

Scenario Label Decoder

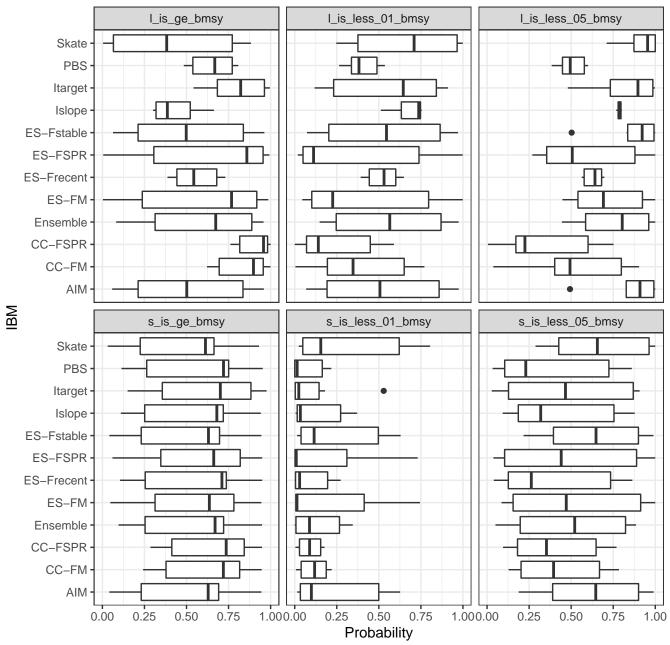
CF1A to MO2R explained

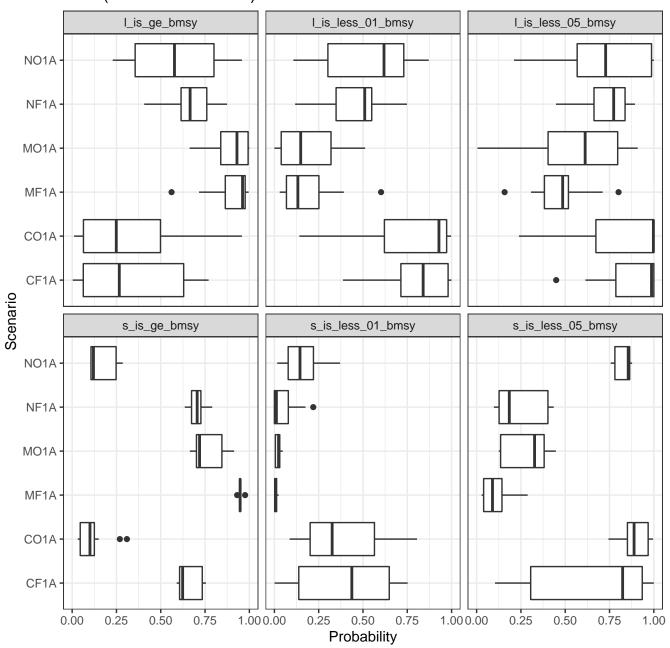
Retrotype: C=catch, M=natural mortality, N=None

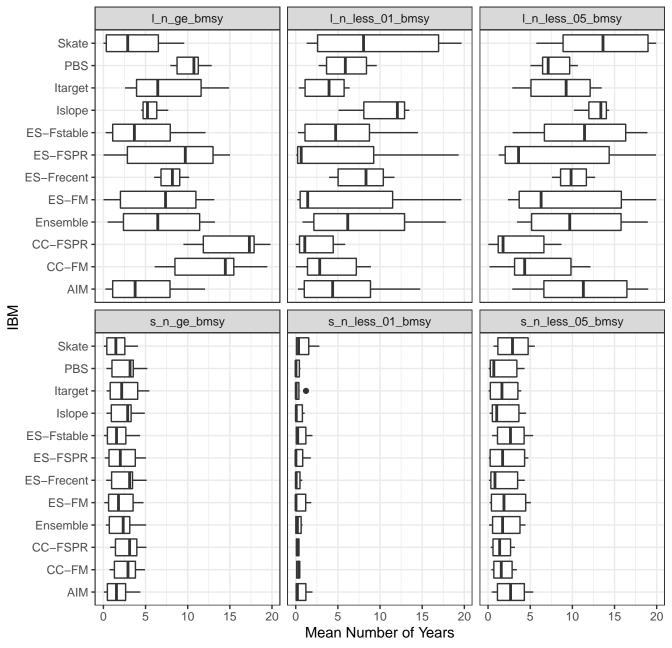
 $\label{eq:Fishing} \mbox{F history: F=overfishing then Fmsy, O=Always Overfishing}$

Selblocks: 1 or 2

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







SSB (No retro scenarios) I_n_ge_bmsy I_n_less_01_bmsy I_n_less_05_bmsy NO1A NF1A MO1A MF1A CO1A CF1A Scenario s_n_ge_bmsy s_n_less_01_bmsy s_n_less_05_bmsy NO1A NF1A MO1A MF1A CO1A -CF1A

5

10

15

20

5

15

20 0

10

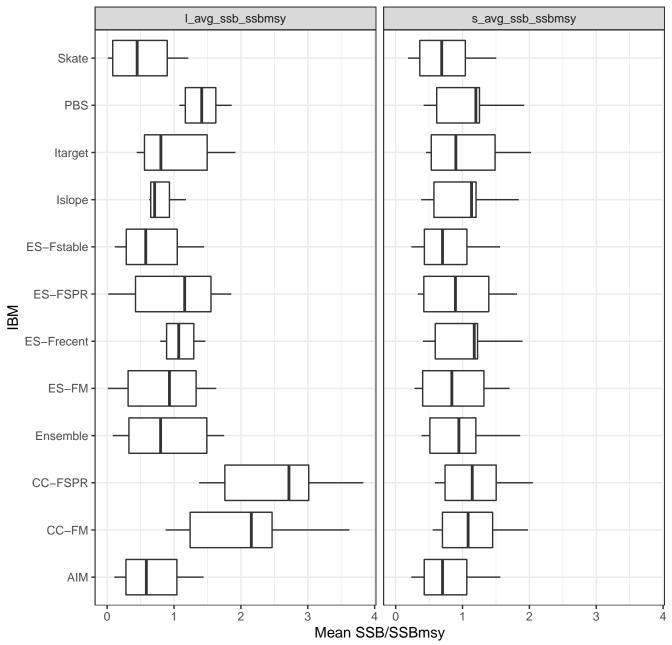
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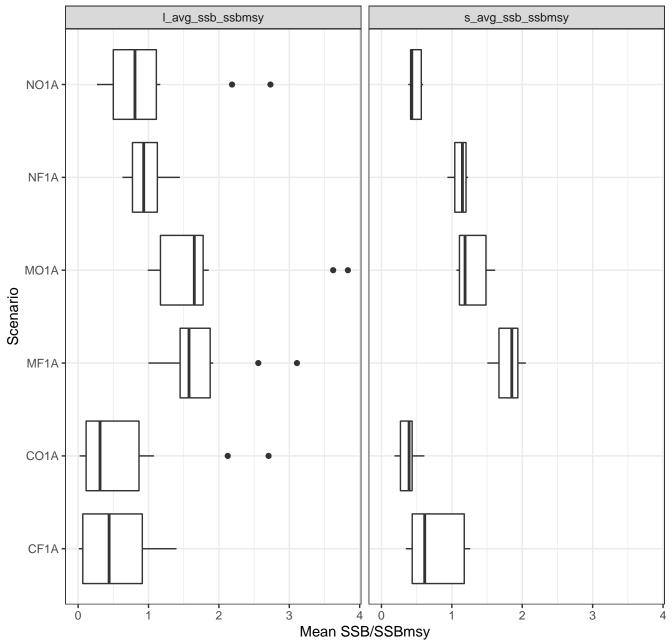
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20

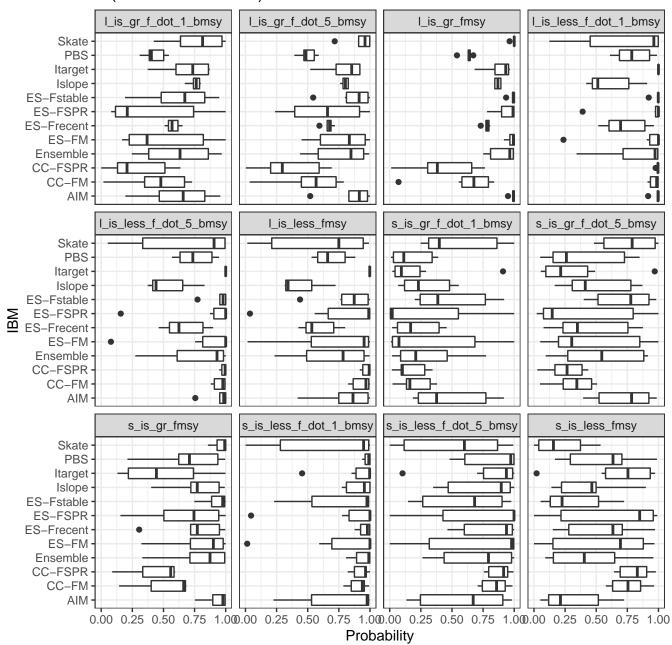
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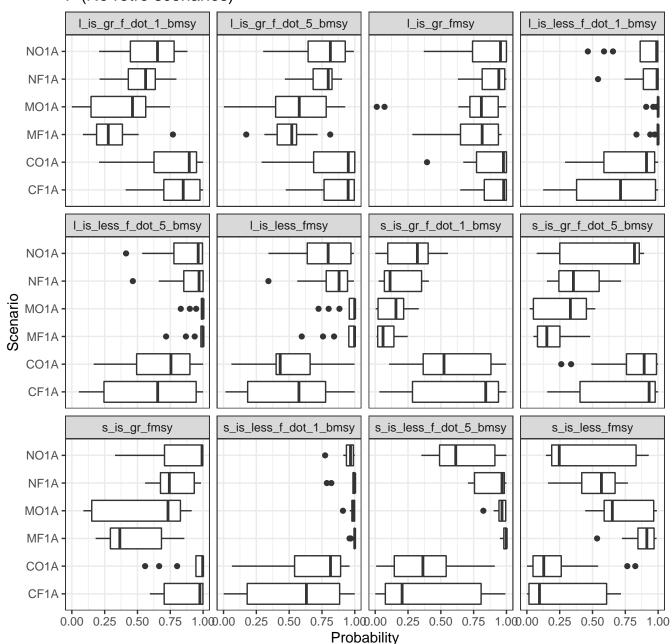
Mean Number of Years



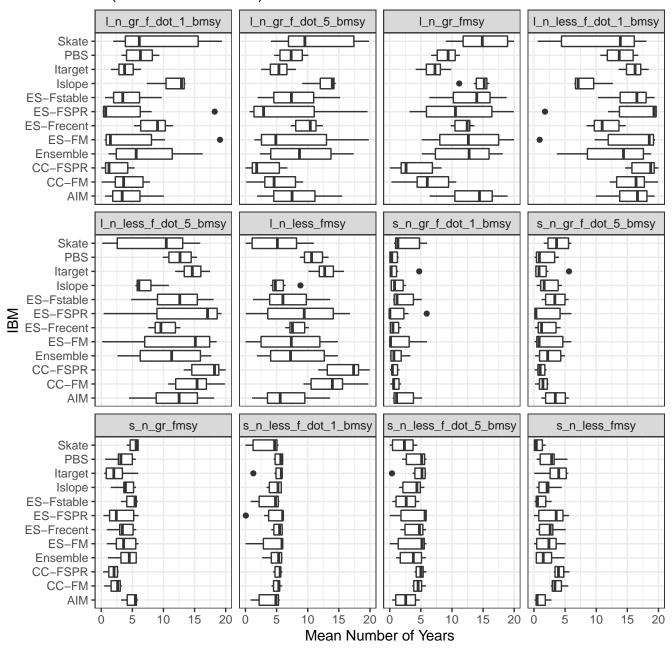


F (No retro scenarios)

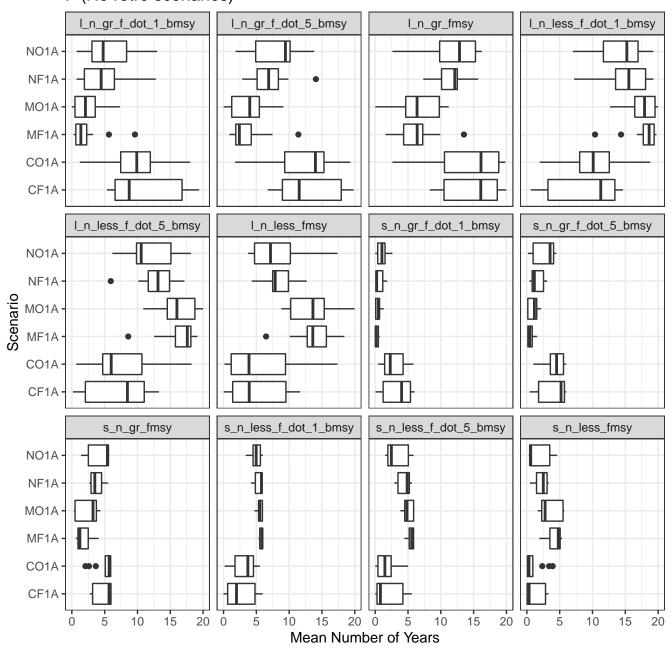




F (No retro scenarios)



F (No retro scenarios)



F (No retro scenarios) I_avg_f_fmsy s_avg_f_fmsy Skate -PBS-Itarget -Islope -ES-Fstable -ES-FSPR IBM ES-Frecent -ES-FM-Ensemble -CC-FSPR CC-FM AIM -3 3 12 0

6

9

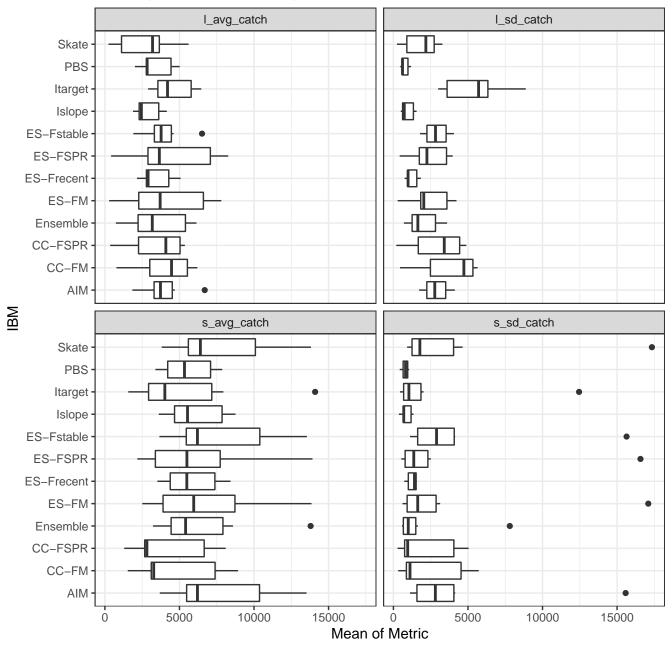
Mean F/Fmsy

6

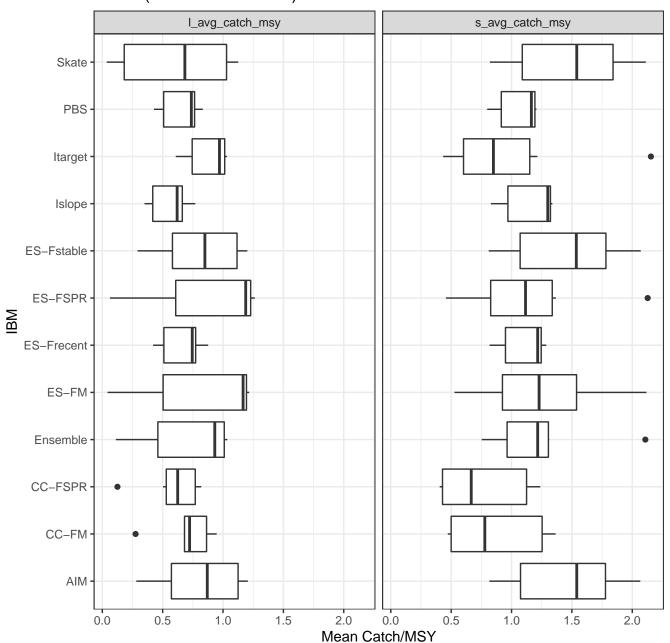
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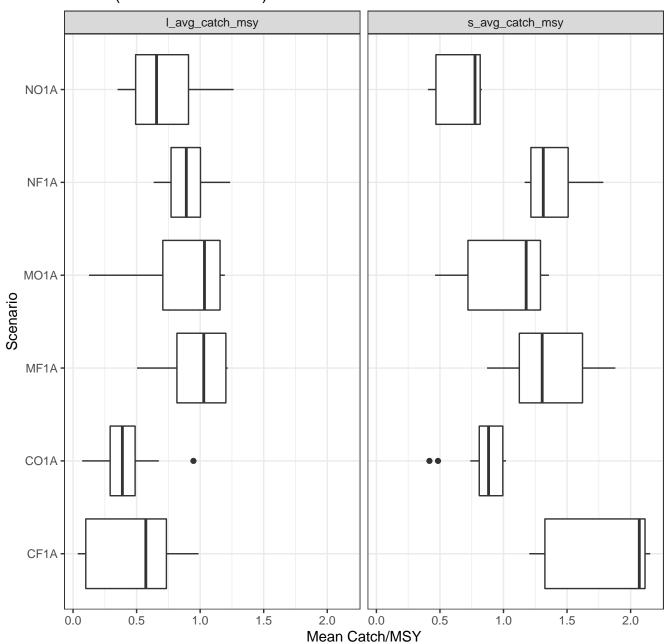
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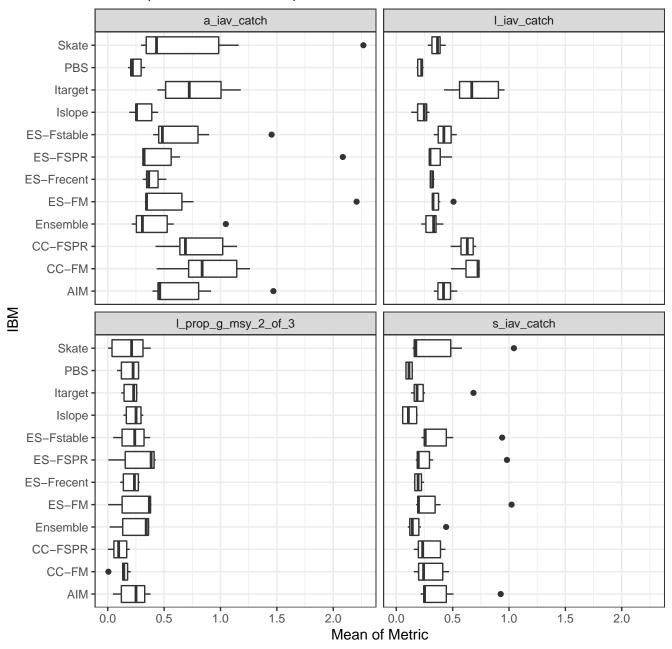
F (No retro scenarios) I_avg_f_fmsy s_avg_f_fmsy NO1A -NF1A MO1A -Scenario MF1A CO1A CF1A-0 3 9 12 0 3 9 12 6 6 Mean F/Fmsy



Catch (No retro scenarios) I_avg_catch I_sd_catch NO1A NF1A MO1A MF1A CO1A CF1A Scenario s_avg_catch s_sd_catch NO1A NF1A MO1A MF1A CO1A CF1A-10000 5000 15000 5000 10000 15000 0 Mean of Metric







Catch (No retro scenarios) a_iav_catch I_iav_catch NO1A NF1A MO1A MF1A CO1A CF1A Scenario I_prop_g_msy_2_of_3 s_iav_catch NO1A NF1A MO1A MF1A CO1A CF1A

0.5

0.0

1.0

1.5

2.0

0.5

0.0 Mean of Metric 1.0

1.5

2.0

Long Term (No retro scenarios) CC-FM AIM CC-FSPR Ensemble 1.25 1.00 0.75 -0.50 0.25 0.00 ES-FM ES-Frecent ES-Fstable **ES-FSPR** 1.25 -Mean(Catch/MSY) retro_type Catch M None 0.00 **PBS** Skate Islope Itarget 1.25 -1.00 0.75 -0.50 0.25 -0.00

Prob(SSB>=SSBmsy)

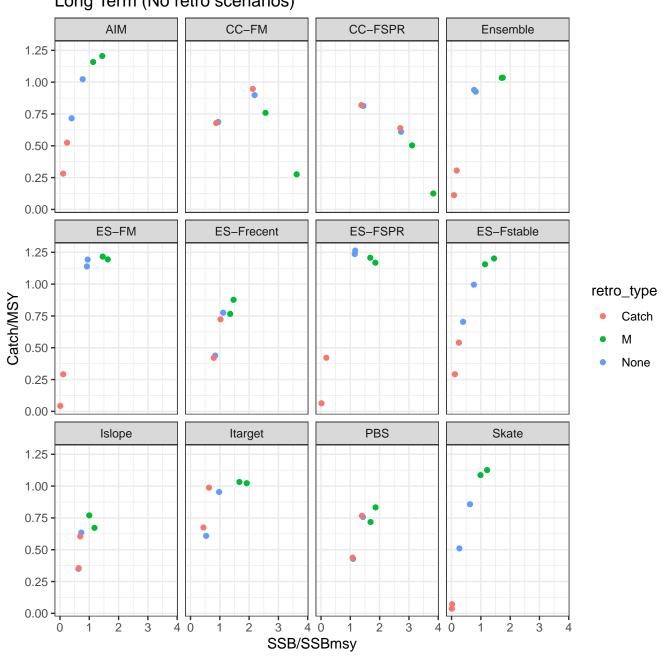
 $0.00\ 0.25\ 0.50\ 0.75\ 1.0 \\ 0.00\ 0.25\ 0.50\ 0.75\ 1.0 \\ 0.00\ 0.25\ 0.50\ 0.75\ 1.0 \\ 0.00\ 0.25\ 0.50\ 0.75\ 1.0 \\ 0.00\ 0.25\ 0.50\ 0.75$

Short Term (No retro scenarios) CC-FM Ensemble AIM CC-FSPR 2.0 1.5 1.0 0.5 ES-FM ES-Frecent **ES-FSPR** ES-Fstable Mean(Catch/MSY) 2.0 retro_type Catch M None 0.5 Islope **PBS** Skate Itarget 2.0 1.5 1.0 0.5 0.00 0.25 0.50 0.75 1.00000 0.25 0.50 0.75 1.00000 0.25 0.50 0.75 1.00000 0.25 0.50 0.75 1.00 Prob(SSB>=SSBmsy)

Long Term (No retro scenarios) CC-FM AIM CC-FSPR Ensemble 1.00 0.75 -0.50 0.25 0.00 ES-FM ES-Frecent ES-FSPR ES-Fstable 1.00 -Prob(F>Fmsy) 0.50 retro_type Catch M None 0.00 Islope **PBS** Skate Itarget 1.00 -0.75 -0.50 0.25 -0.00 -0.00 0.25 0.50 0.75 1.0**0**.00 0.25 0.50 0.75 1.0**0**.00 0.25 0.50 0.75 1.0**0**.00 0.25 0.50 0.75 1.0**0**.00 0.25 0.50 0.75 1.00 Prob(SSB<0.5SSBmsy)

Short Term (No retro scenarios) CC-FM Ensemble AIM CC-FSPR 1.00 • 0.75 -0.50 -0.25 -ES-FM ES-Frecent ES-FSPR ES-Fstable 1.00 -Prob(F>Fmsy) retro_type Catch M None 0.25 Islope **PBS** Skate Itarget 1.00 -0.75 -0.50 -0.25 - $0.00 \ 0.25 \ 0.50 \ 0.75 \ 1.00.00 \ 0.25 \ 0.50 \ 0.75 \ 1.00.00 \ 0.25 \ 0.50 \ 0.75 \ 1.00.00 \ 0.25 \ 0.50 \ 0.75 \ 1.00.00 \ 0.25 \ 0.50 \ 0.75 \ 0.$ Prob(SSB<0.5SSBmsy)

Long Term (No retro scenarios)



Short Term (No retro scenarios) CC-FM CC-FSPR Ensemble AIM 2.0 1.5 1.0 0.5 ES-FM ES-Frecent ES-FSPR ES-Fstable 2.0 retro_type Catch/MSY 1.5 **-**Catch M 1.0 -None 0.5 Islope Itarget **PBS** Skate 2.0 1.5 1.0 -0.5

0.5

1.0

1.5

2.0

0.5

1.0

1.5

2.0

0.5

1.0

1.5

2.0

SSB/SSBmsy

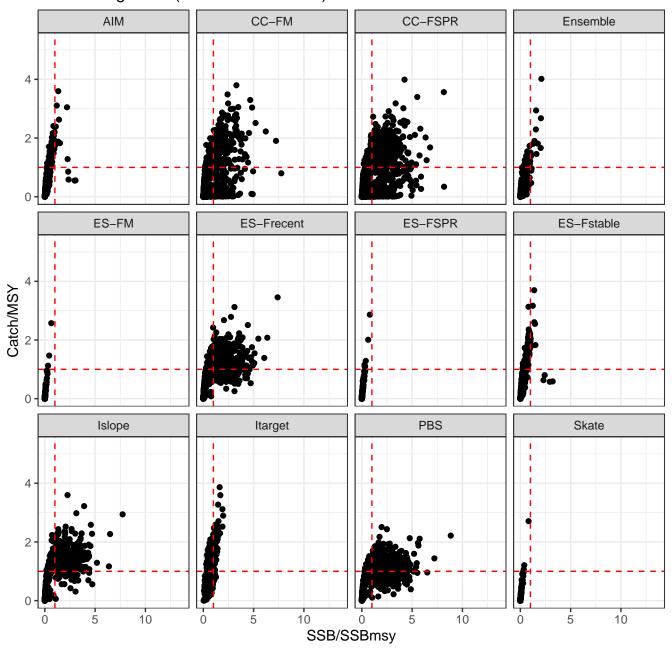
0.5

1.0

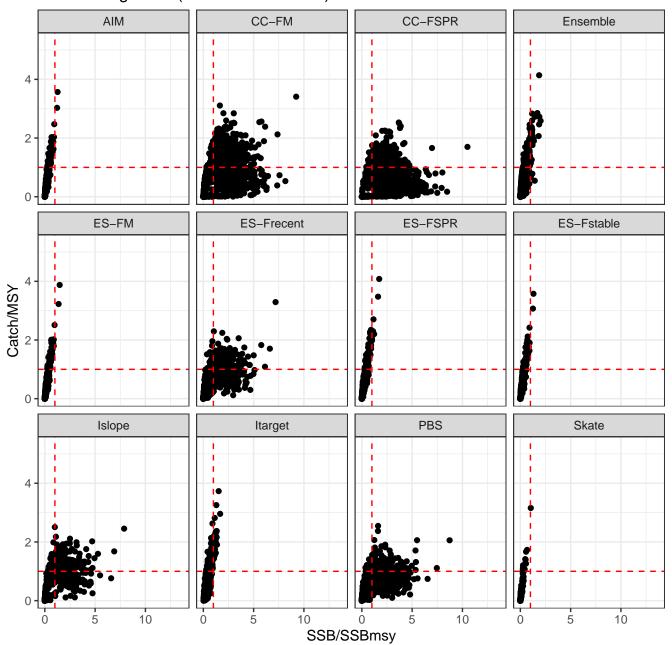
1.5

2.0

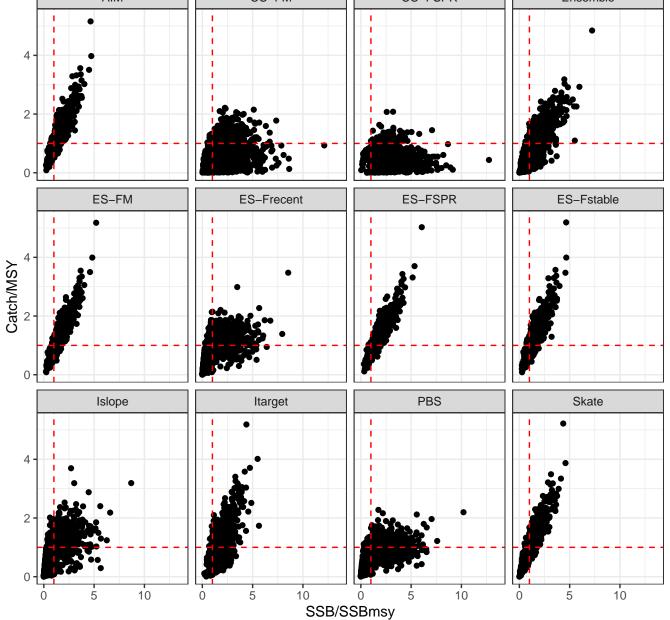
CF1A Long Term (No retro scenarios)



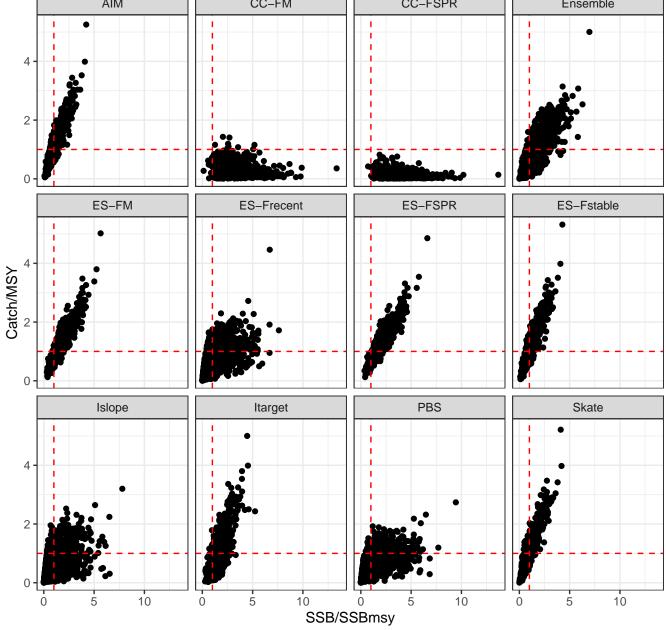
CO1A Long Term (No retro scenarios)



MF1A Long Term (No retro scenarios) AIM CC-FM CC-FSPR Ensemble 4 2 ES-FM ES-Frecent ES-FSPR ES-Fstable Islope PBS Itarget Skate



MO1A Long Term (No retro scenarios) AIM CC-FM CC-FSPR Ensemble 4 2 ES-FM ES-Frecent ES-FSPR ES-Fstable Islope PBS Itarget Skate 4



NF1A Long Term (No retro scenarios) AIM CC-FM CC-FSPR Ensemble 4 ES-FM ES-Frecent ES-FSPR ES-Fstable Catch/MSY PBS Islope Itarget Skate 4

10

5

10

10

5

10

SSB/SSBmsy

5

NO1A Long Term (No retro scenarios) AIM CC-FM CC-FSPR Ensemble 4 ES-FM ES-Frecent ES-FSPR ES-Fstable Catch/MSY PBS Islope Itarget Skate 4 2

10

5

10

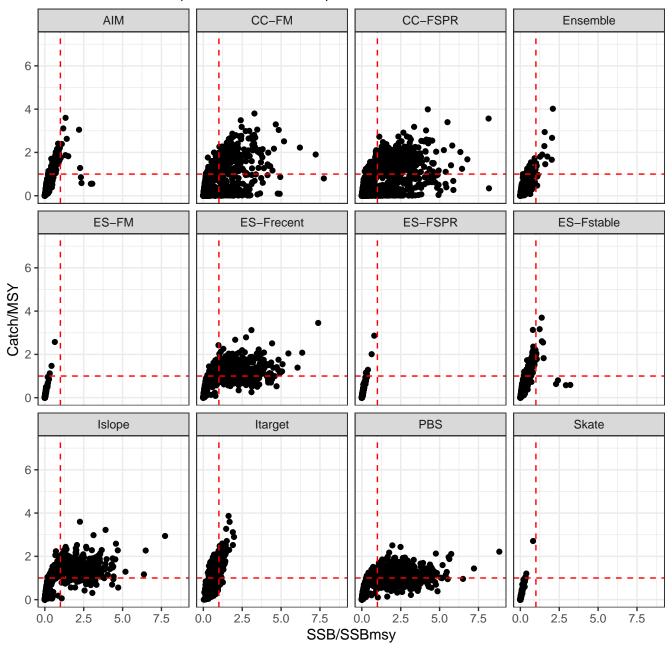
SSB/SSBmsy

10

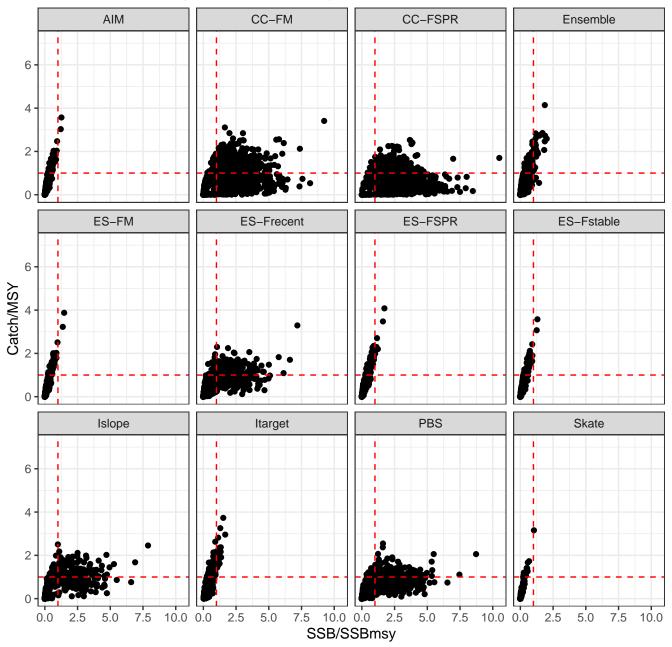
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10

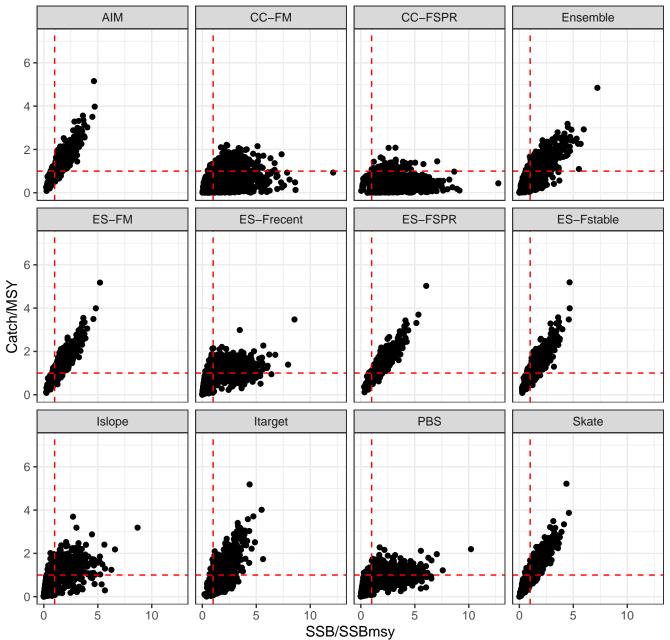
CF1A Short Term (No retro scenarios)



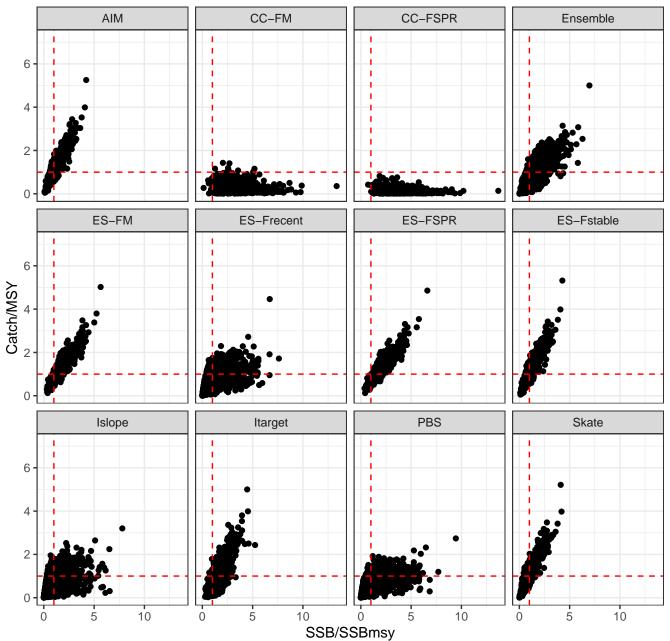
CO1A Short Term (No retro scenarios)



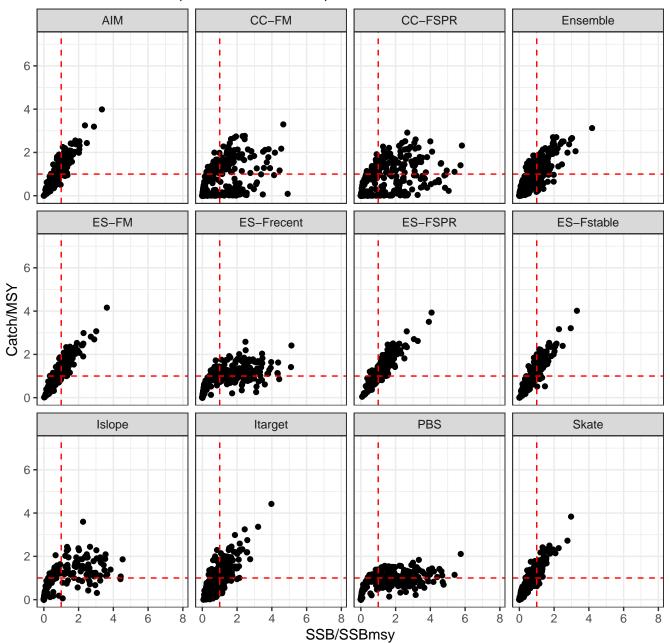
MF1A Short Term (No retro scenarios)



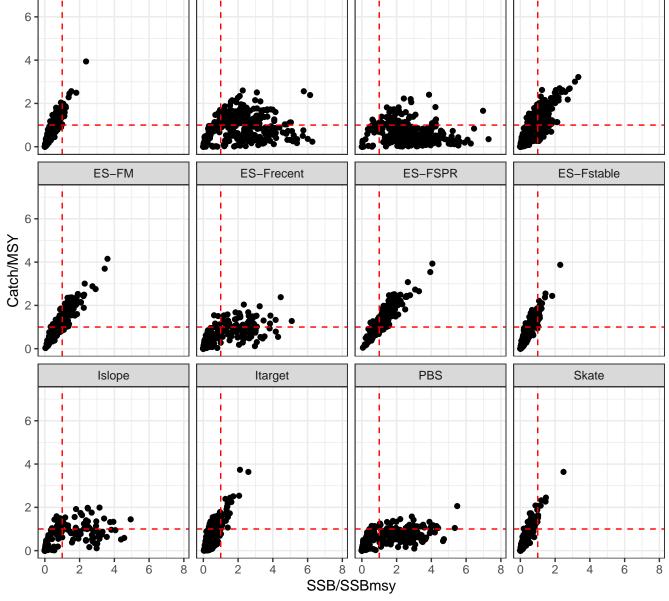
MO1A Short Term (No retro scenarios)



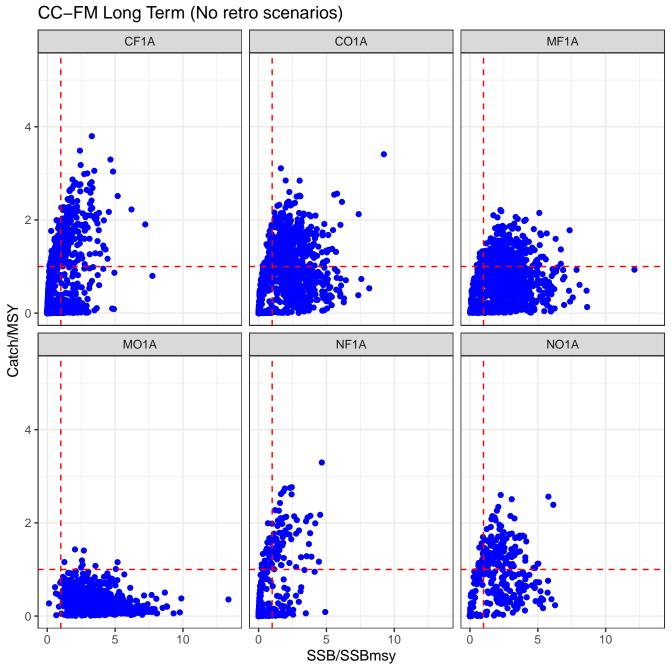
NF1A Short Term (No retro scenarios)



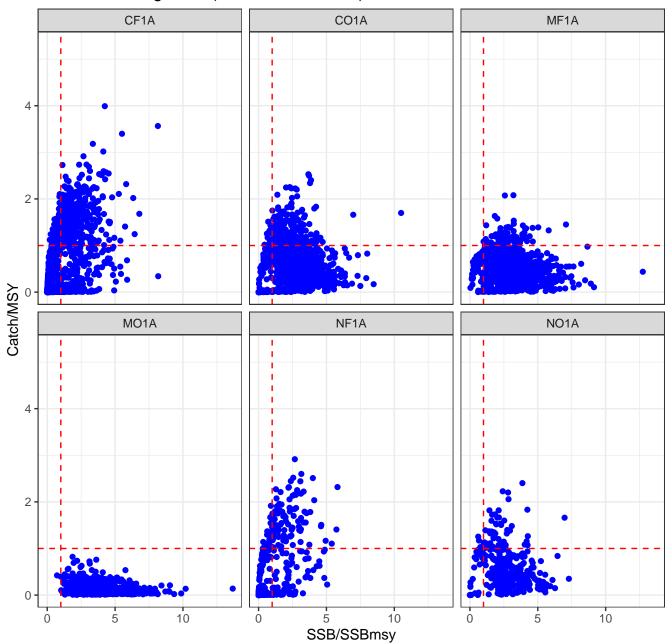
NO1A Short Term (No retro scenarios) AIM CC-FM CC-FSPR Ensemble 6 2 ES-FM ES-Frecent ES-FSPR ES-Fstable 6 PBS Islope Itarget Skate



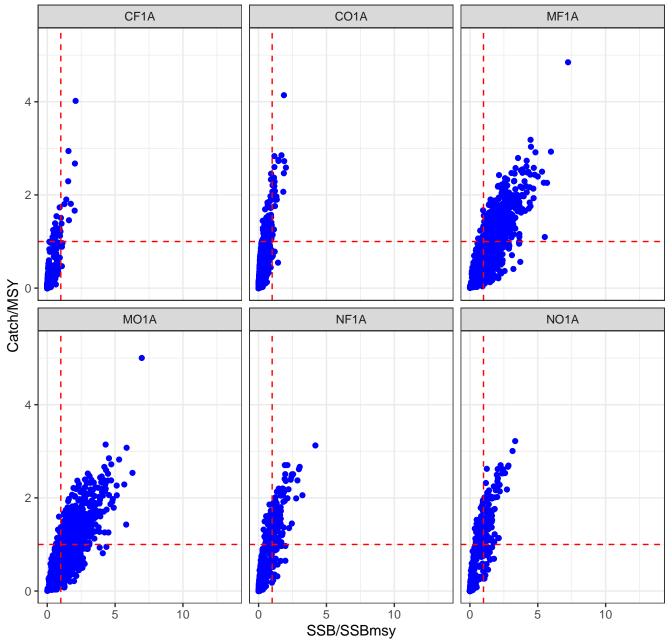
AIM Long Term (No retro scenarios) CF1A CO1A MF1A 2 -Catch/MSY MO1A NF1A NO1A 4 2. 5 10 10 10 5 SSB/SSBmsy



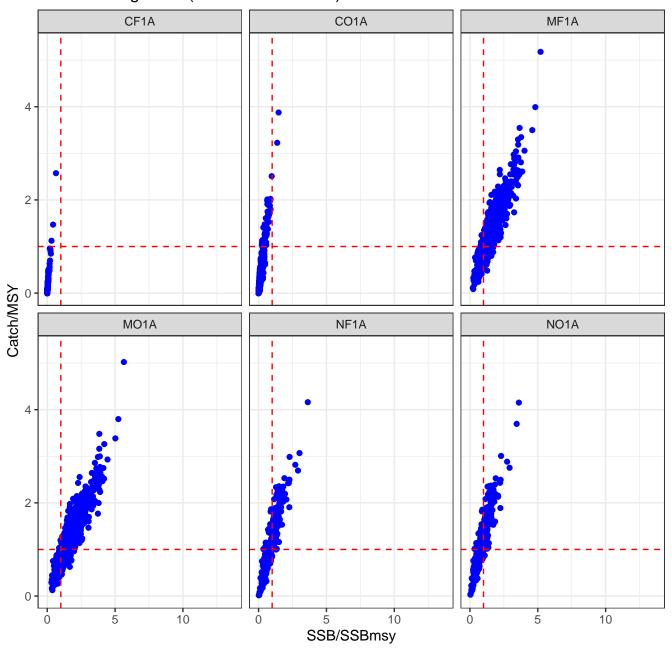
CC-FSPR Long Term (No retro scenarios)



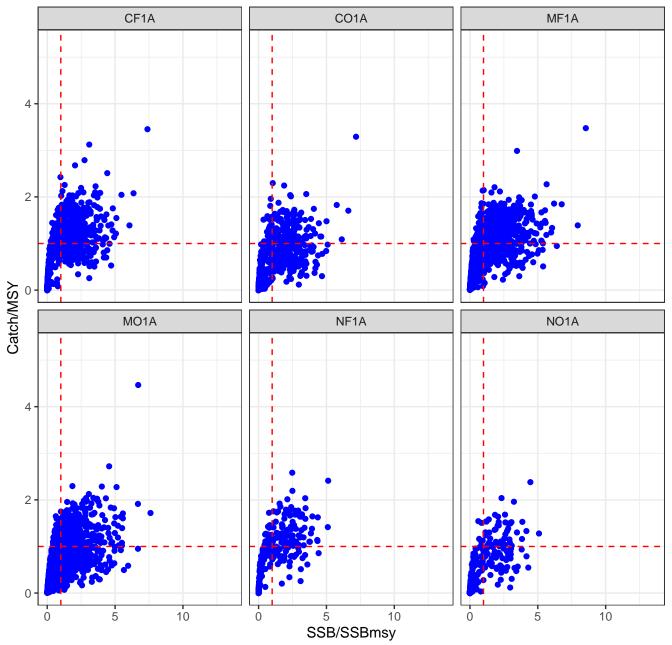
Ensemble Long Term (No retro scenarios)



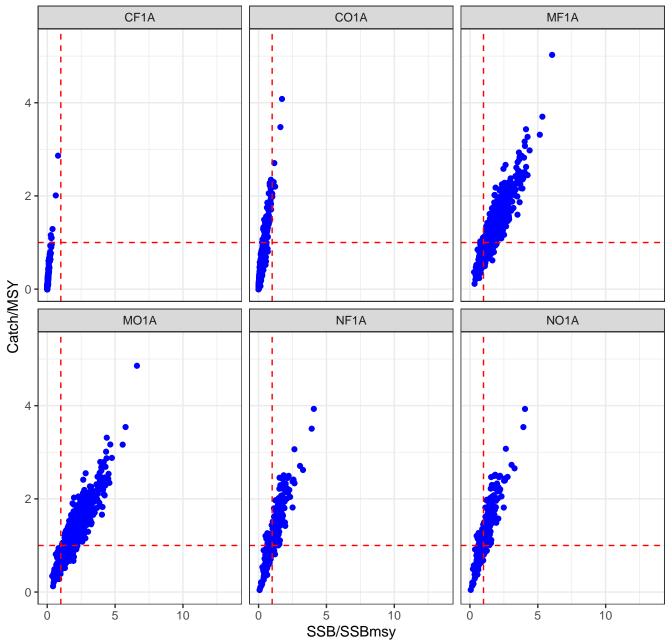
ES-FM Long Term (No retro scenarios)



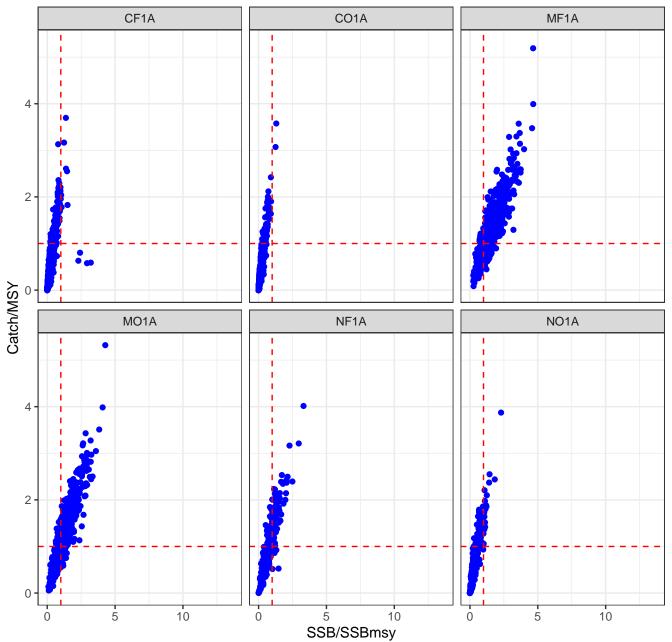
ES-Frecent Long Term (No retro scenarios)



ES-FSPR Long Term (No retro scenarios)



ES-Fstable Long Term (No retro scenarios)

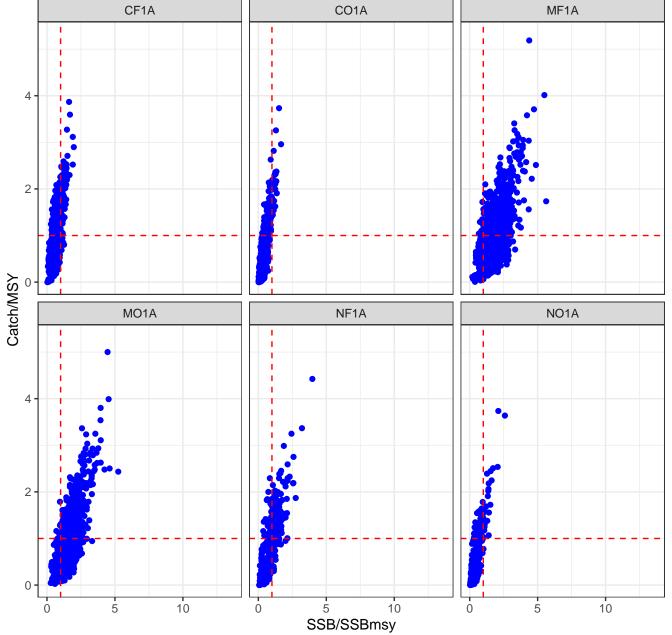


Islope Long Term (No retro scenarios) CF1A CO1A MF1A 2. Catch/MSY MO1A NF1A NO1A 2 10 10 10 5

SSB/SSBmsy

Itarget Long Term (No retro scenarios)

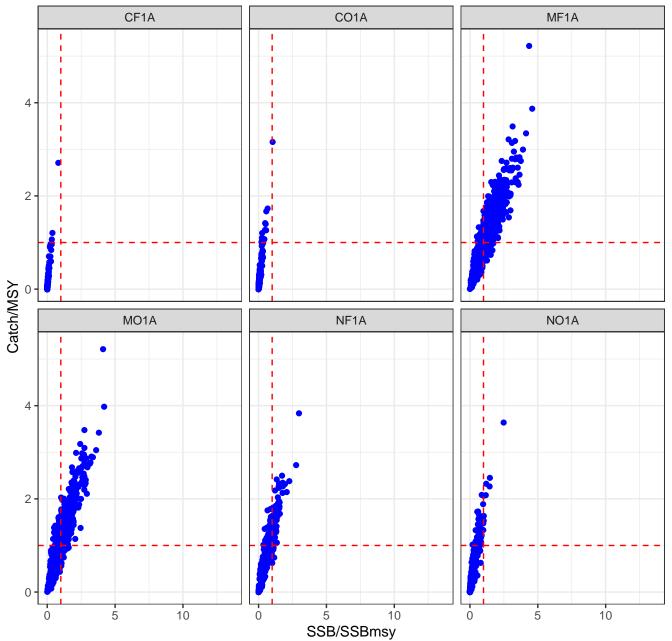
CF1A CO1A



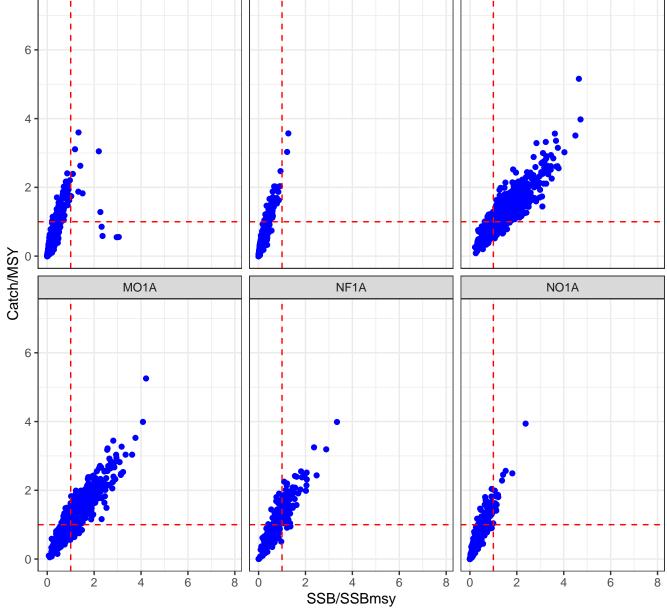
PBS Long Term (No retro scenarios) CF1A CO1A MF1A 2. Catch/MSY MO1A NF1A NO1A 2. 10 10 10 5

SSB/SSBmsy

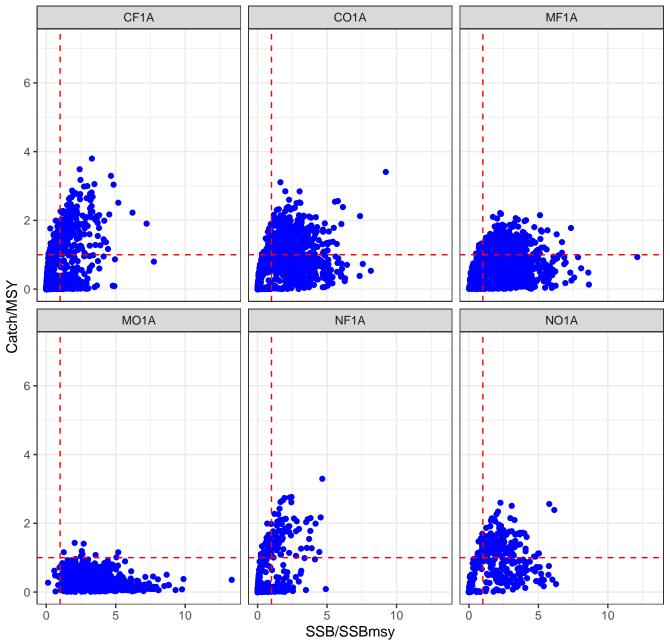
Skate Long Term (No retro scenarios)



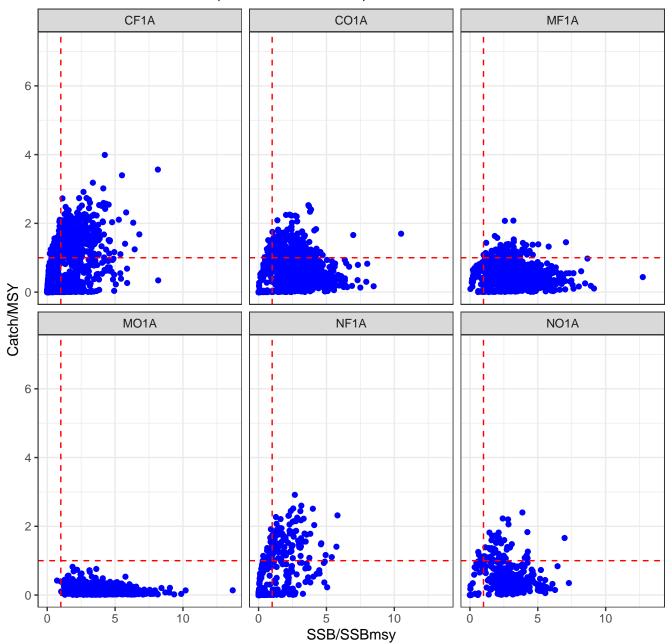
AIM Short Term (No retro scenarios) CF1A CO1A MF1A 6 -4 2. MO1A NF1A NO1A 6 4 2 -



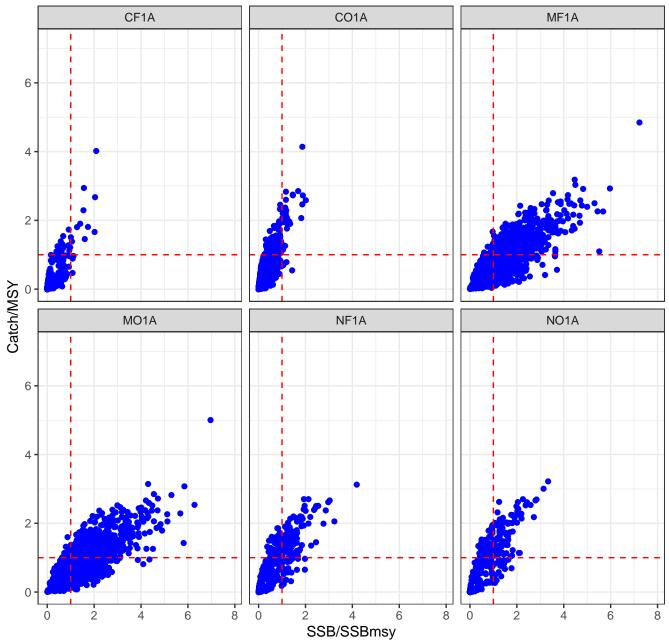
CC-FM Short Term (No retro scenarios)



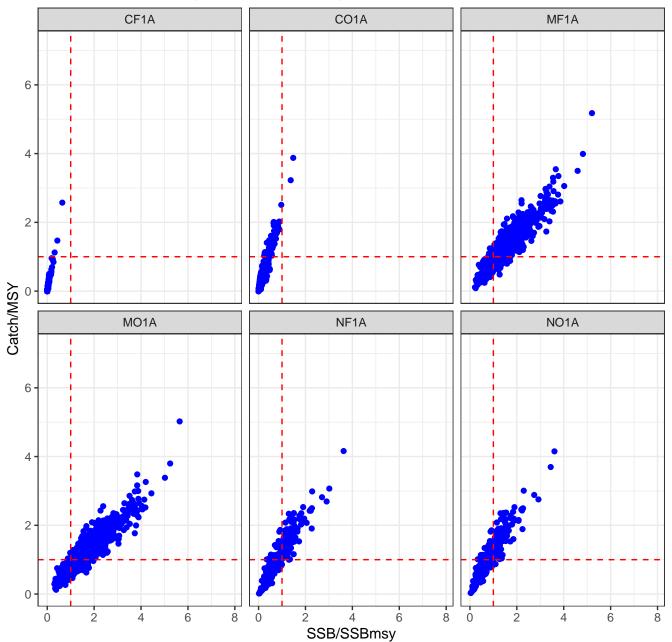
CC-FSPR Short Term (No retro scenarios)



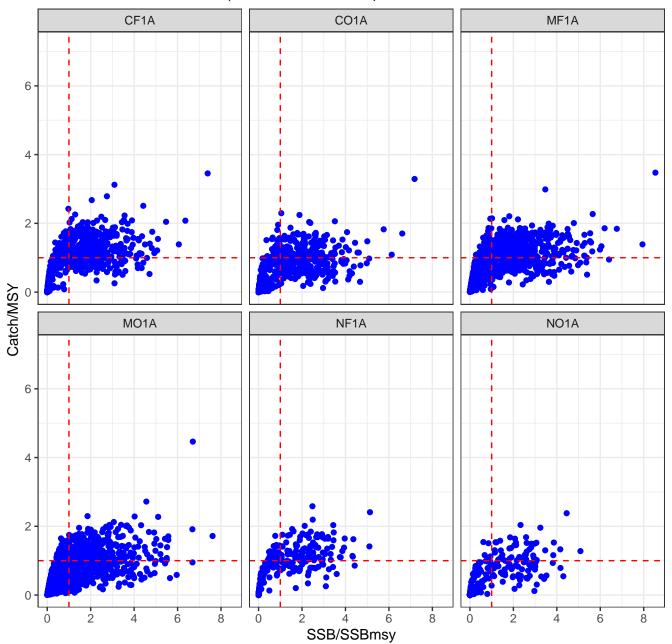
Ensemble Short Term (No retro scenarios)



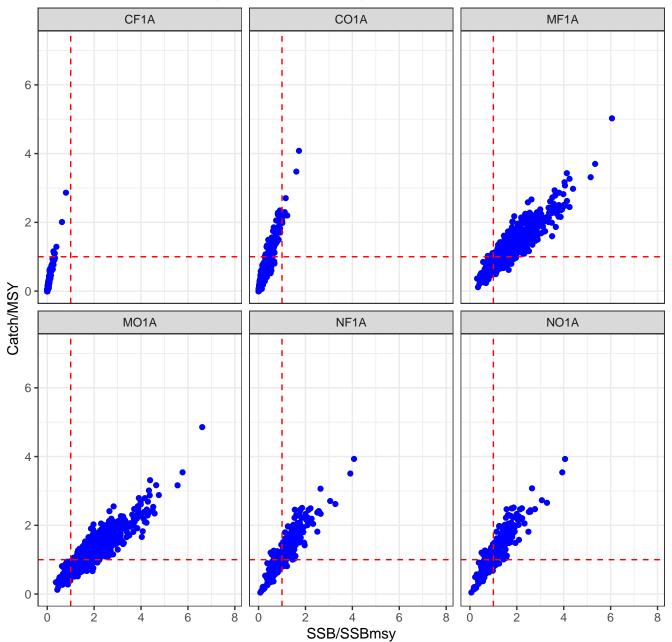
ES-FM Short Term (No retro scenarios)



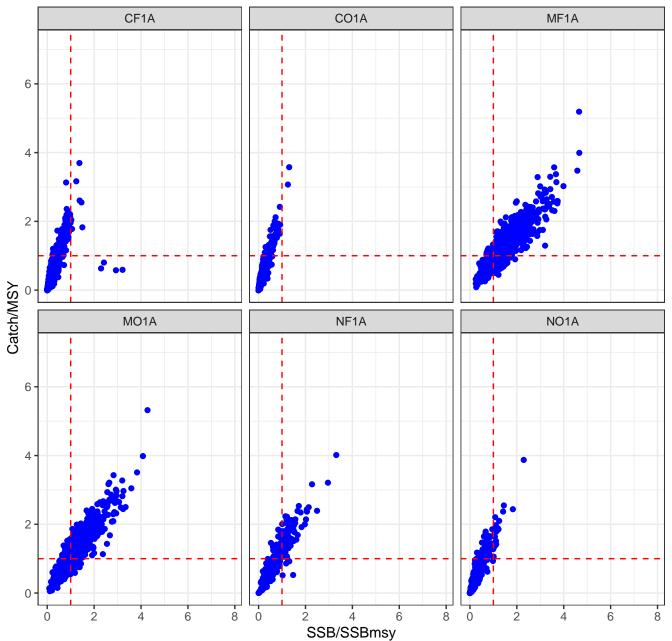
ES-Frecent Short Term (No retro scenarios)



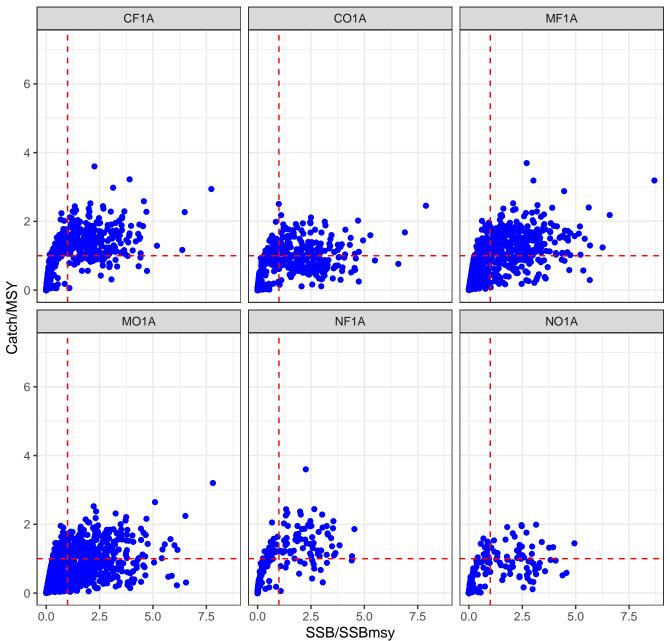
ES-FSPR Short Term (No retro scenarios)



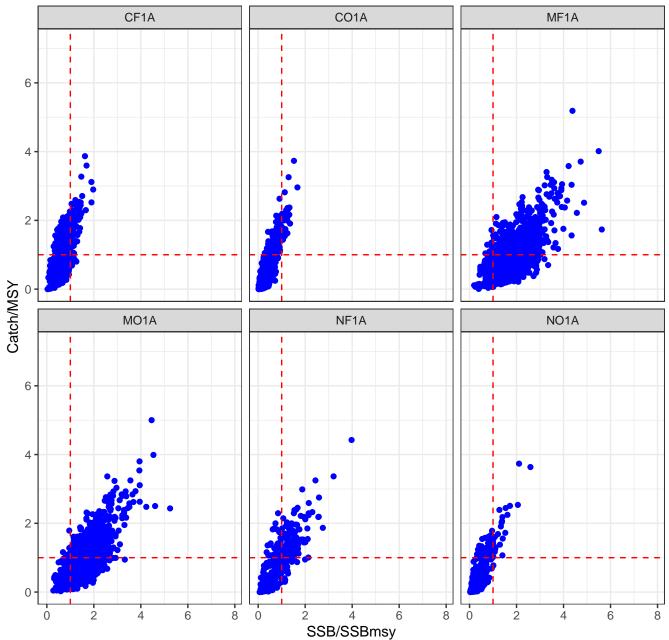
ES-Fstable Short Term (No retro scenarios)



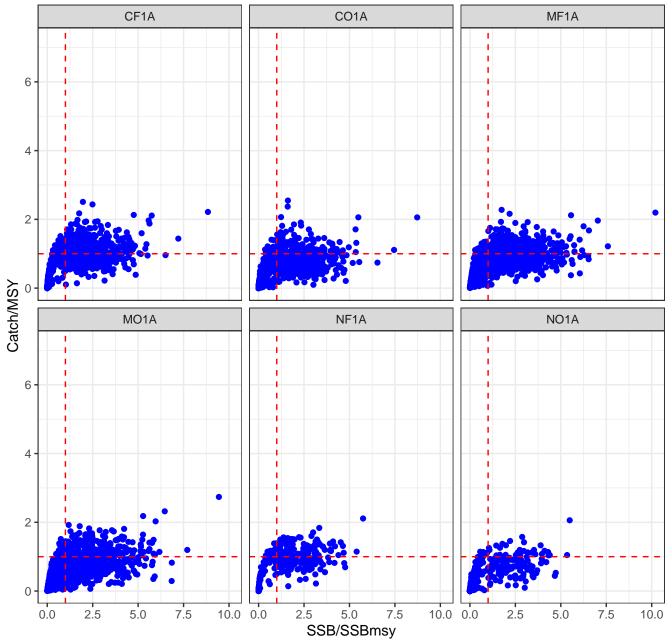
Islope Short Term (No retro scenarios)



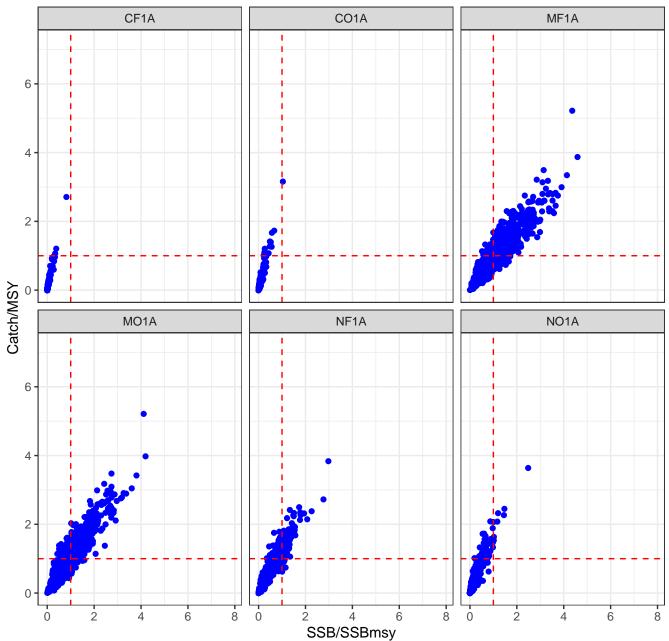
Itarget Short Term (No retro scenarios)



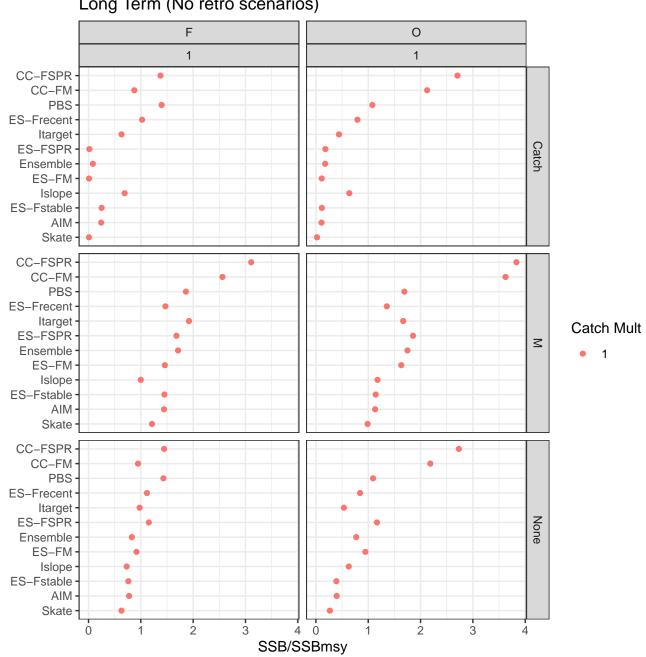
PBS Short Term (No retro scenarios)



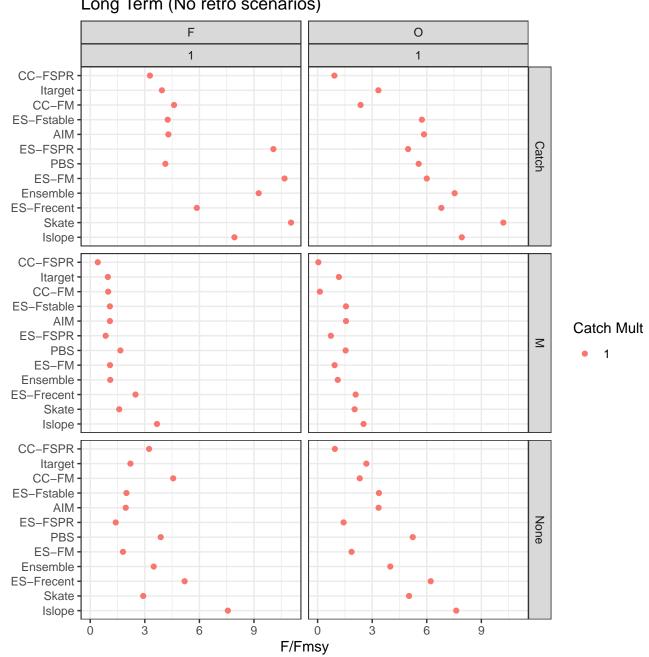
Skate Short Term (No retro scenarios)



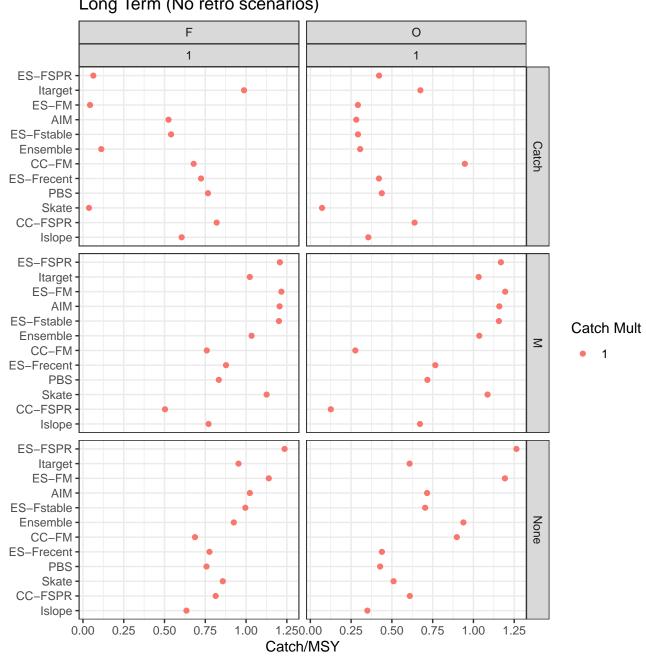
Long Term (No retro scenarios)



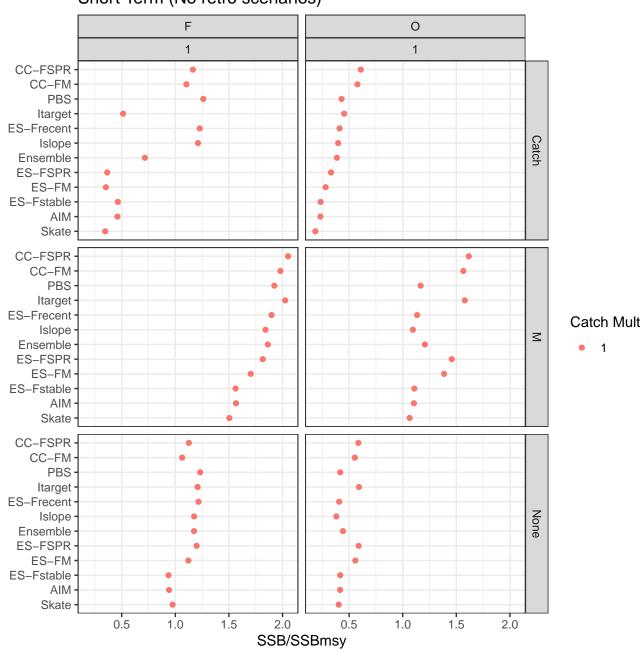
Long Term (No retro scenarios)



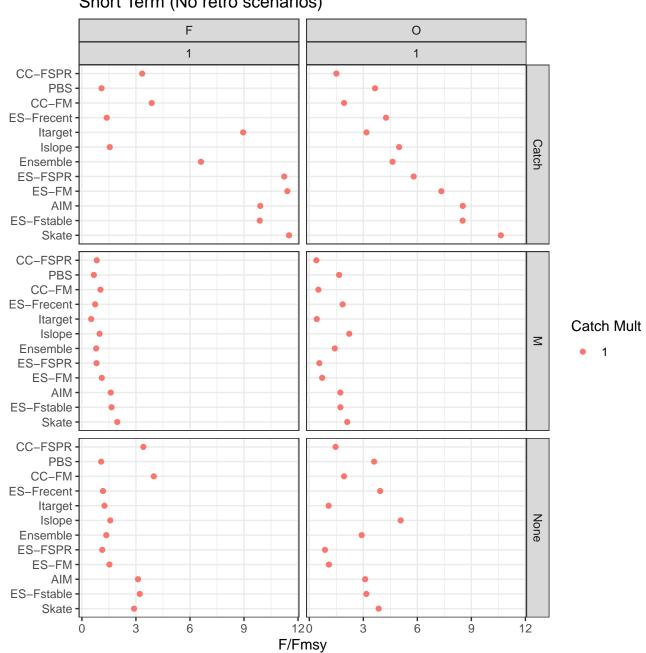
Long Term (No retro scenarios)



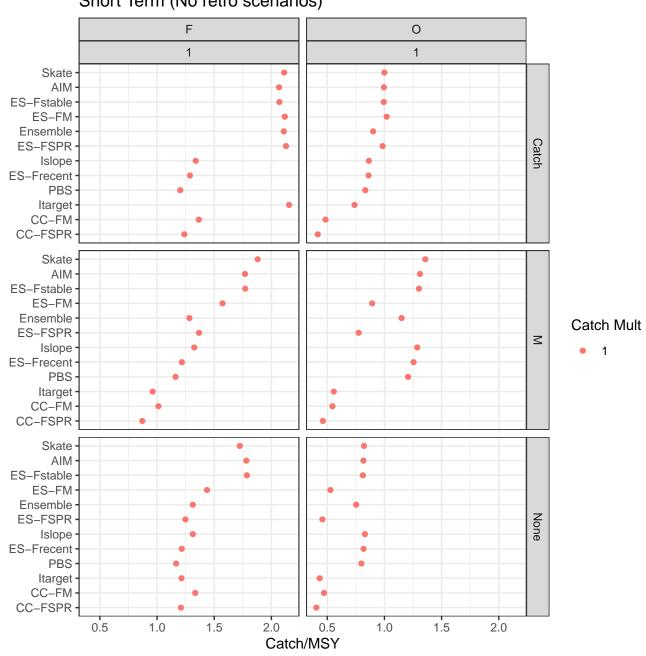
Short Term (No retro scenarios)



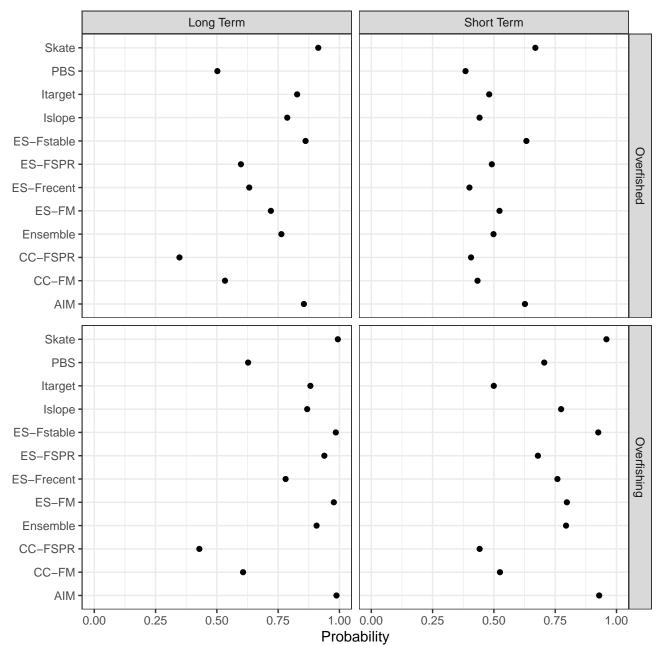
Short Term (No retro scenarios)



Short Term (No retro scenarios)



No retro scenarios



No retro scenarios

