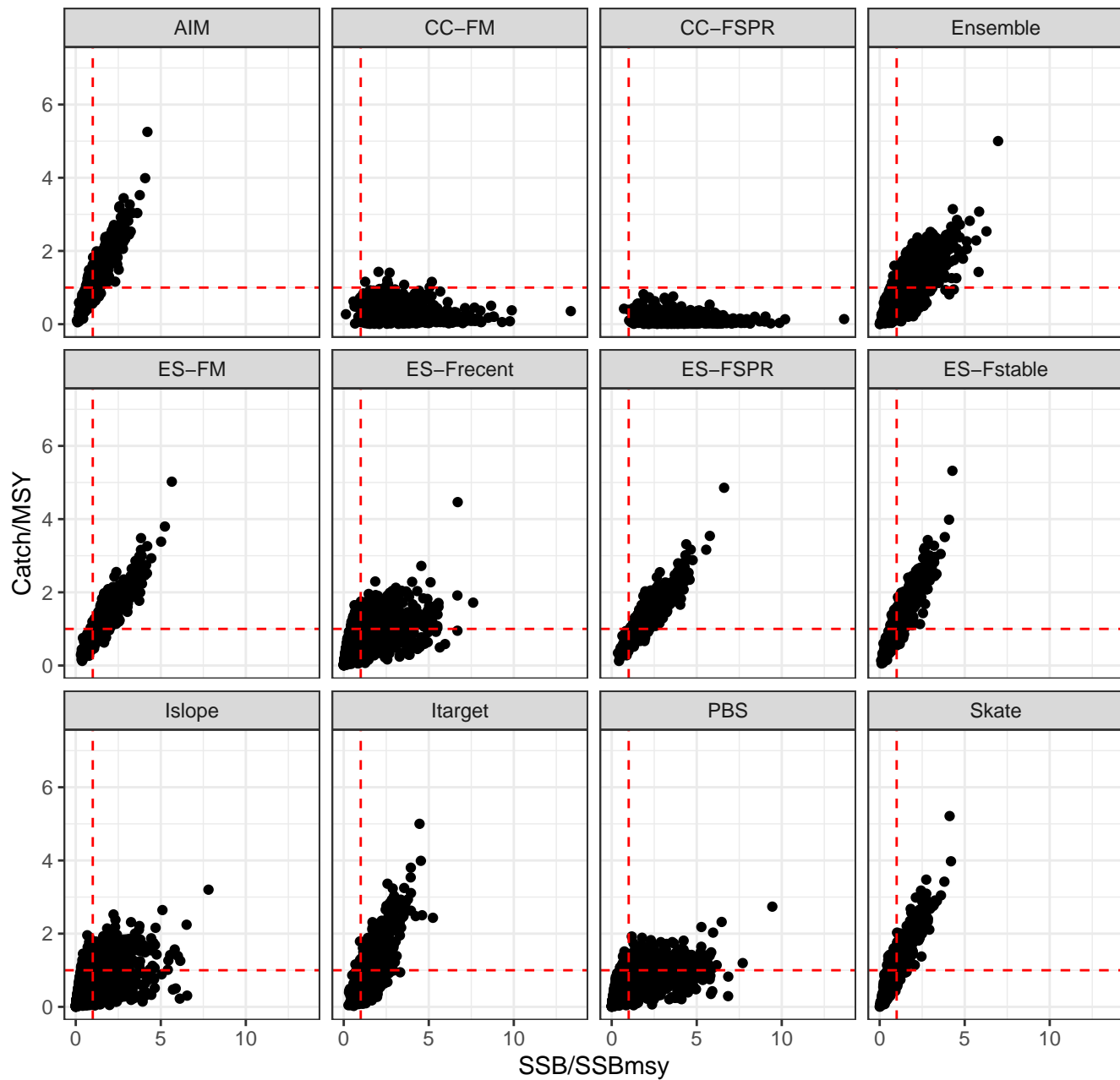
# CO1A Short Term (No retro scenarios)



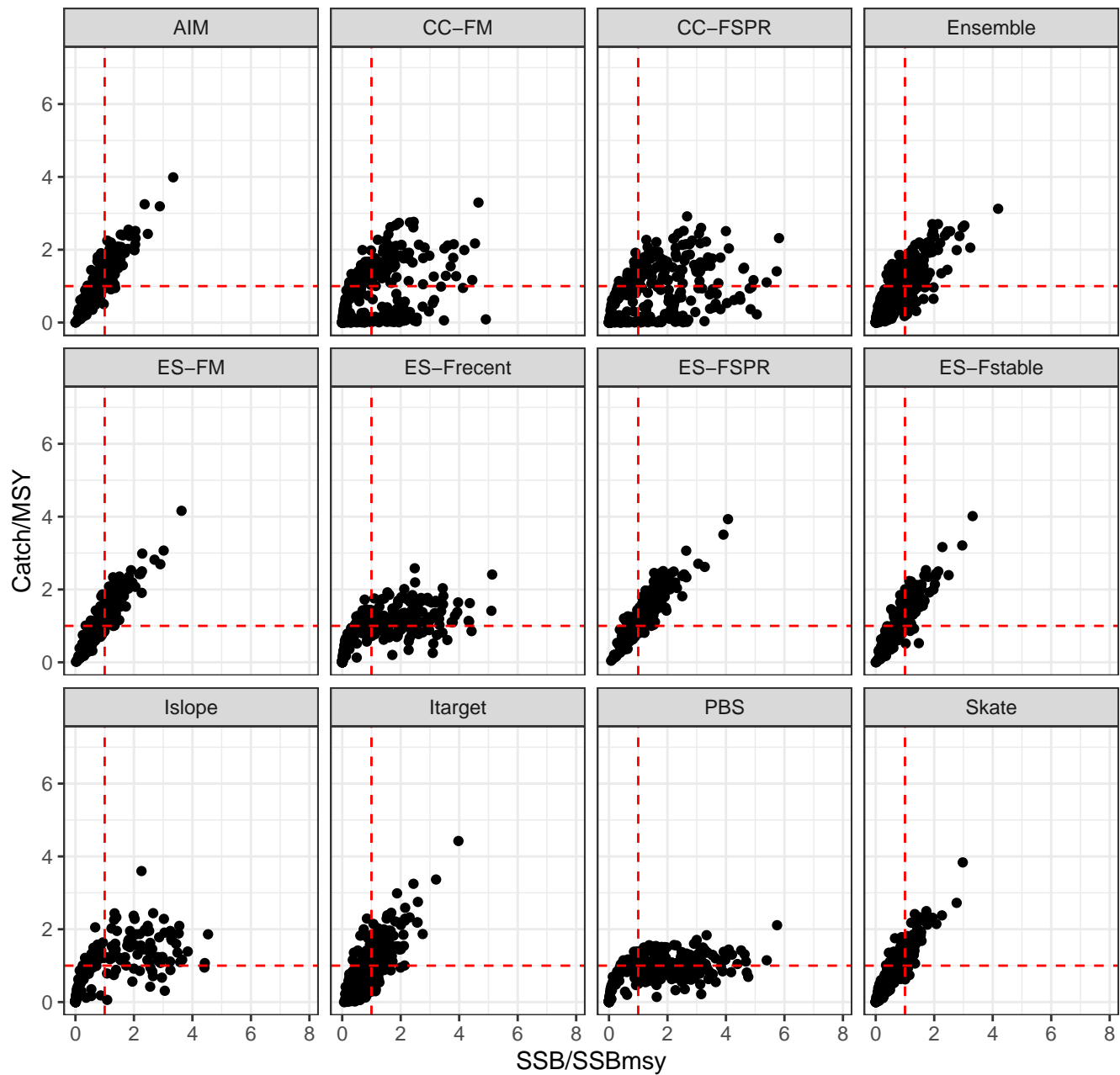
# MF1A Short Term (No retro scenarios)



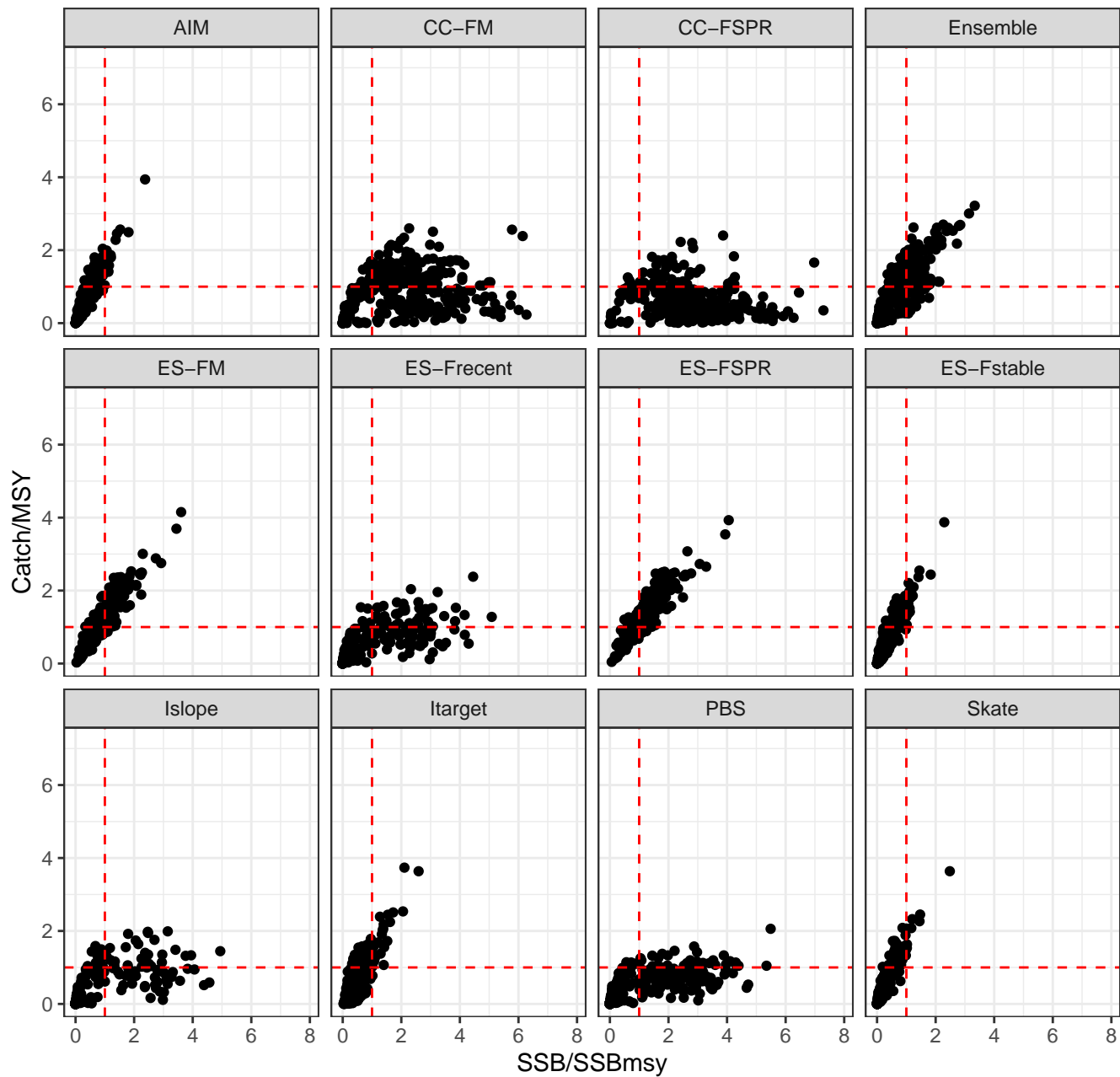
# MO1A Short Term (No retro scenarios)



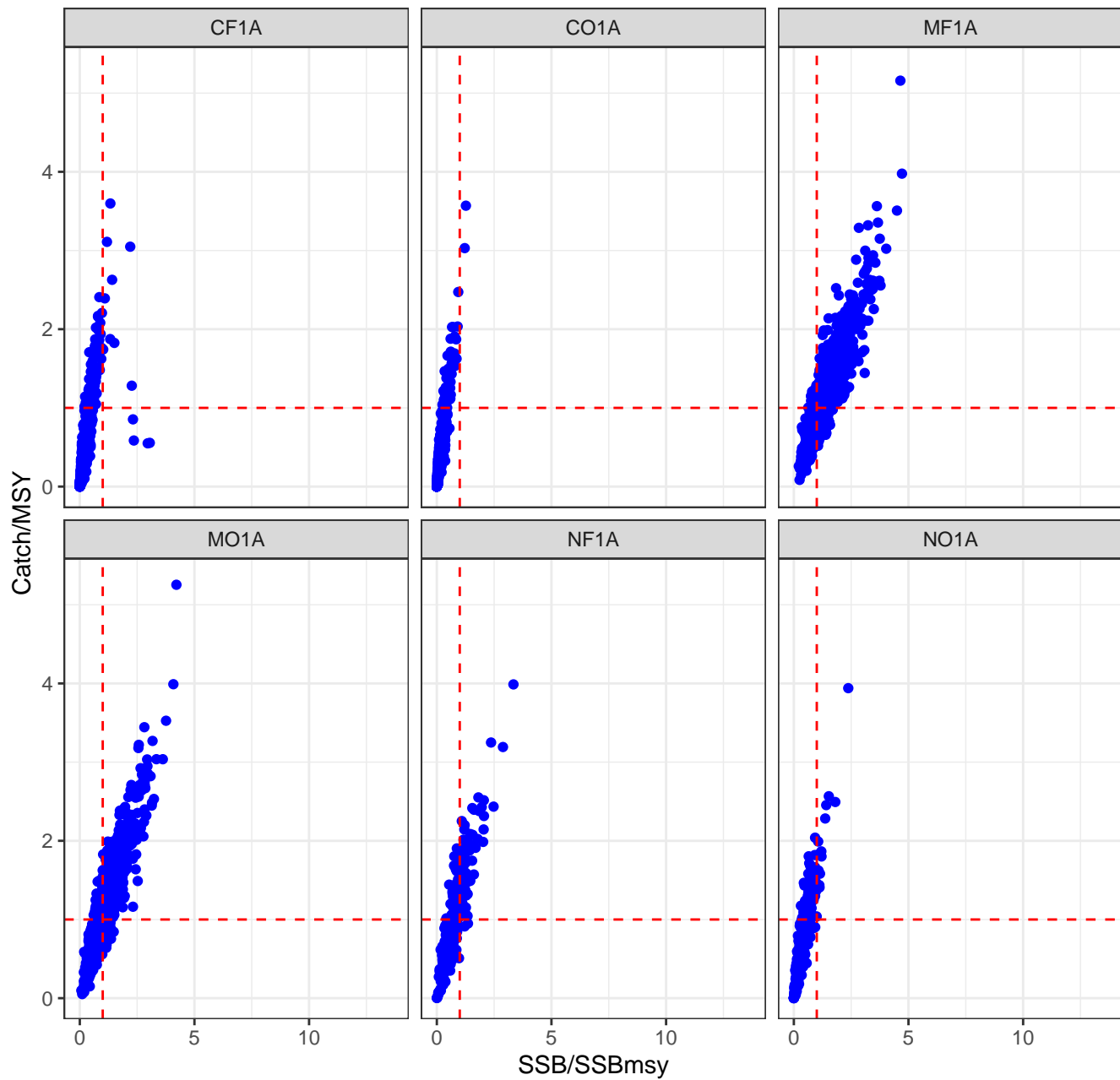
# NF1A Short Term (No retro scenarios)



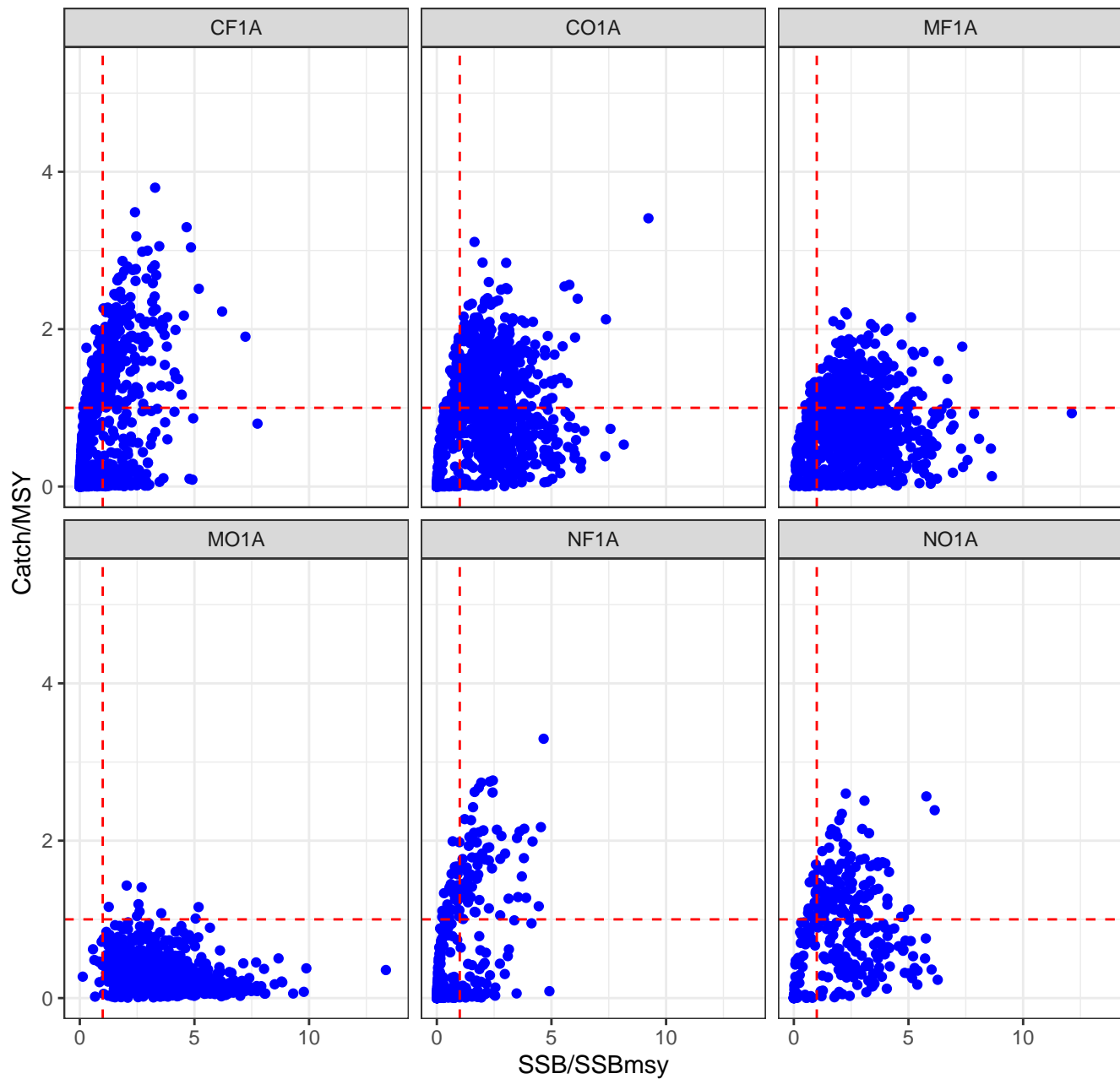
# NO1A Short Term (No retro scenarios)



# AIM Long Term (No retro scenarios)

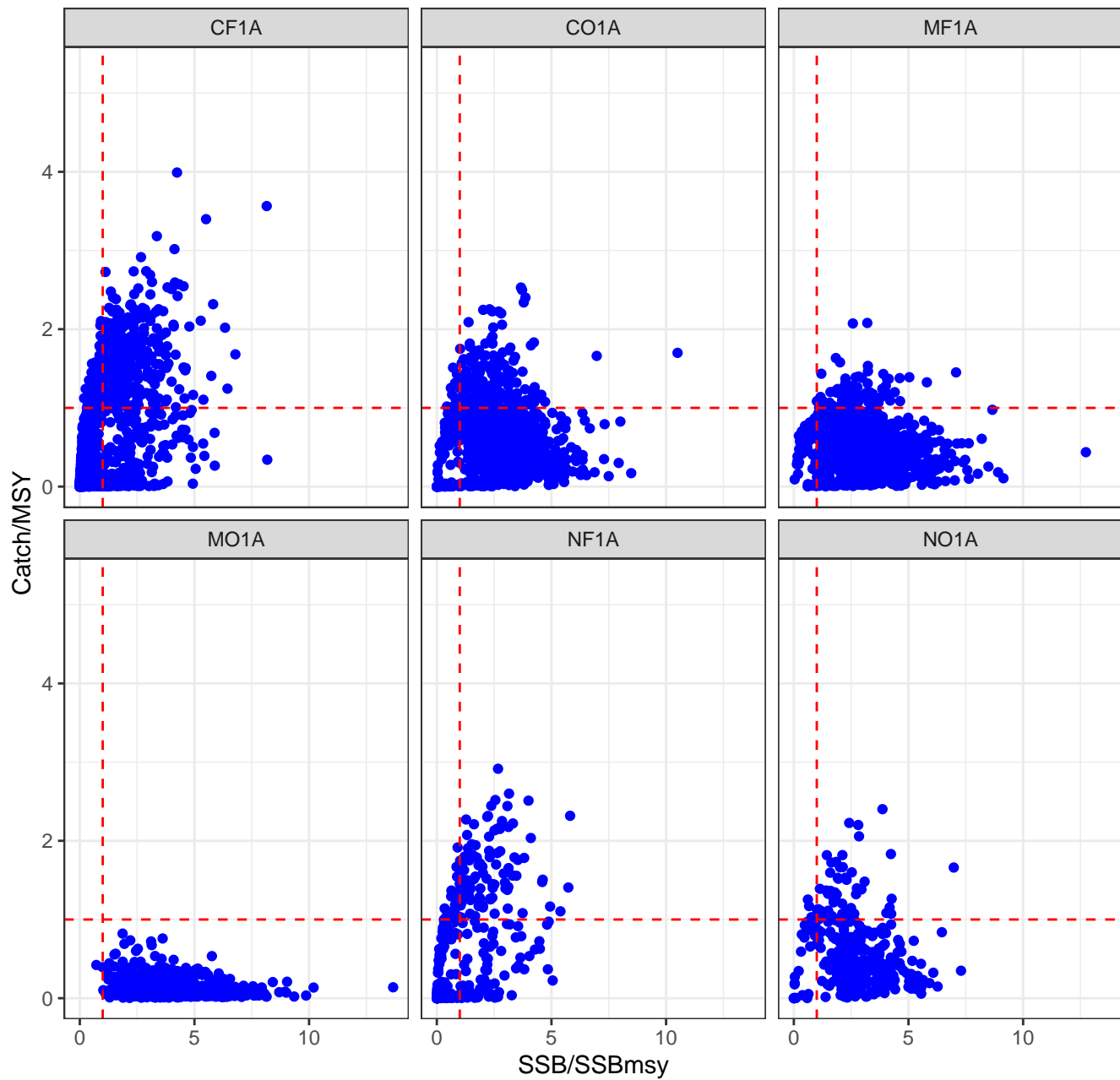


# CC-FM Long Term (No retro scenarios)

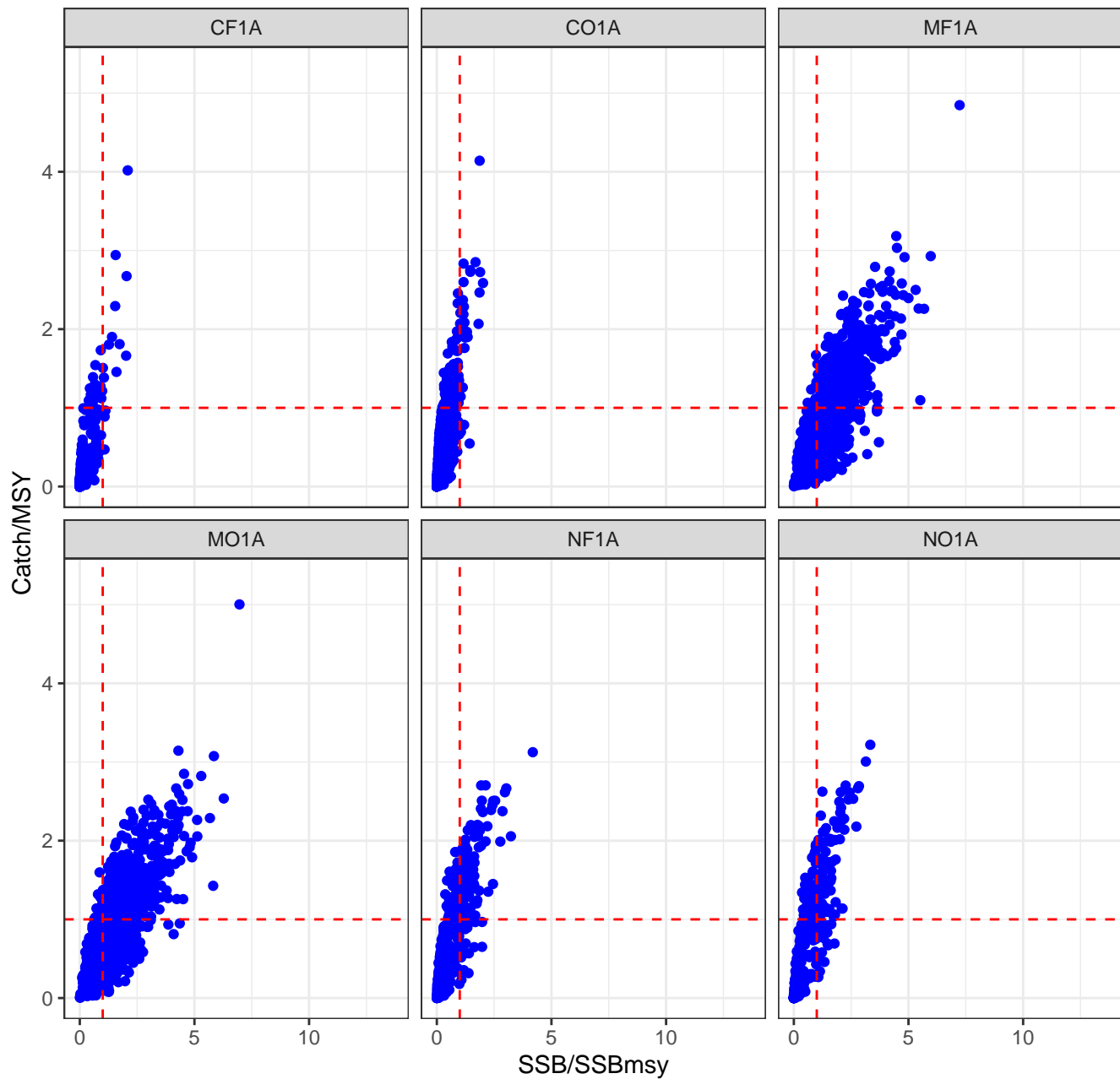




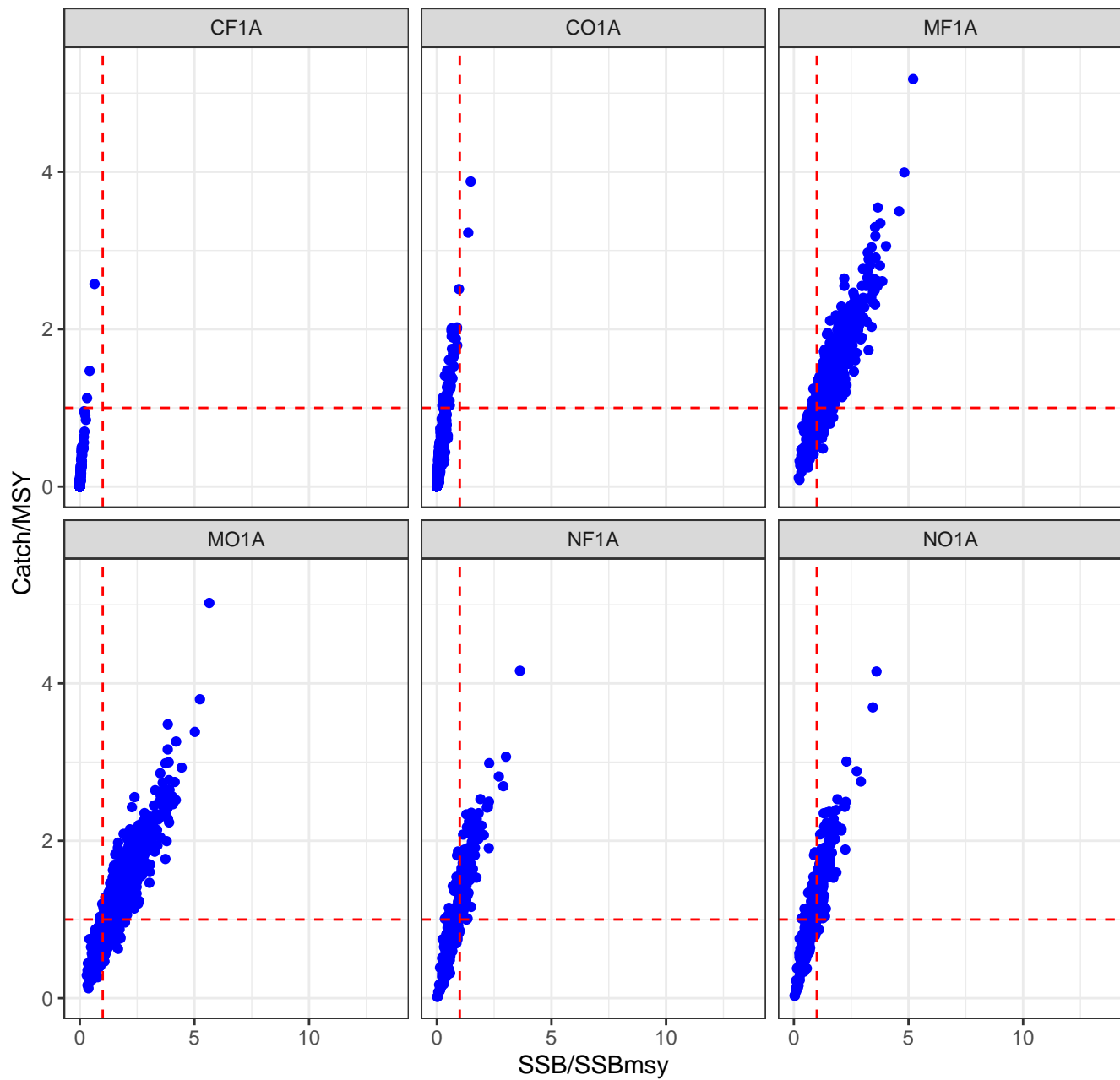
# CC-FSPR Long Term (No retro scenarios)



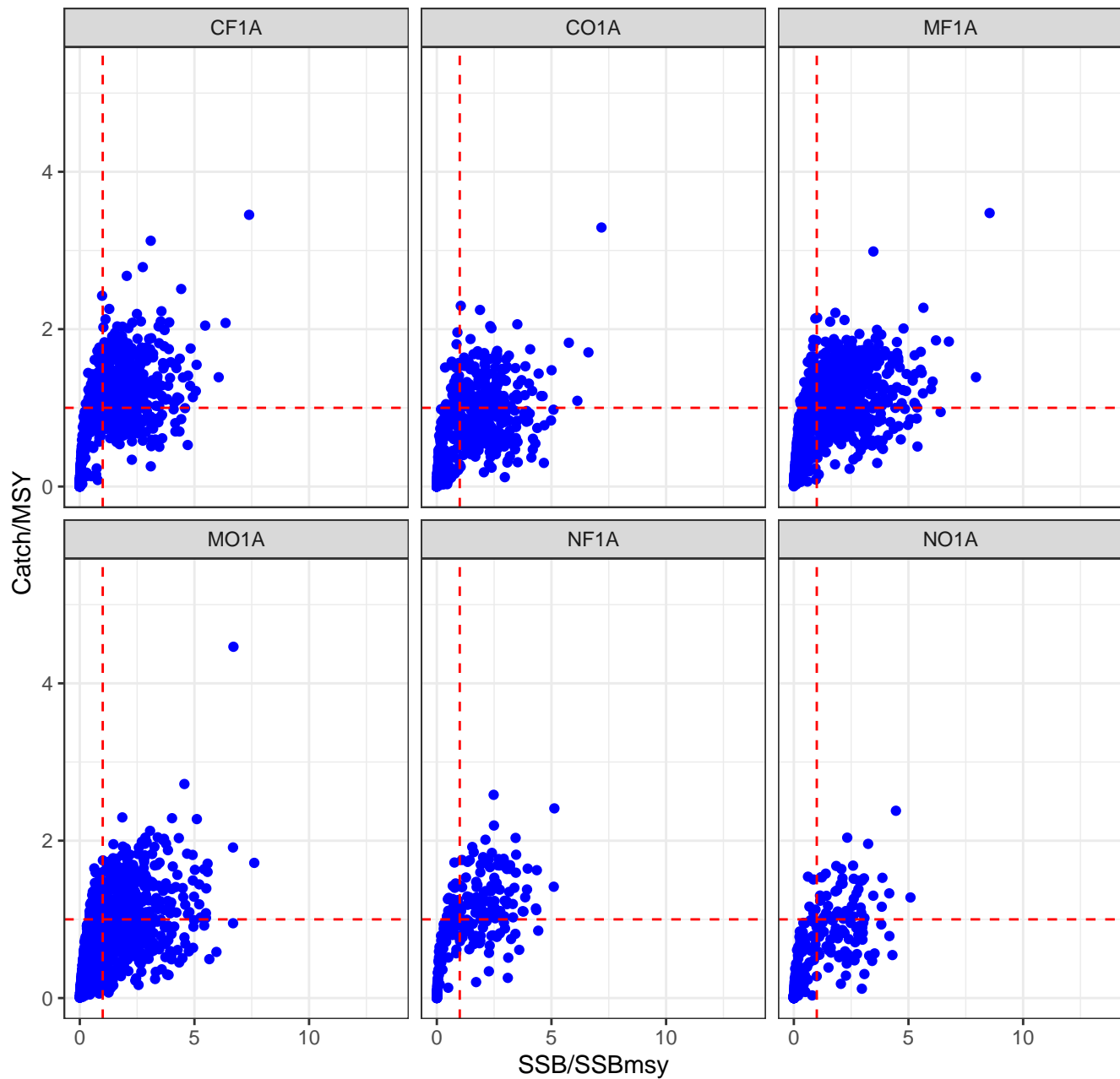
# Ensemble Long Term (No retro scenarios)



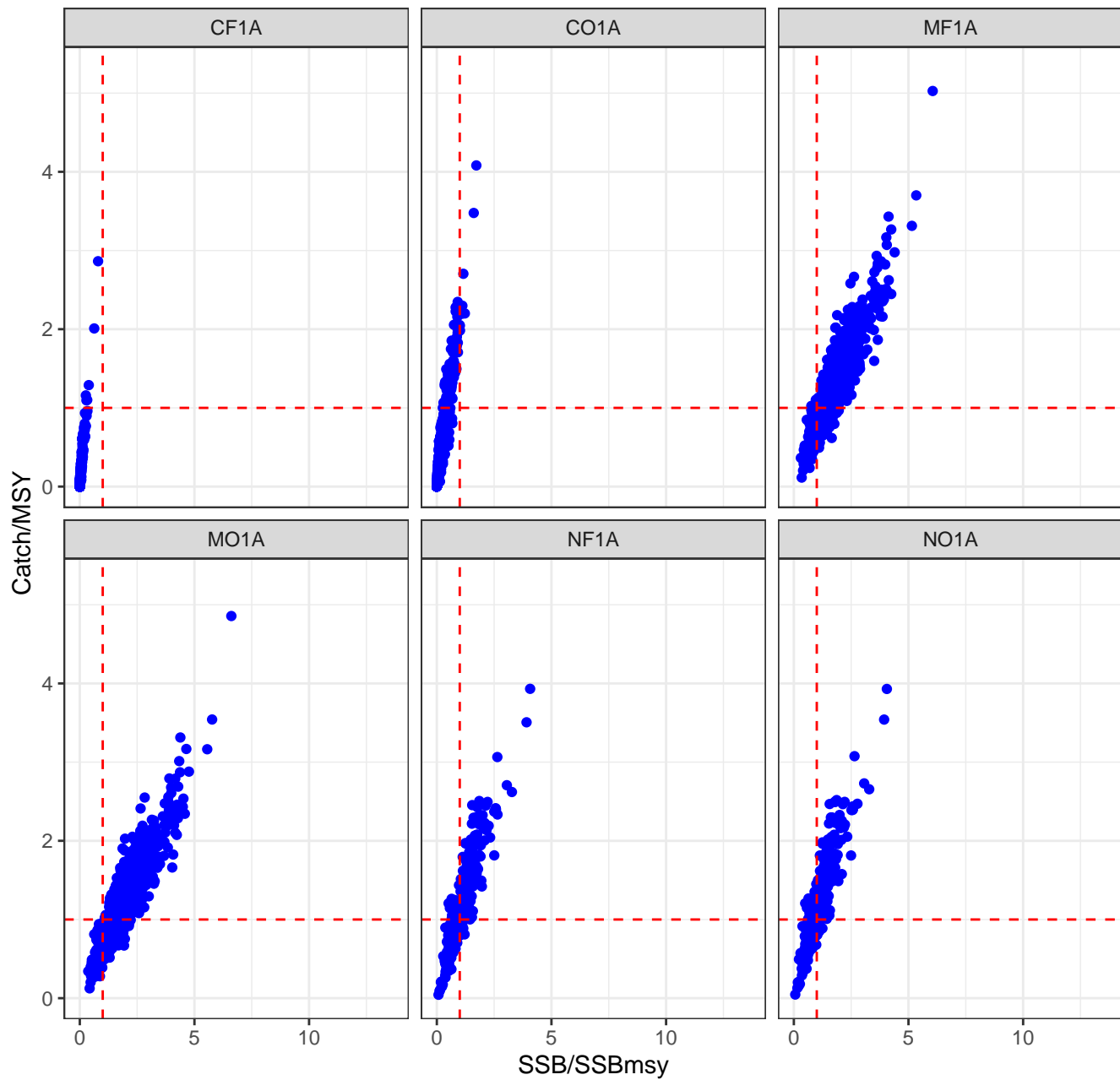
# ES-FM Long Term (No retro scenarios)



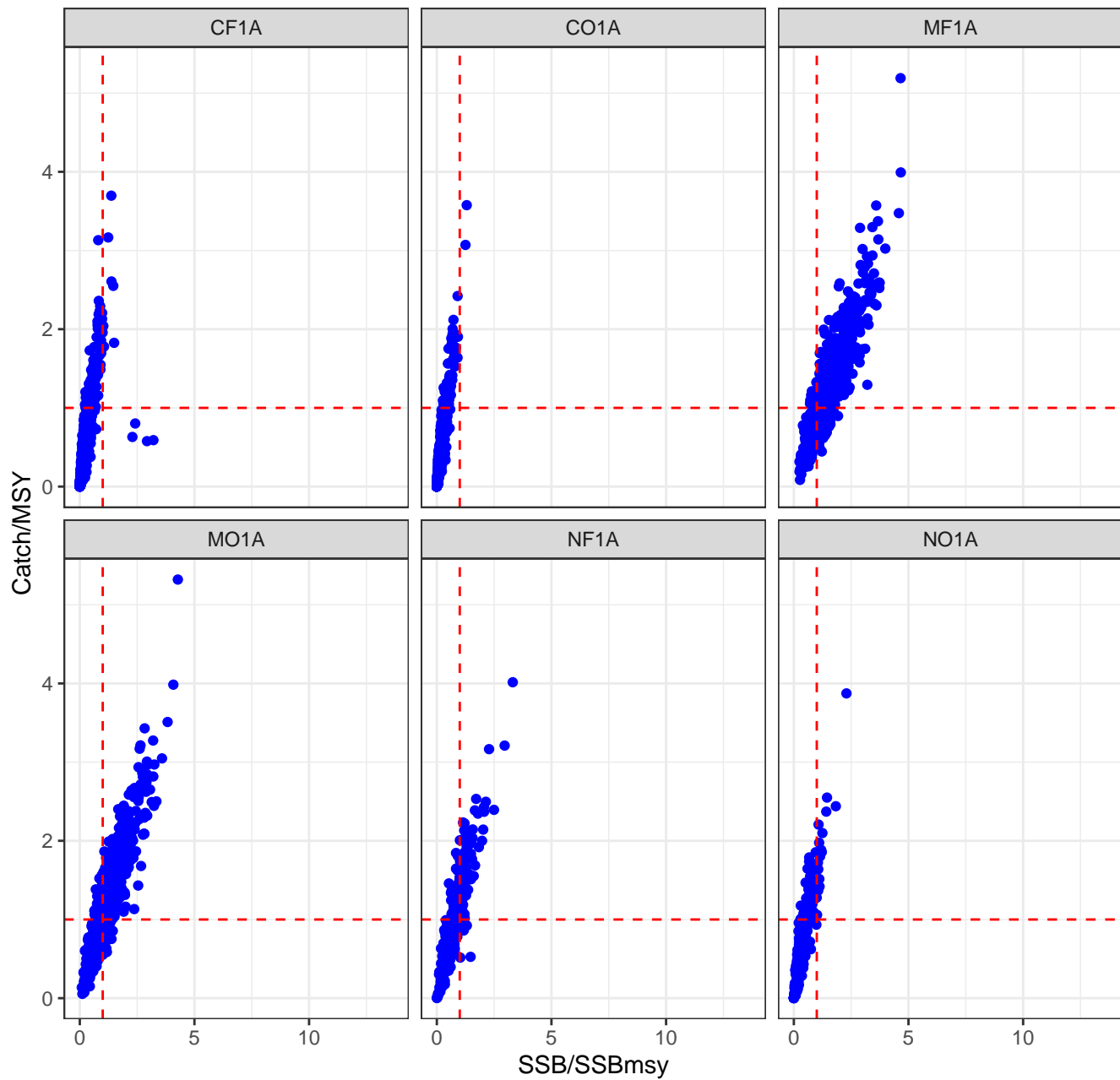
# ES-Frecent Long Term (No retro scenarios)



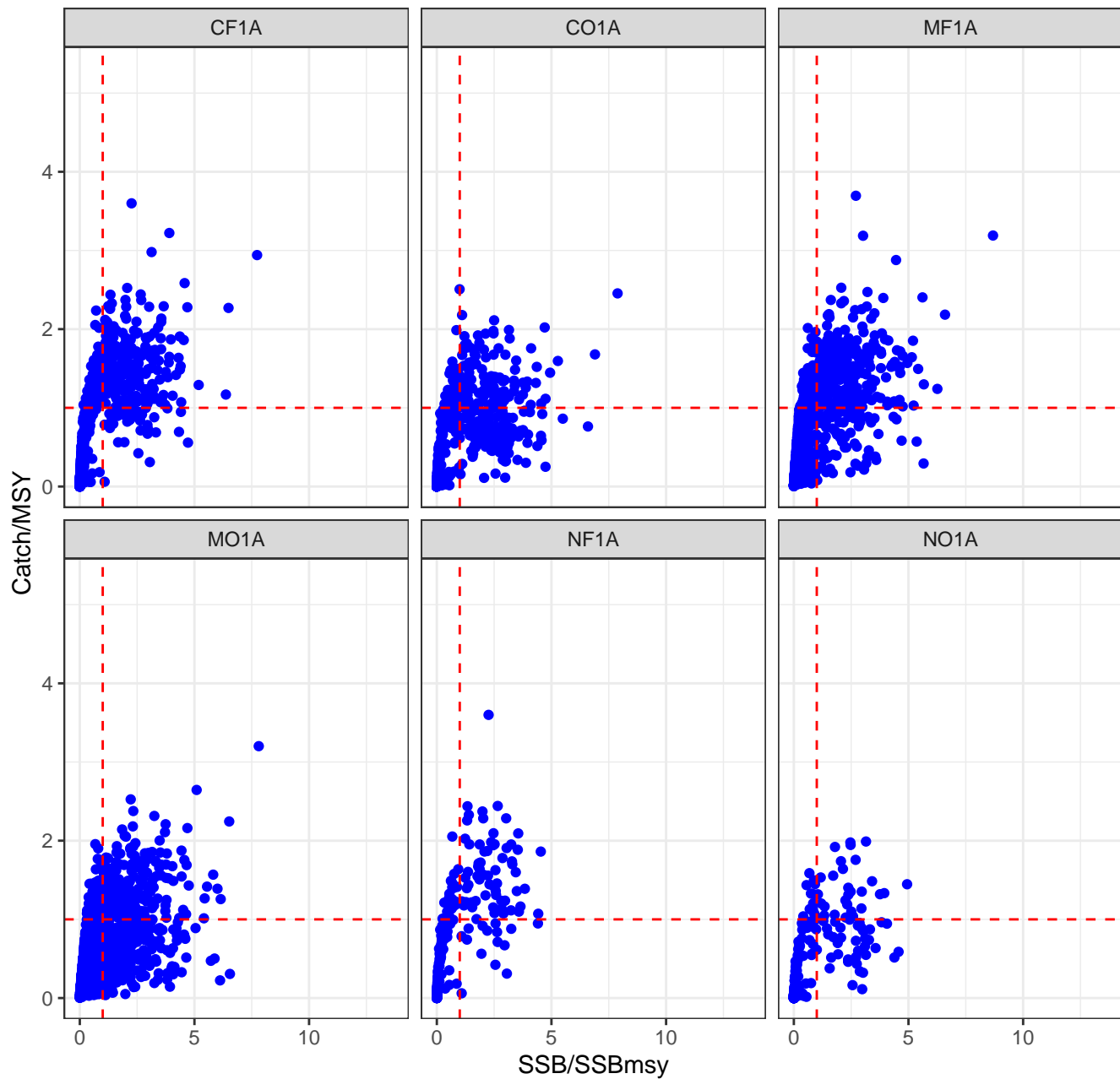
# ES-FSPR Long Term (No retro scenarios)



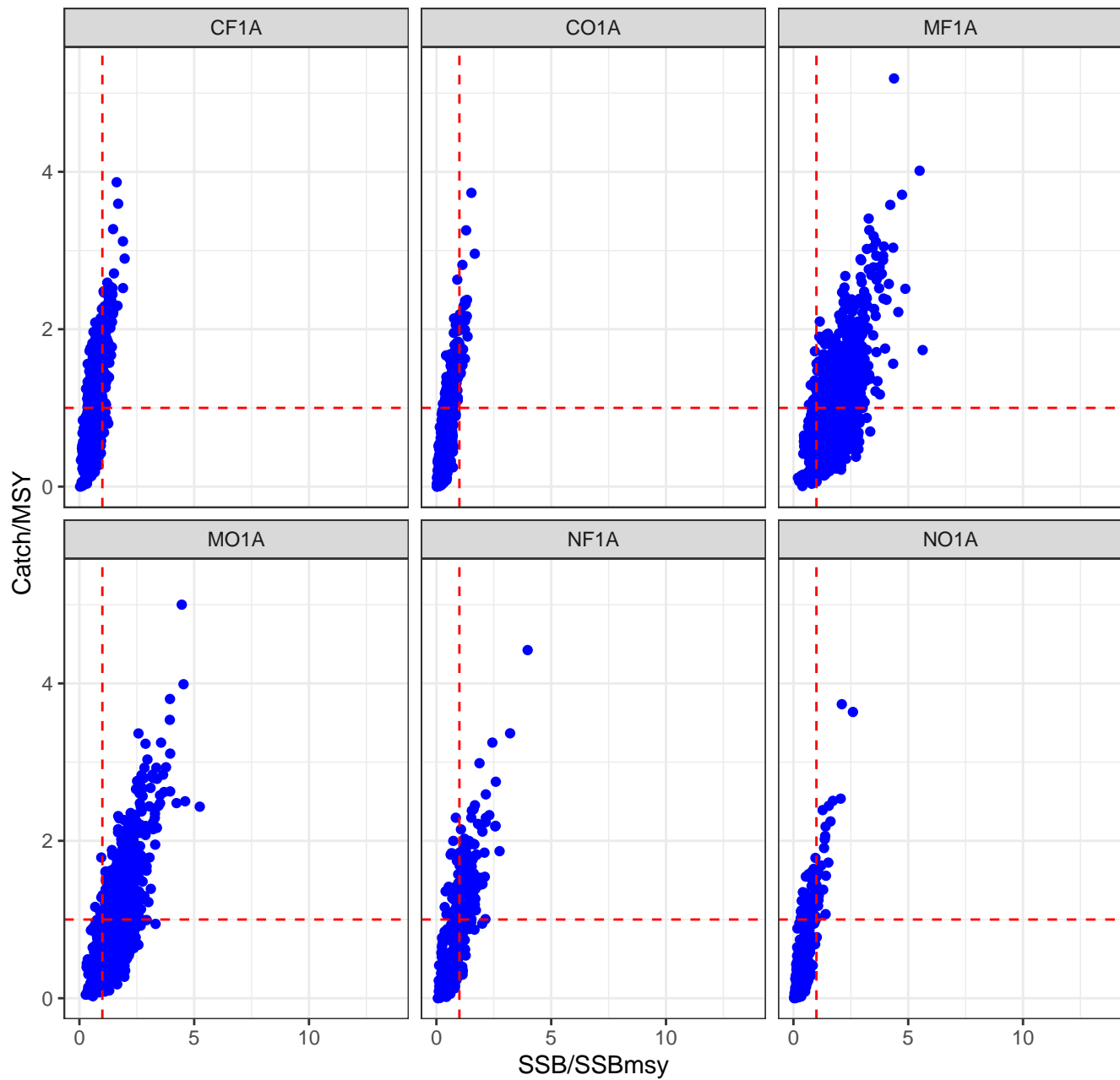
# ES-Fstable Long Term (No retro scenarios)



# Islope Long Term (No retro scenarios)

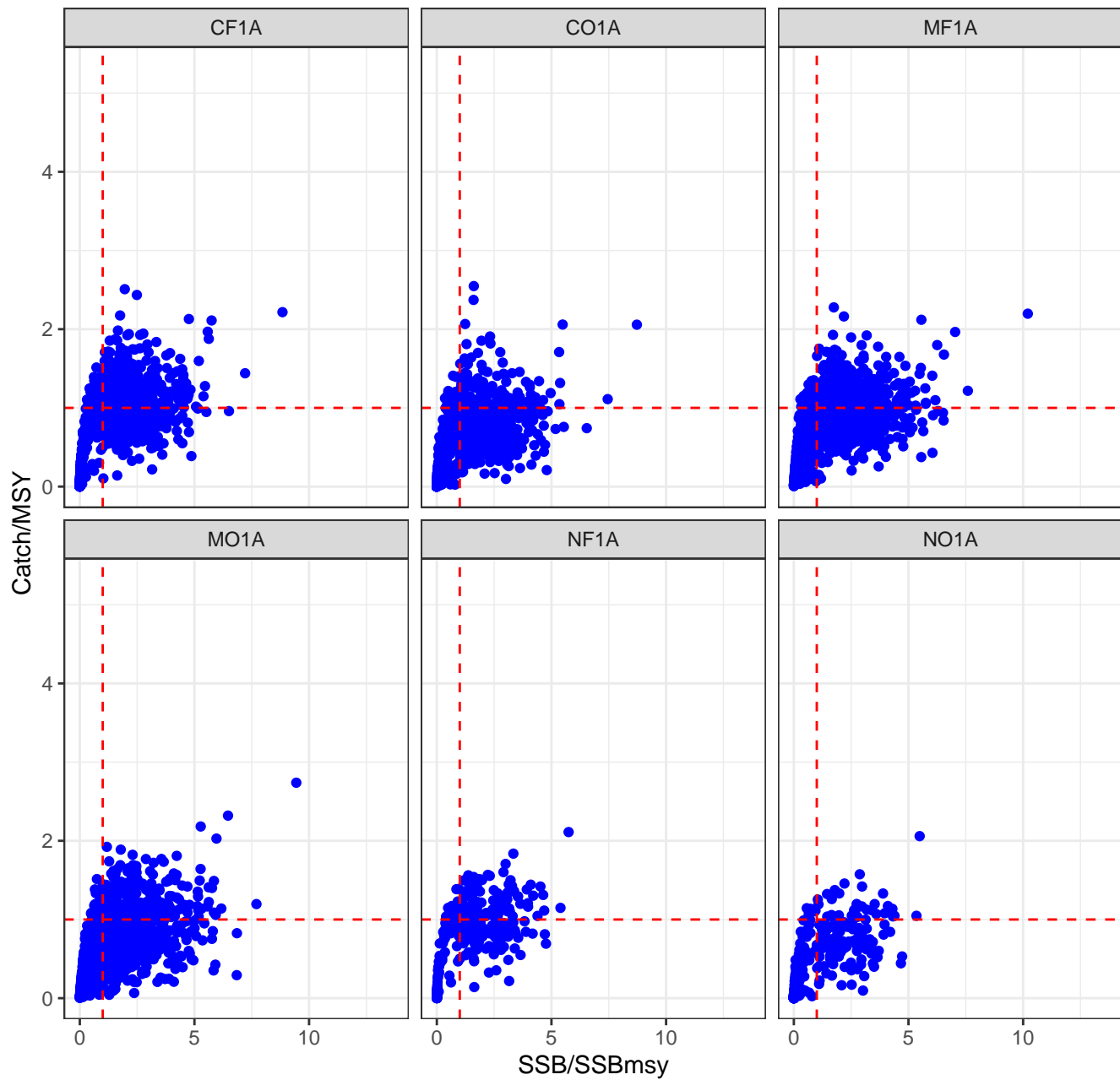


# Itarget Long Term (No retro scenarios)

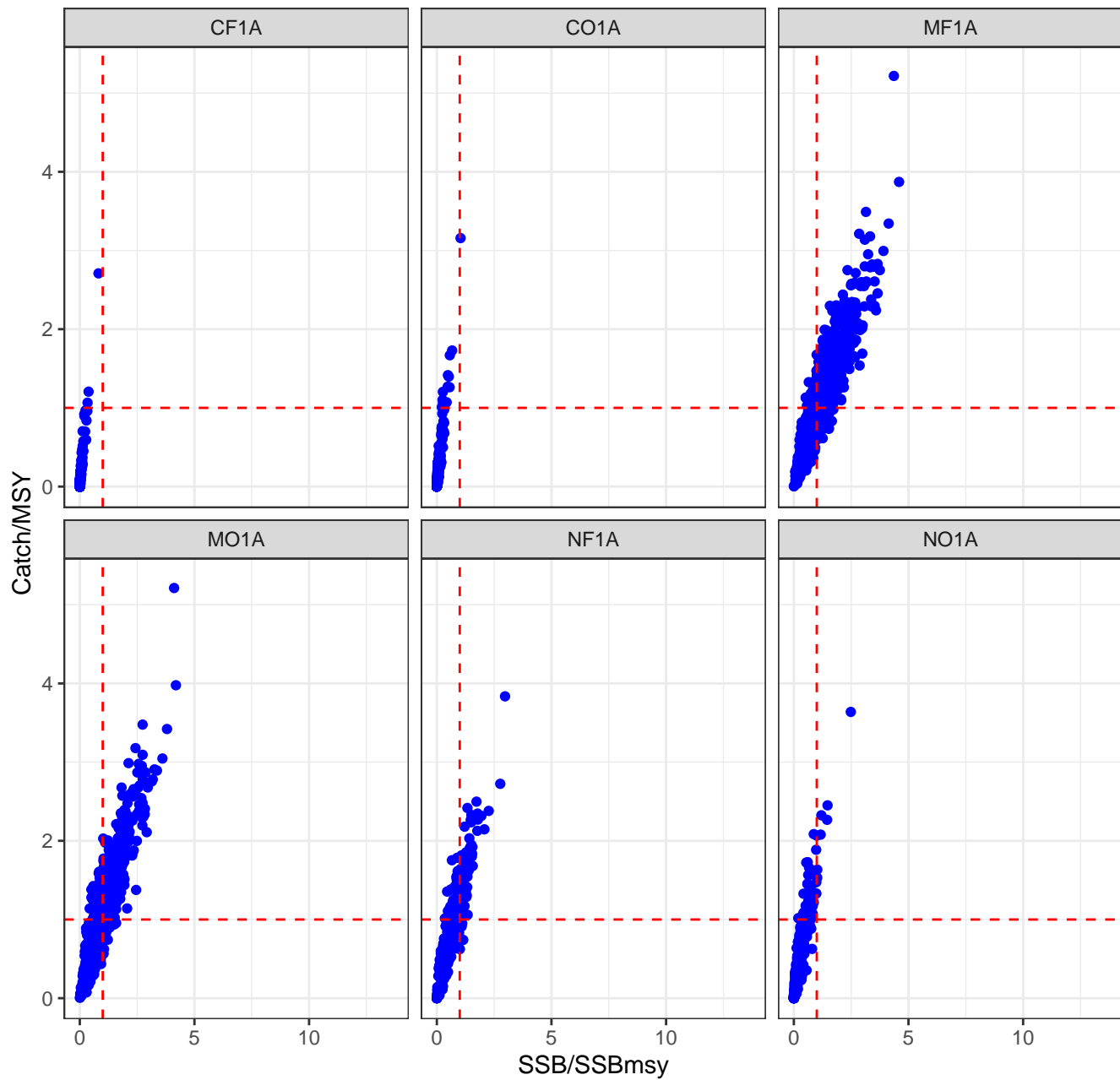




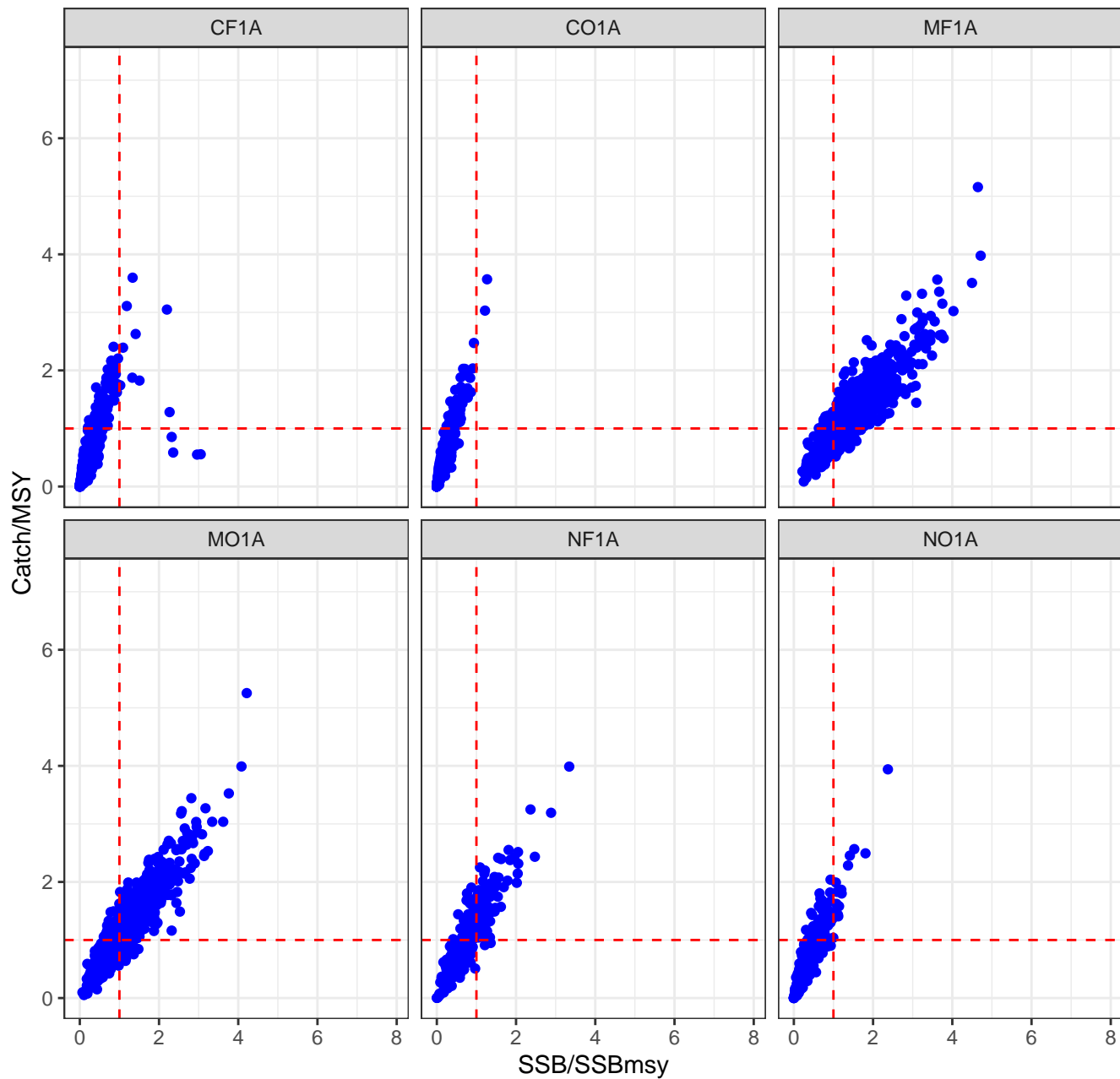
# PBS Long Term (No retro scenarios)



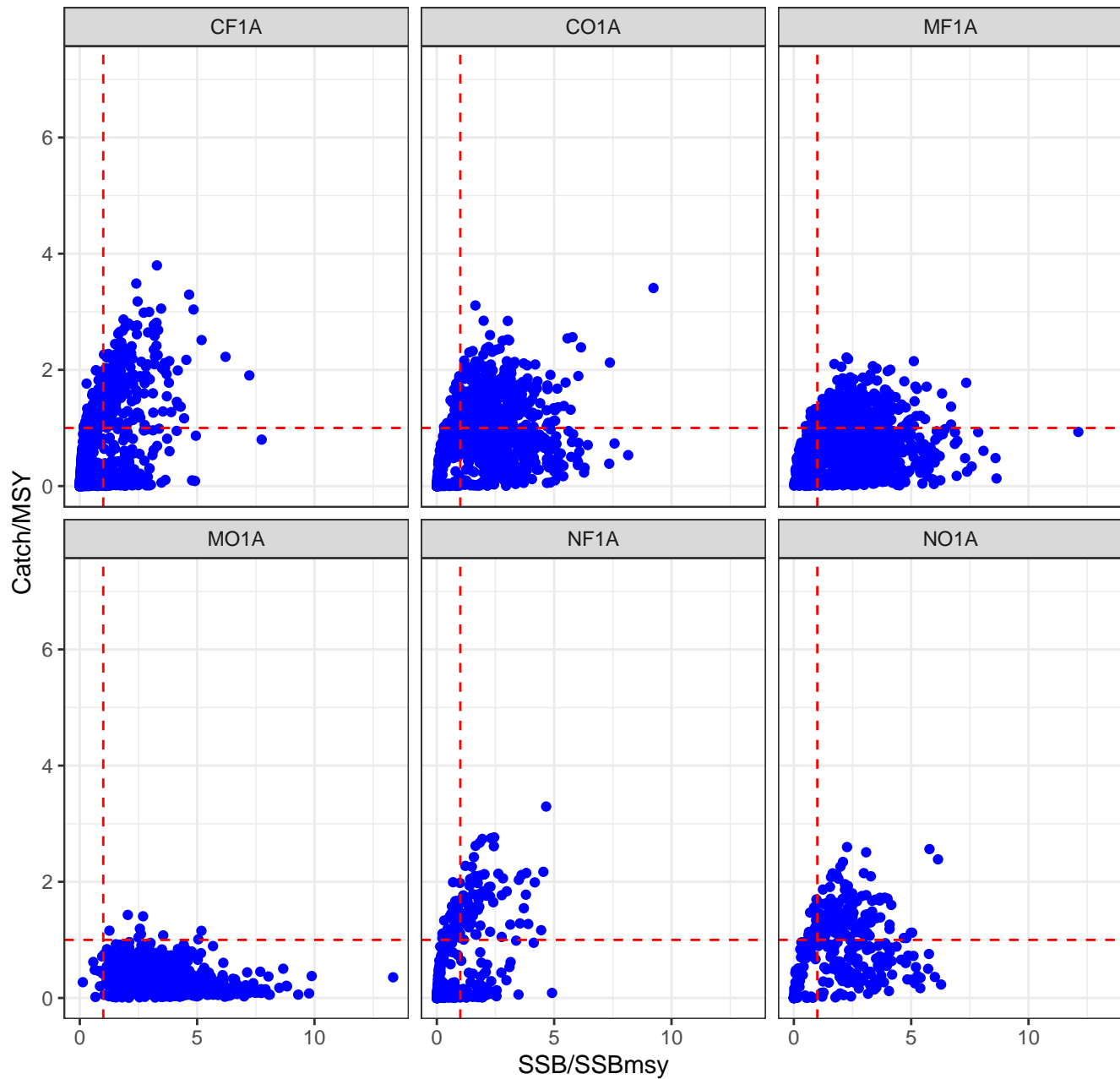
# Skate Long Term (No retro scenarios)



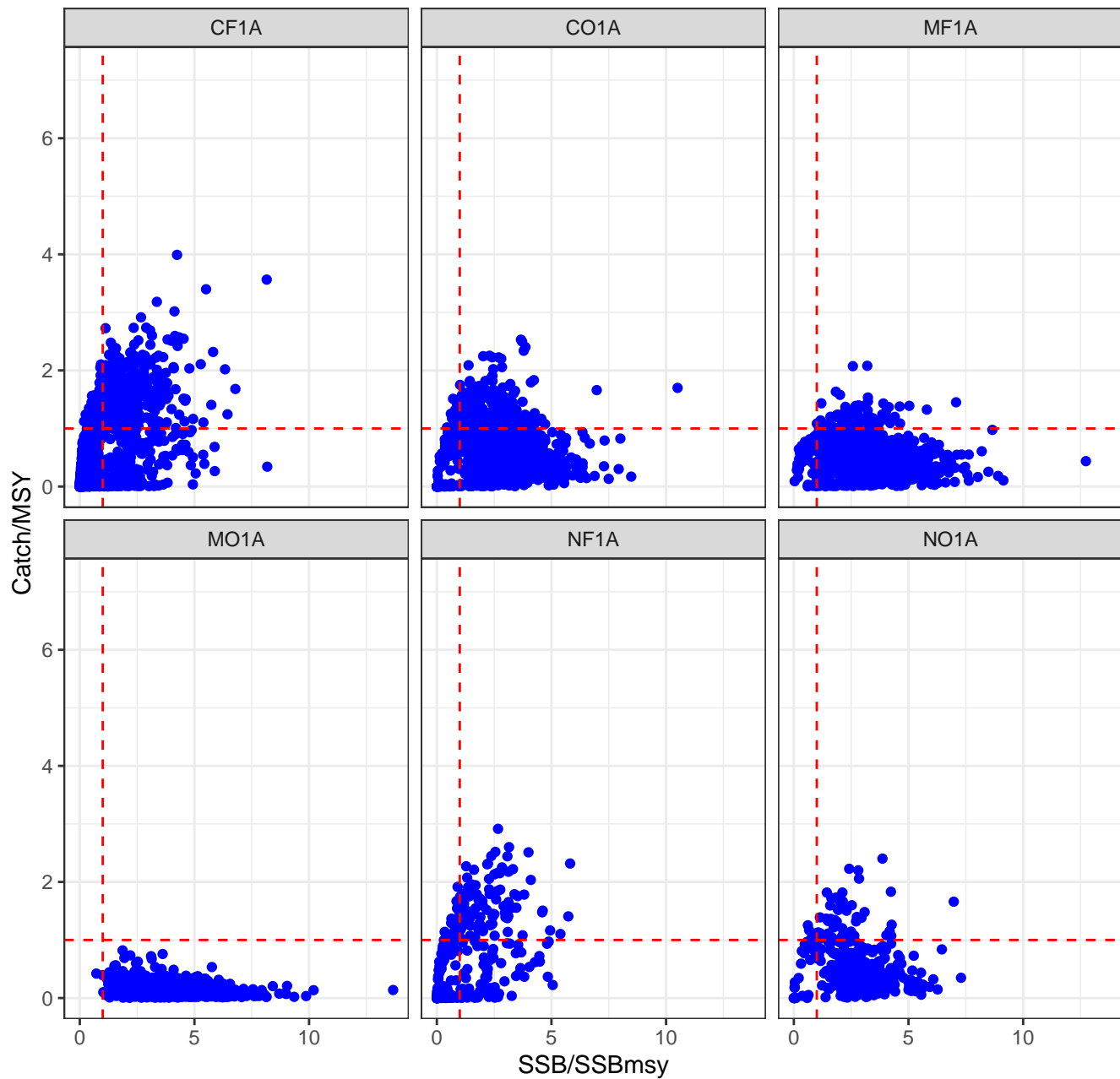
# AIM Short Term (No retro scenarios)



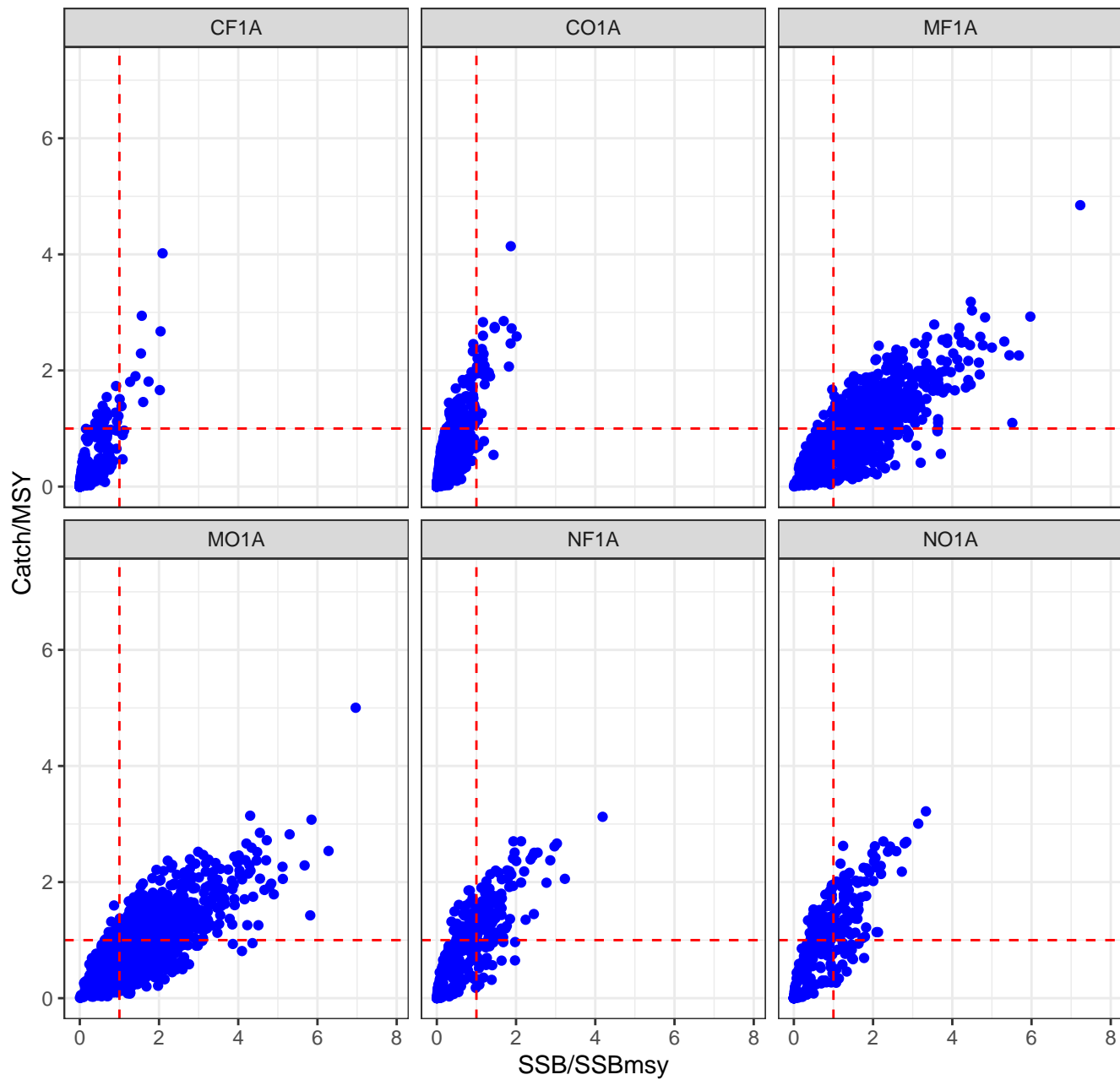
# CC-FM Short Term (No retro scenarios)



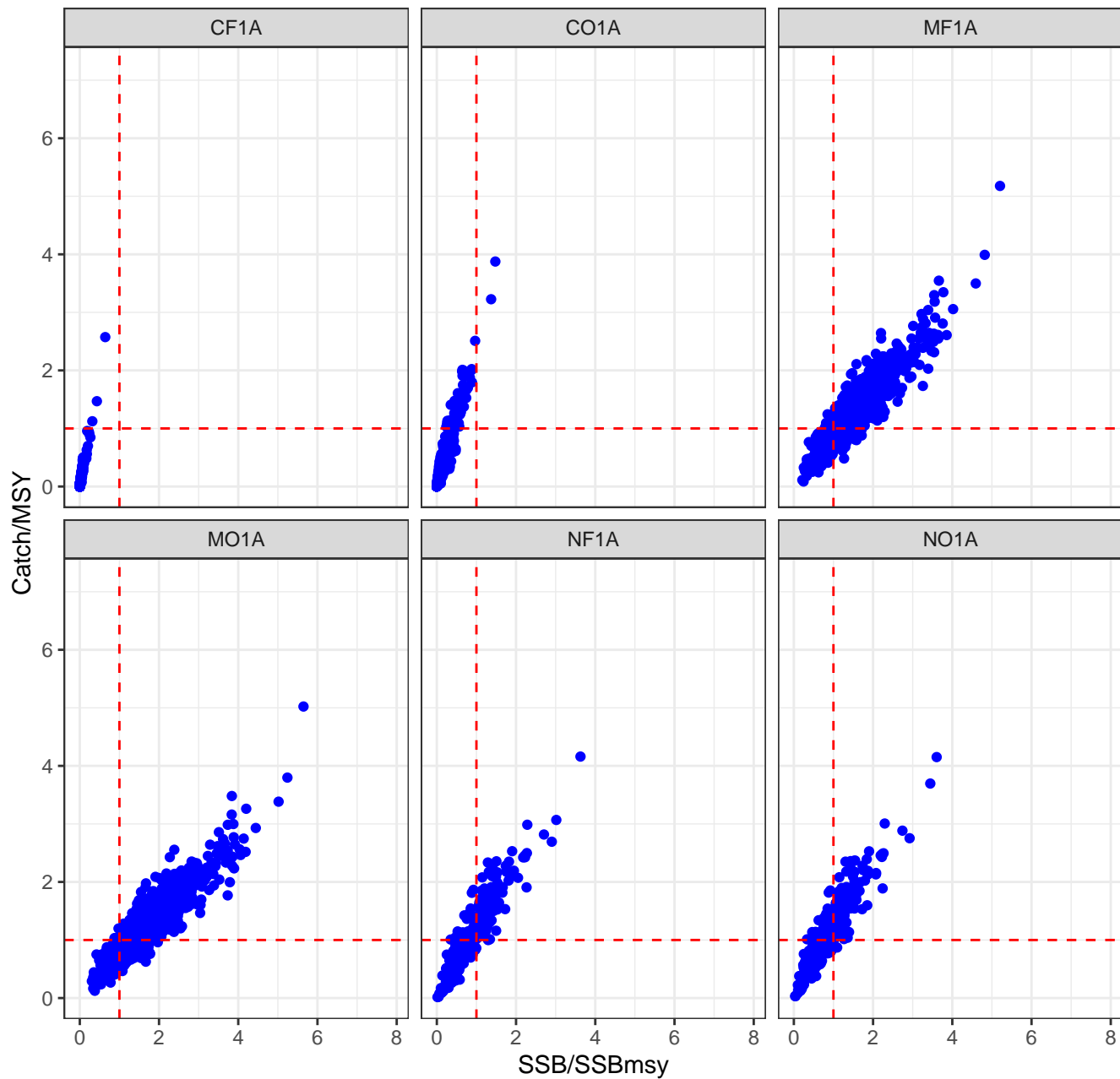
# CC-FSPR Short Term (No retro scenarios)



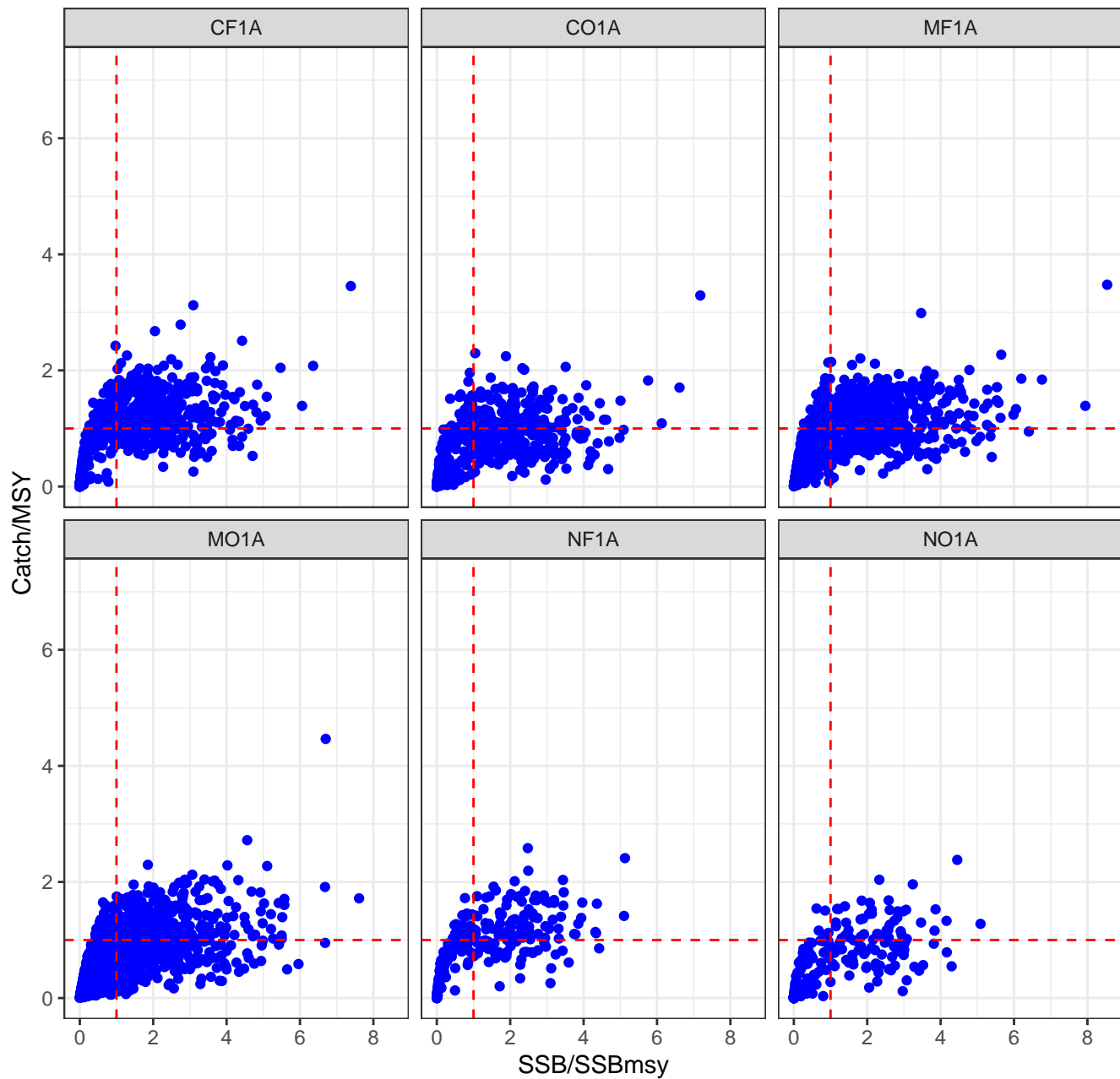
# Ensemble Short Term (No retro scenarios)



# ES-FM Short Term (No retro scenarios)

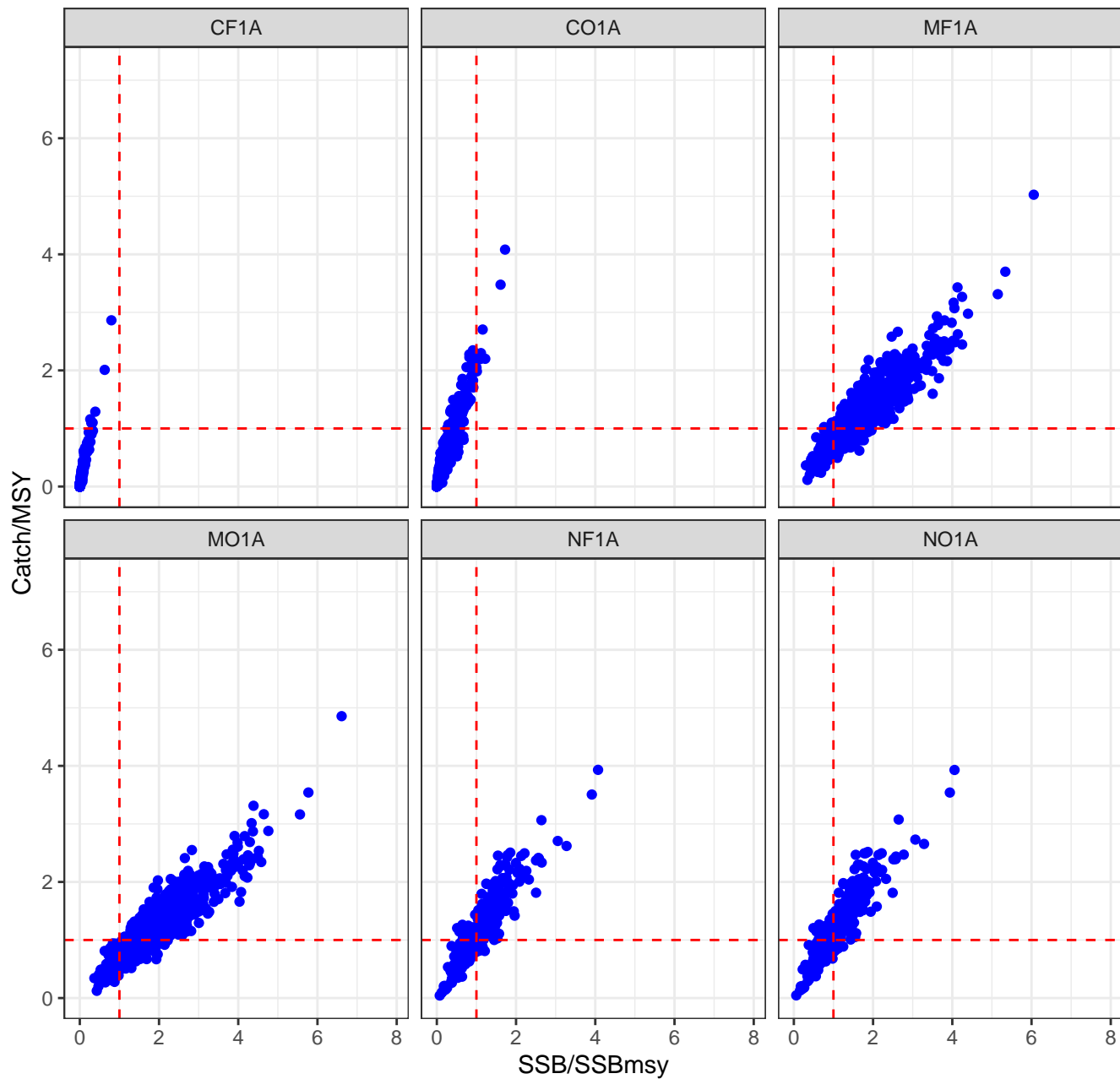


# ES-Frecent Short Term (No retro scenarios)

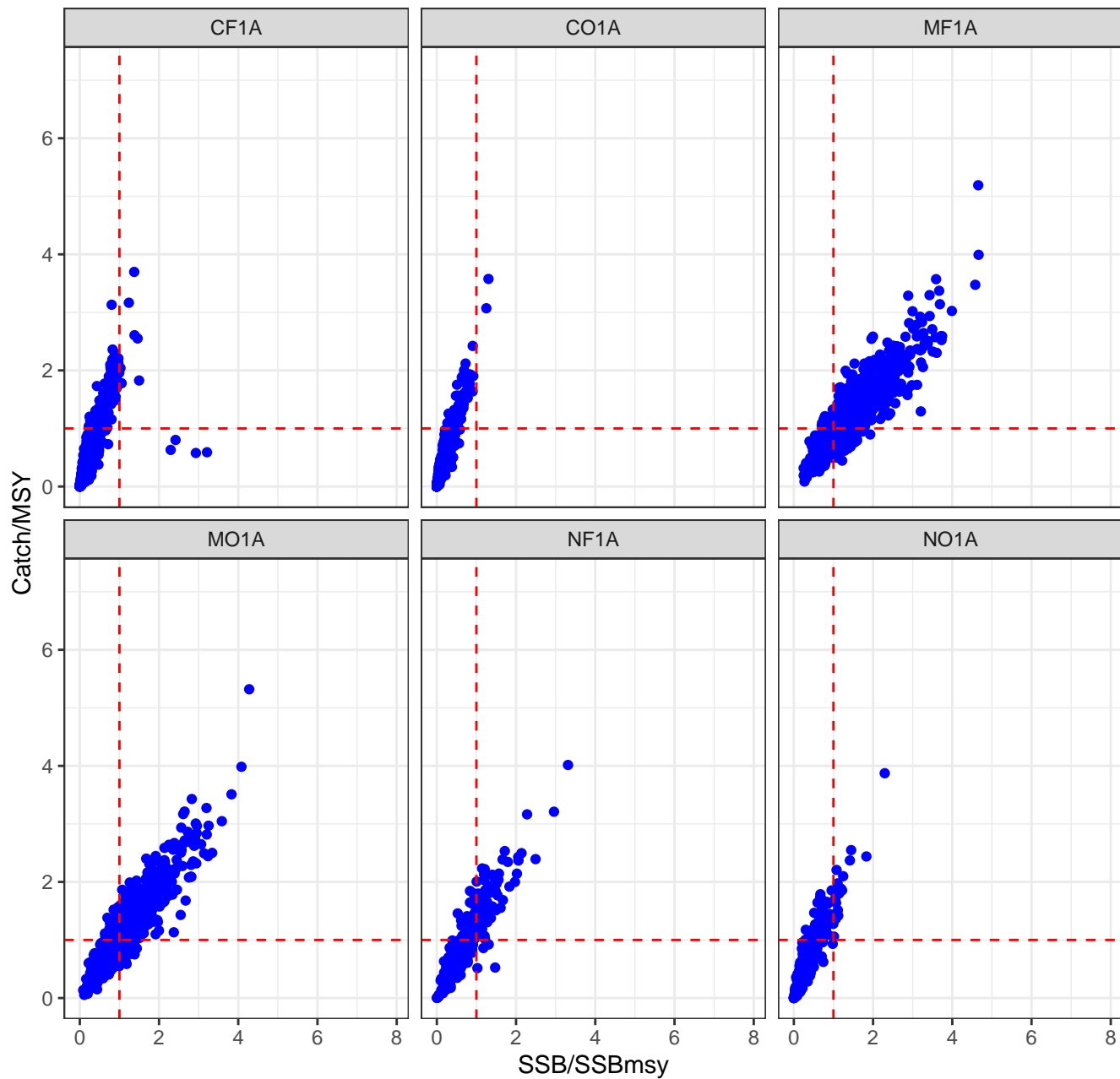




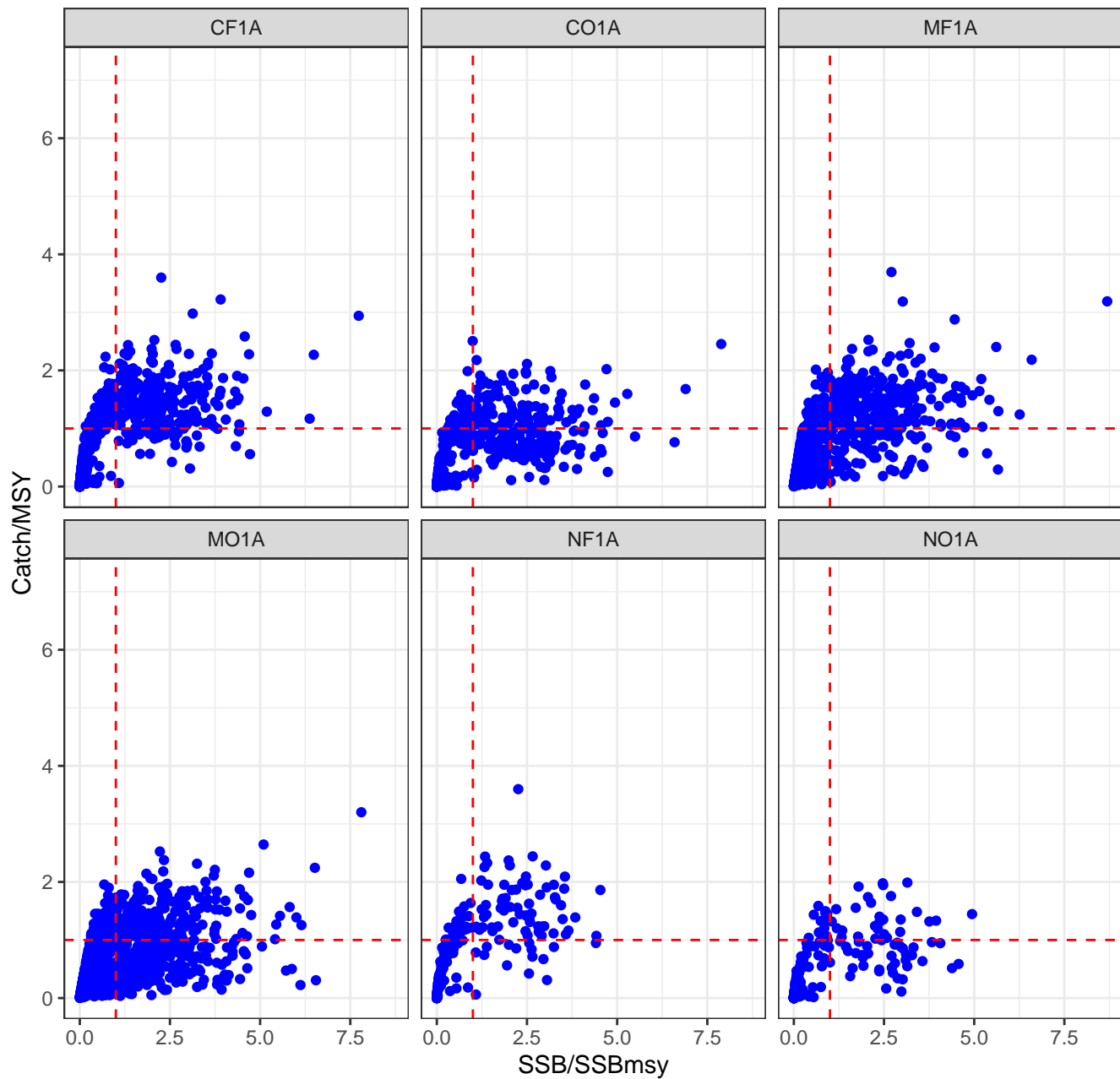
# ES-FSPR Short Term (No retro scenarios)



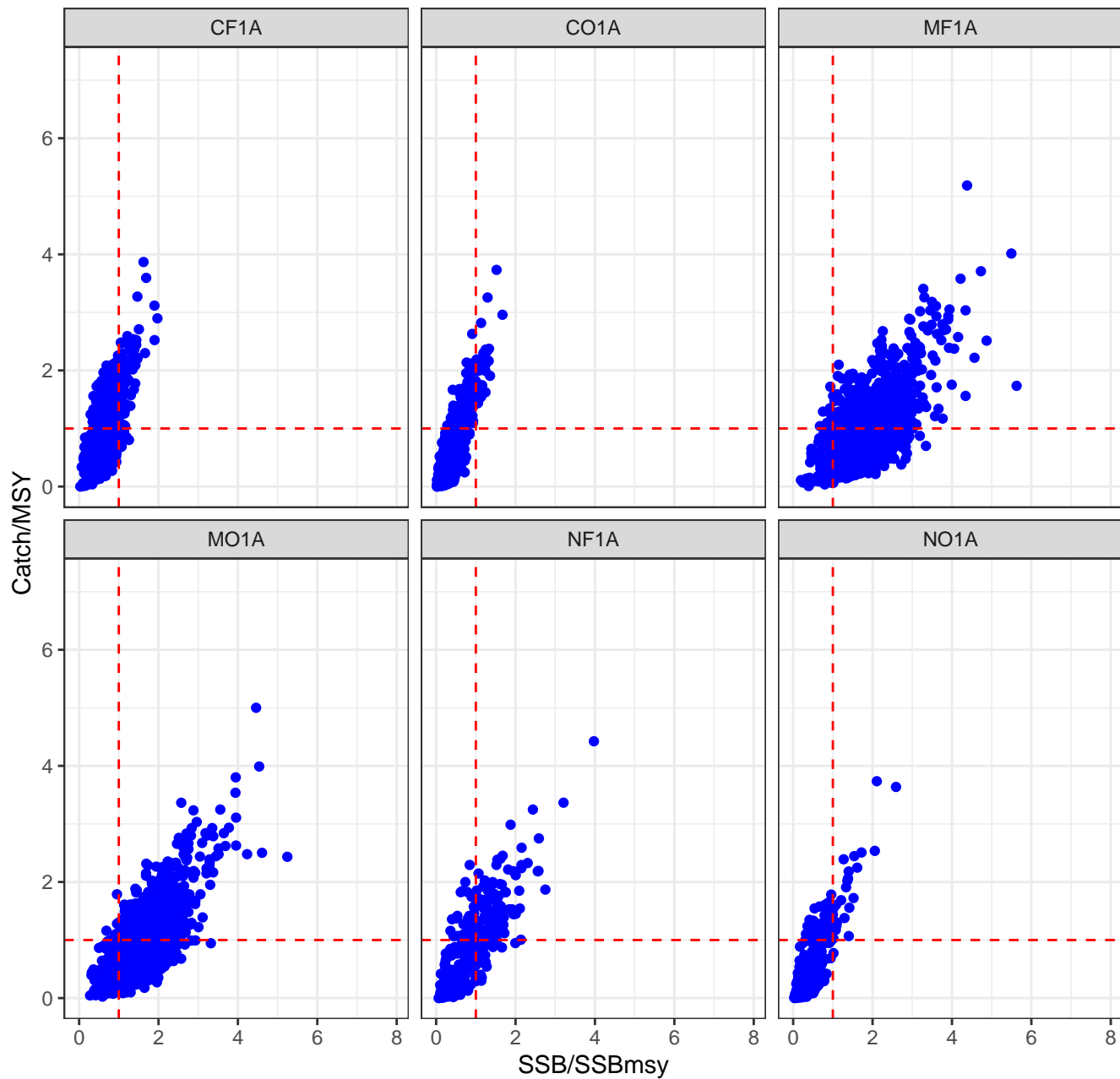
# ES-Fstable Short Term (No retro scenarios)



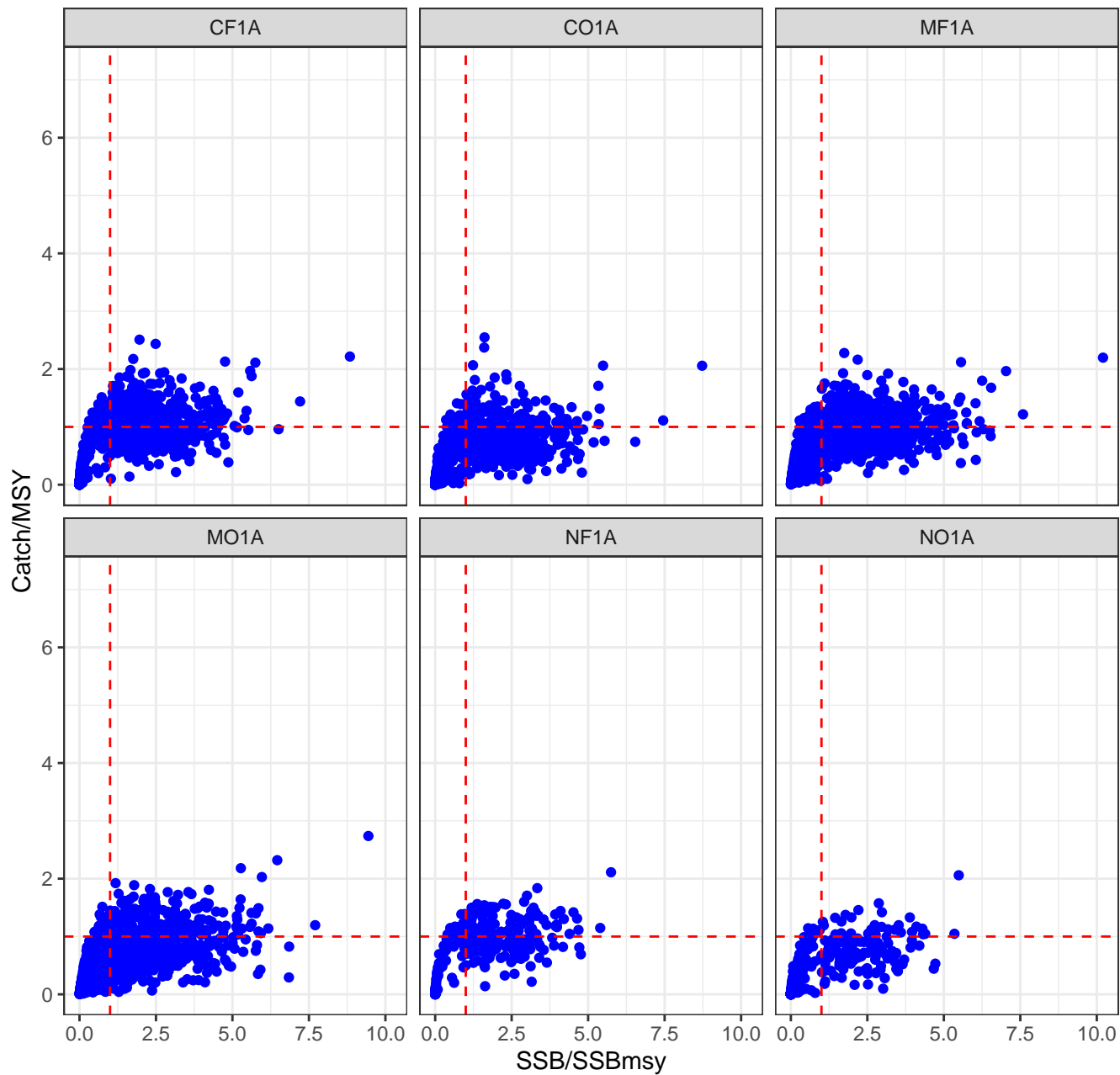
# Islope Short Term (No retro scenarios)



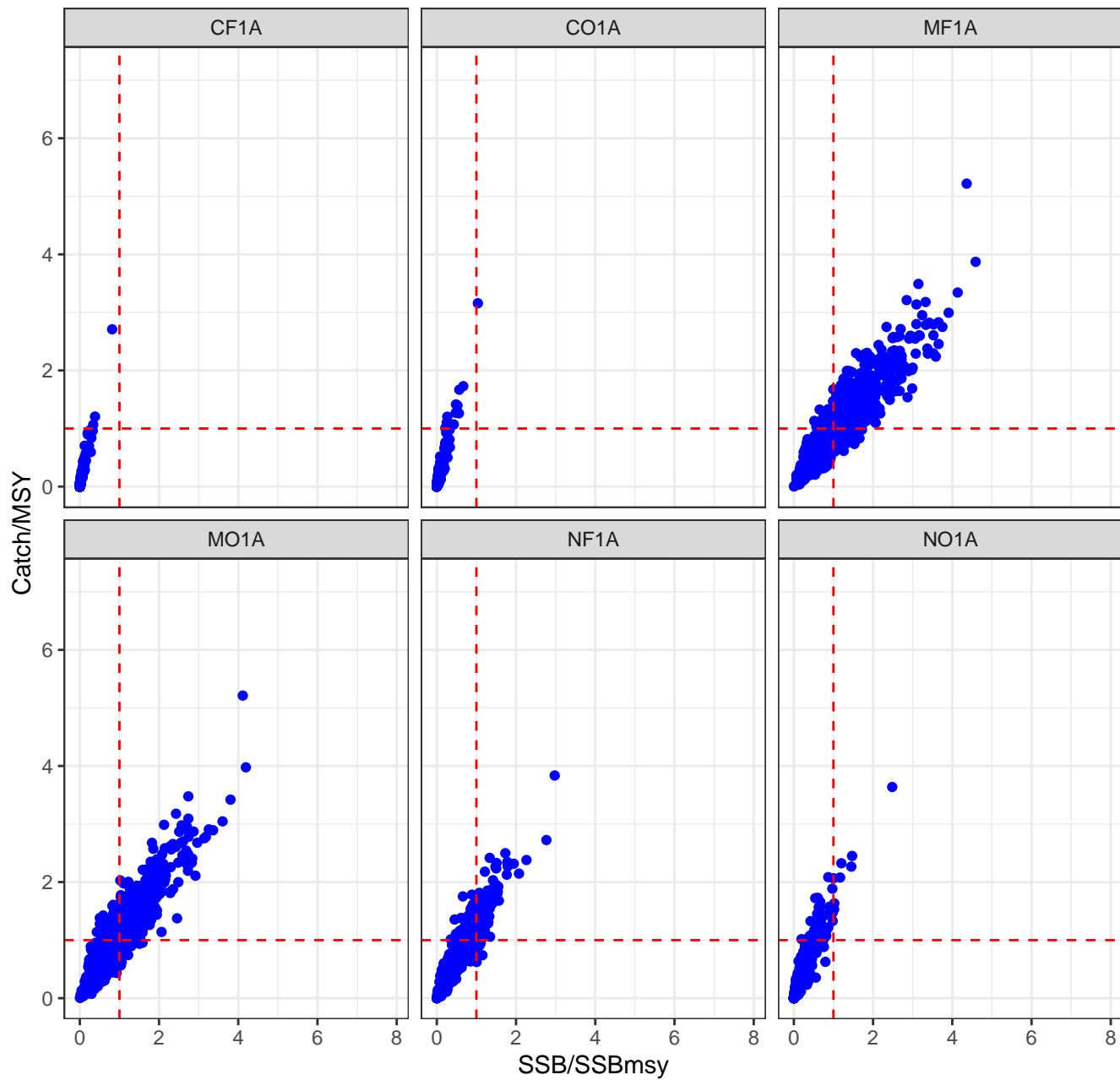
# Itarget Short Term (No retro scenarios)



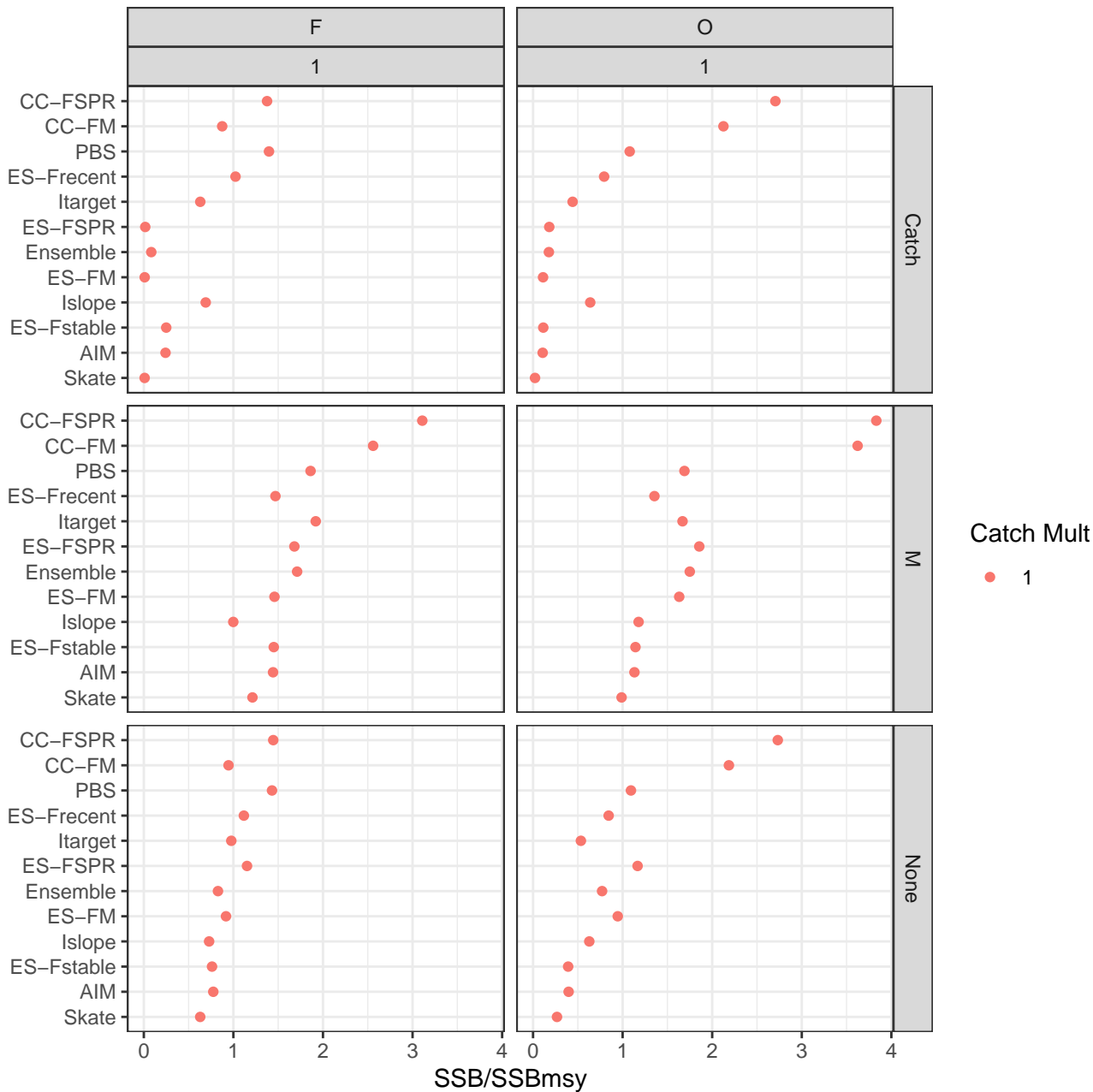
# PBS Short Term (No retro scenarios)



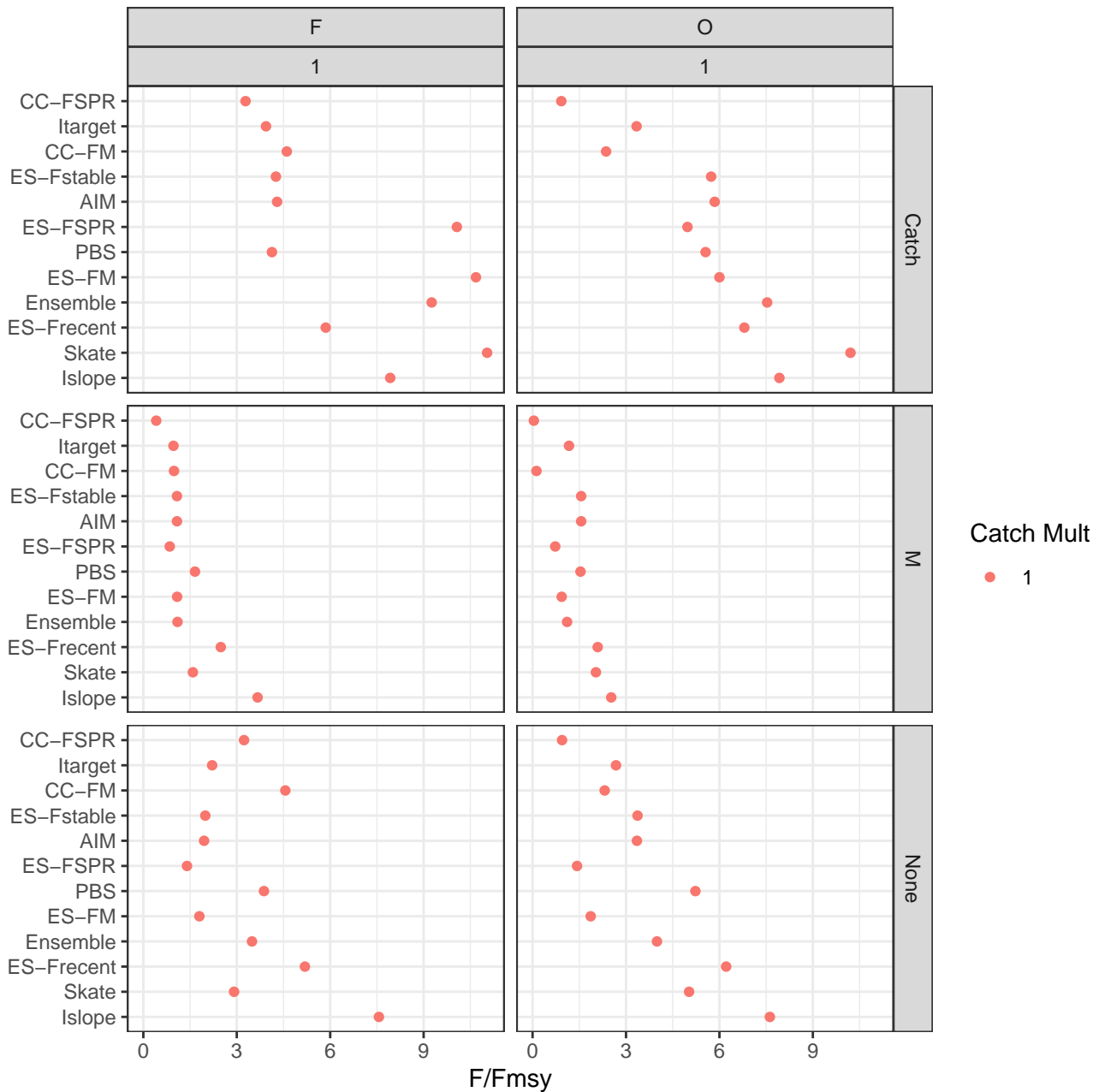
# Skate Short Term (No retro scenarios)



# Long Term (No retro scenarios)

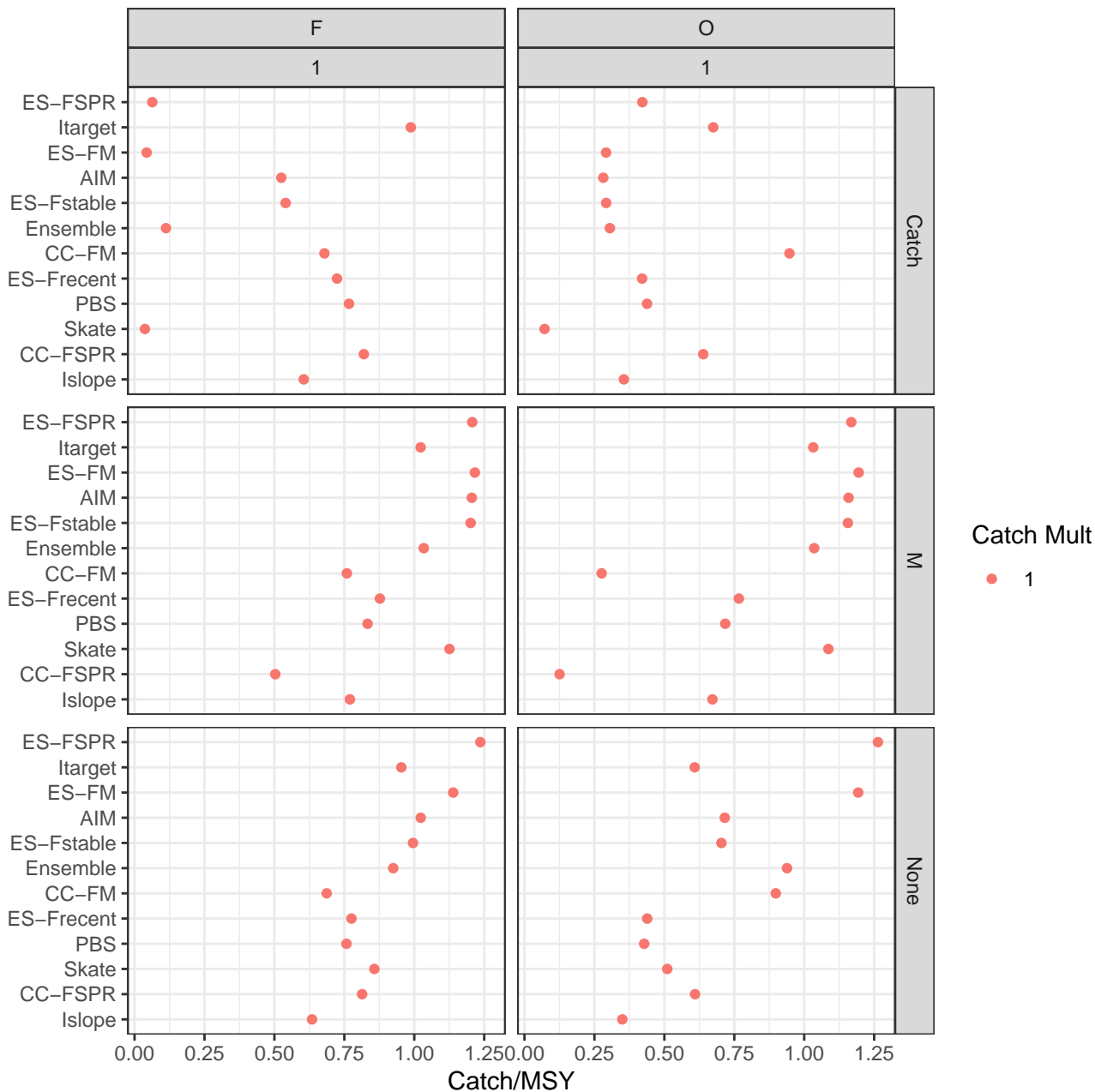


# Long Term (No retro scenarios)

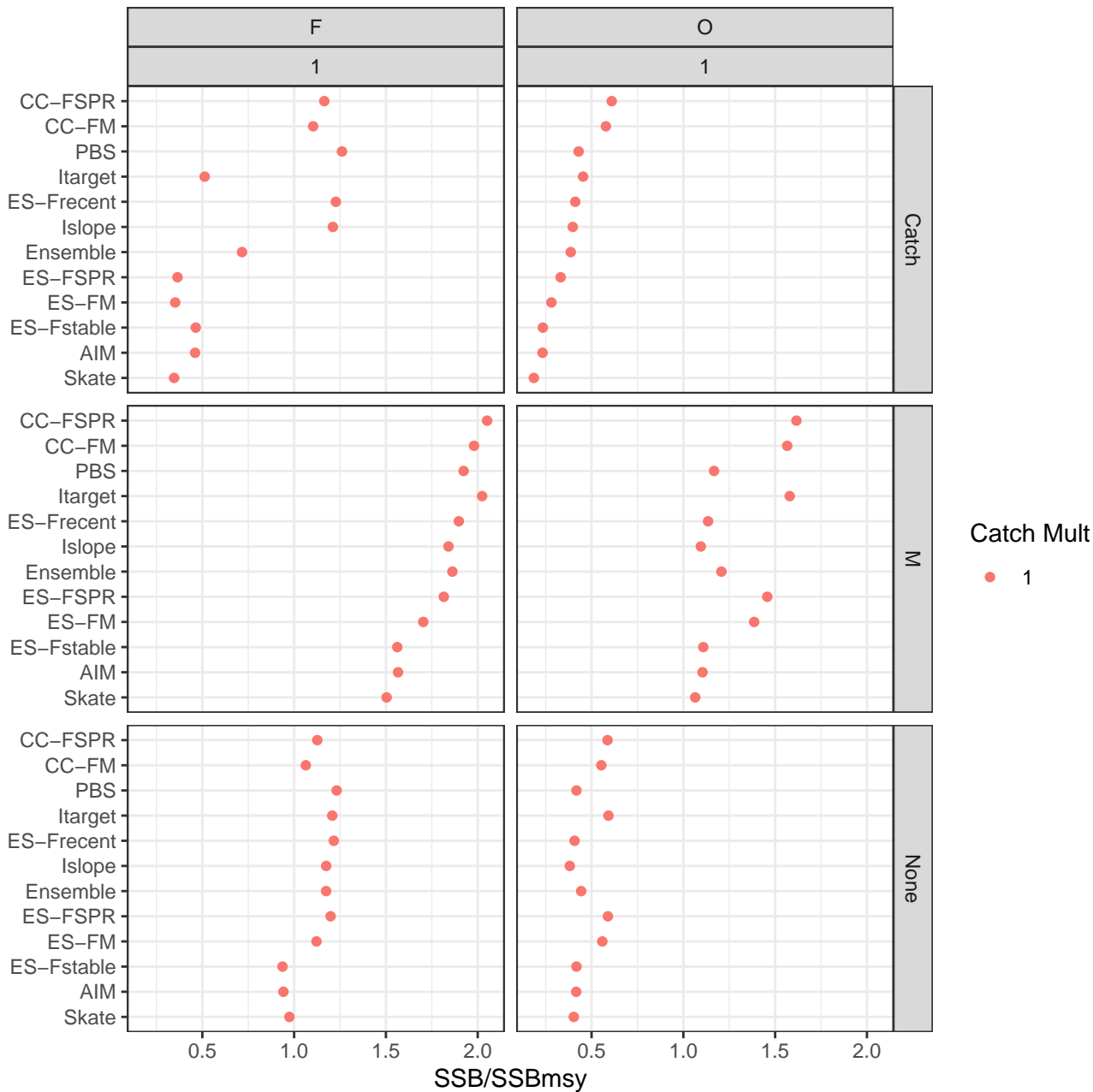




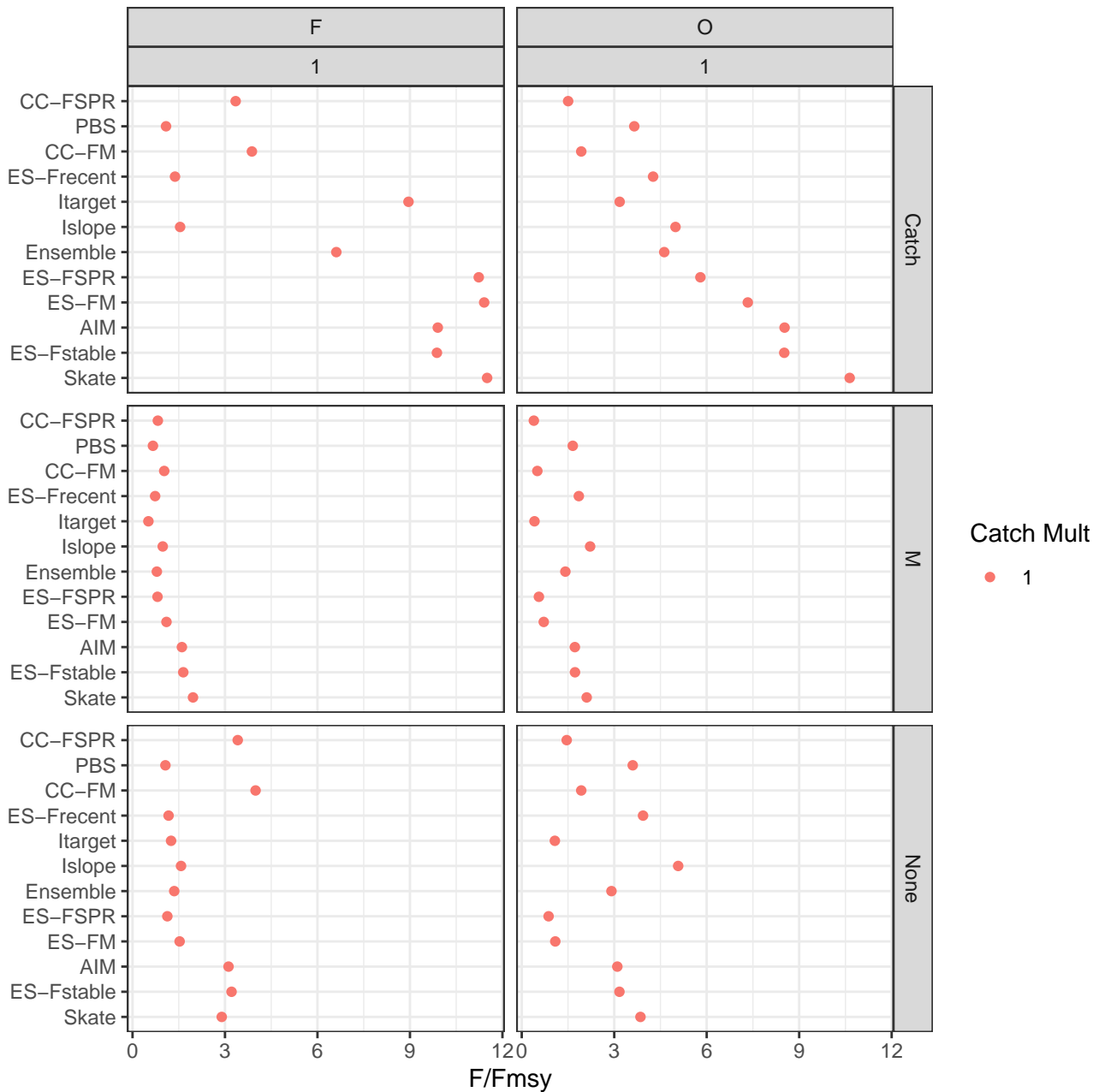
# Long Term (No retro scenarios)



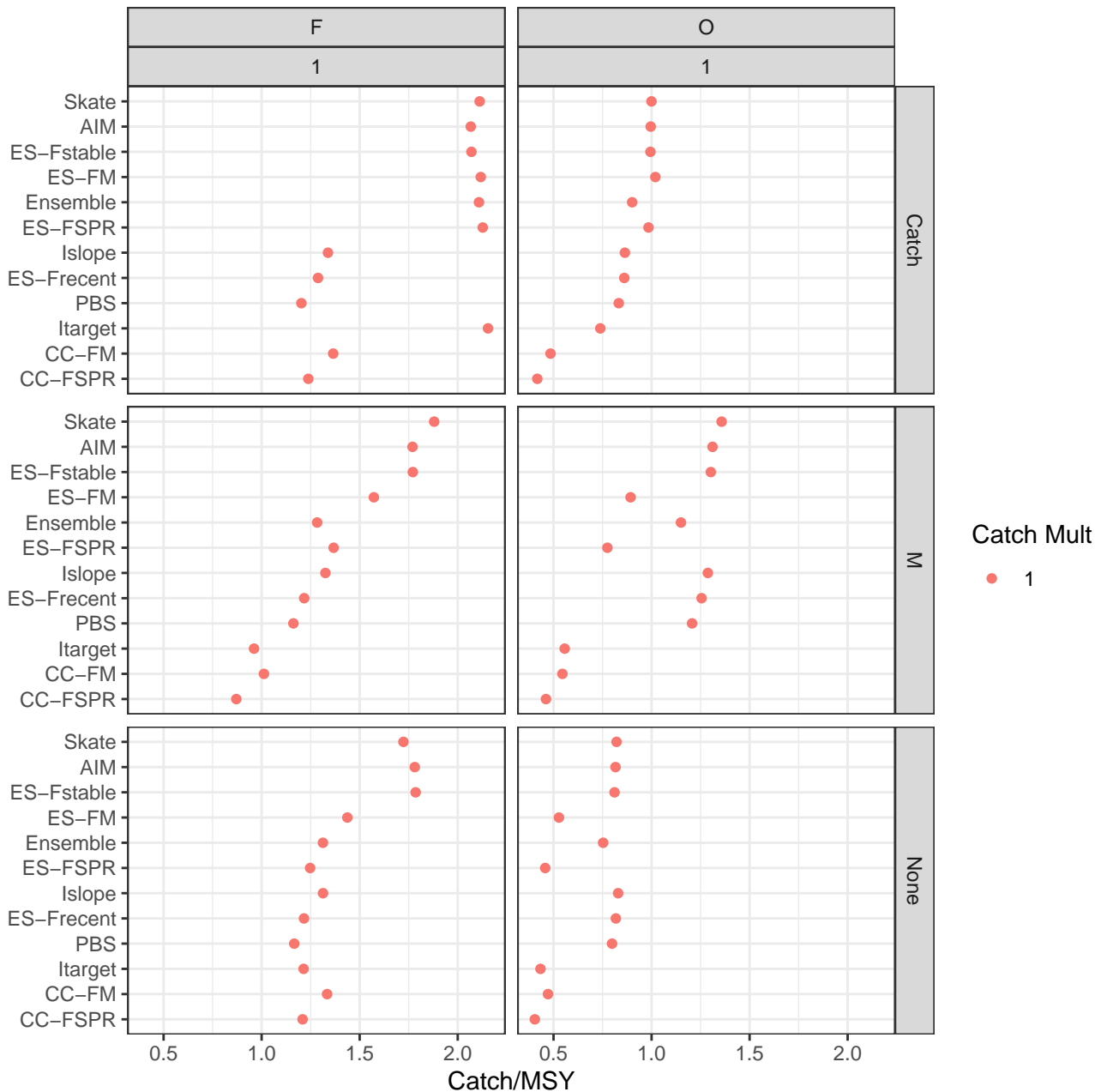
# Short Term (No retro scenarios)



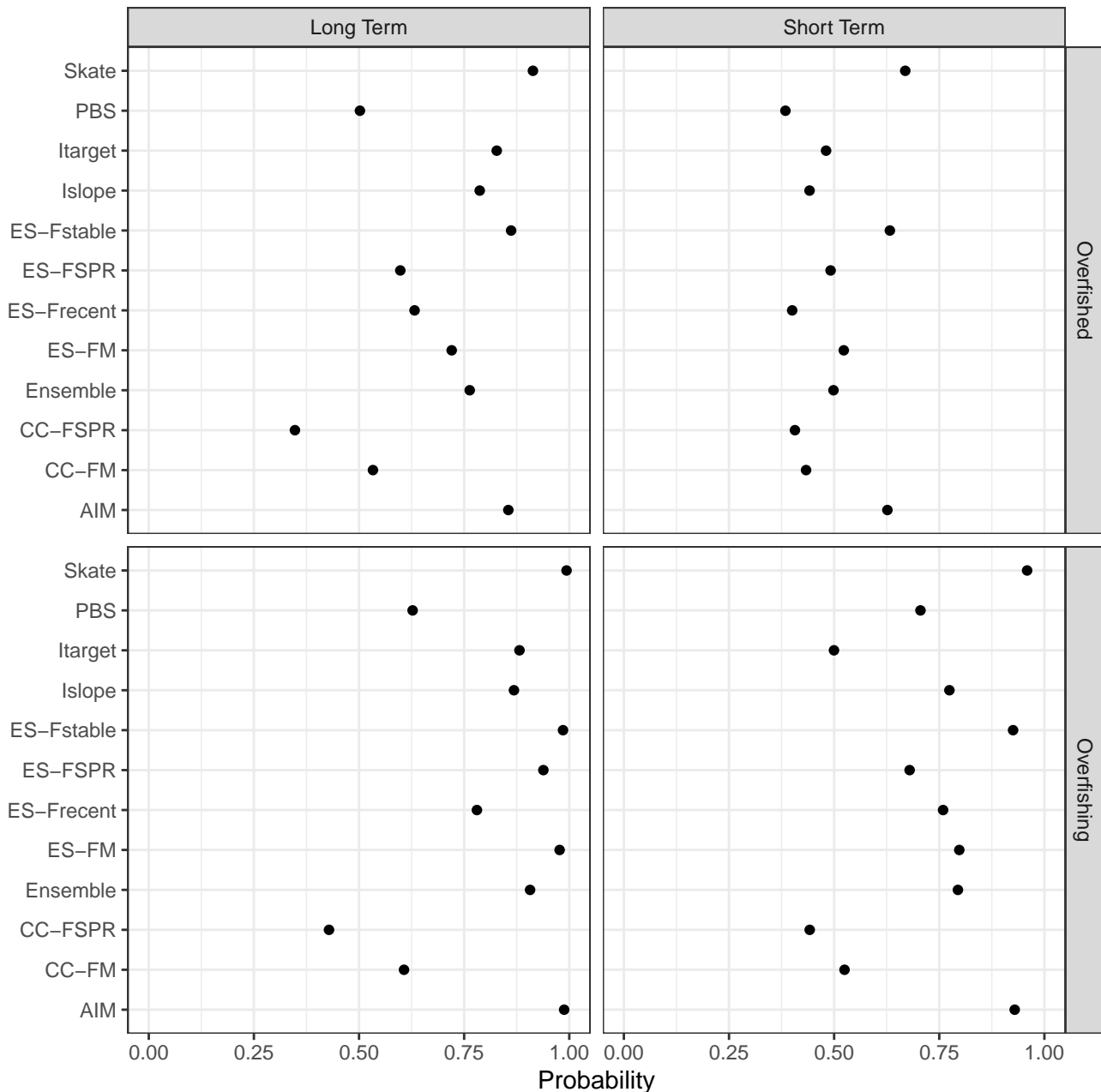
# Short Term (No retro scenarios)



# Short Term (No retro scenarios)



# No retro scenarios



# No retro scenarios

