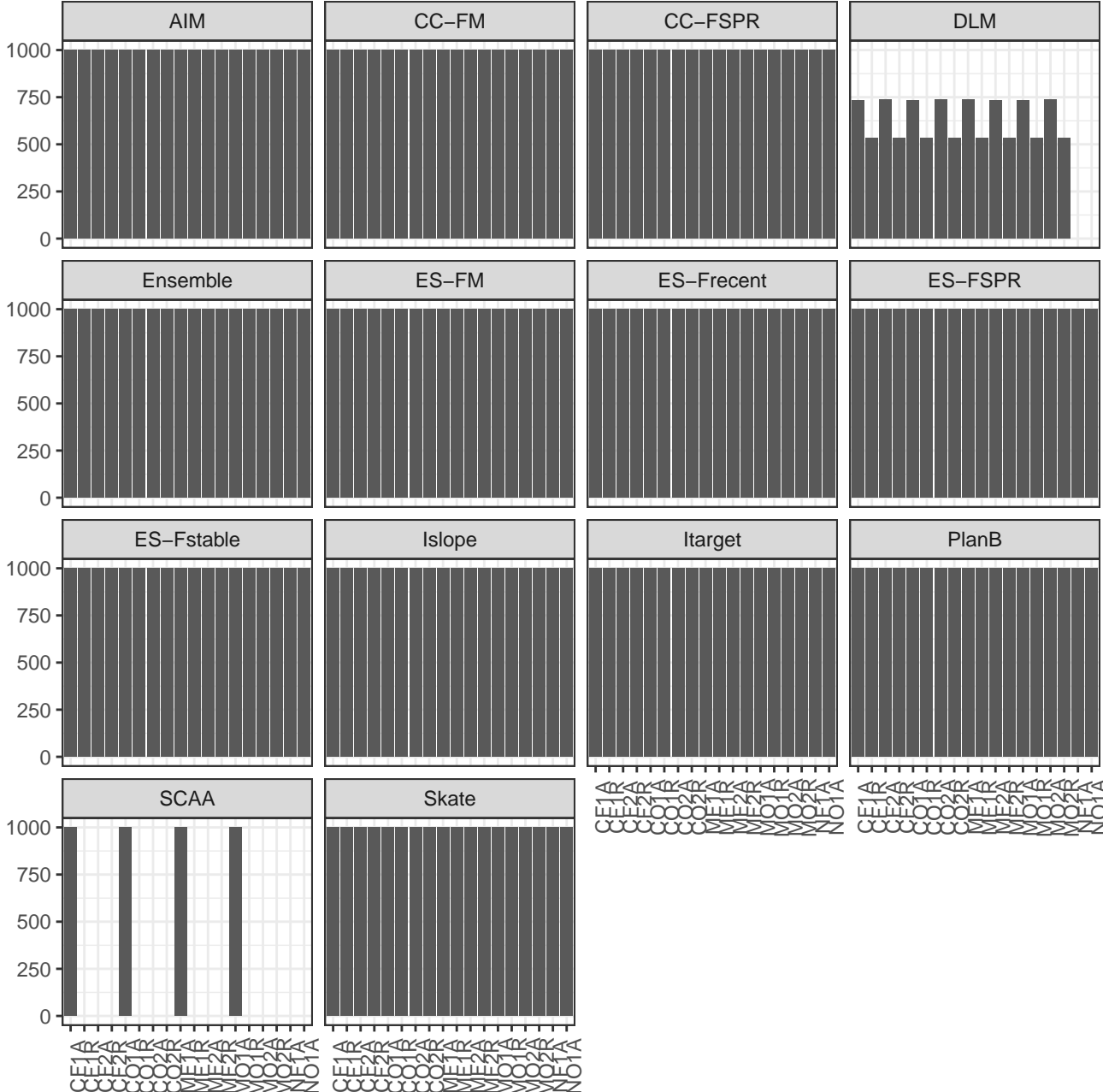


Number of Simulations



Scenario

Scenario Label Decoder

CF1A to MO2R explained

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

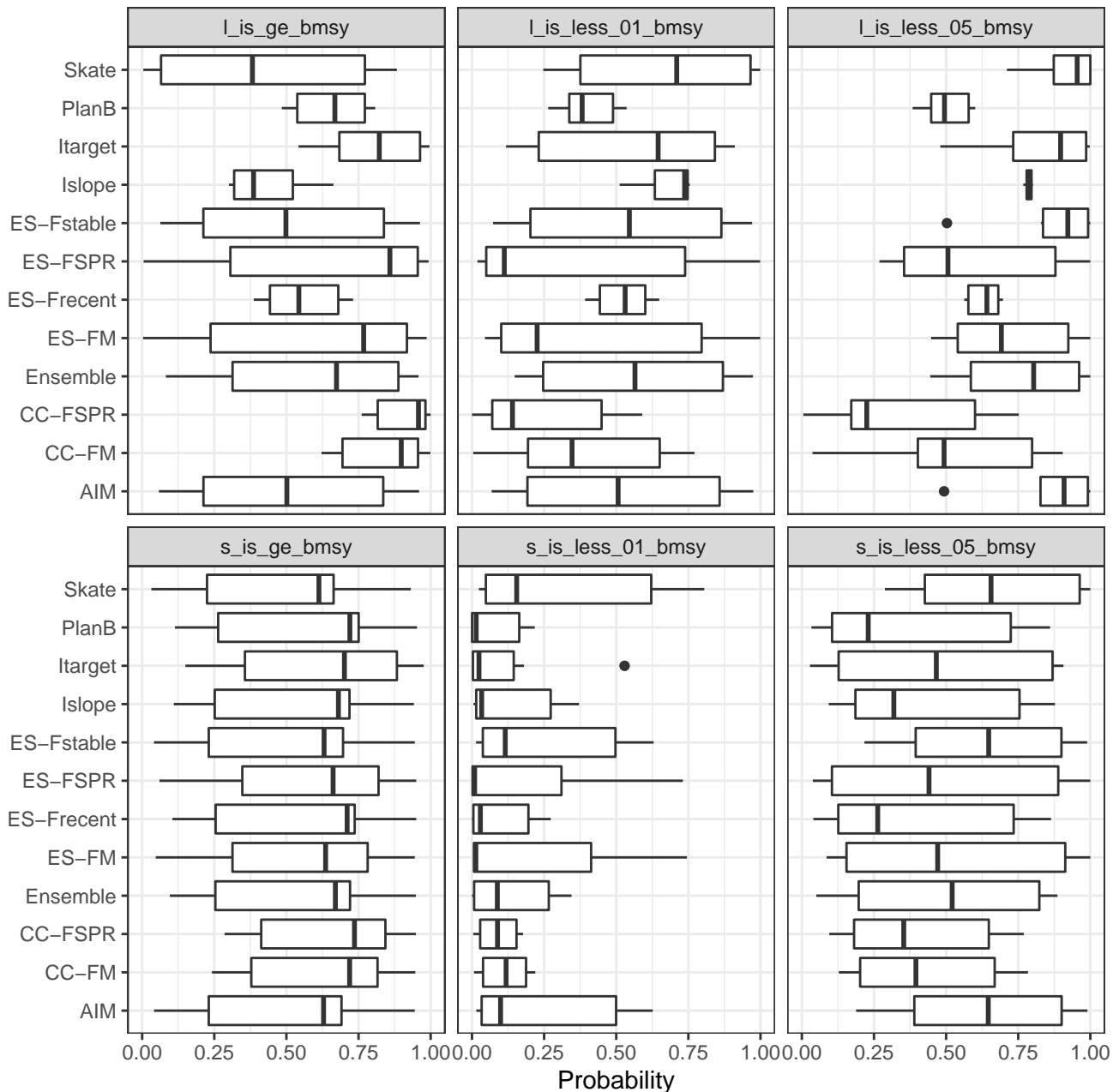
F history: F=overfishing then Fmsy, O=Always Overfishing

Selblocks: 1 or 2

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

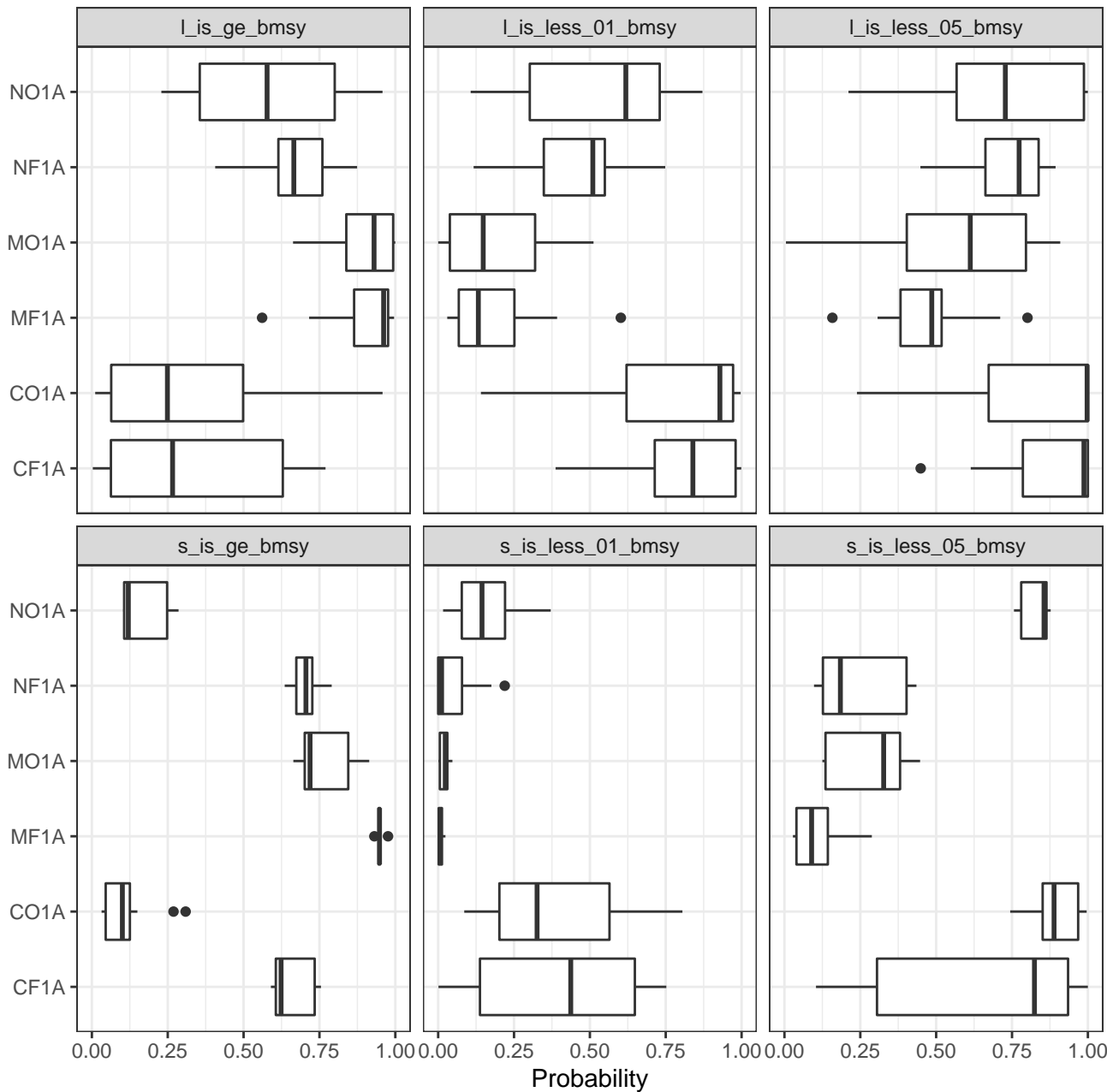
SSB (No retro scenarios)

IBM



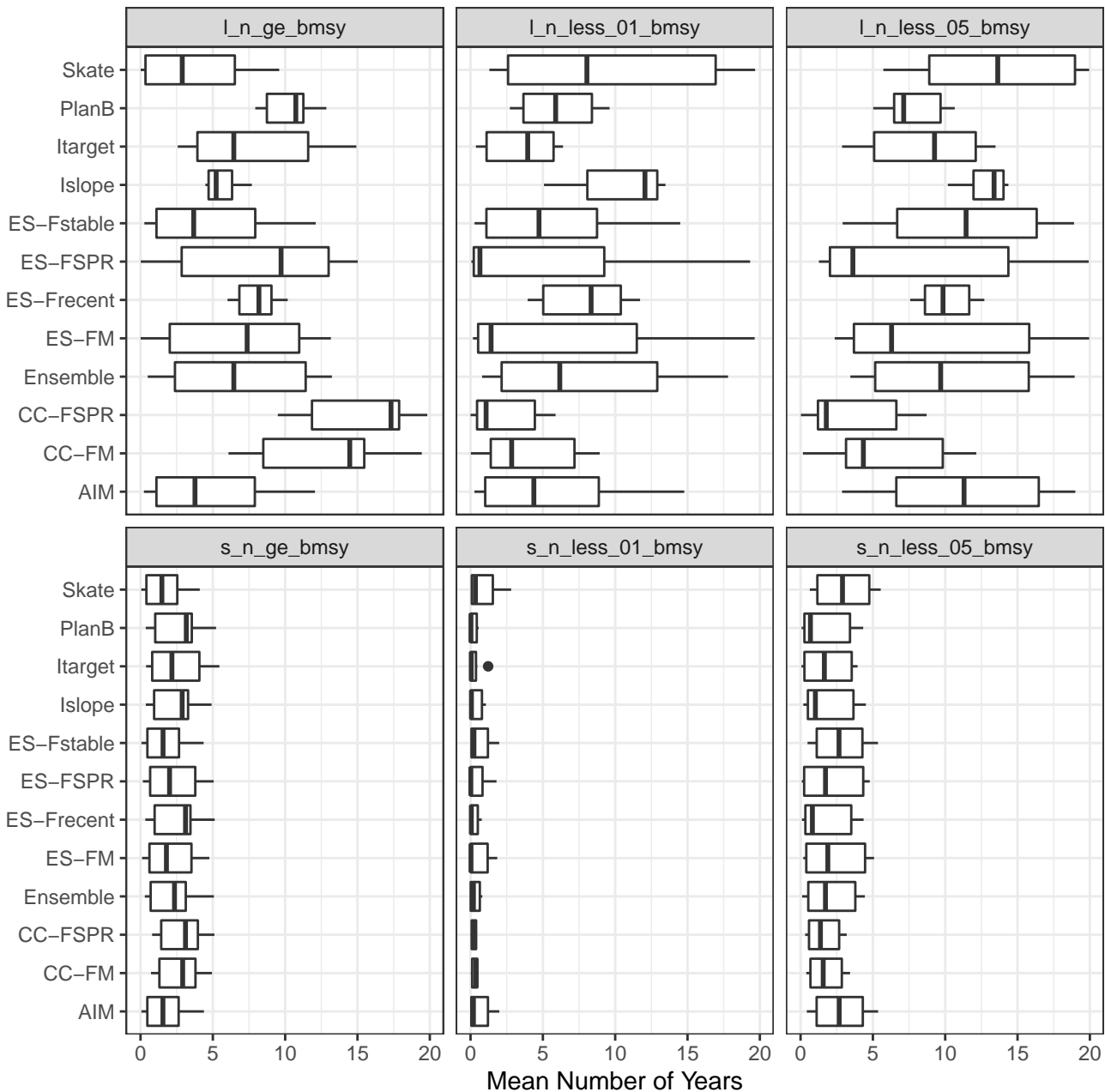
SSB (No retro scenarios)

Scenario



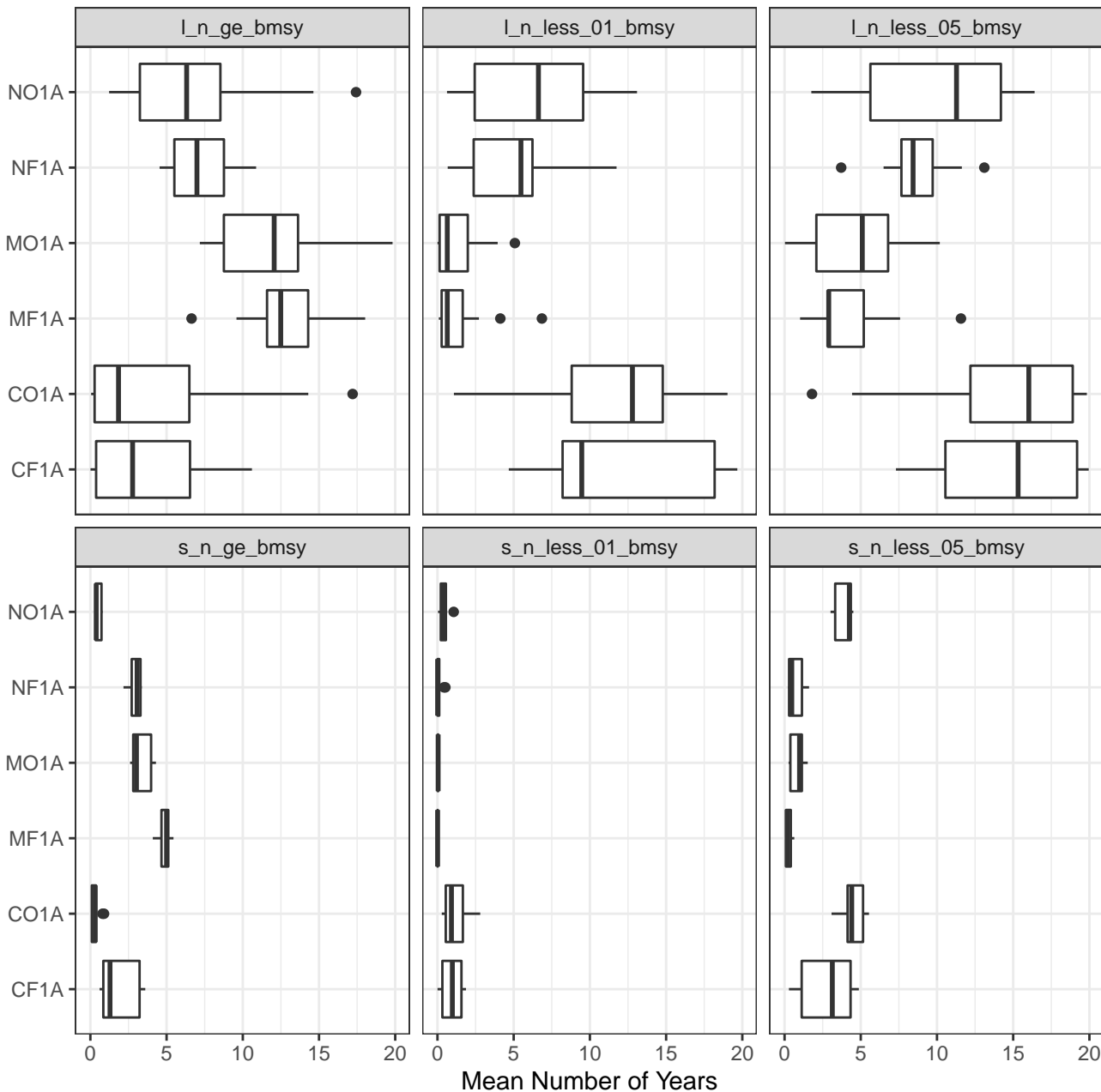
SSB (No retro scenarios)

IBM

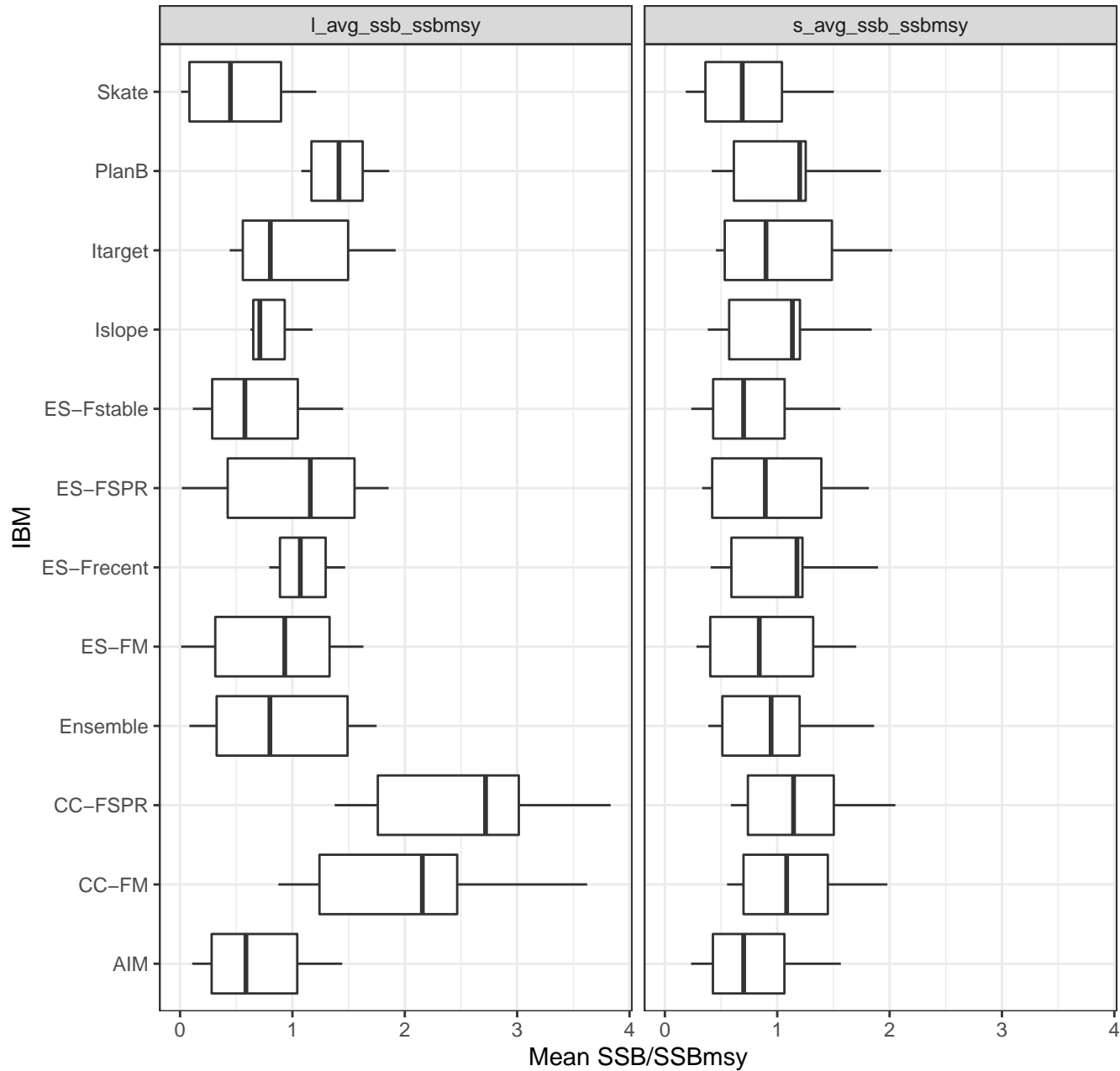


SSB (No retro scenarios)

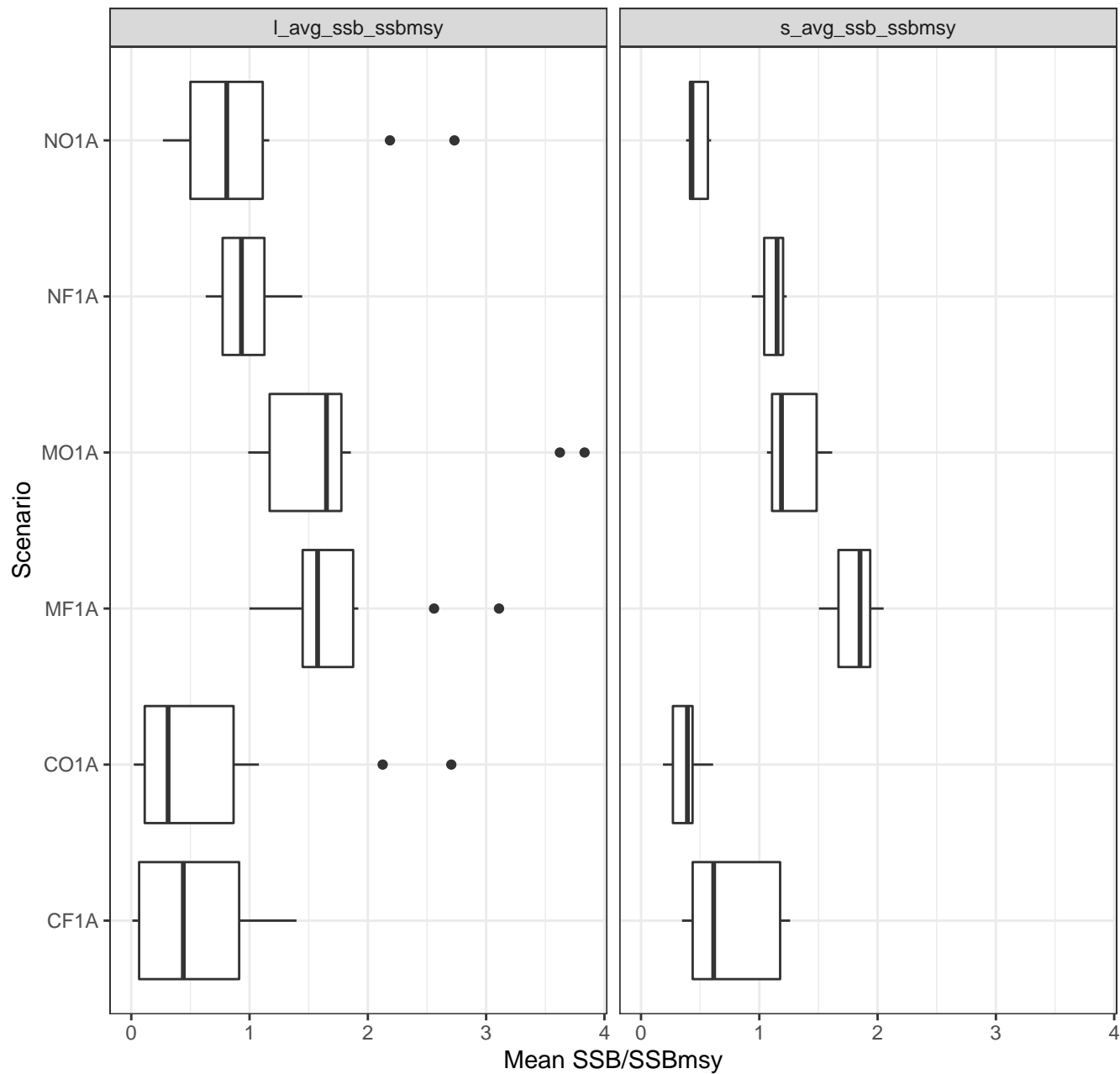
Scenario



SSB (No retro scenarios)

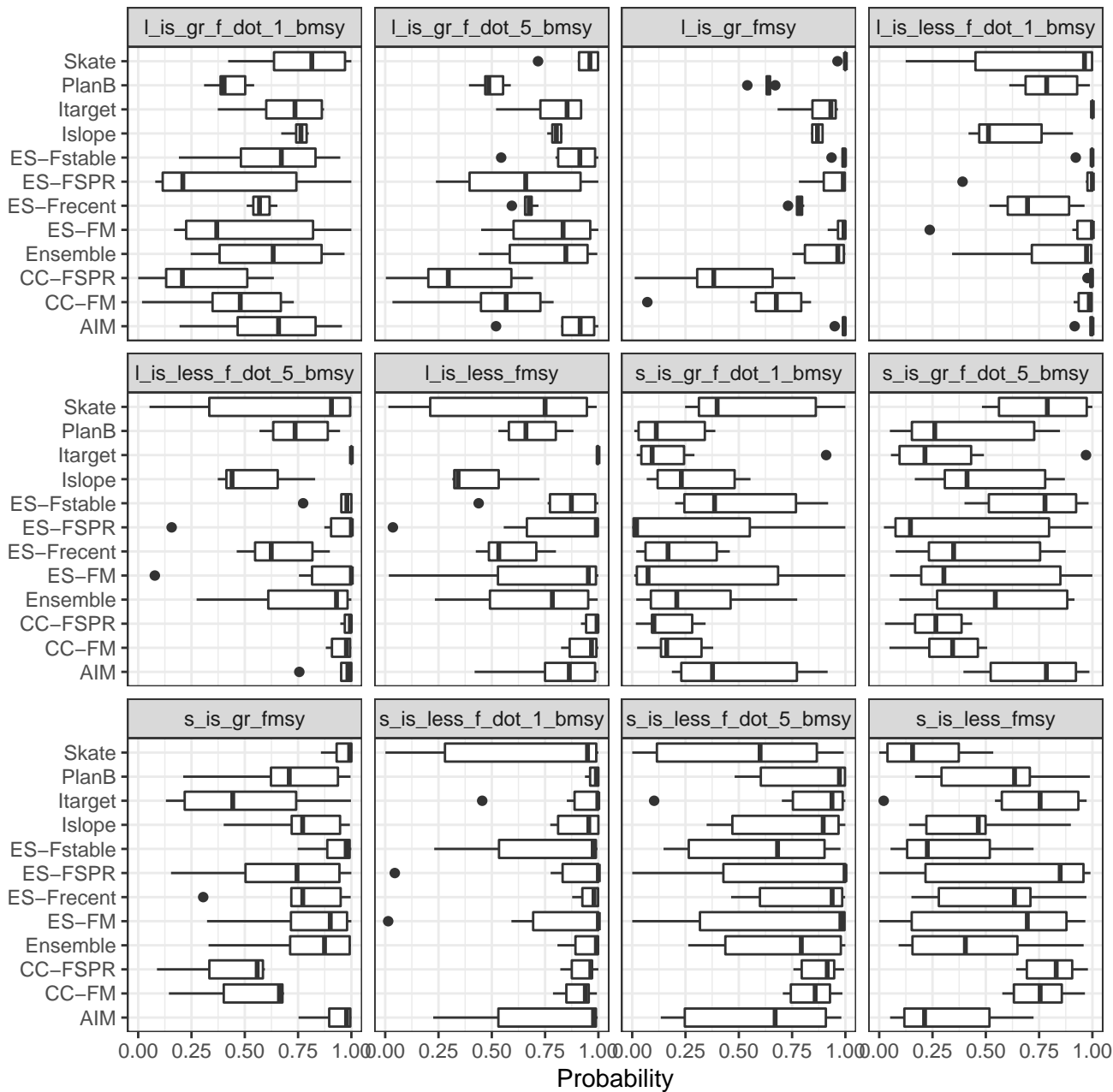


SSB (No retro scenarios)



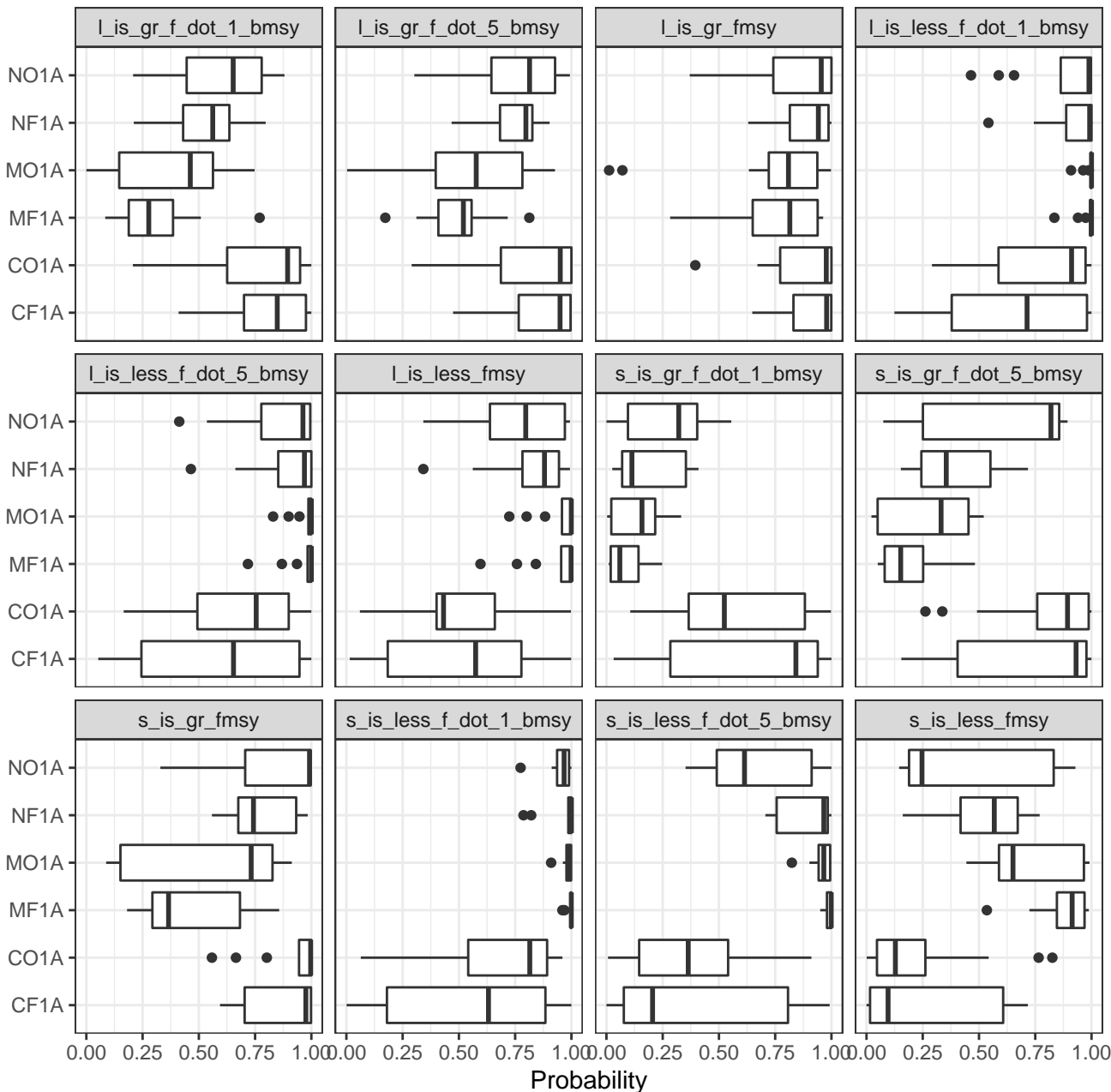
F (No retro scenarios)

IBM



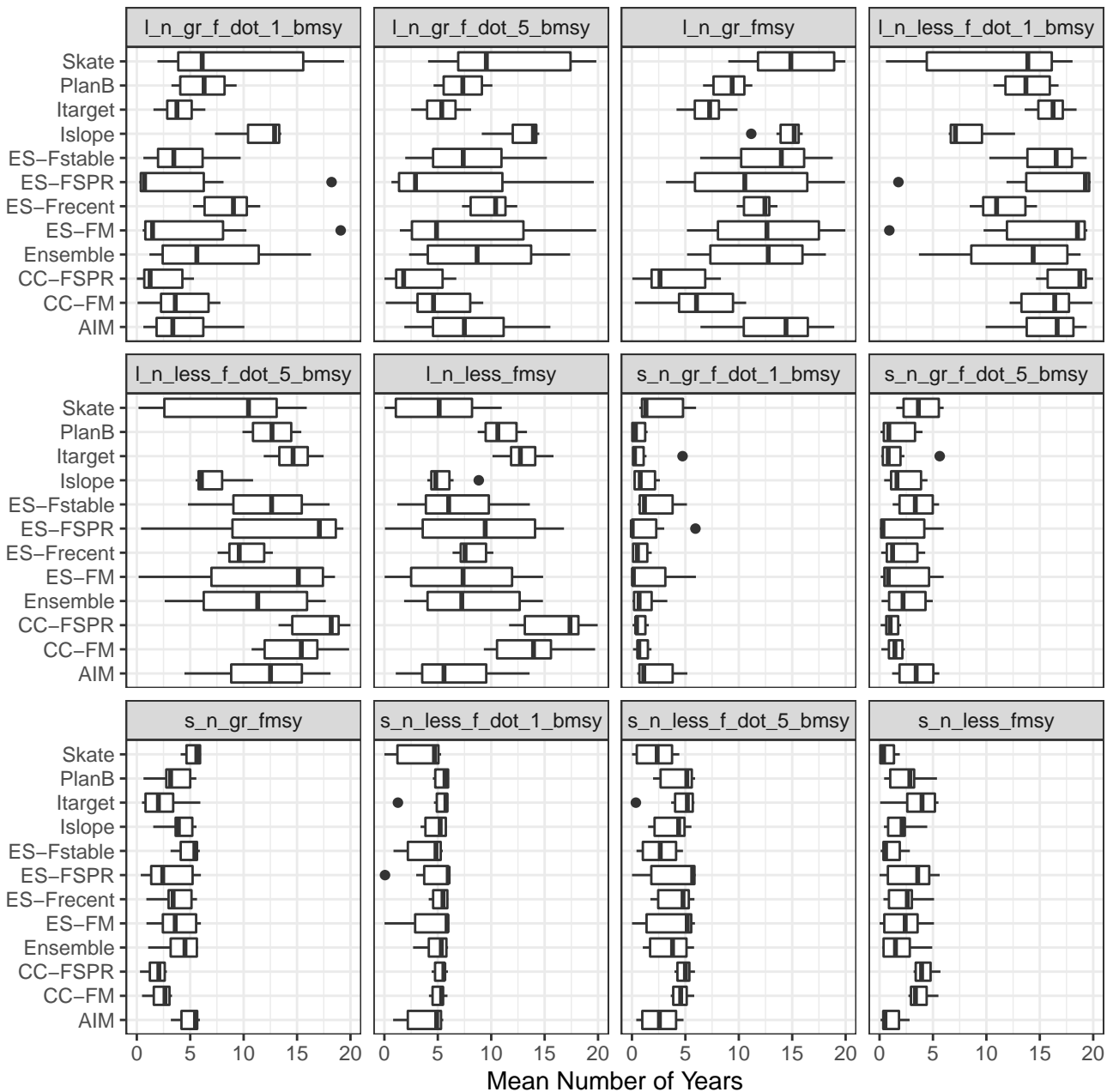
F (No retro scenarios)

Scenario



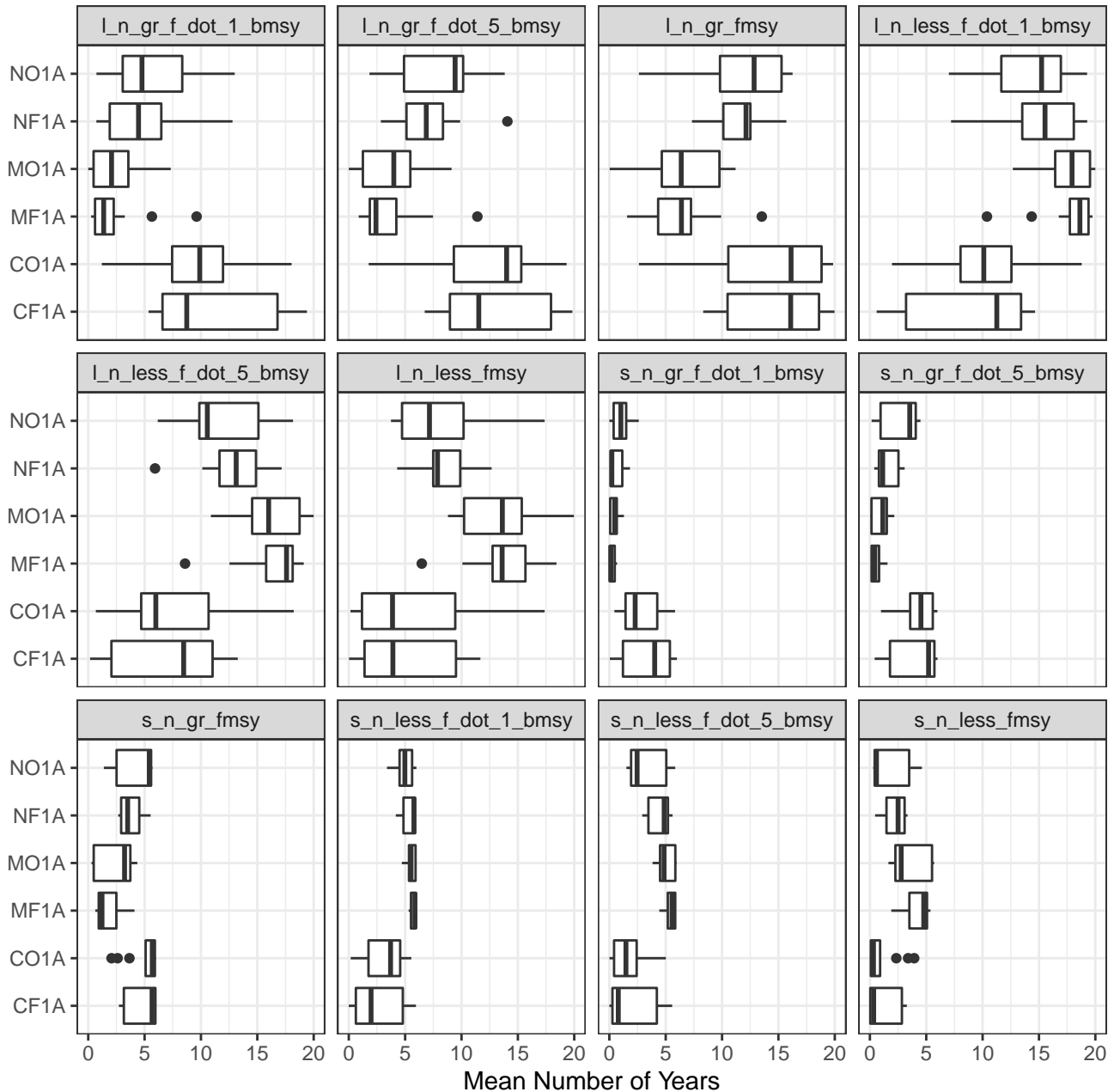
F (No retro scenarios)

IBM



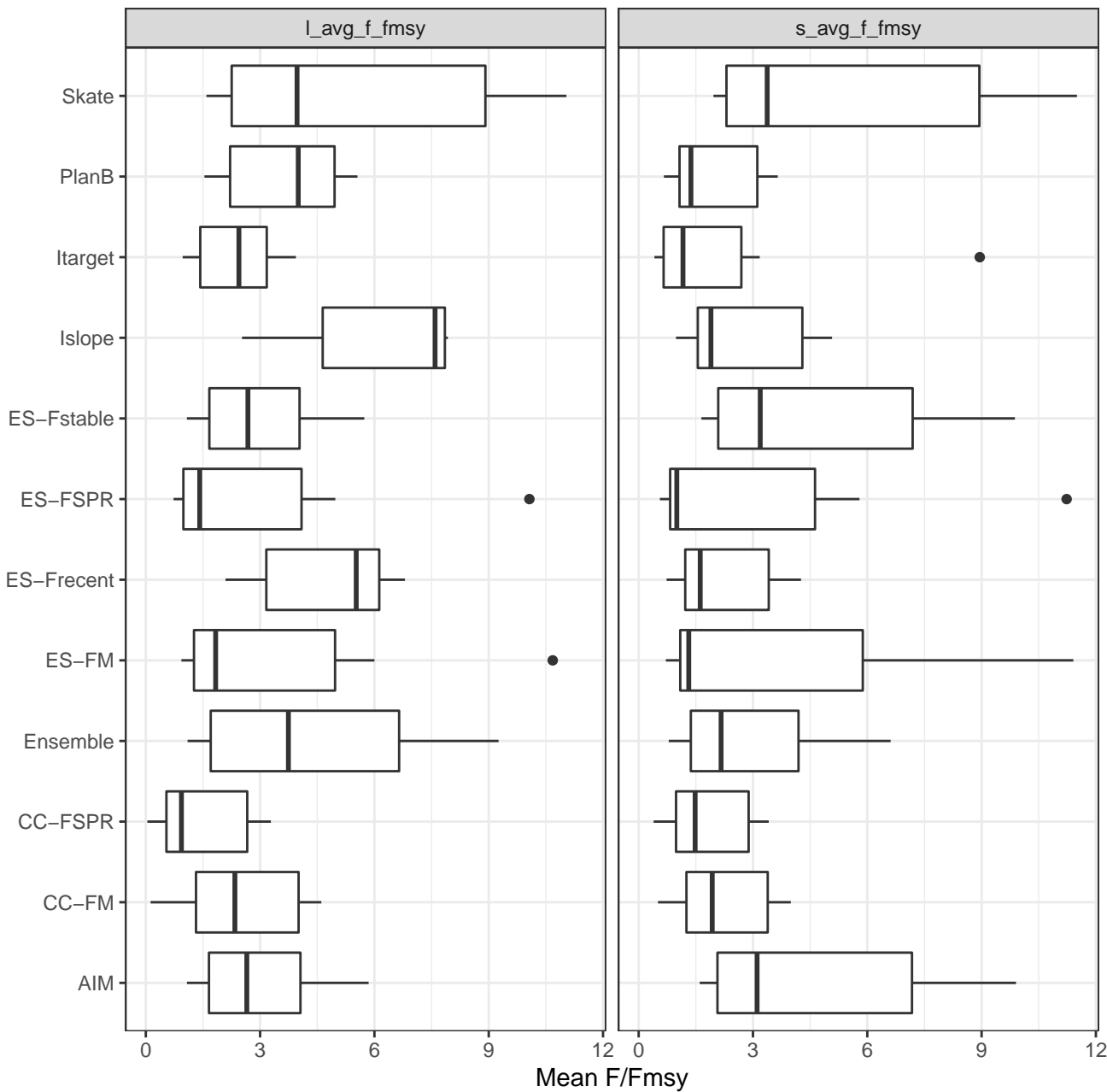
F (No retro scenarios)

Scenario

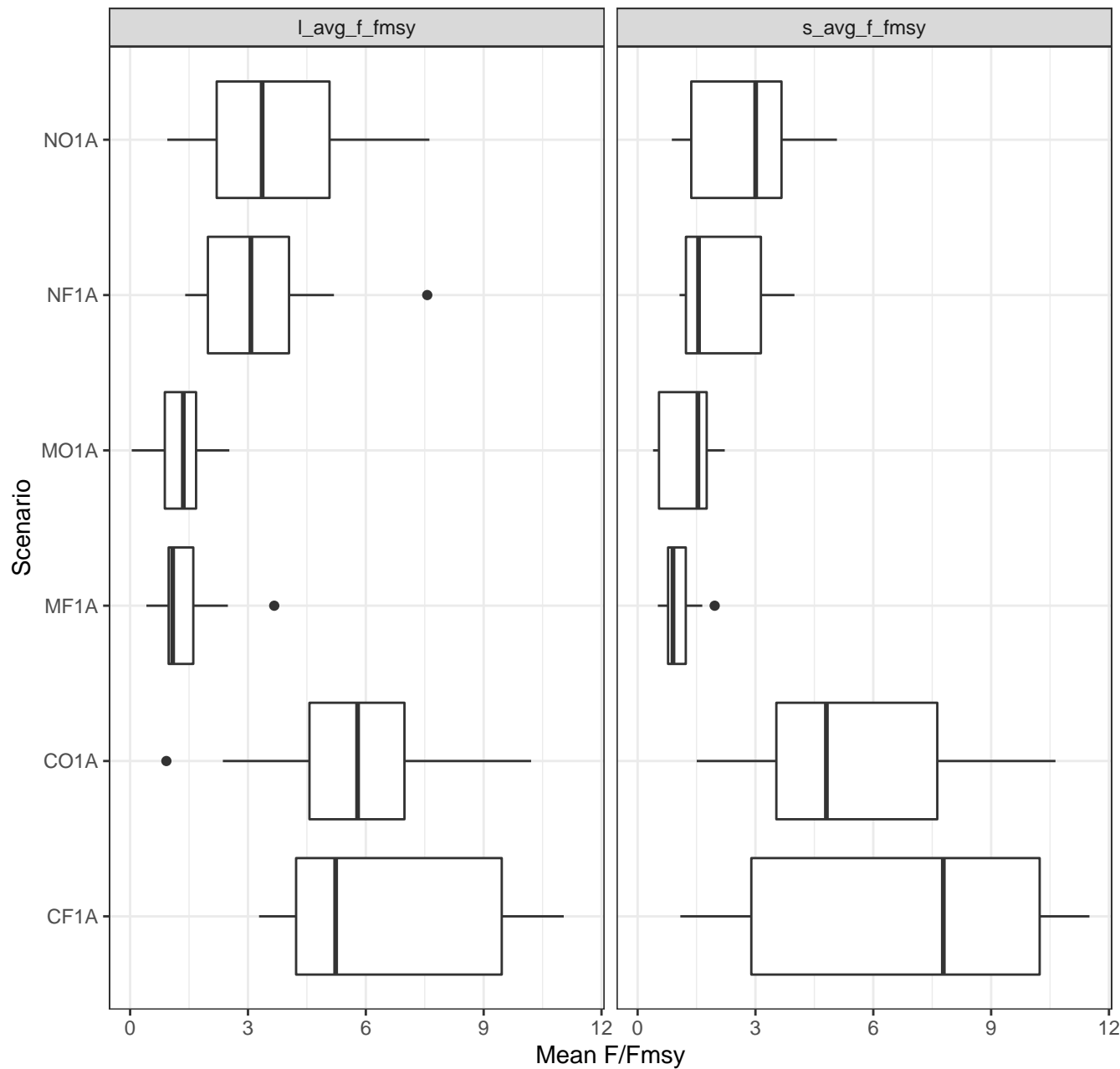


F (No retro scenarios)

IBM

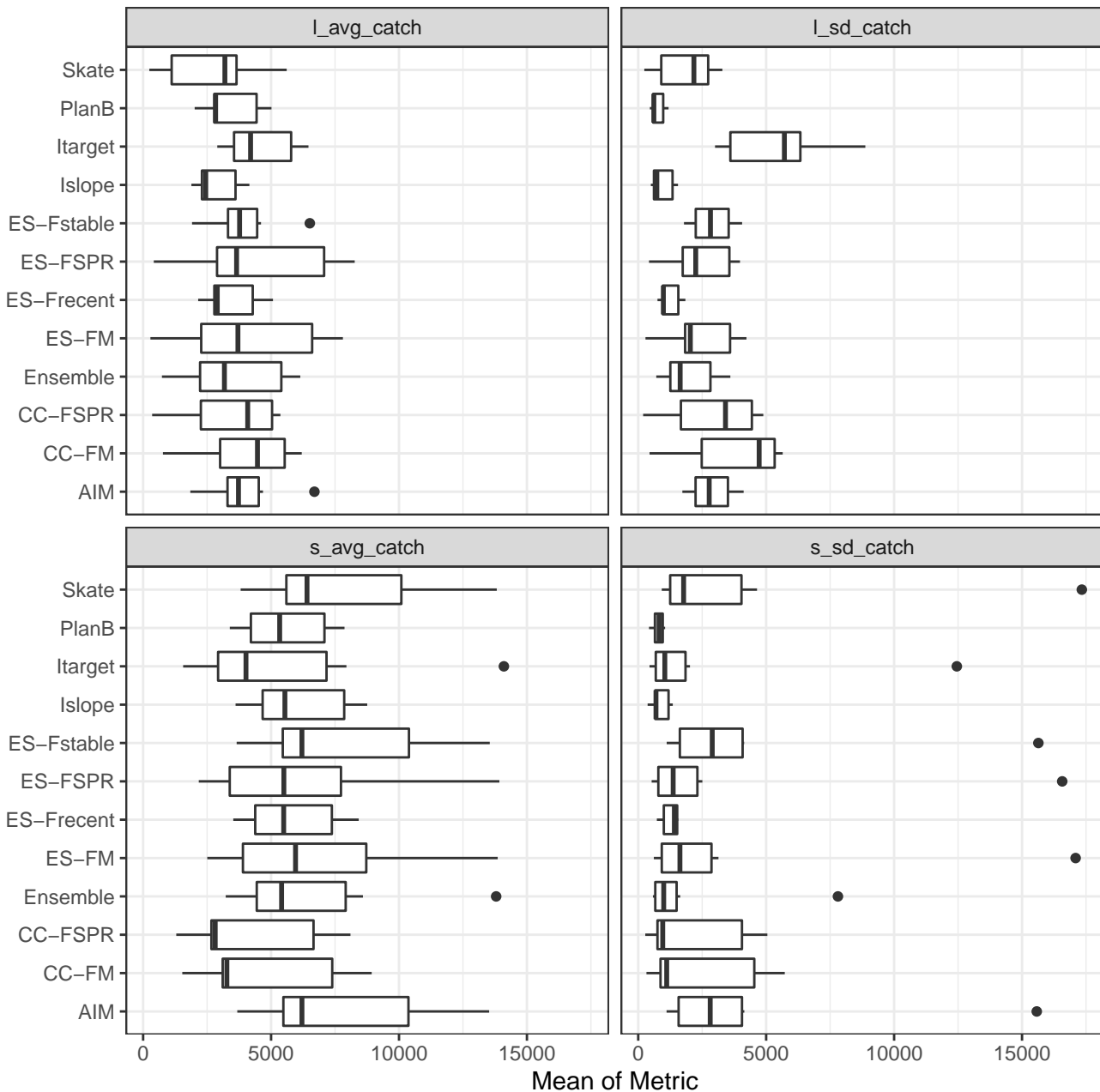


F (No retro scenarios)

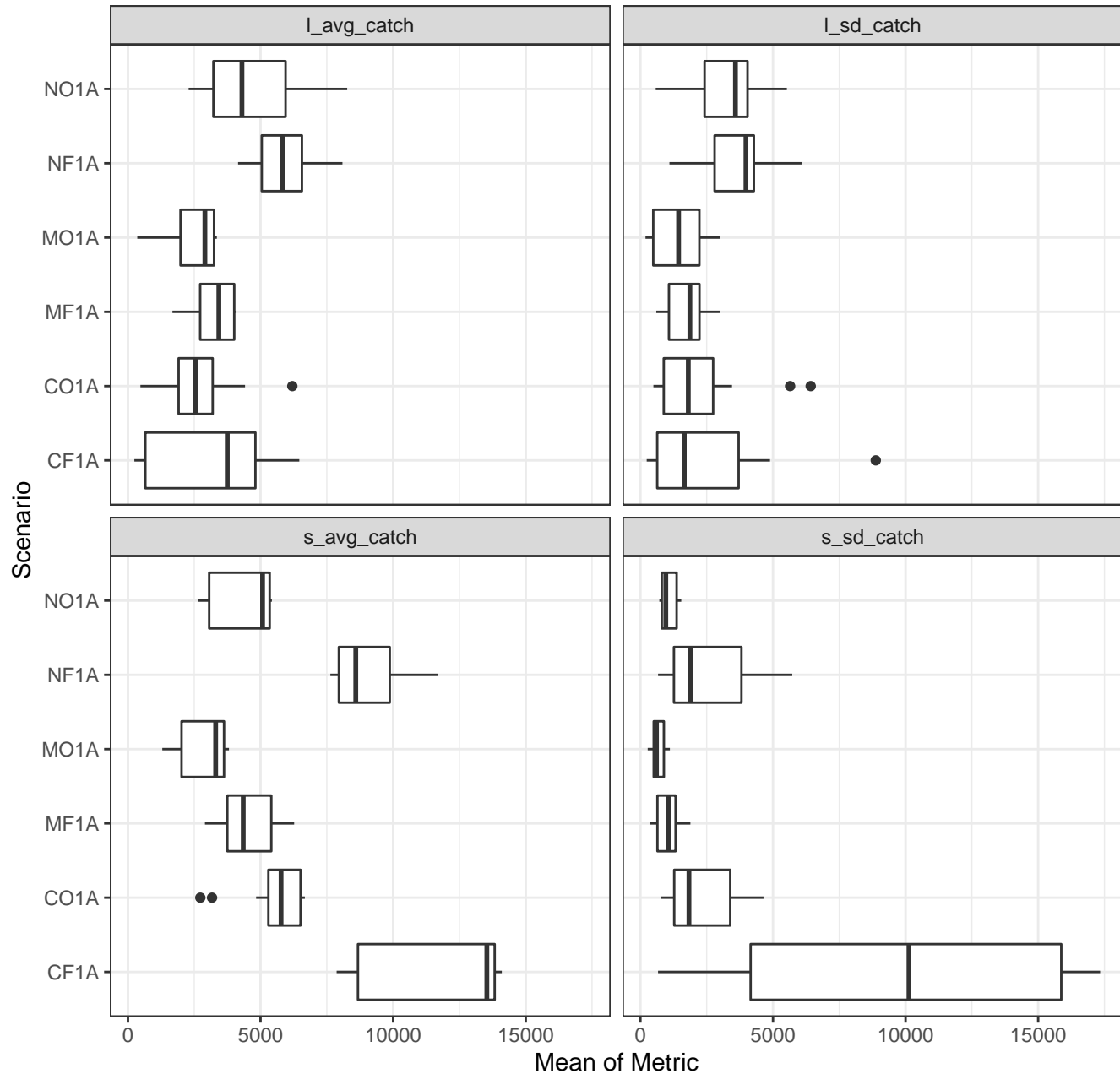


Catch (No retro scenarios)

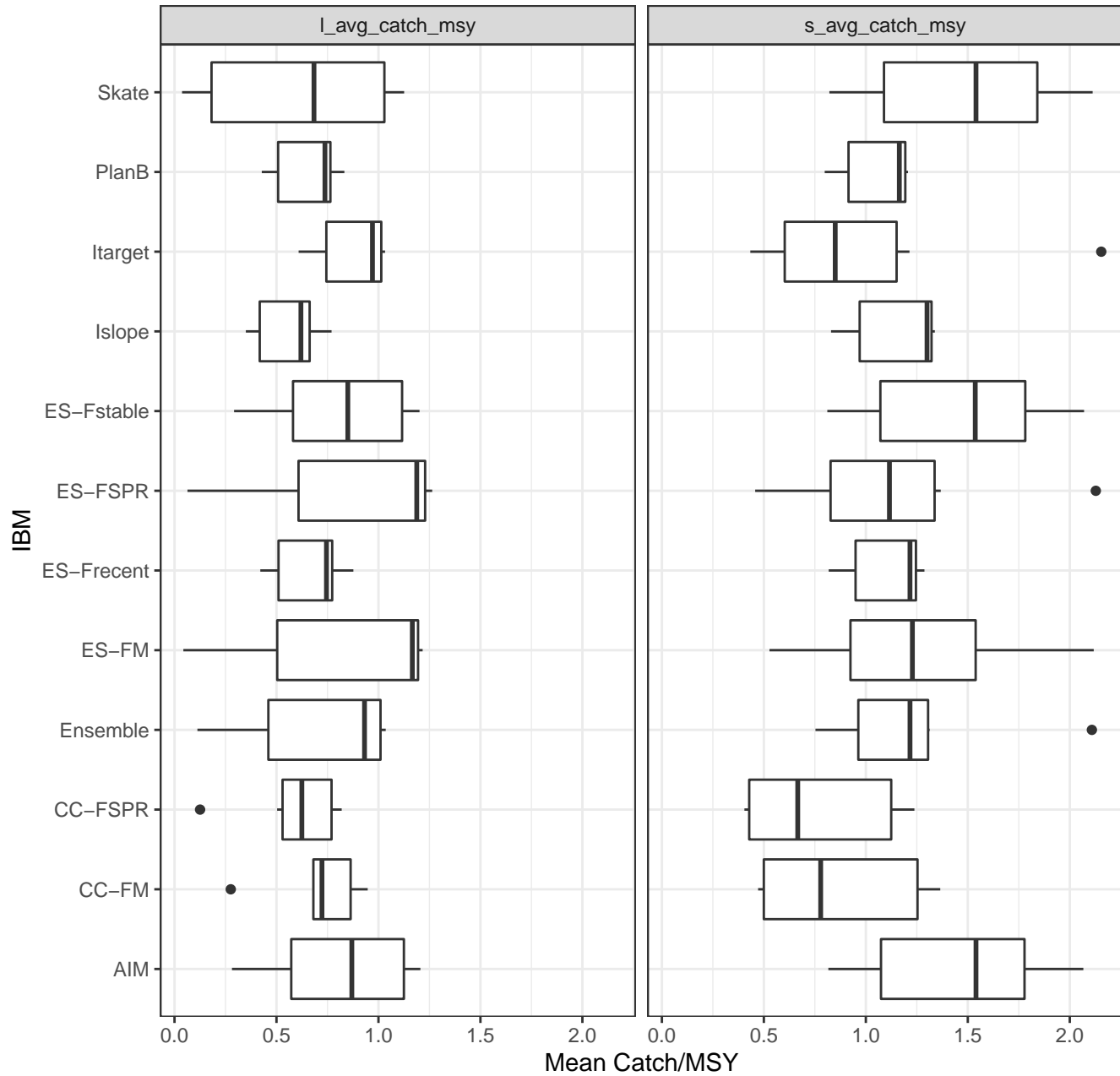
IBM



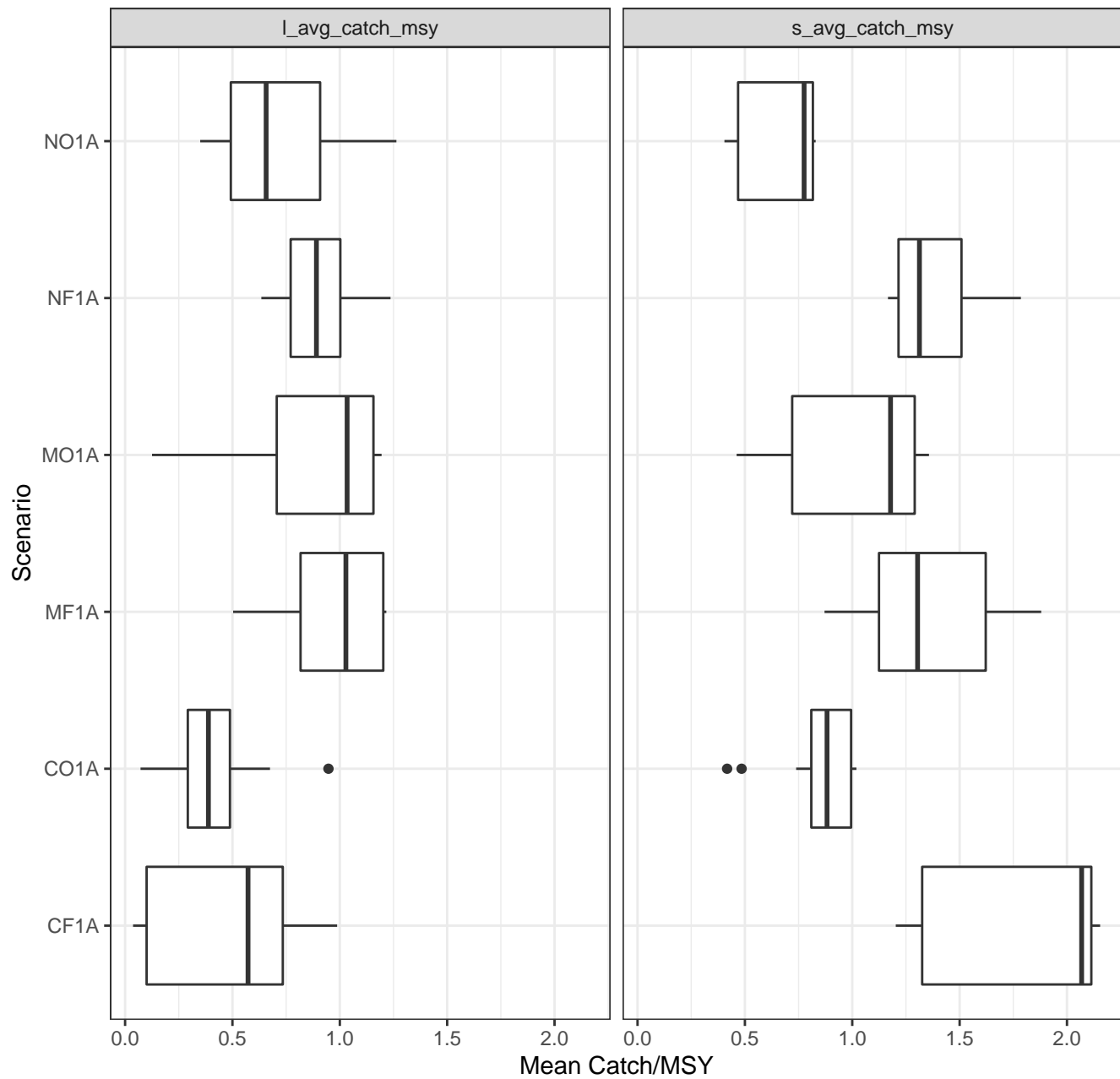
Catch (No retro scenarios)



Catch (No retro scenarios)

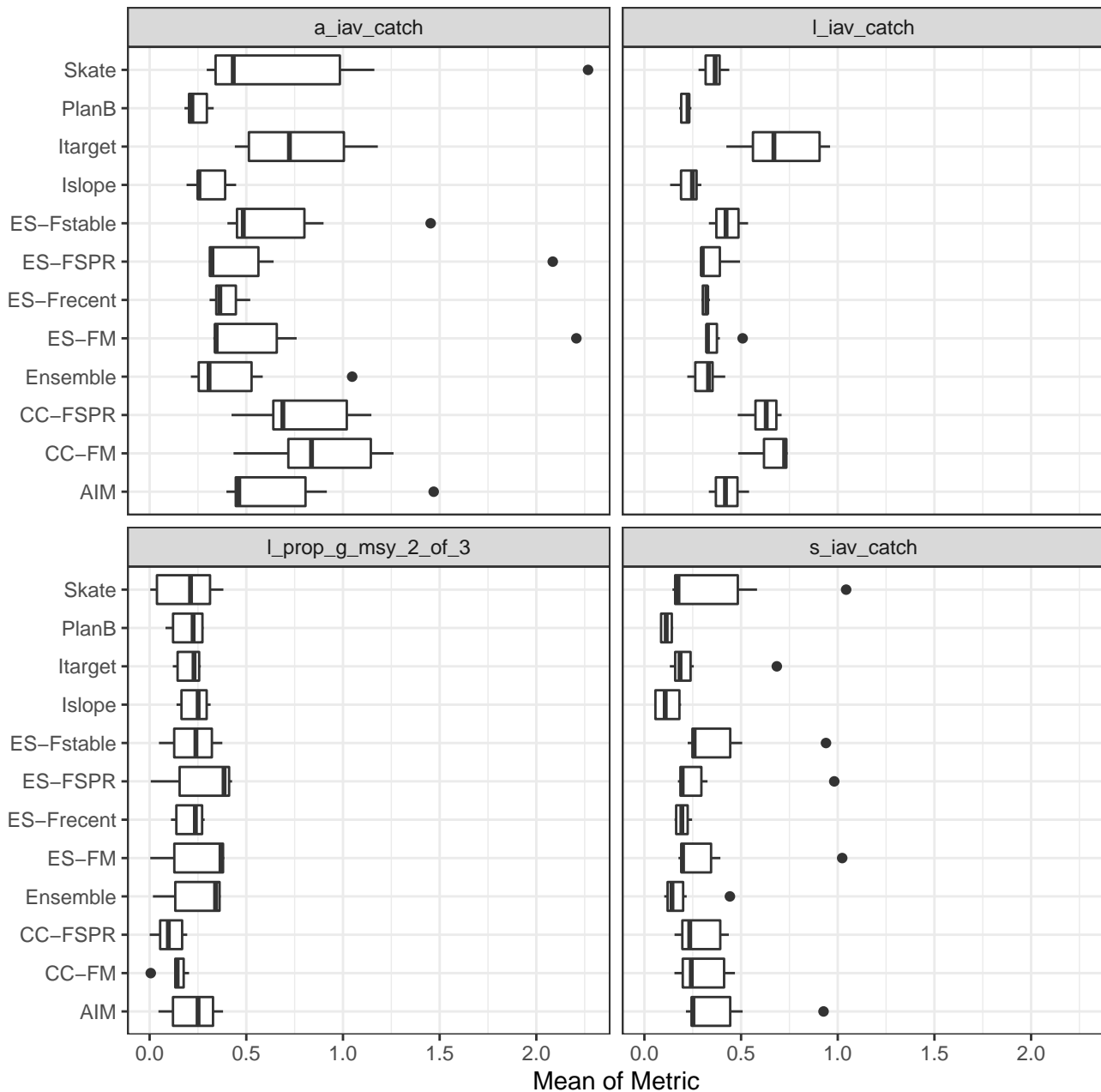


Catch (No retro scenarios)

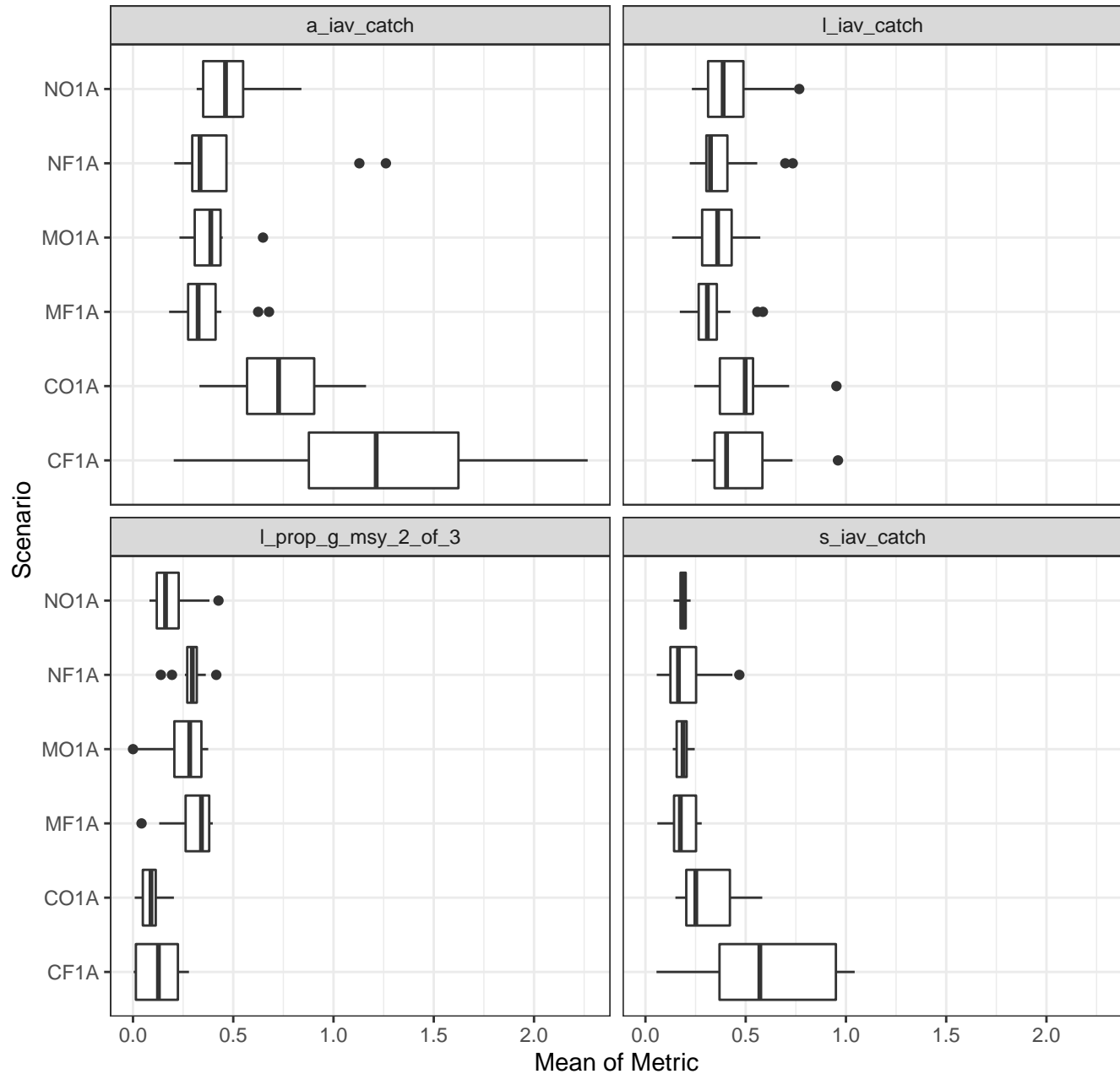


Catch (No retro scenarios)

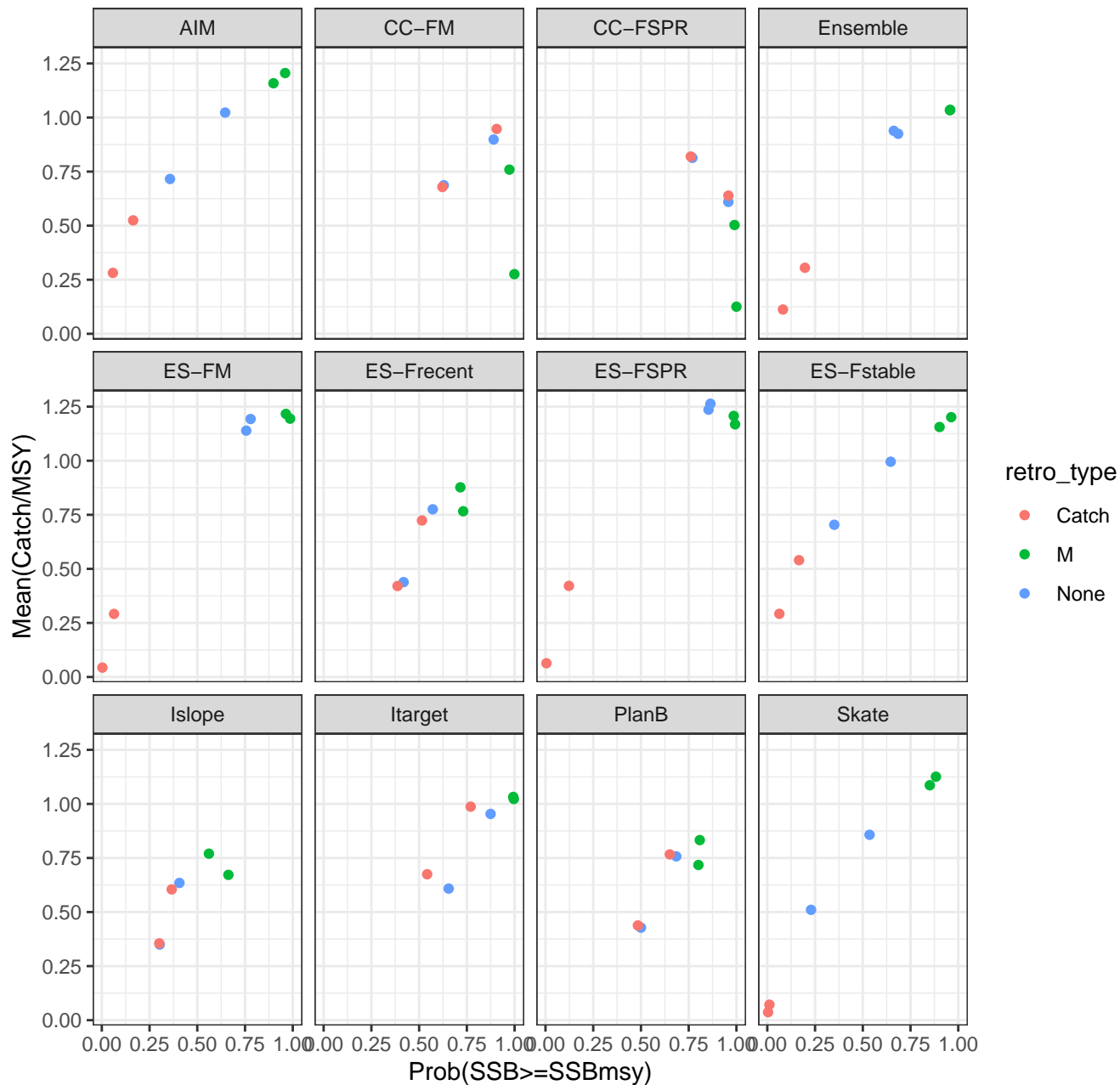
IBM



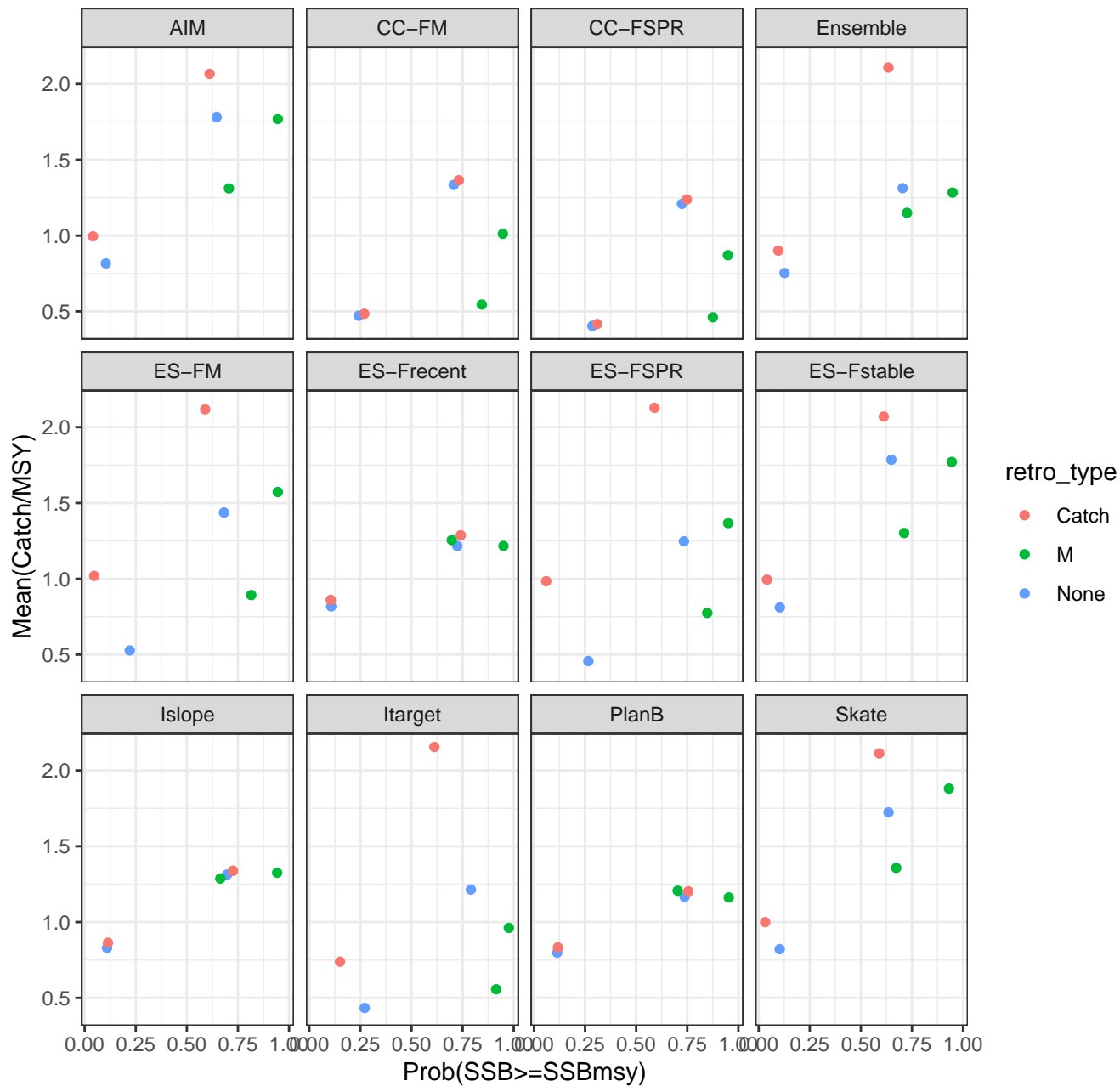
Catch (No retro scenarios)



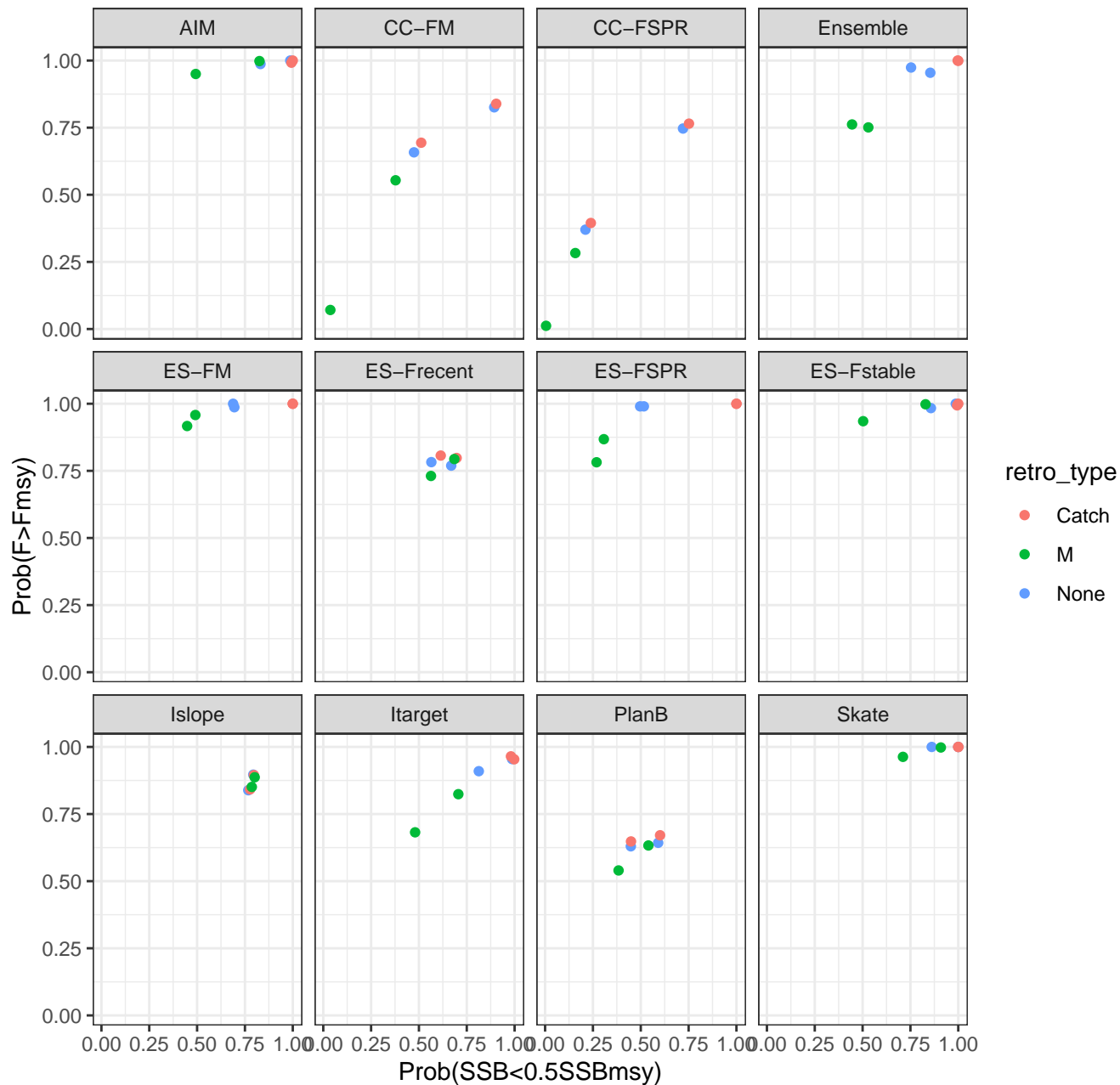
Long Term (No retro scenarios)



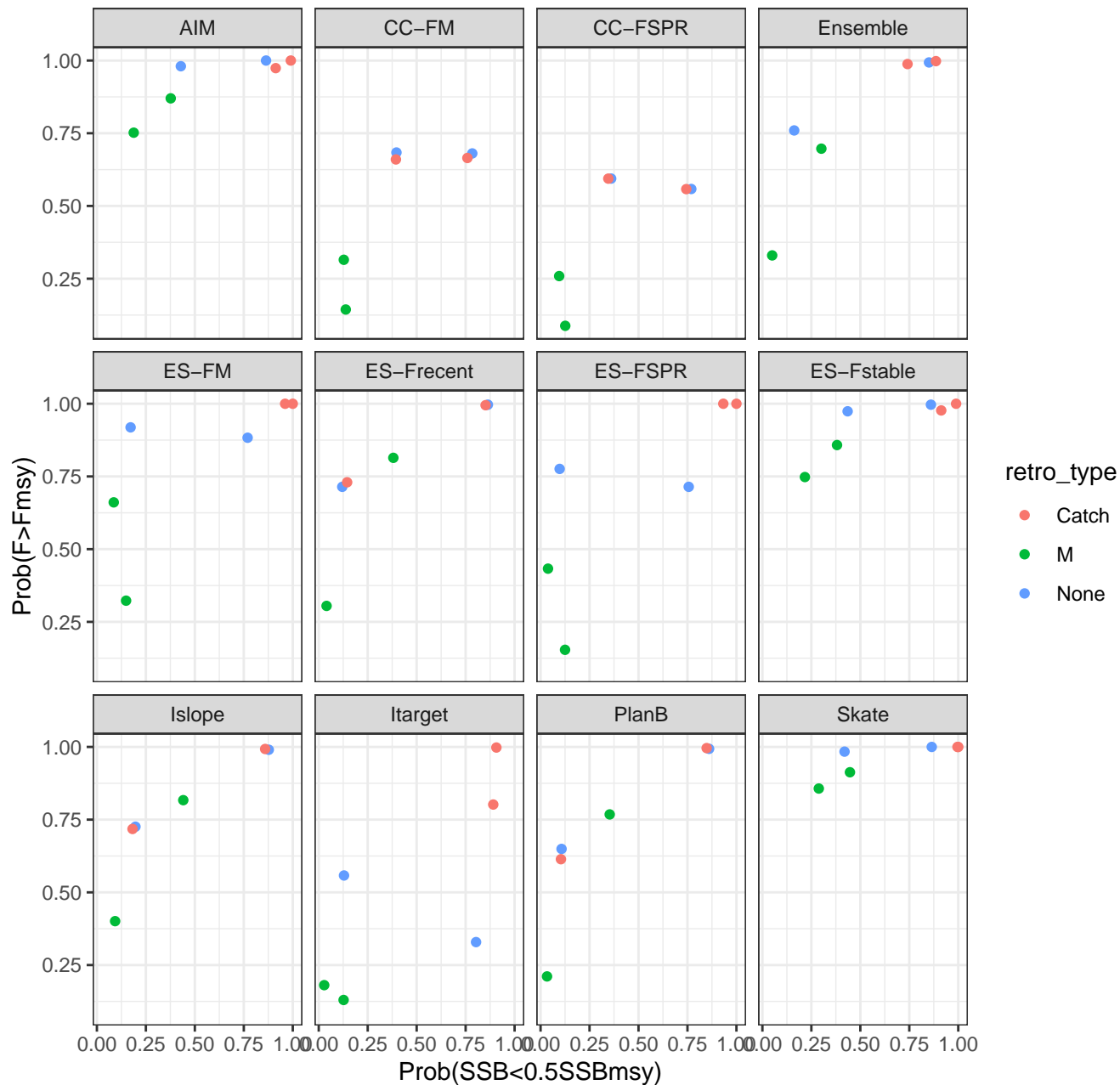
Short Term (No retro scenarios)



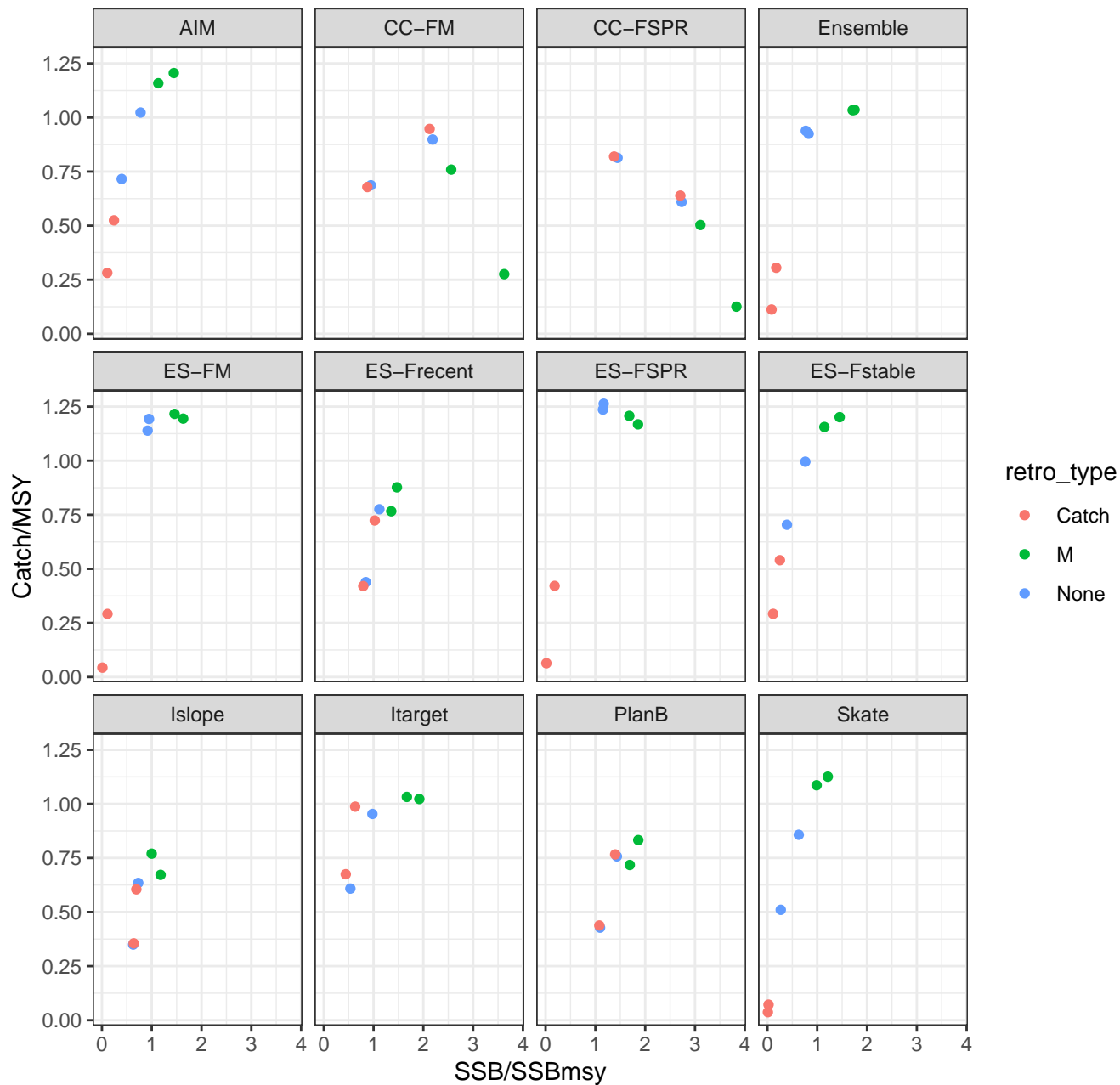
Long Term (No retro scenarios)



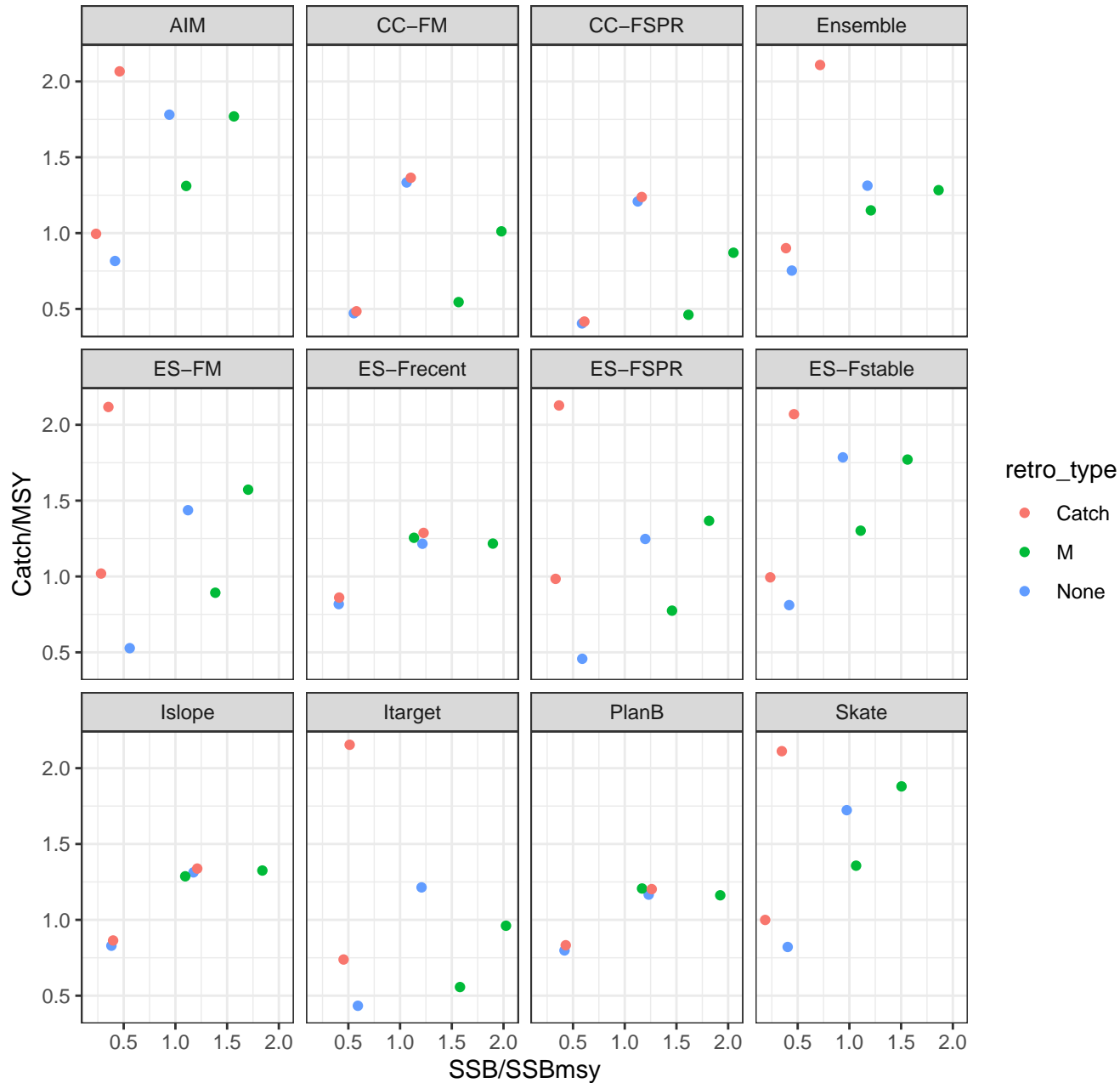
Short Term (No retro scenarios)



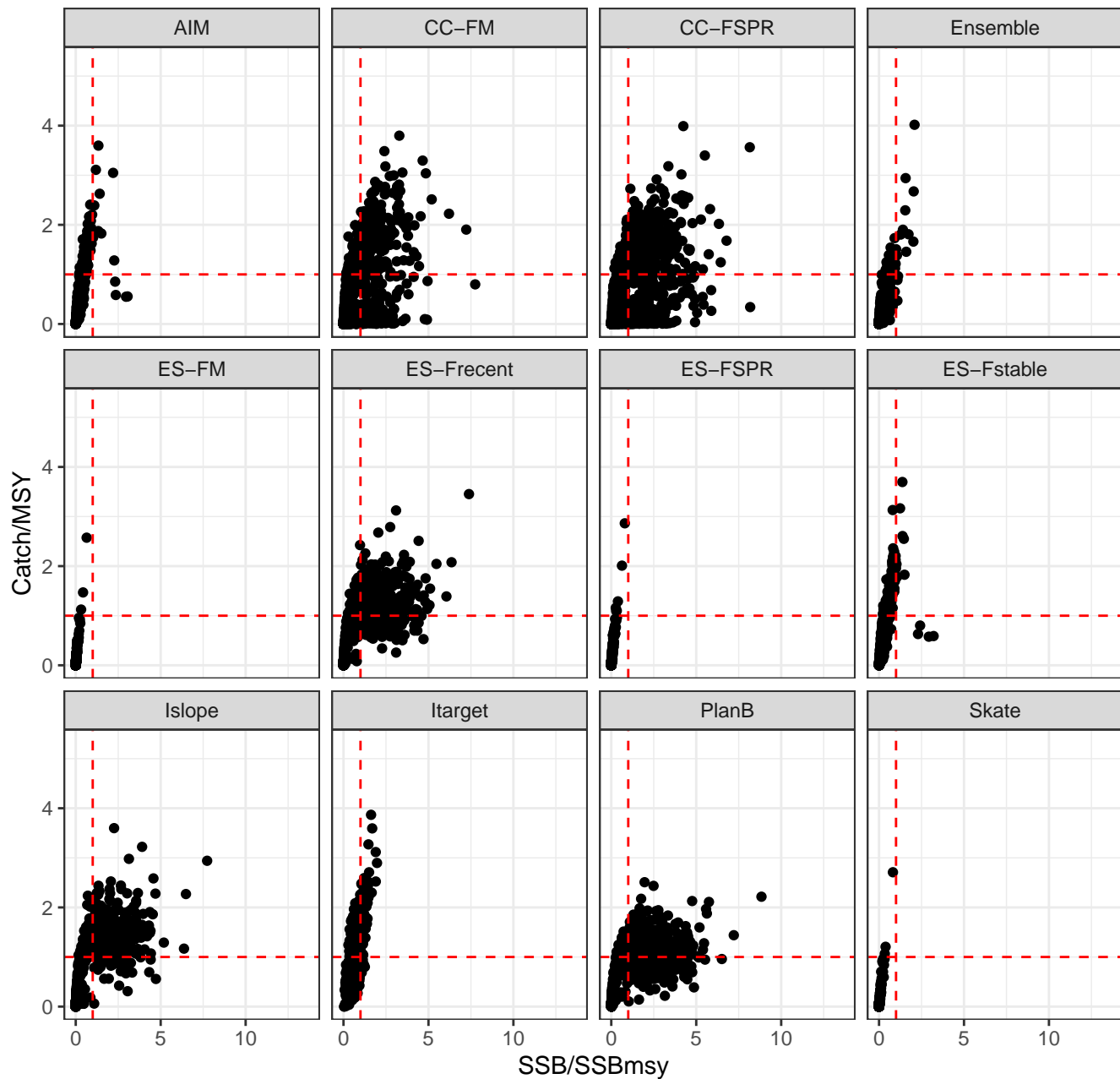
Long Term (No retro scenarios)



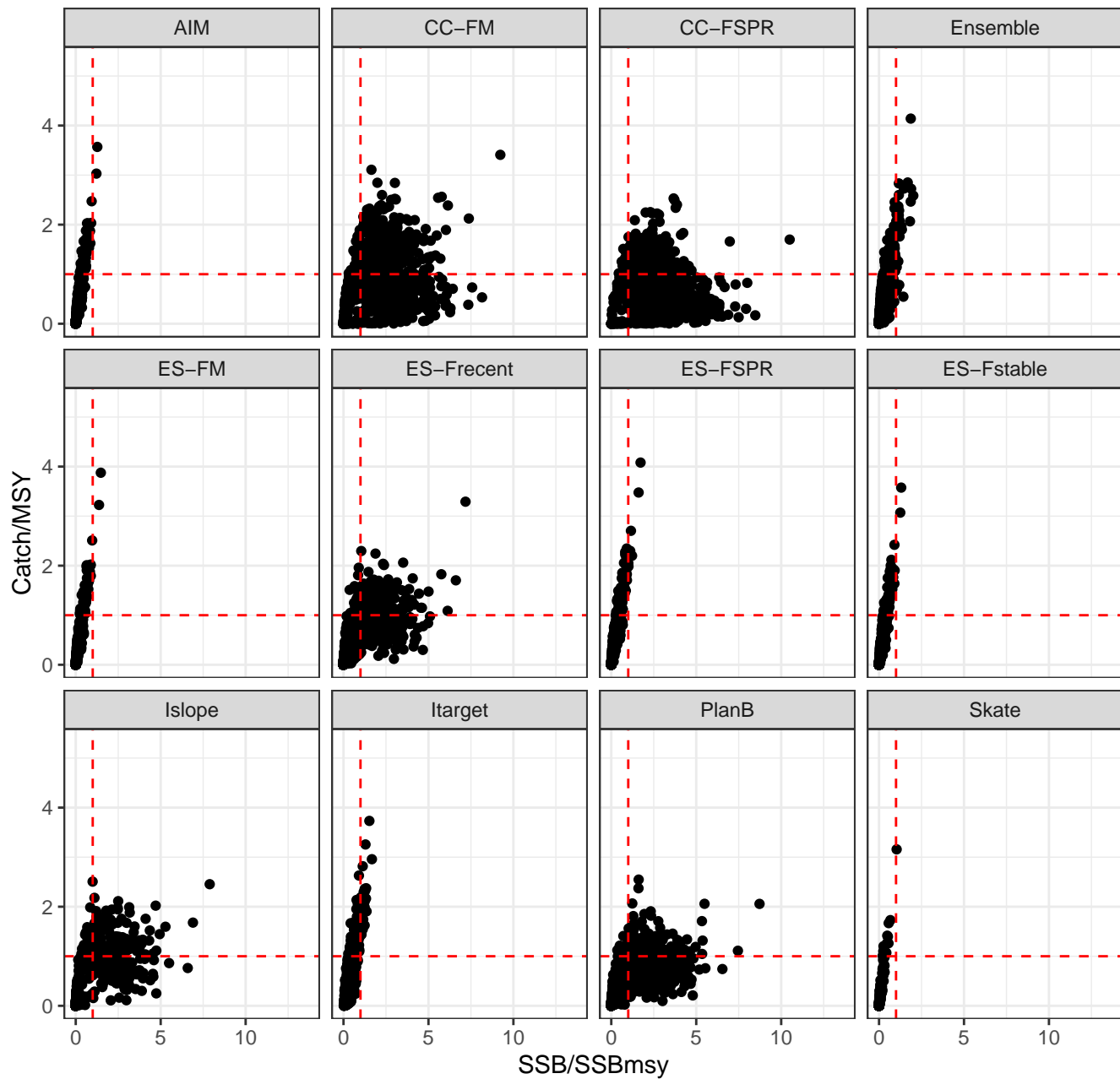
Short Term (No retro scenarios)



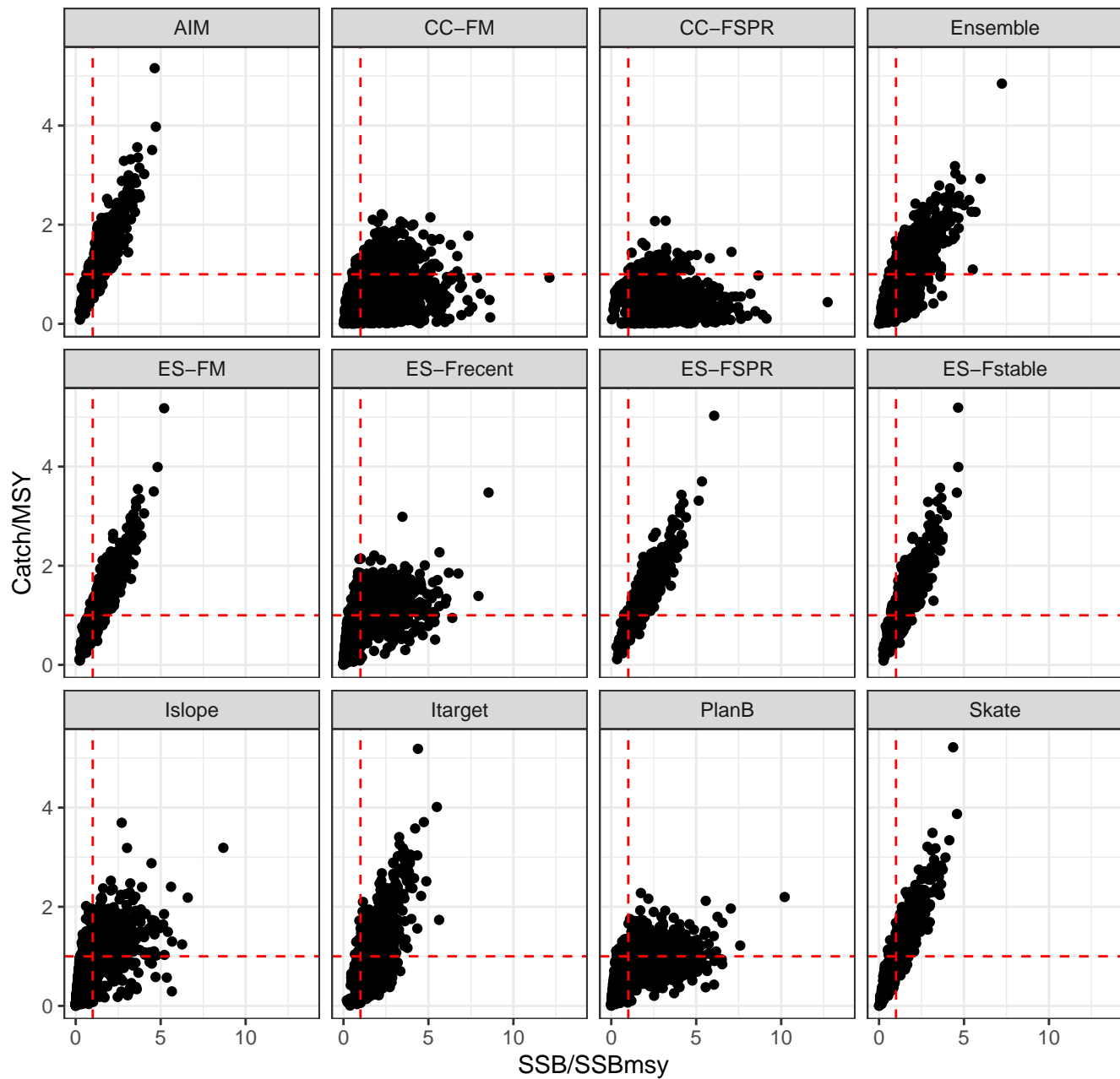
CF1A Long Term (No retro scenarios)



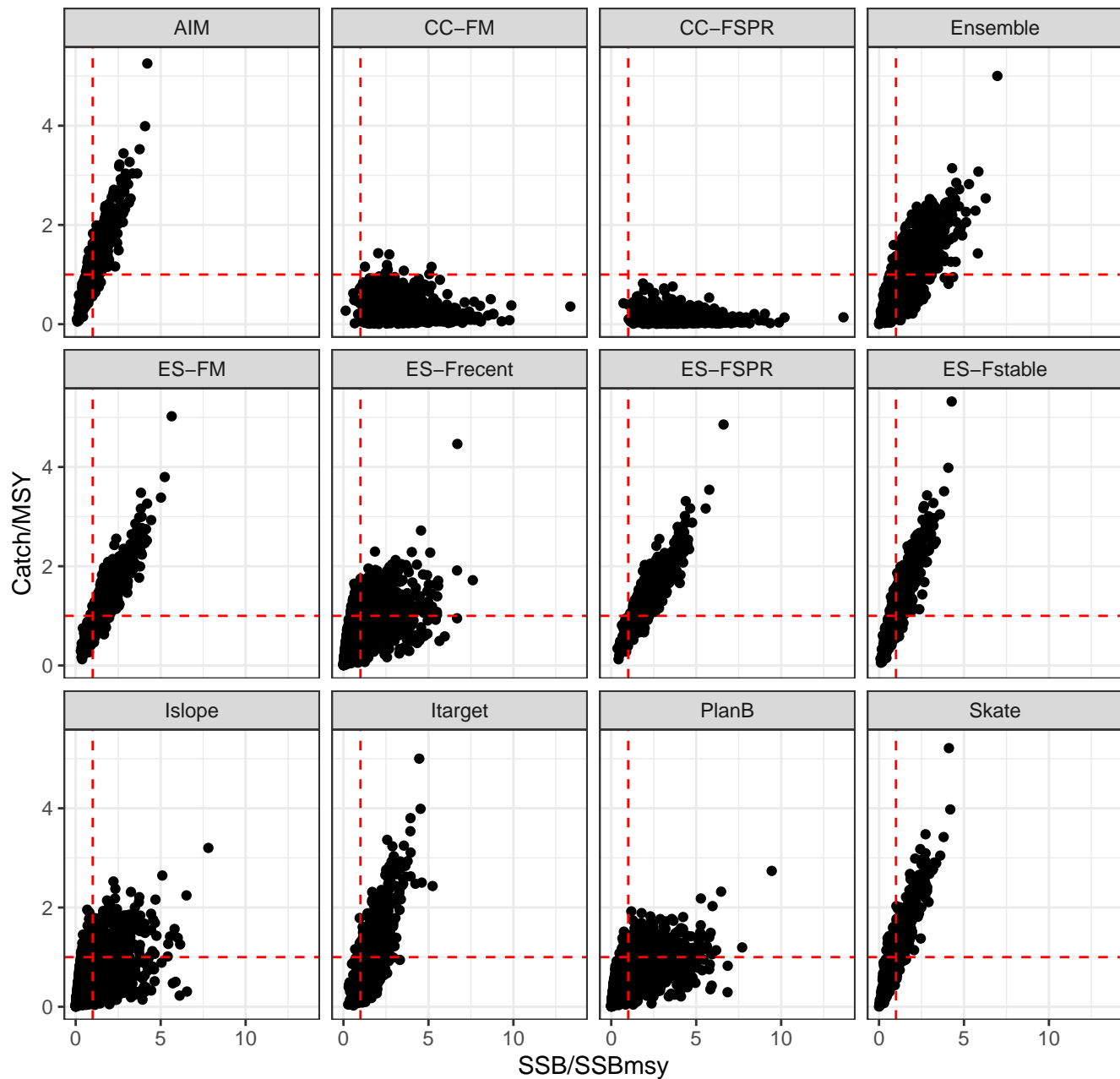
CO1A Long Term (No retro scenarios)



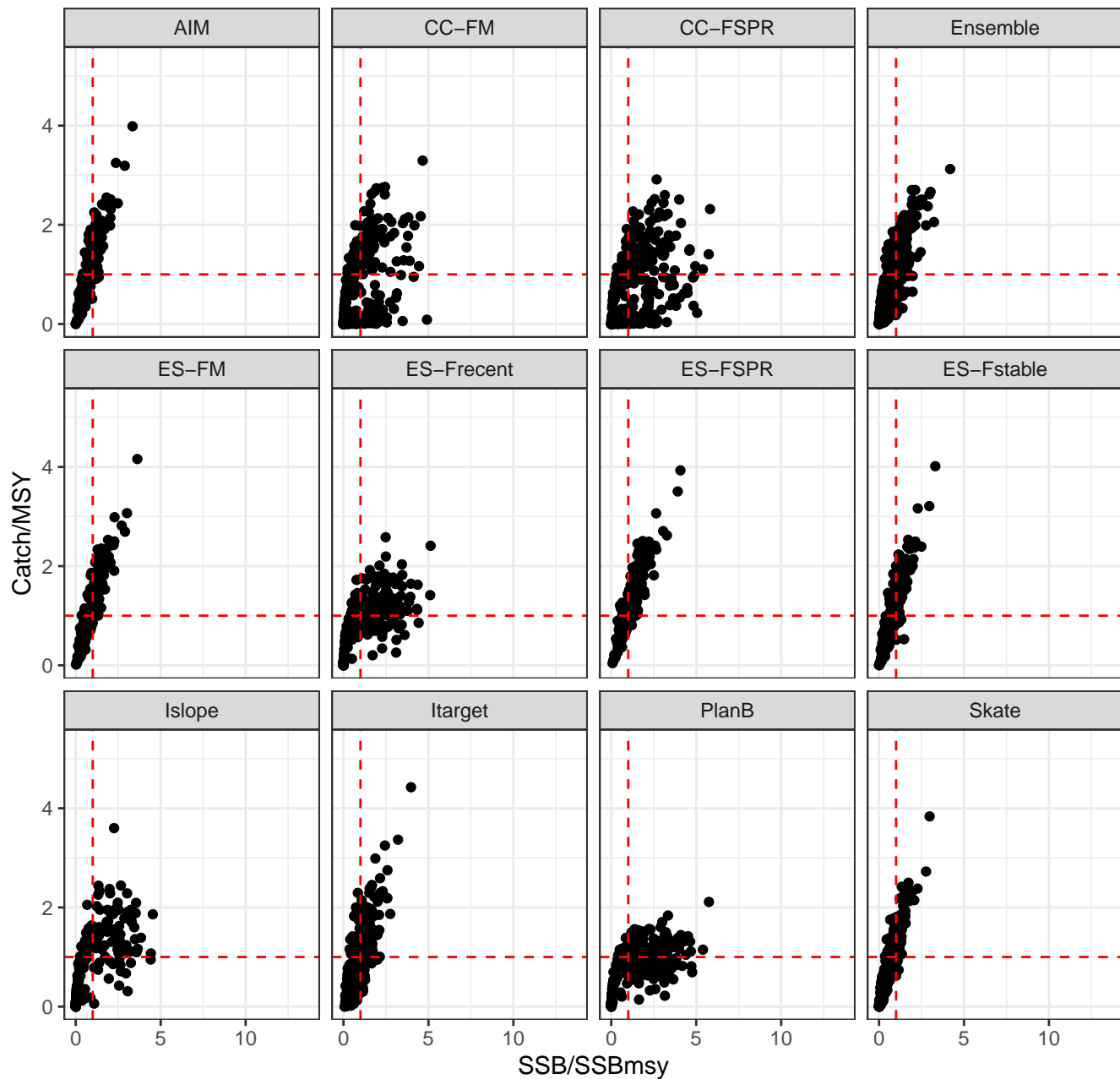
MF1A Long Term (No retro scenarios)



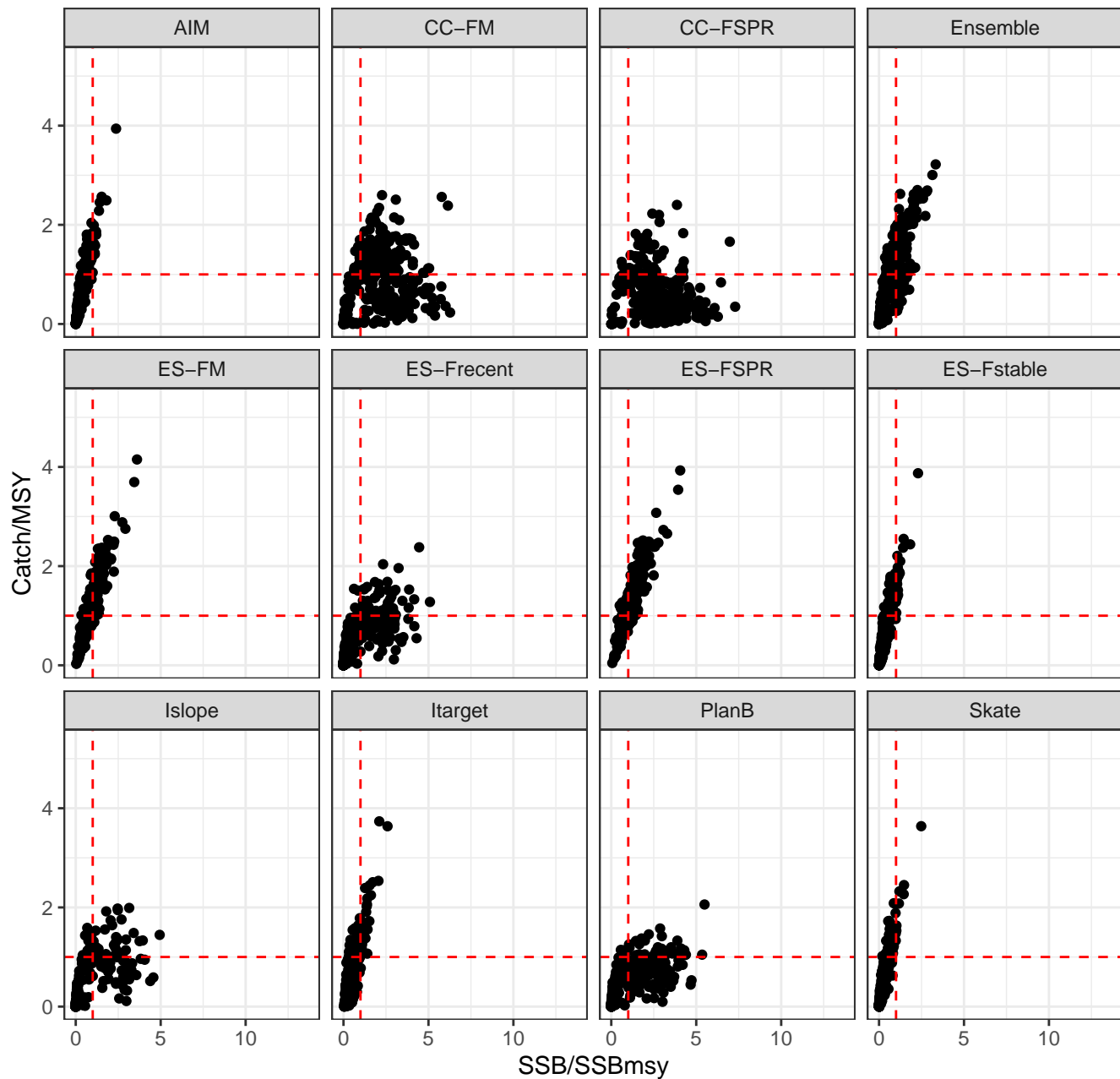
MO1A Long Term (No retro scenarios)



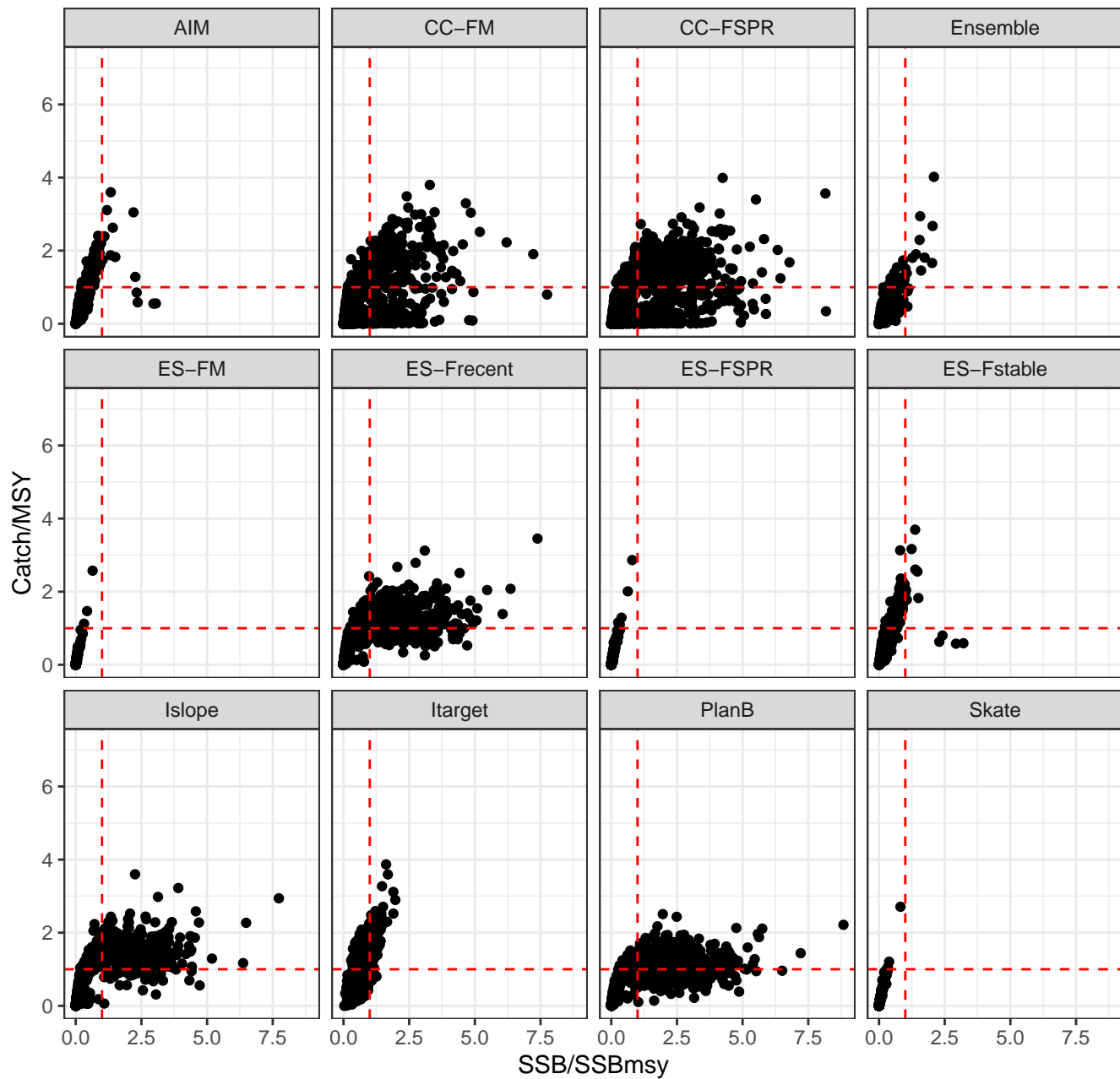
NF1A Long Term (No retro scenarios)



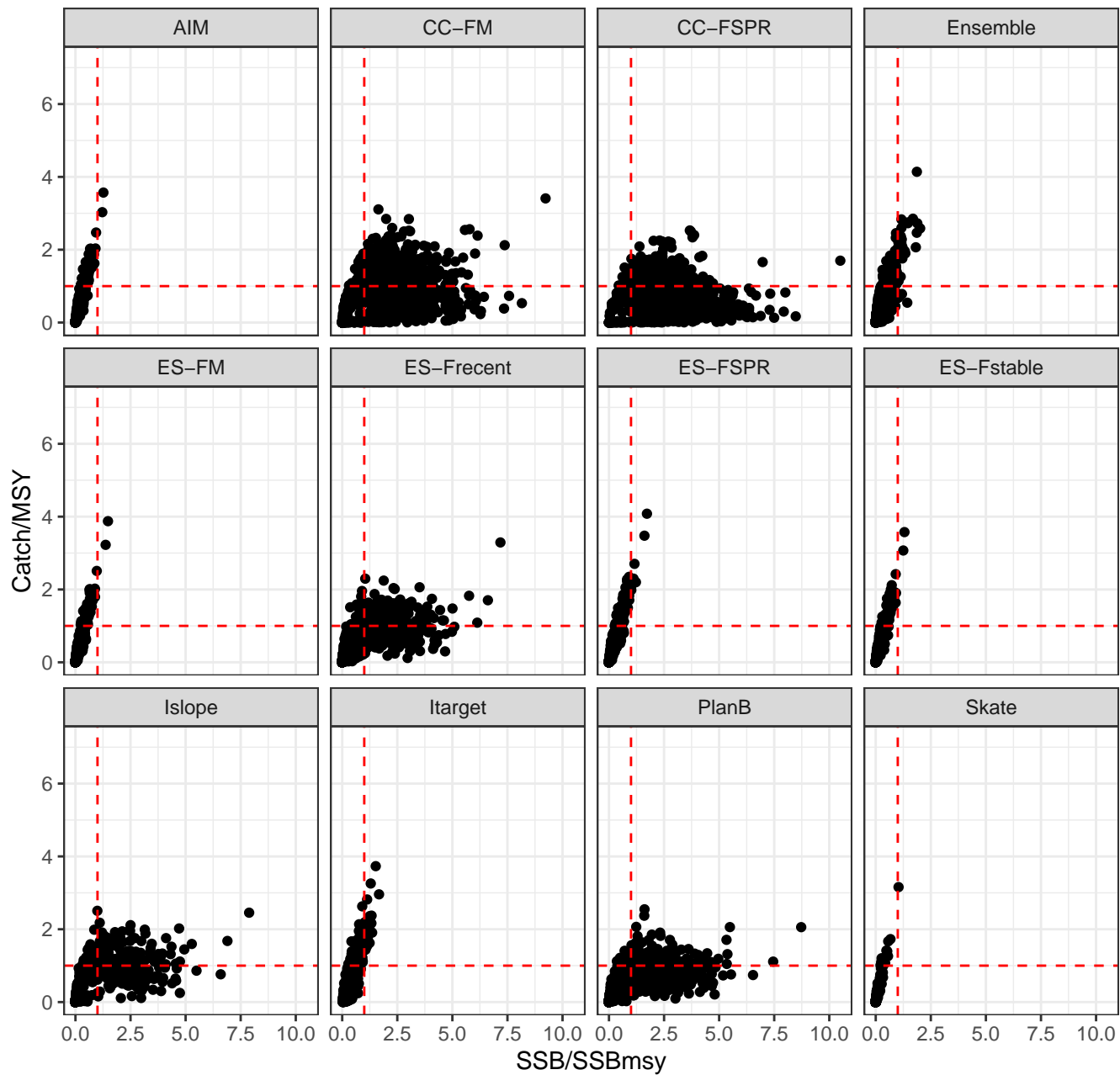
NO1A Long Term (No retro scenarios)



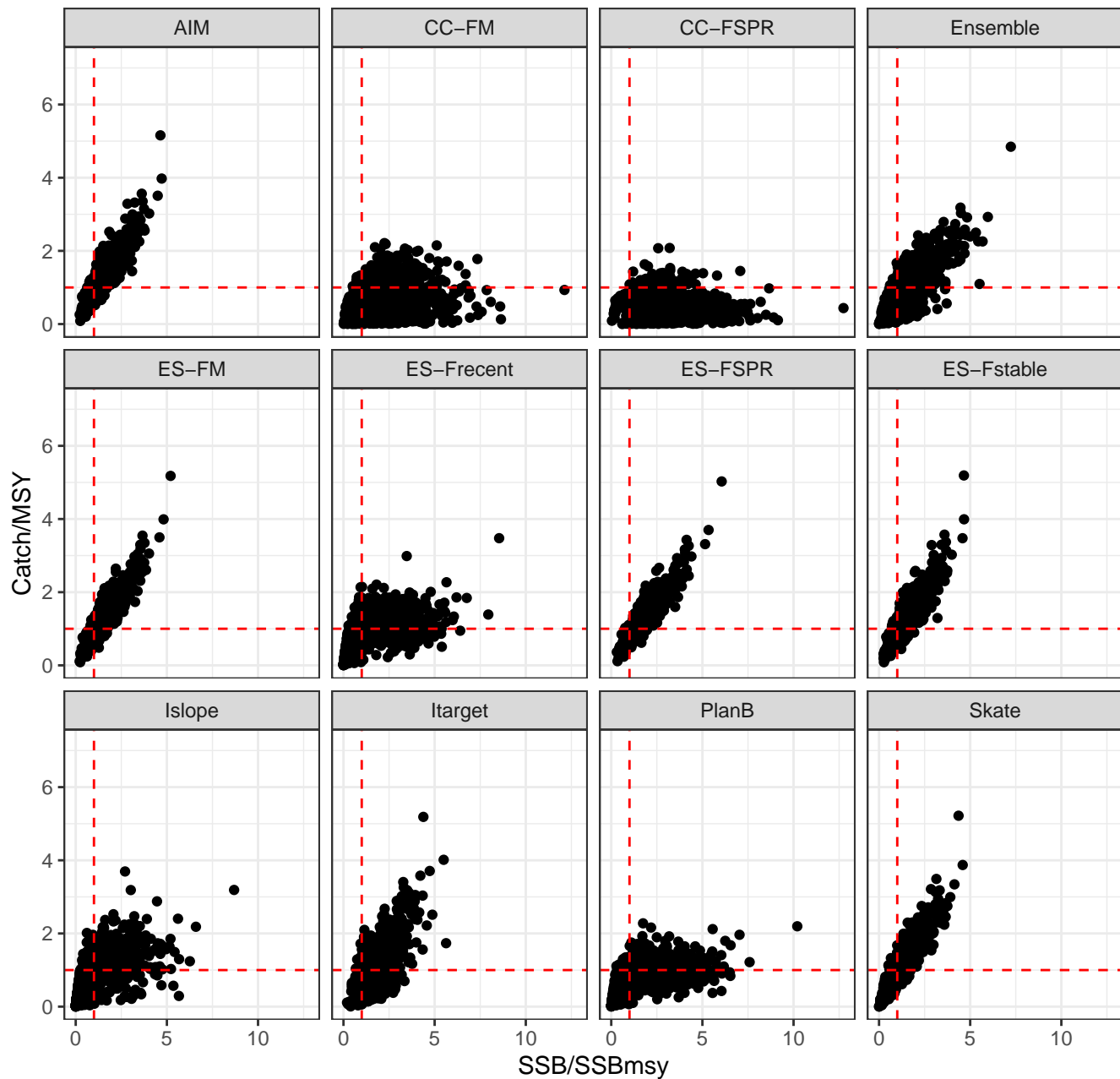
CF1A Short Term (No retro scenarios)



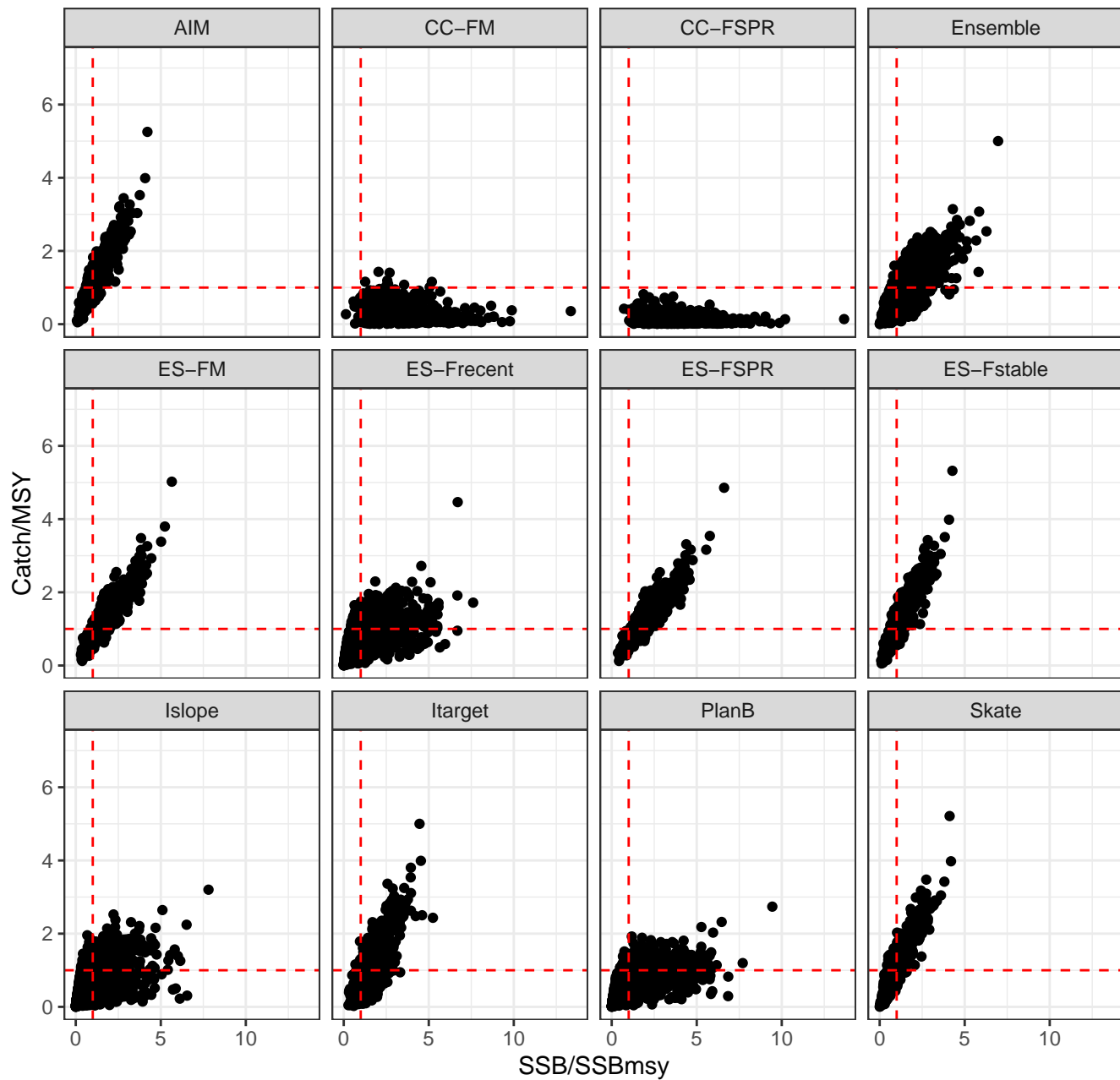
CO1A Short Term (No retro scenarios)



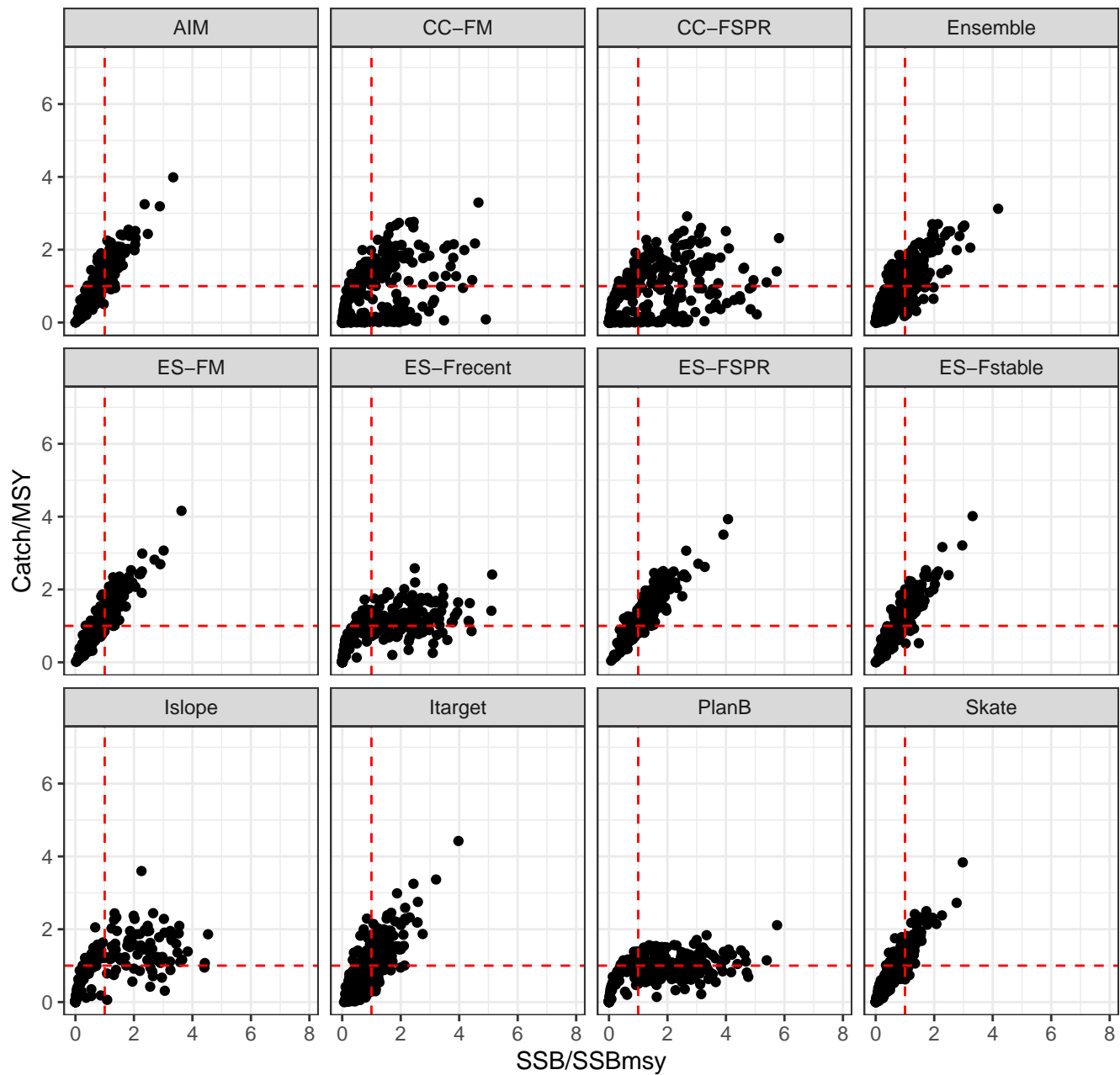
MF1A Short Term (No retro scenarios)



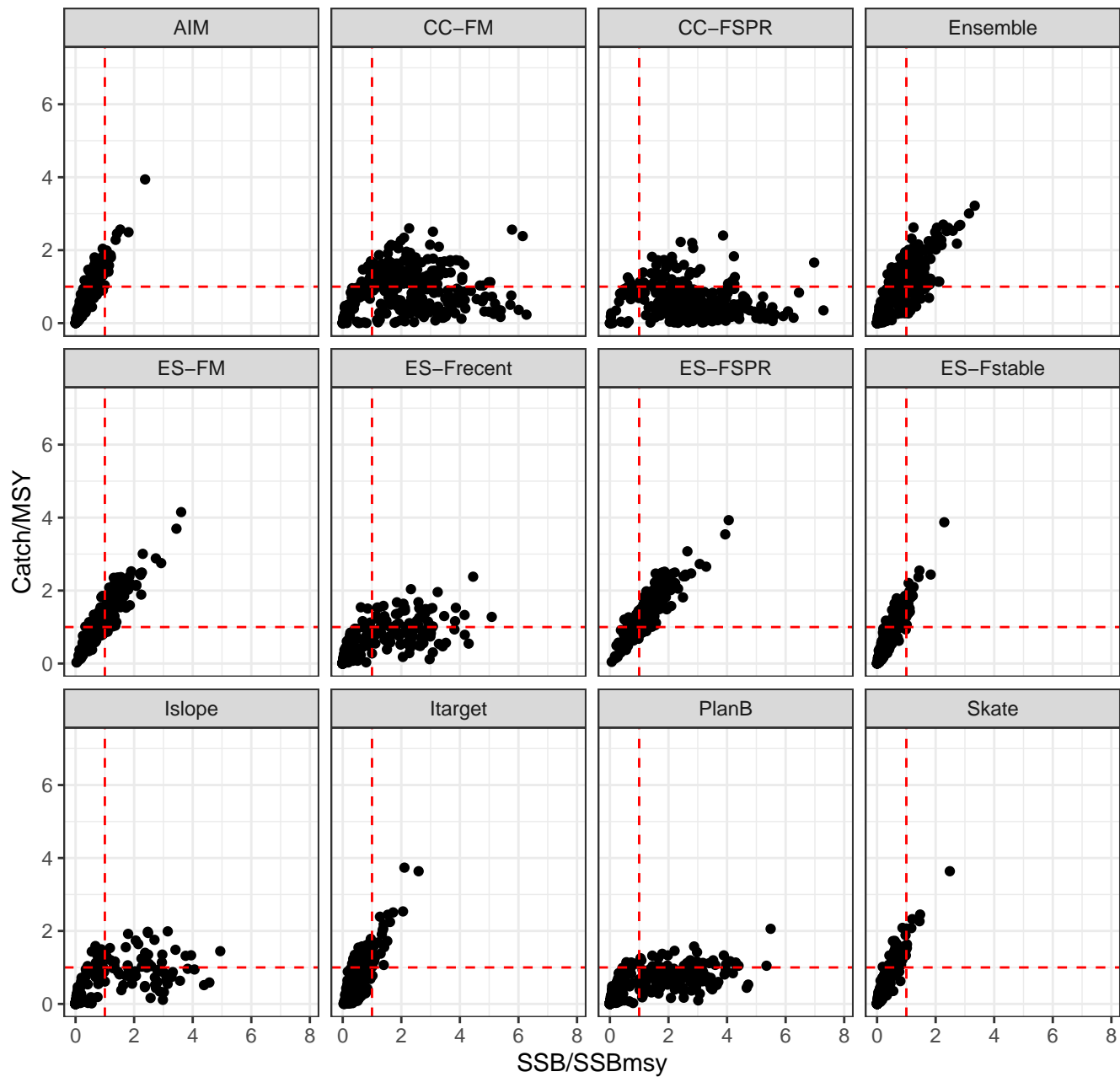
MO1A Short Term (No retro scenarios)



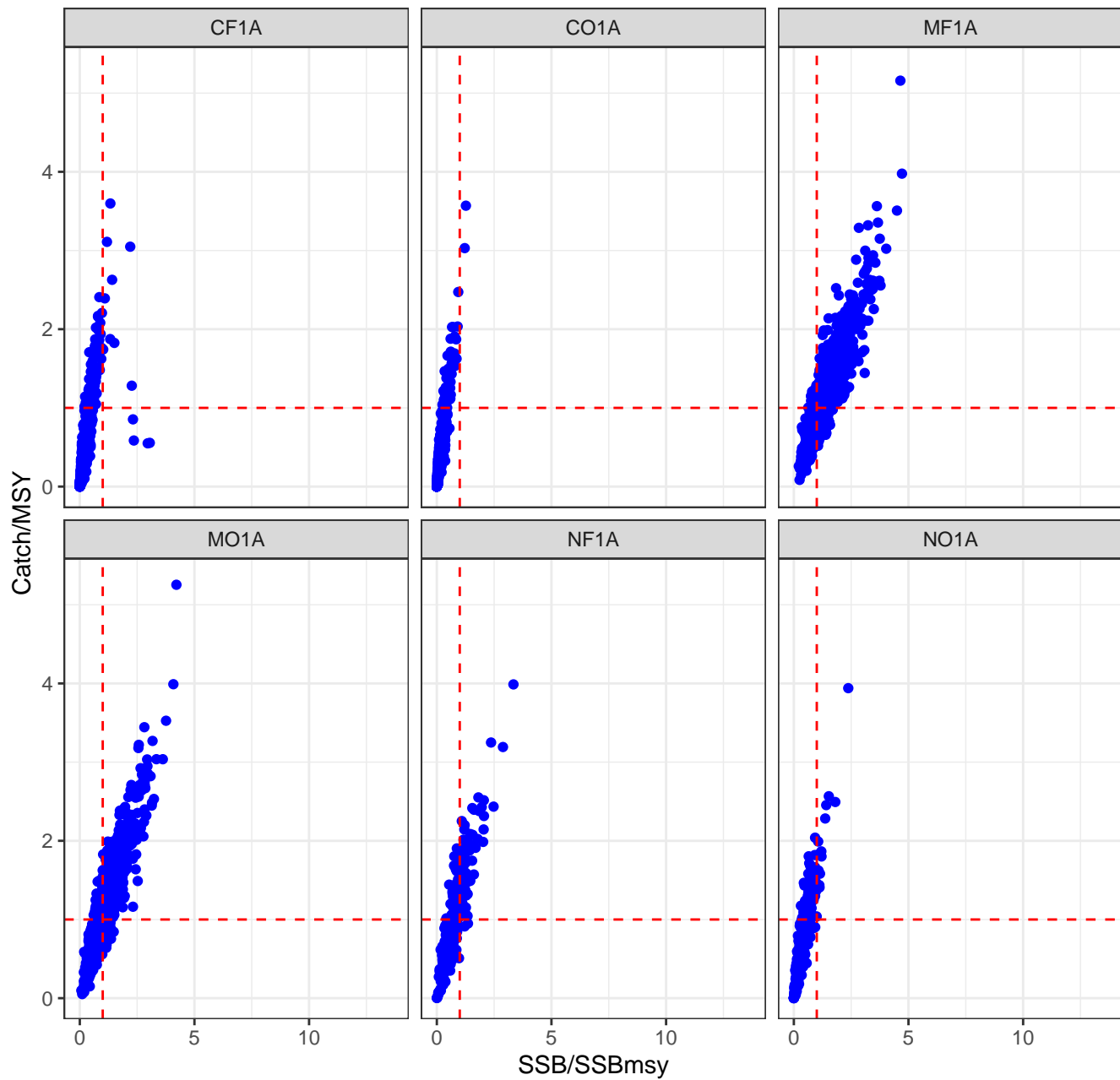
NF1A Short Term (No retro scenarios)



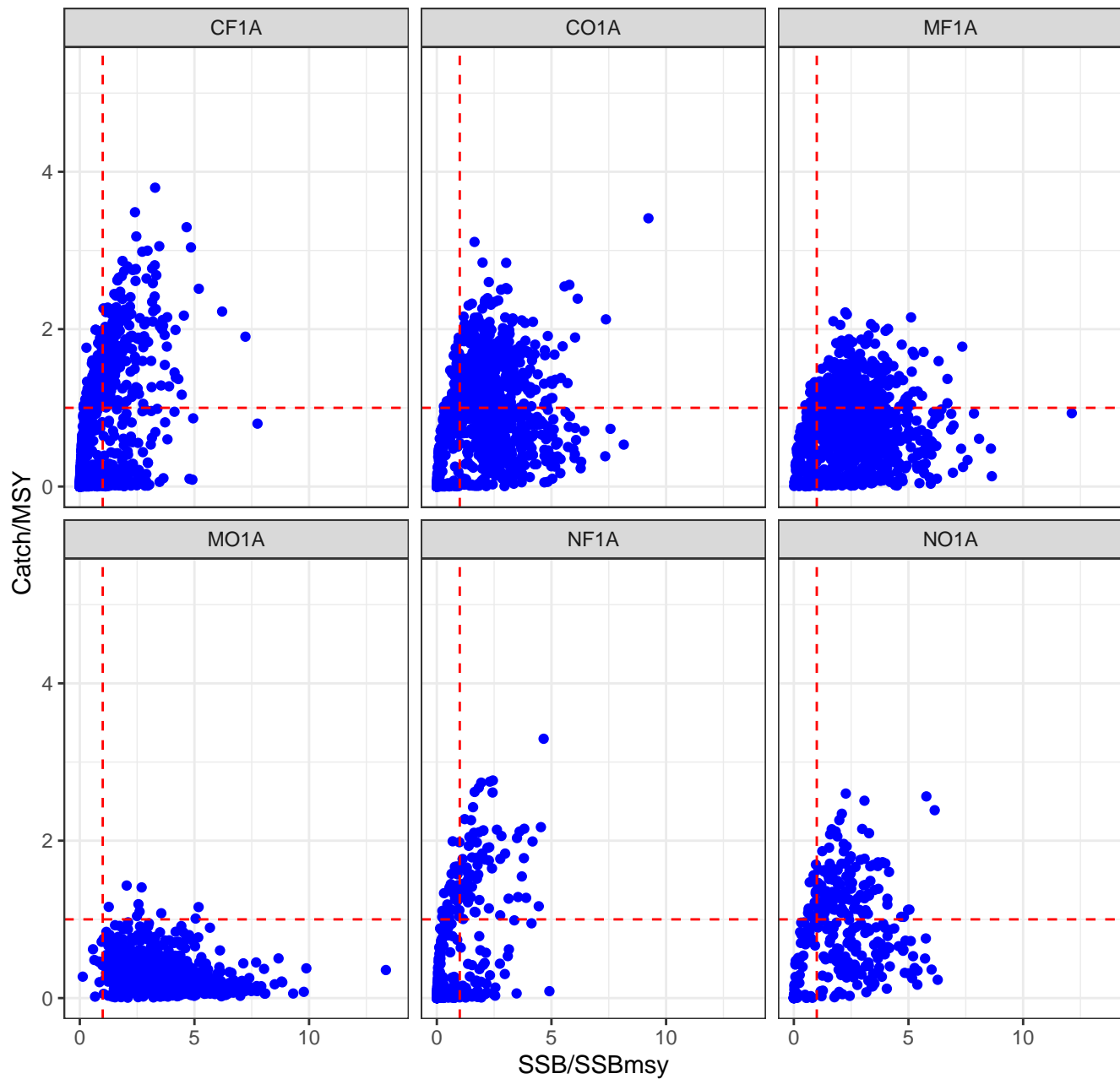
NO1A Short Term (No retro scenarios)



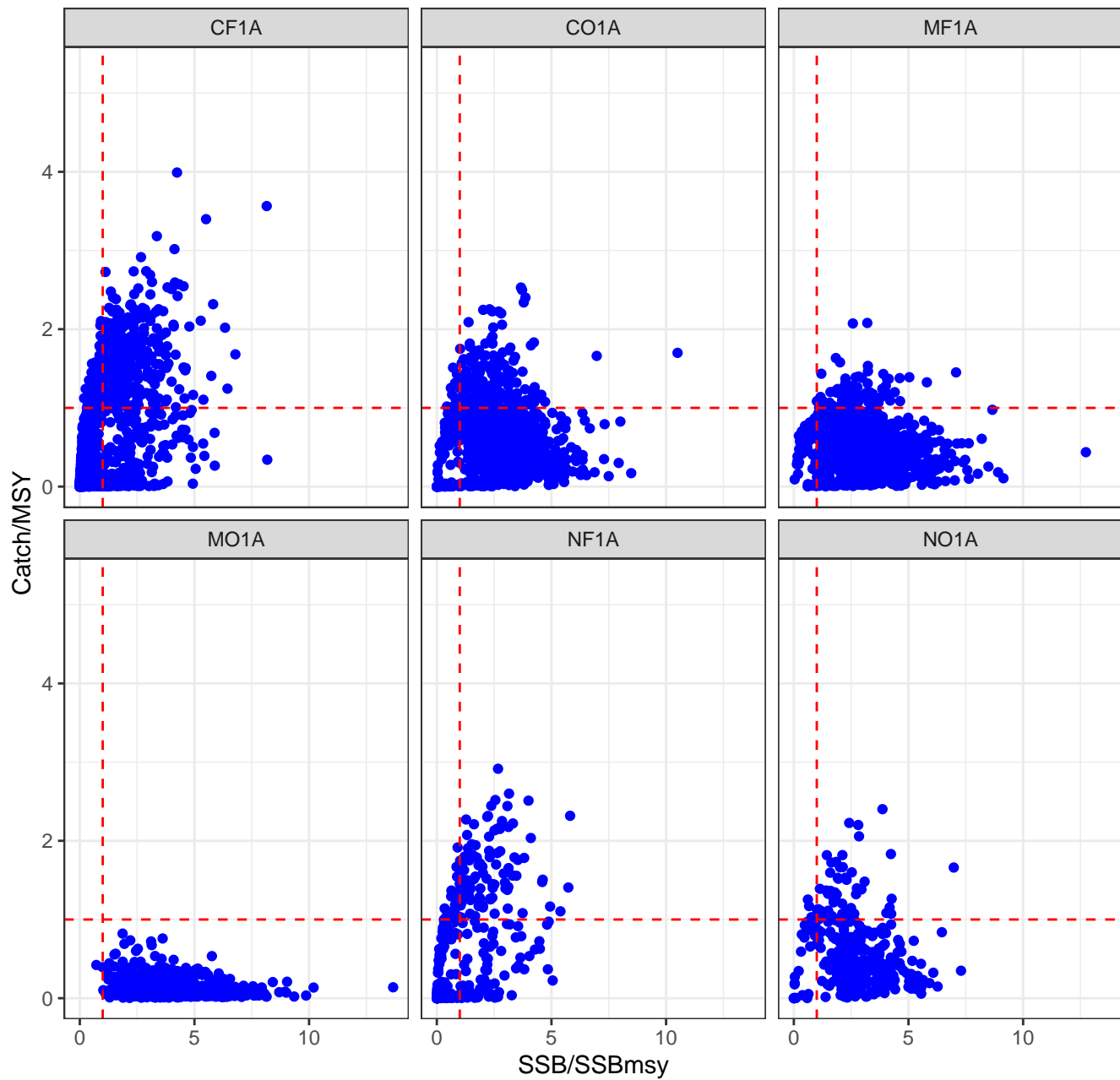
AIM Long Term (No retro scenarios)



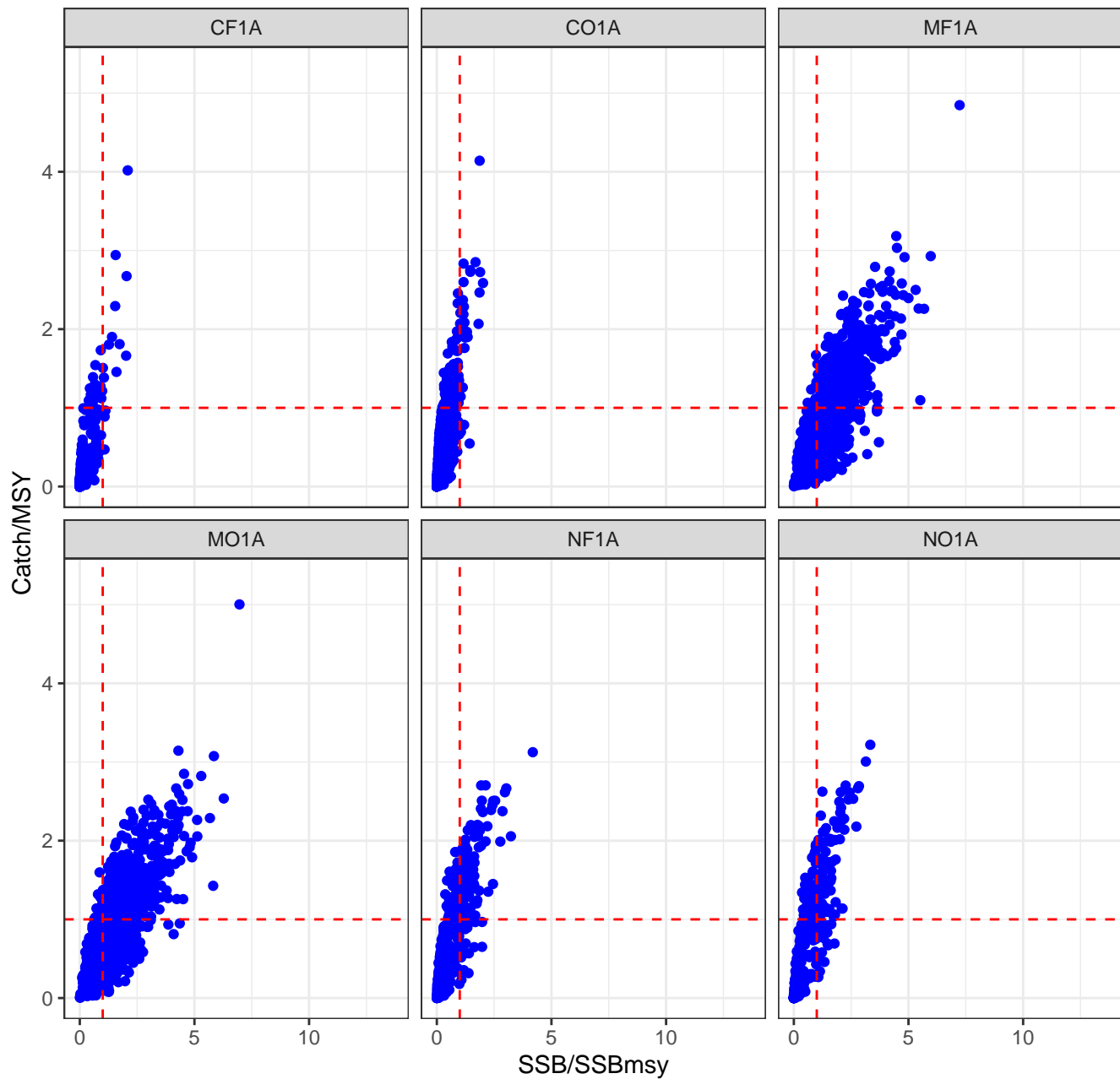
CC-FM Long Term (No retro scenarios)



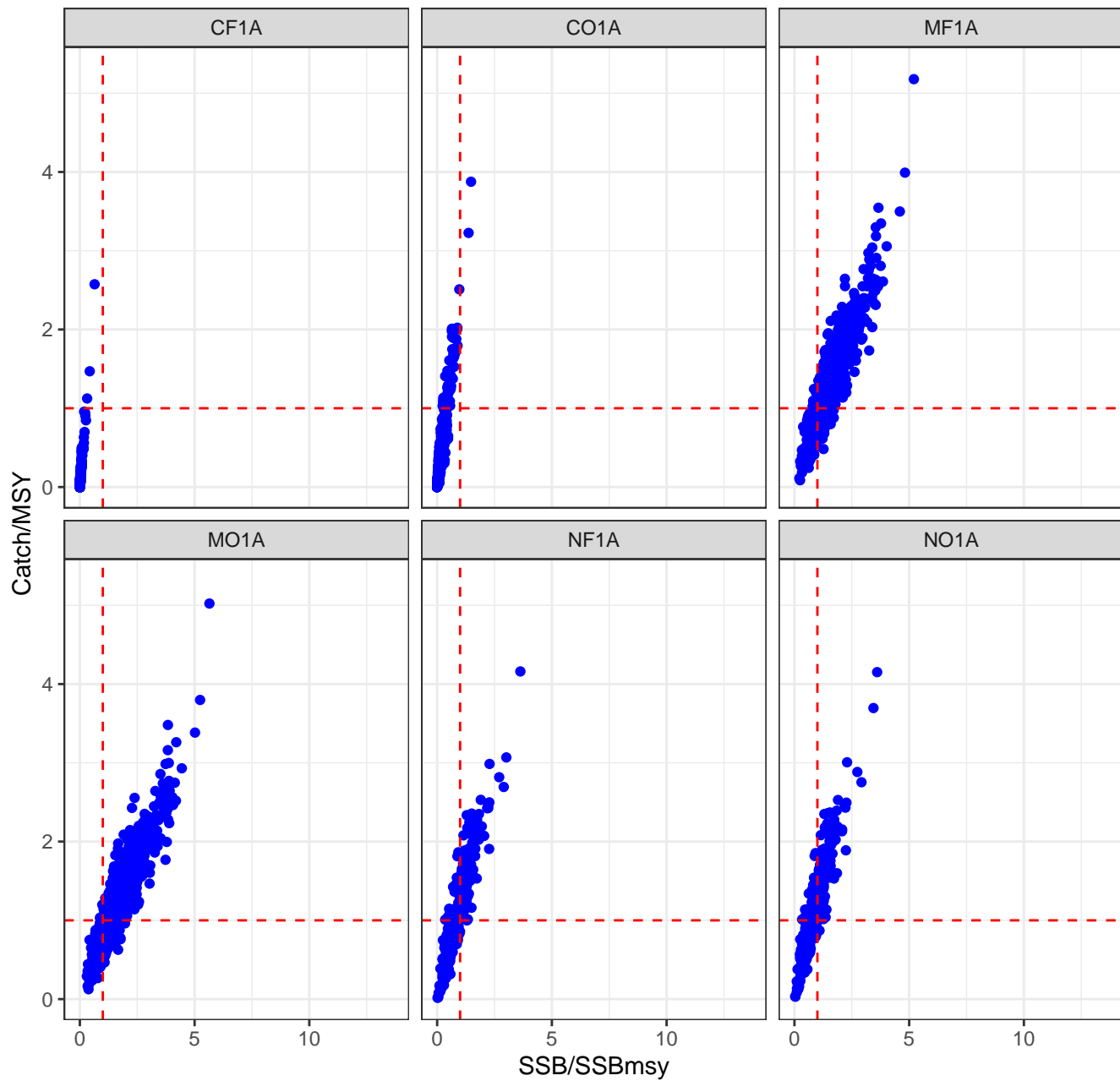
CC-FSPR Long Term (No retro scenarios)



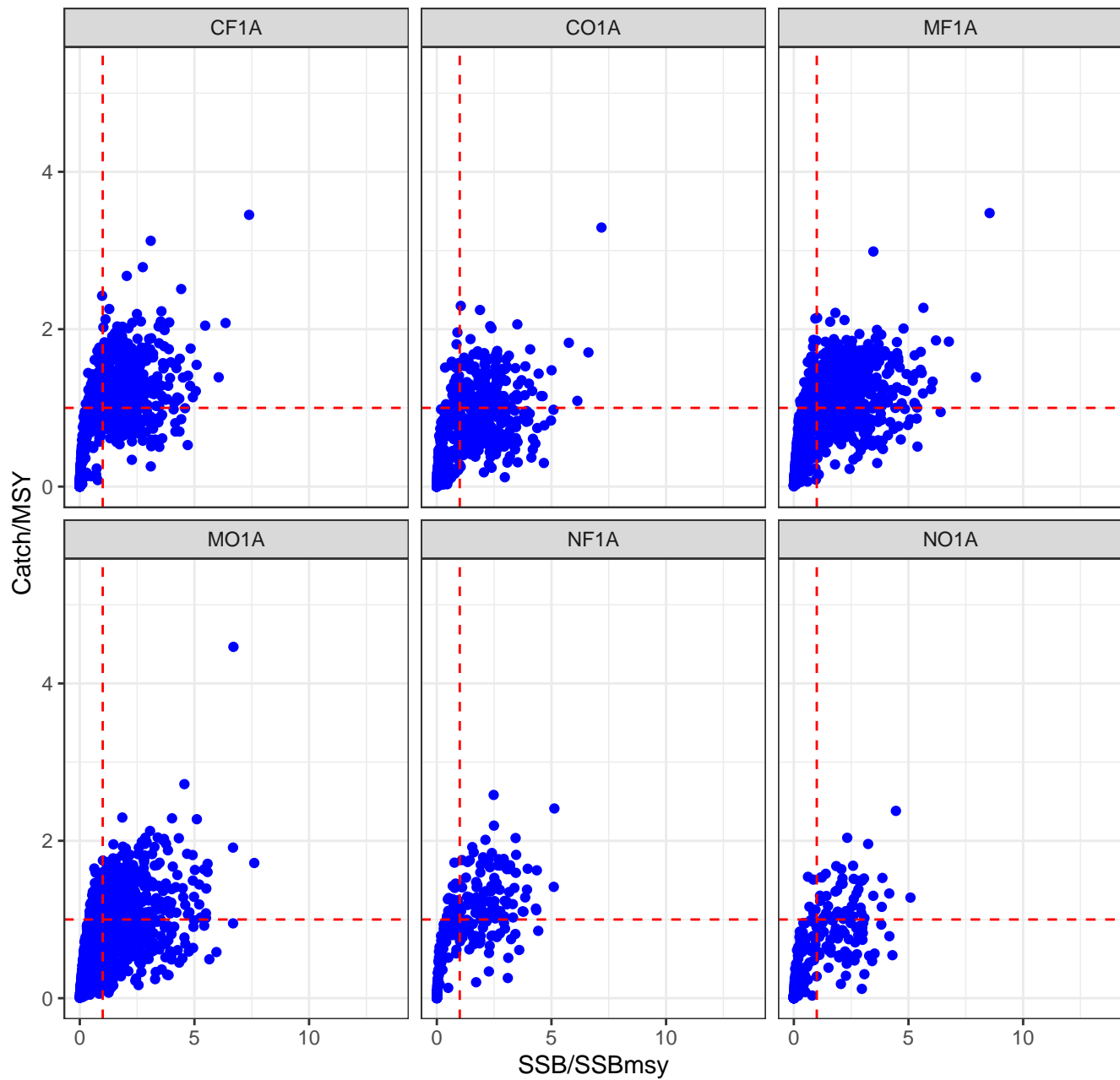
Ensemble Long Term (No retro scenarios)



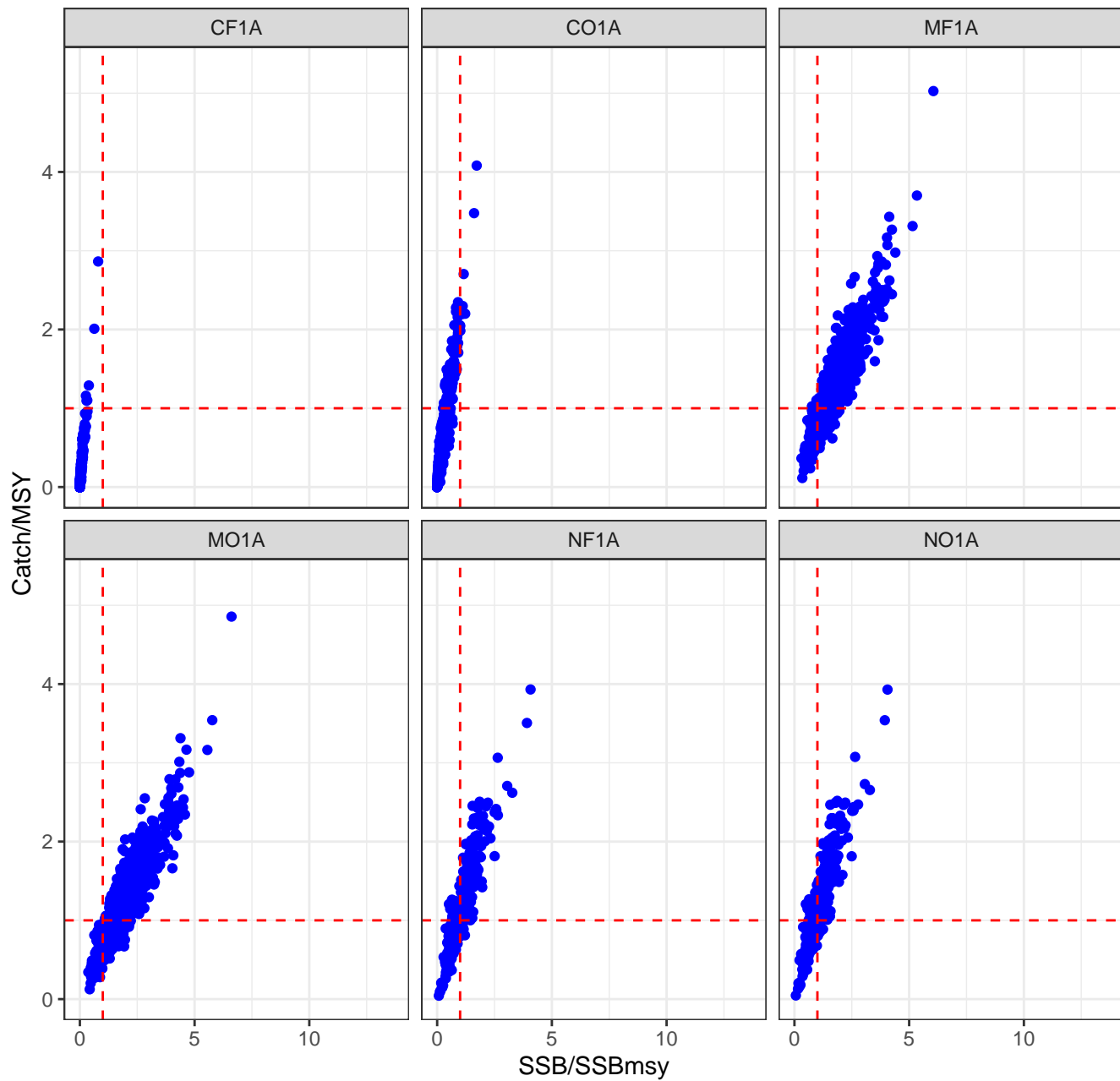
ES-FM Long Term (No retro scenarios)



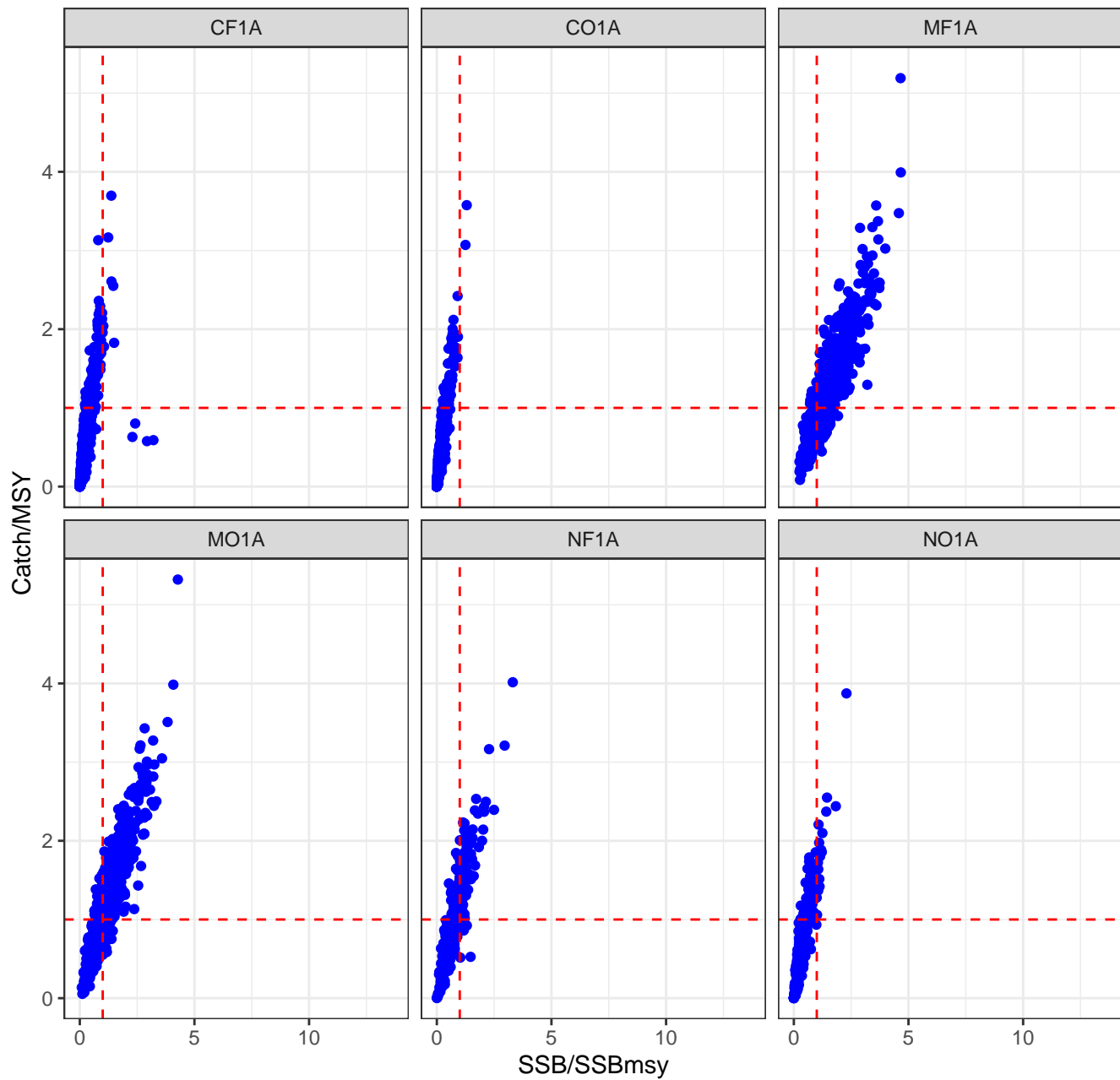
ES-Frecent Long Term (No retro scenarios)



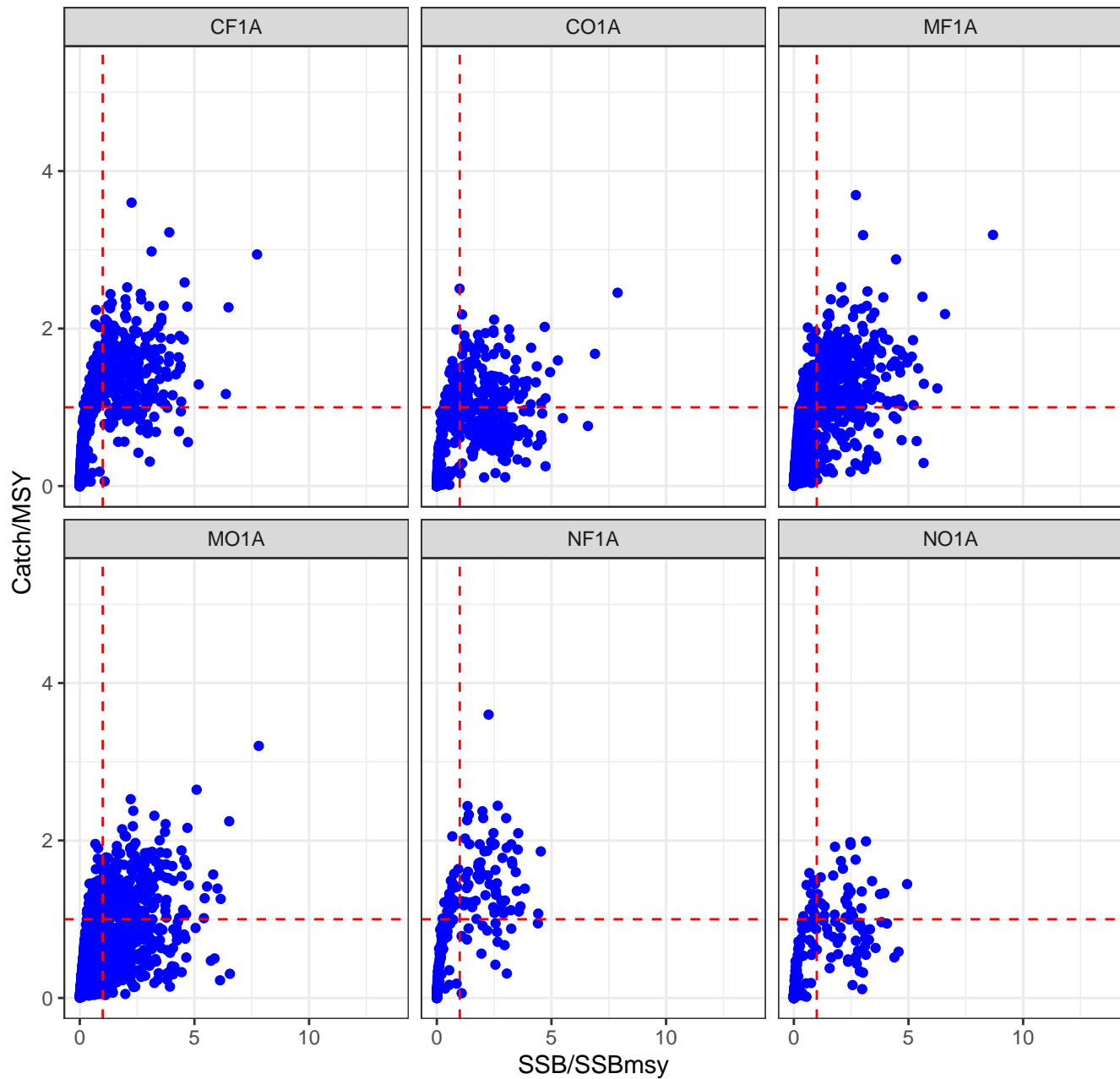
ES-FSPR Long Term (No retro scenarios)



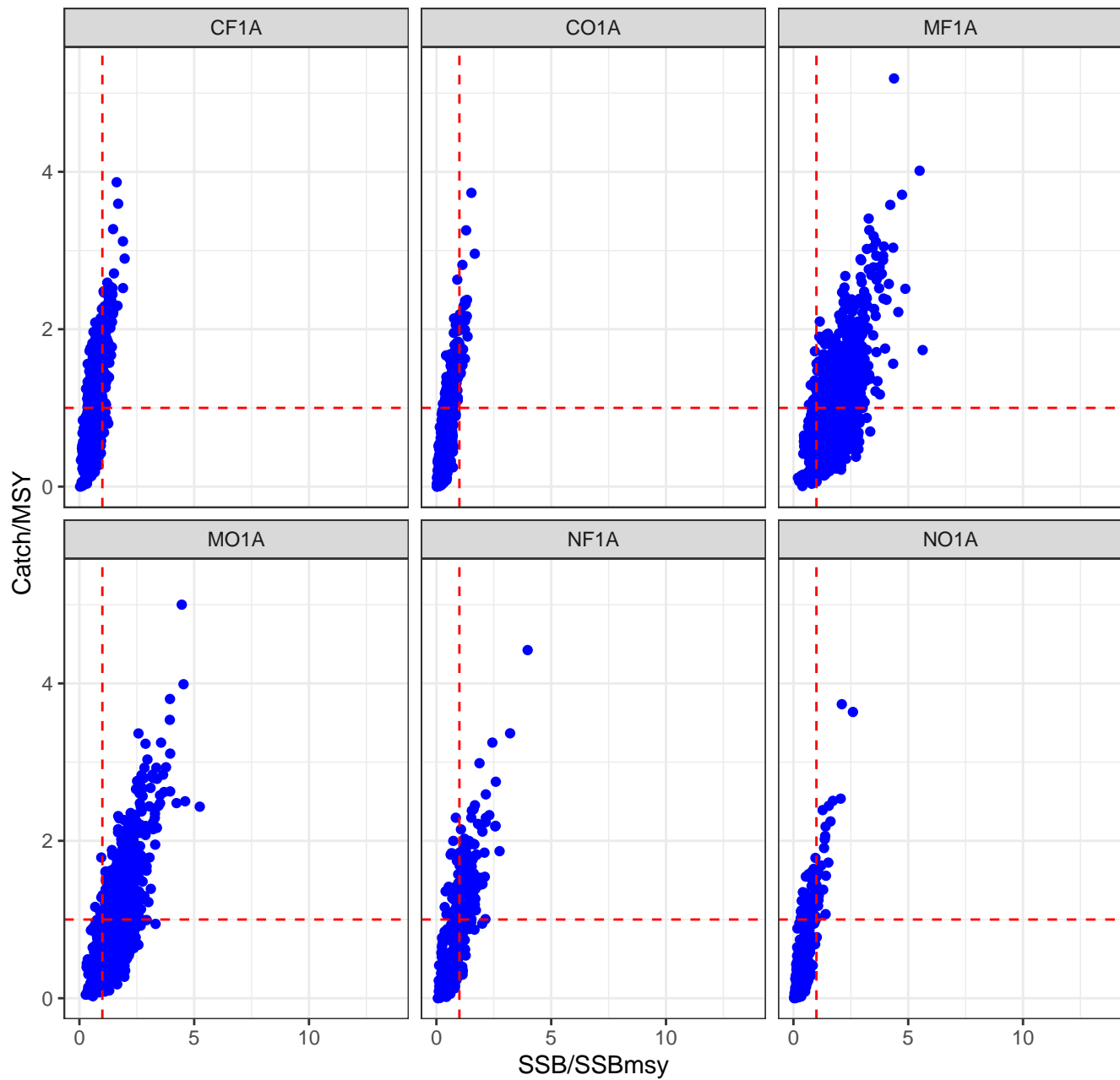
ES-Fstable Long Term (No retro scenarios)



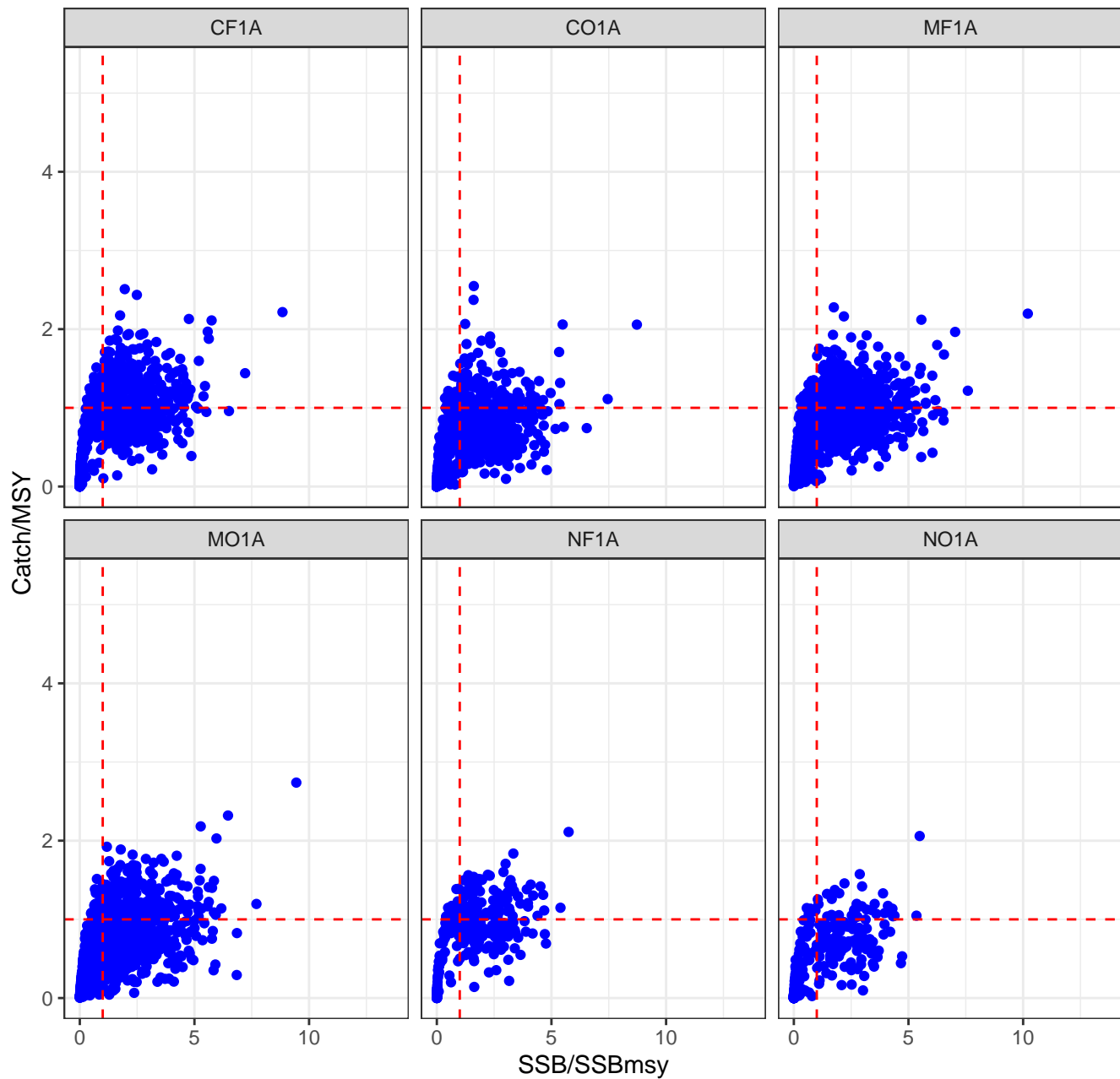
Islope Long Term (No retro scenarios)



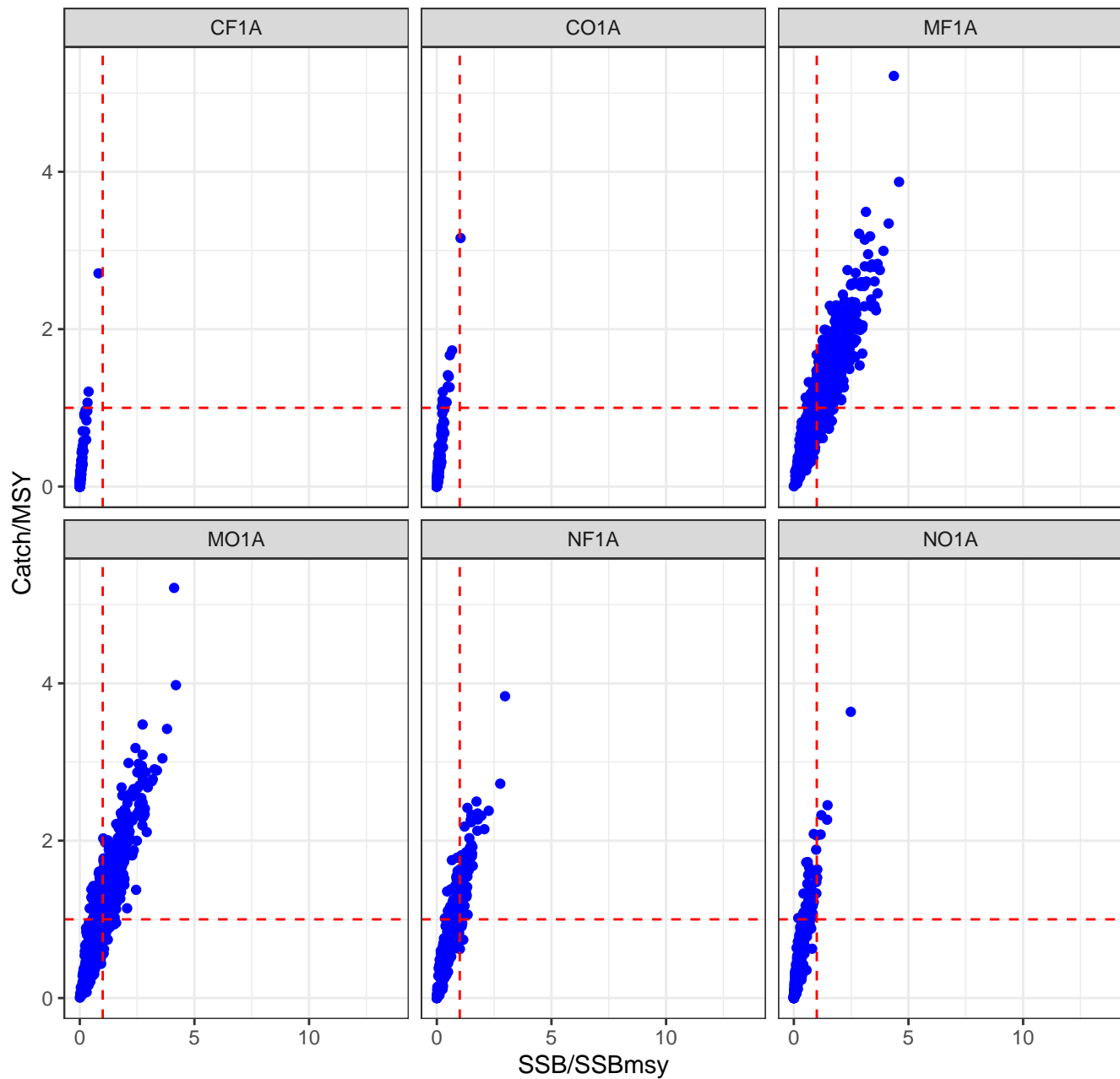
Itarget Long Term (No retro scenarios)



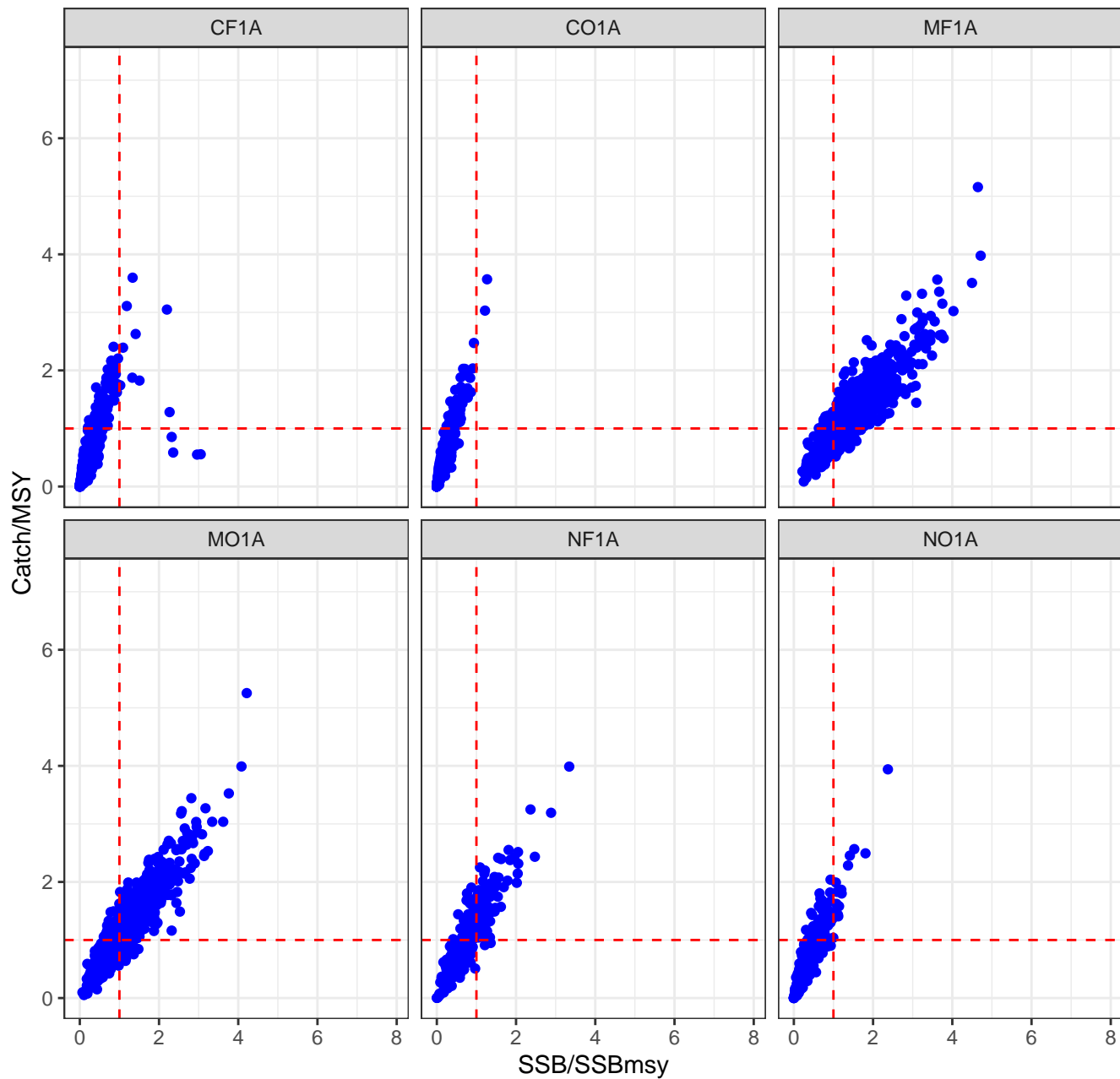
PlanB Long Term (No retro scenarios)



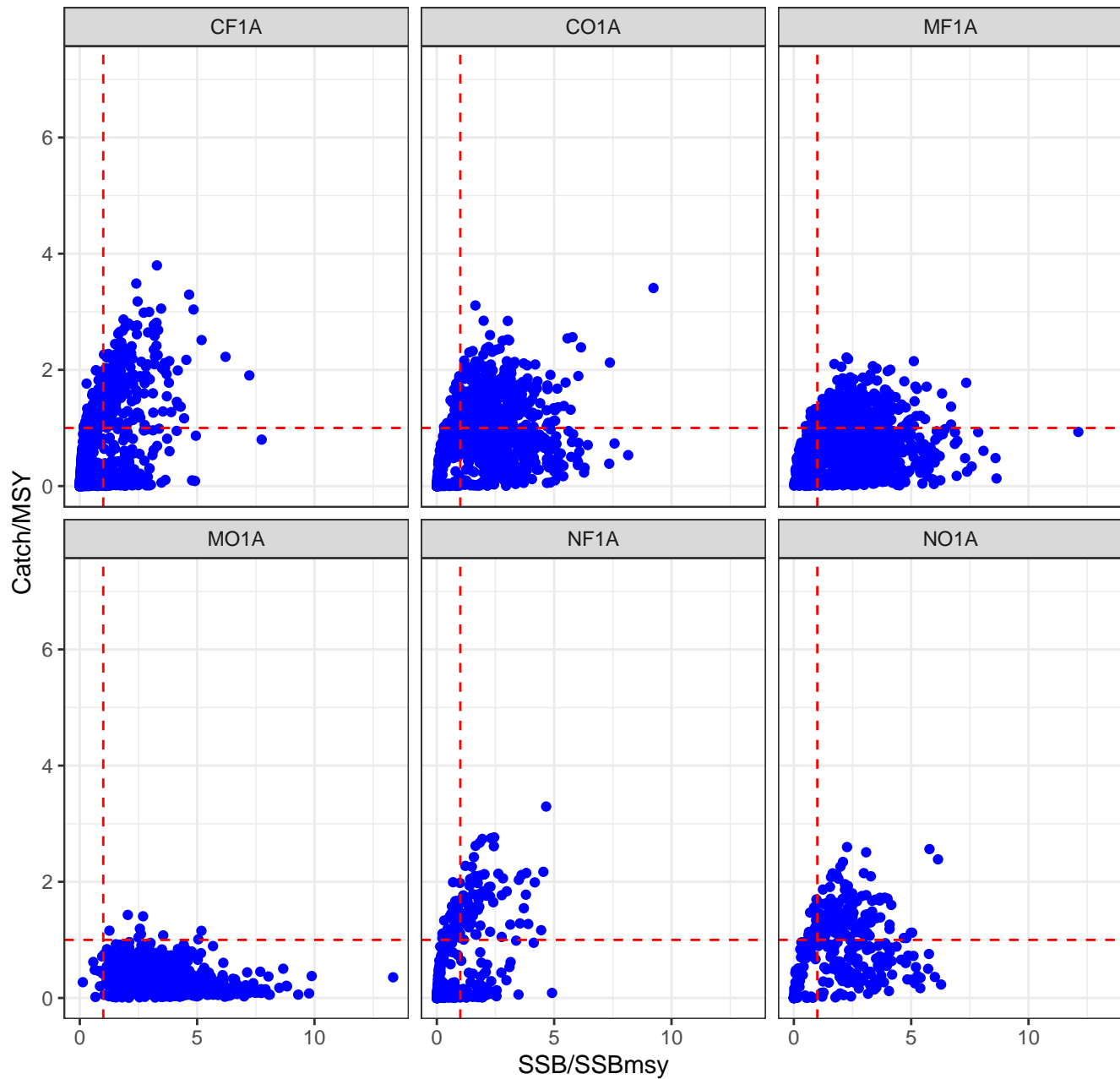
Skate Long Term (No retro scenarios)



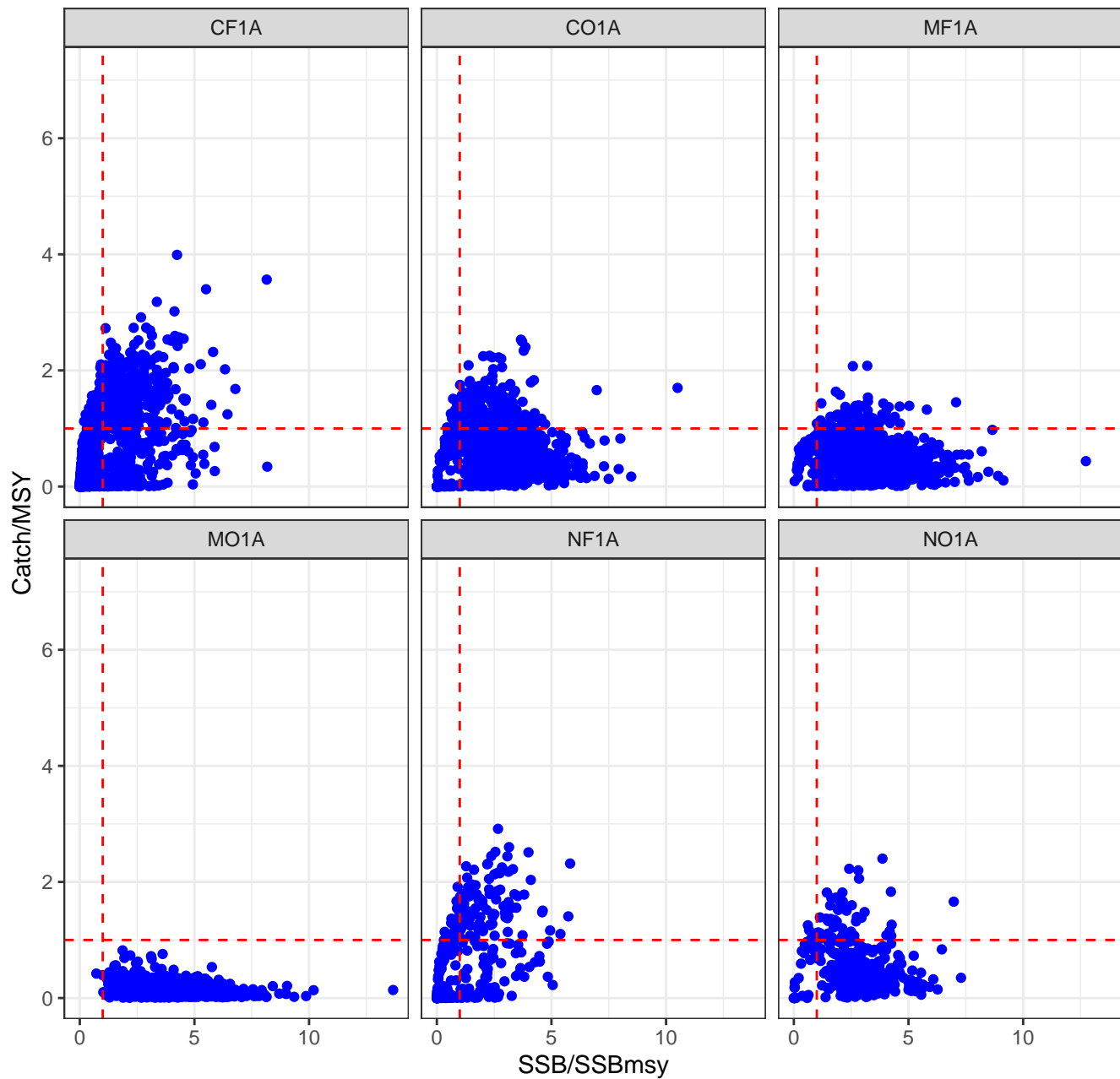
AIM Short Term (No retro scenarios)



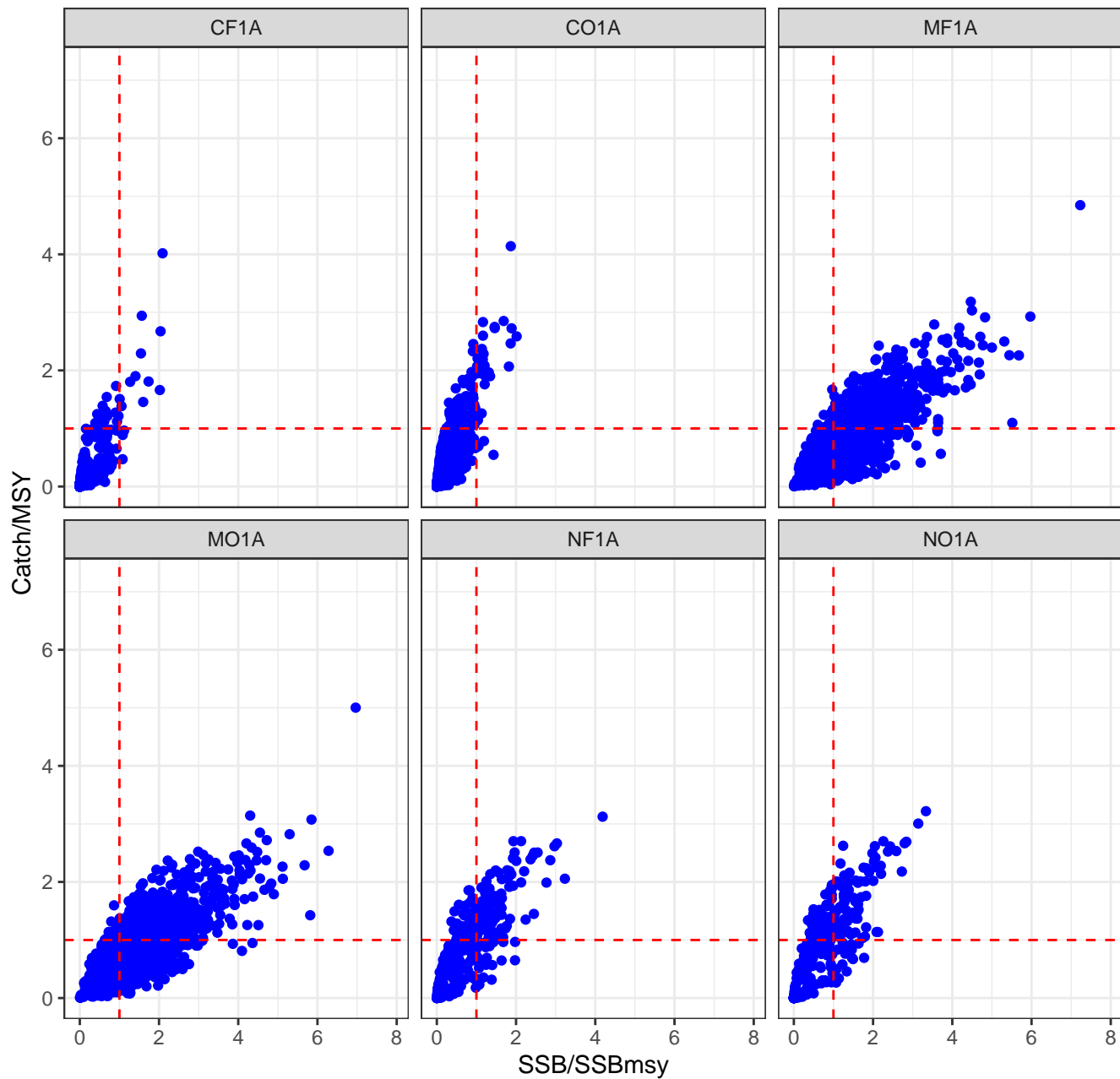
CC-FM Short Term (No retro scenarios)



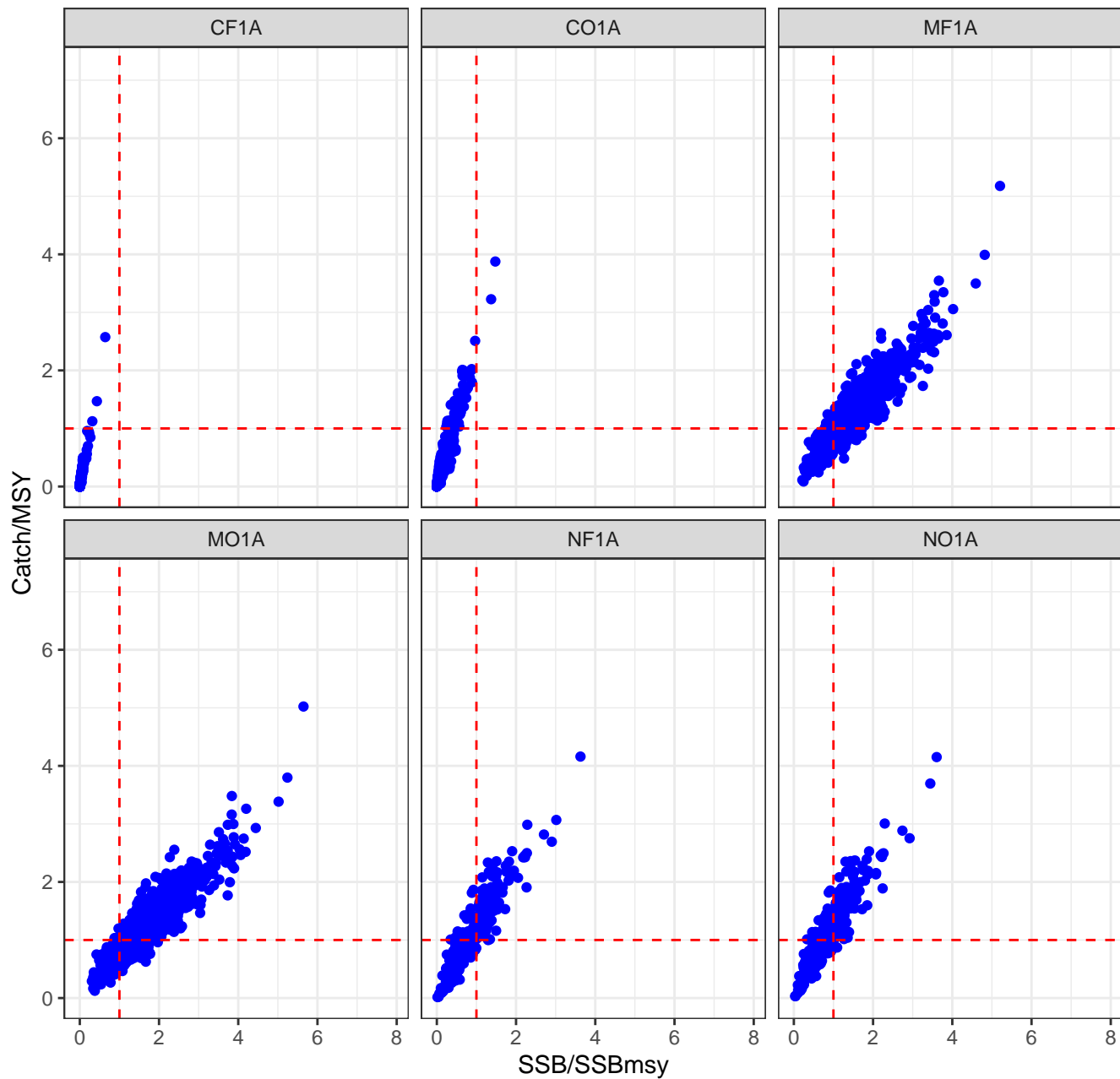
CC-FSPR Short Term (No retro scenarios)



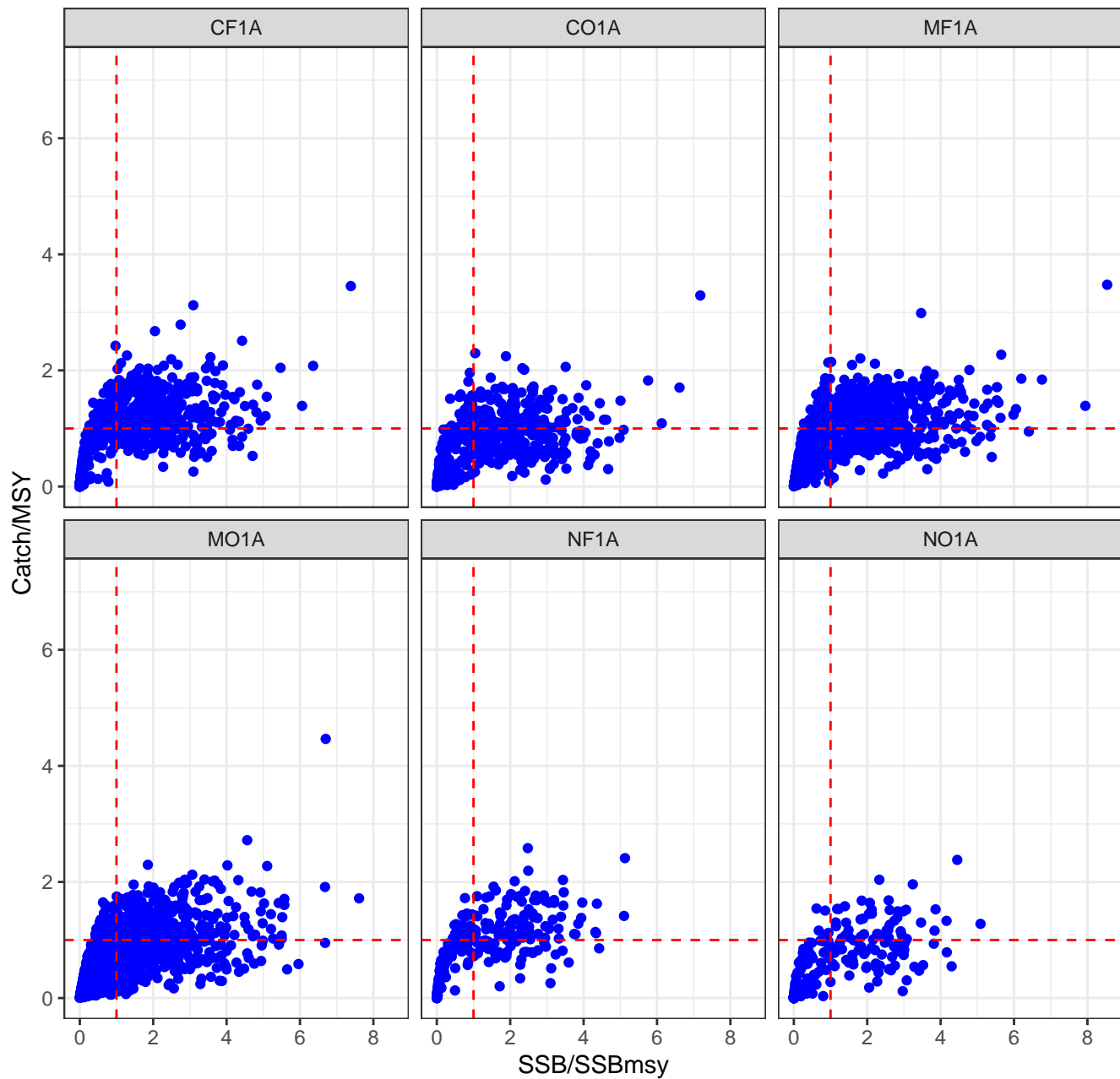
Ensemble Short Term (No retro scenarios)



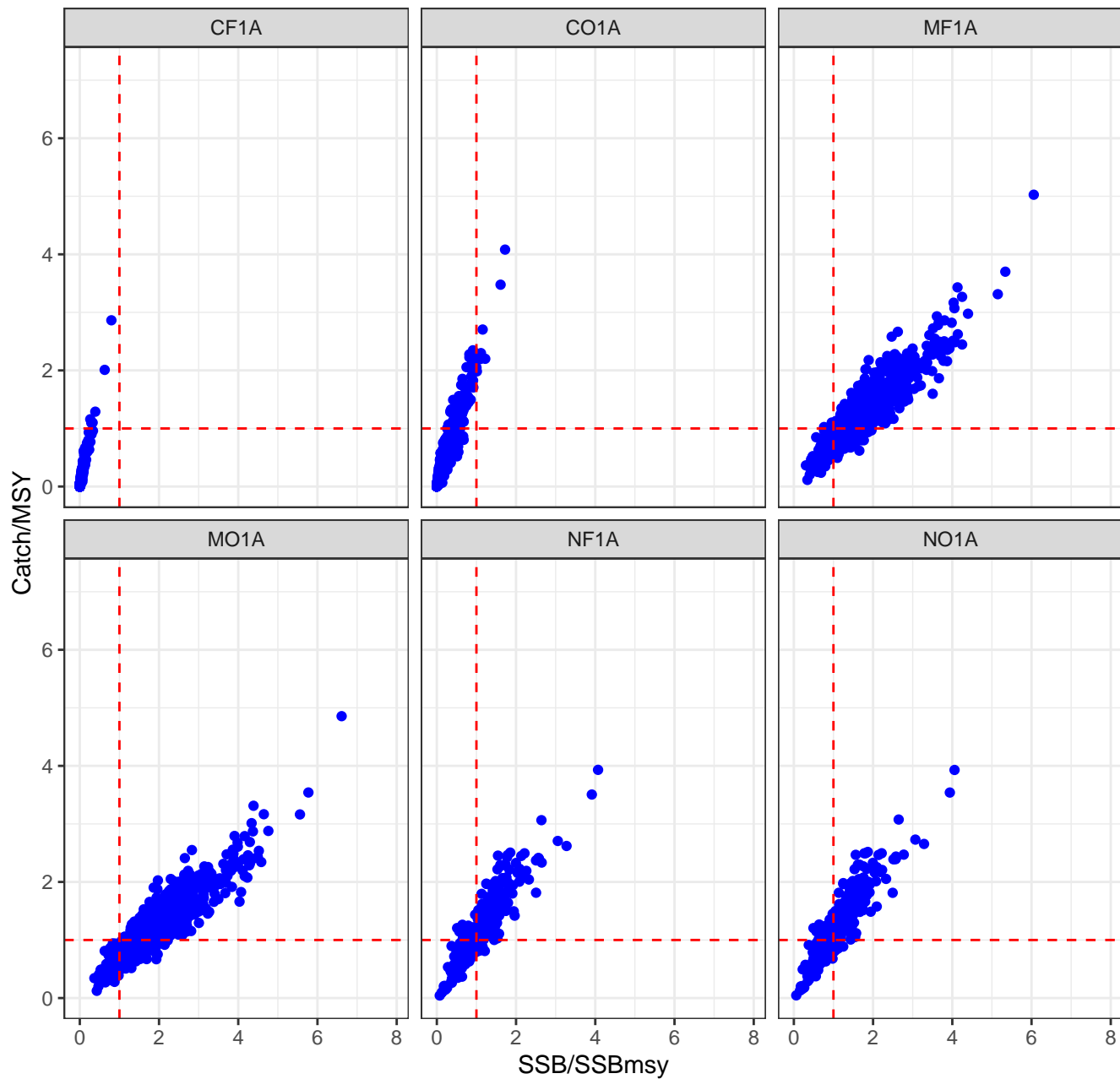
ES-FM Short Term (No retro scenarios)



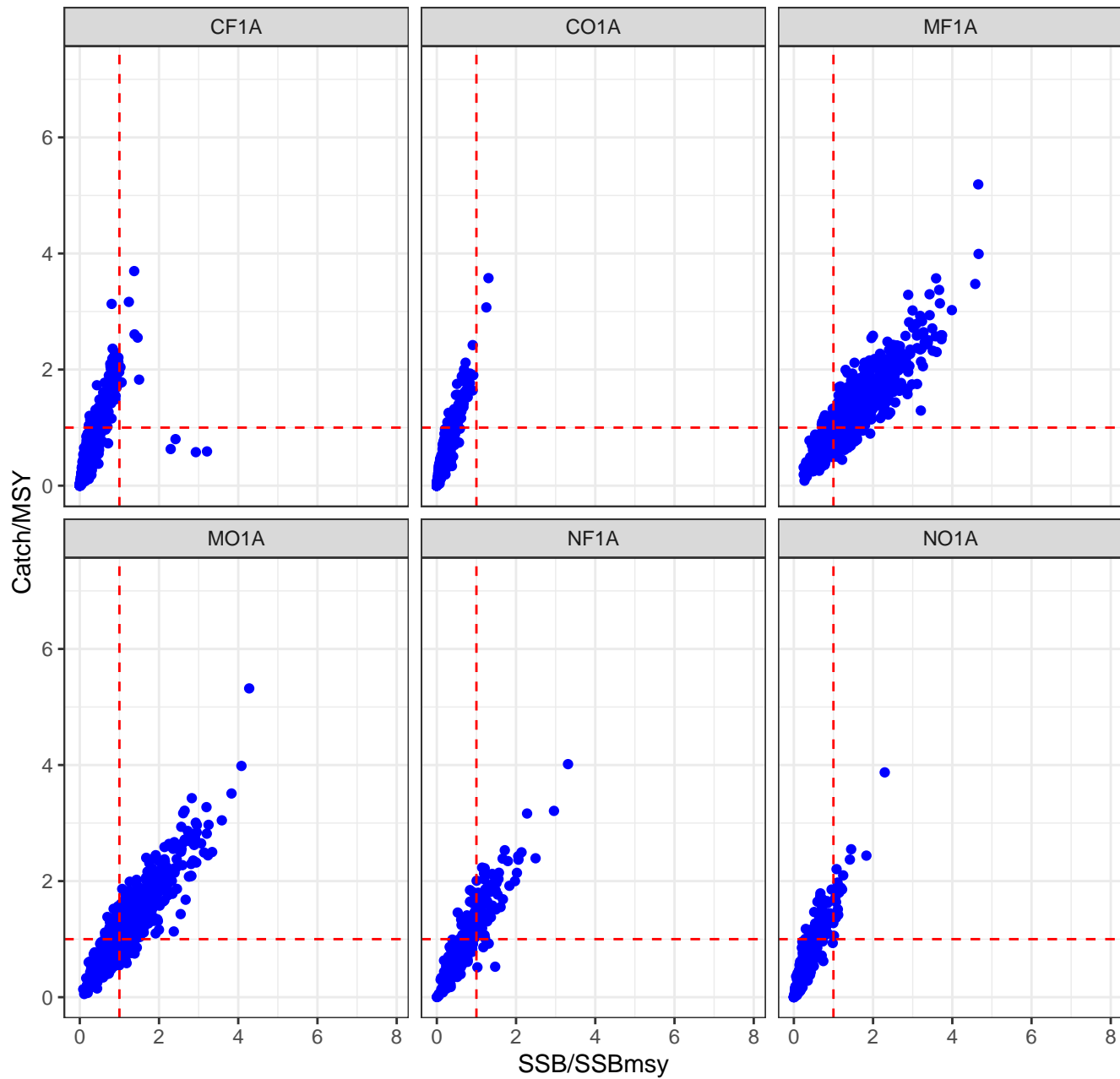
ES-Frecent Short Term (No retro scenarios)



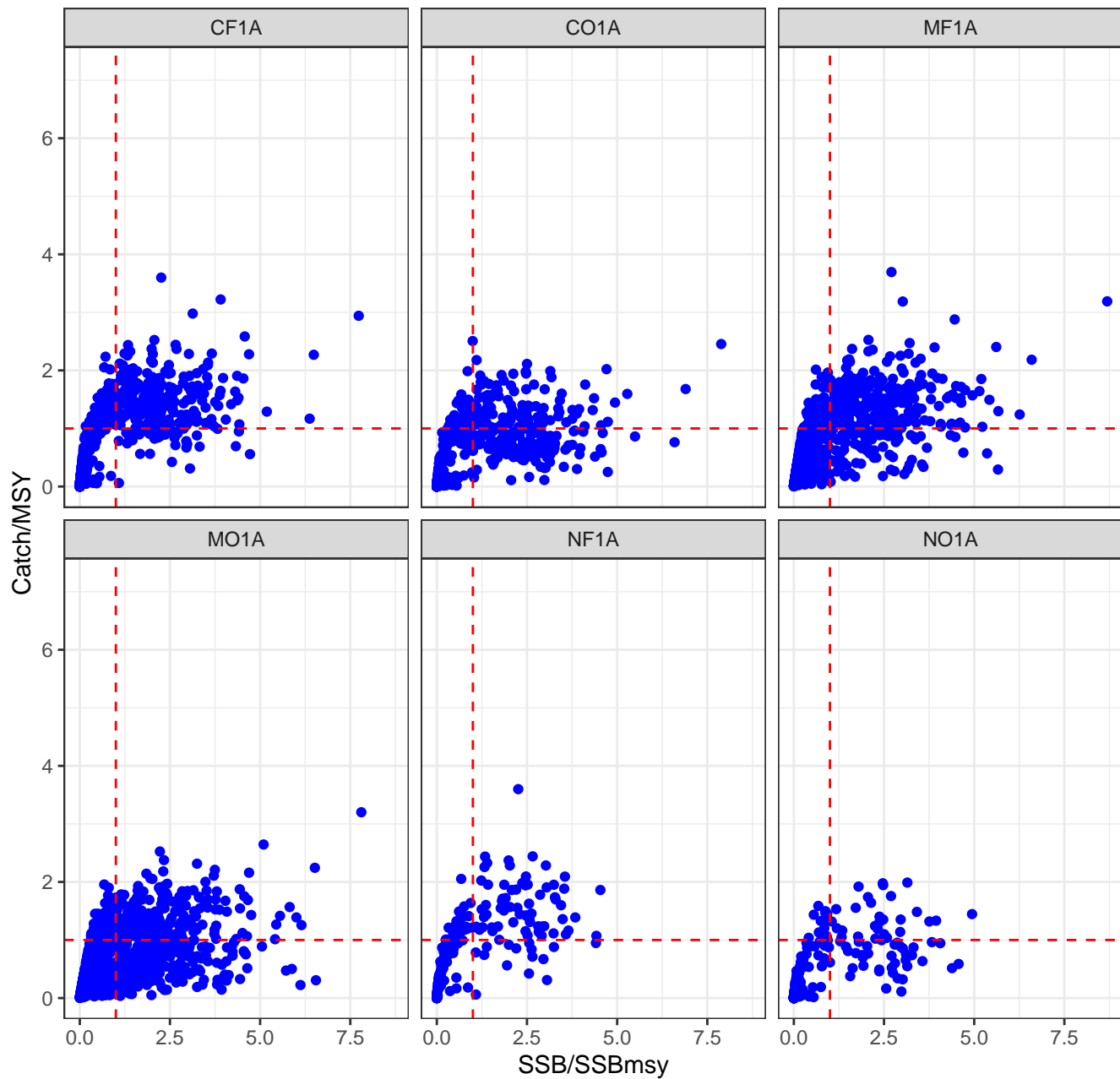
ES-FSPR Short Term (No retro scenarios)



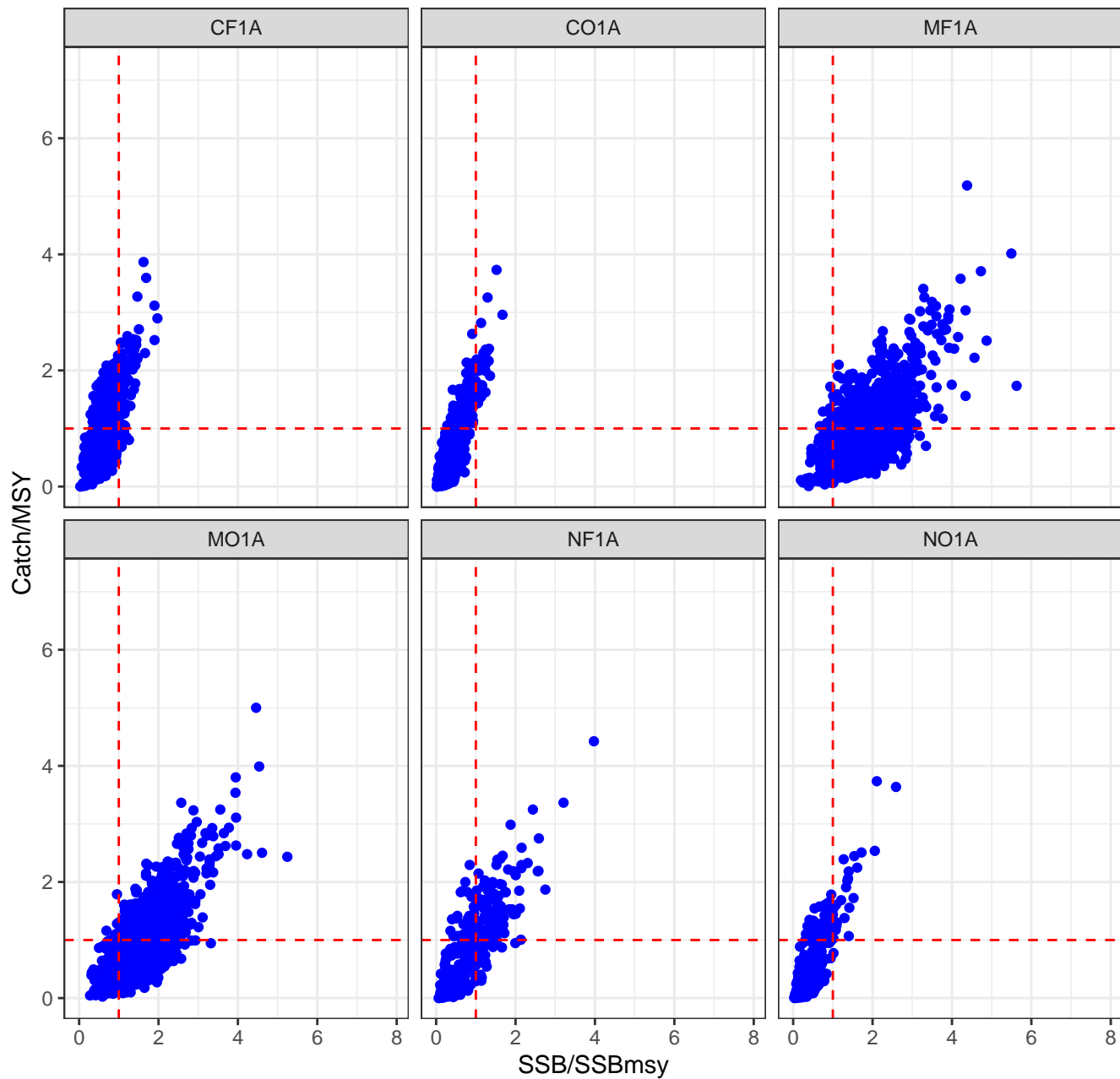
ES-Fstable Short Term (No retro scenarios)



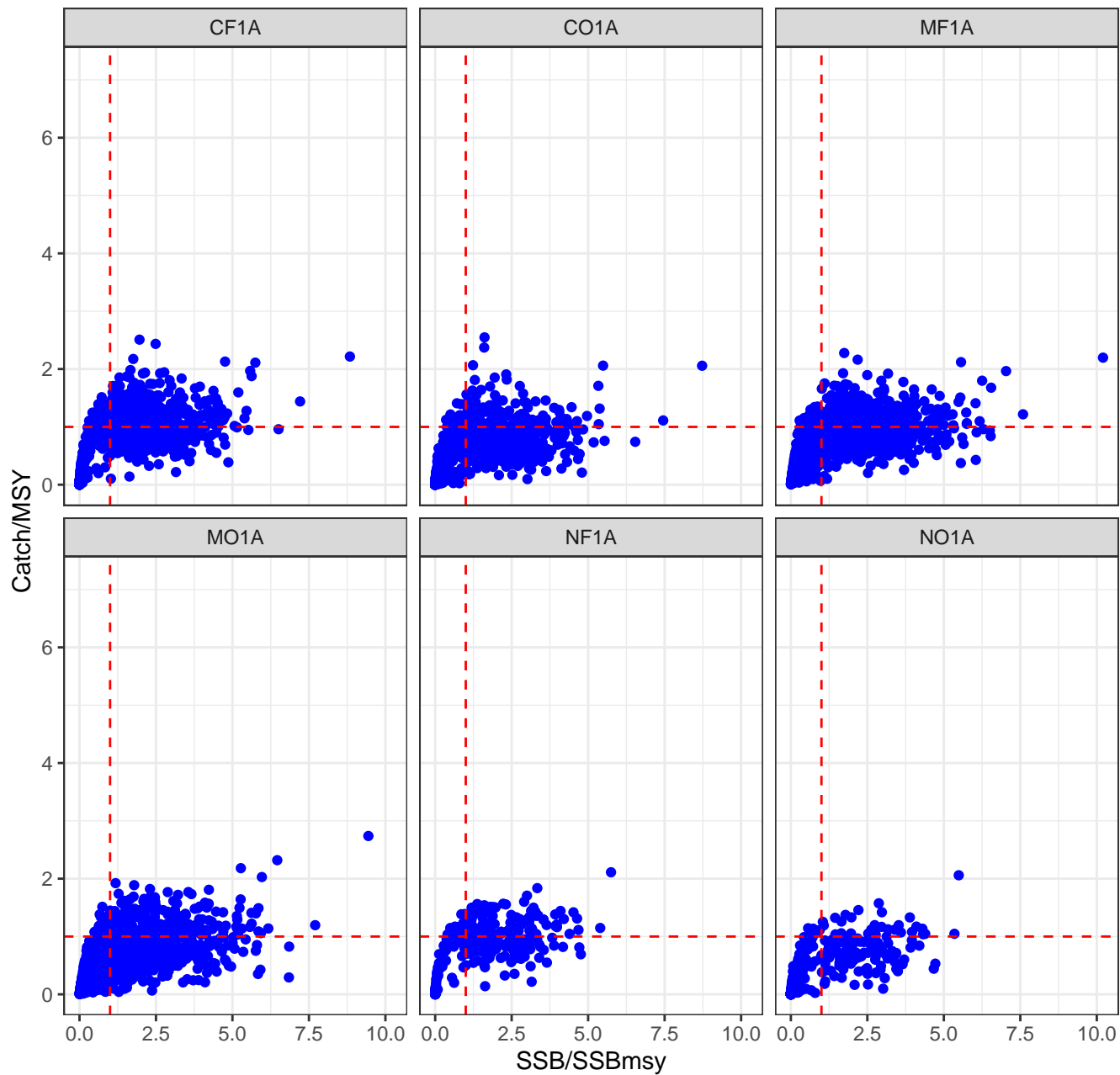
Islope Short Term (No retro scenarios)



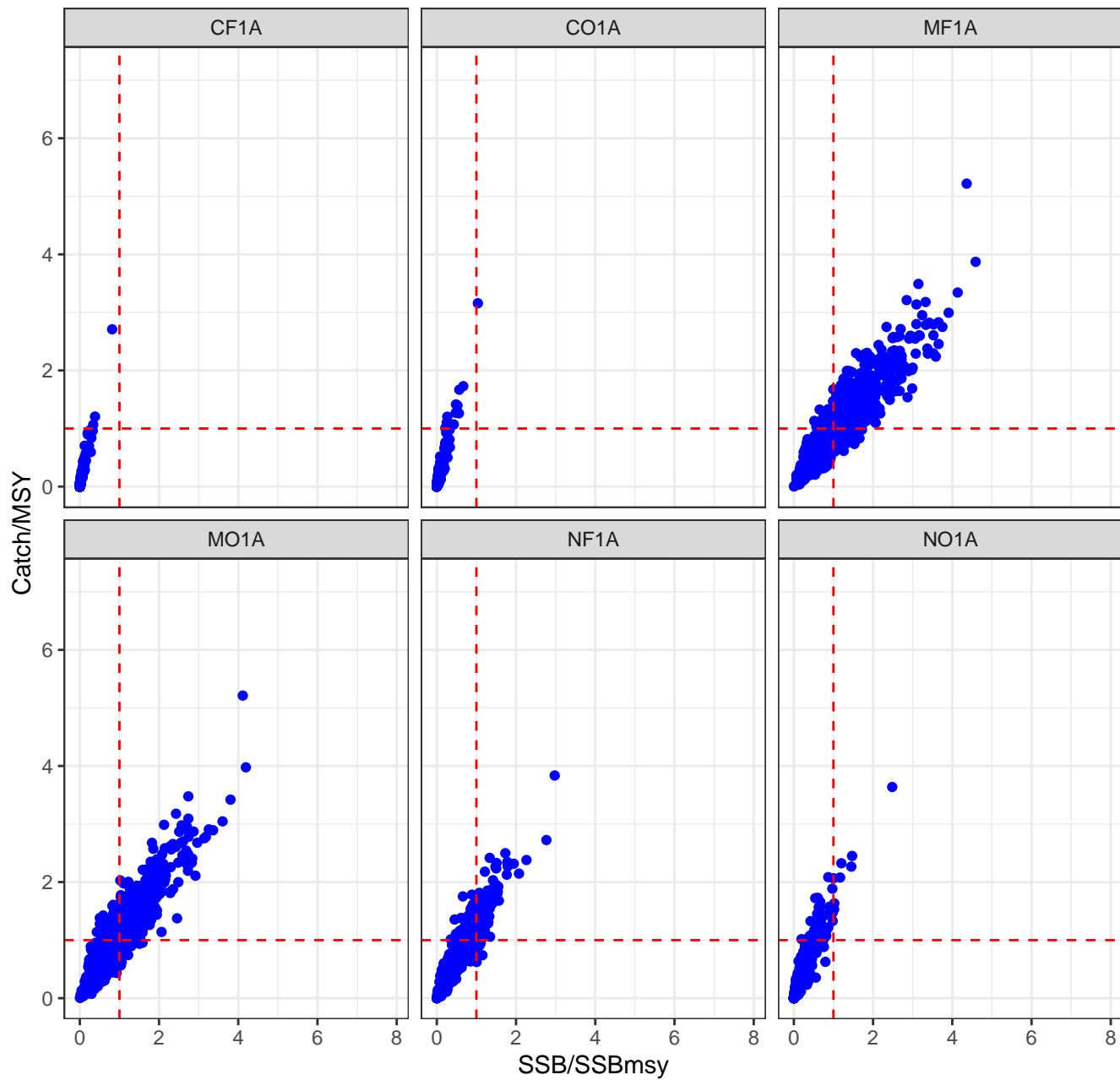
Itarget Short Term (No retro scenarios)



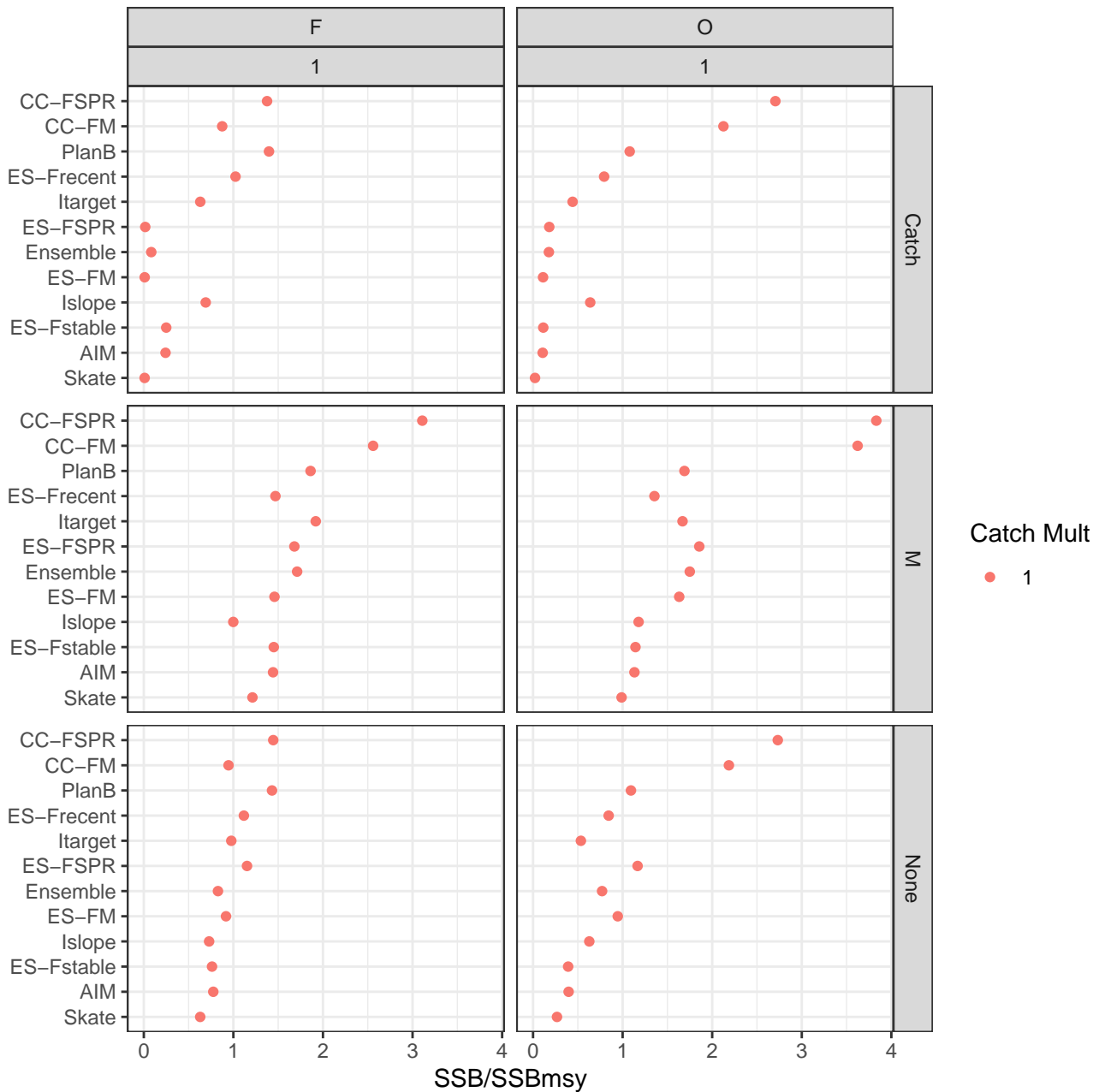
PlanB Short Term (No retro scenarios)



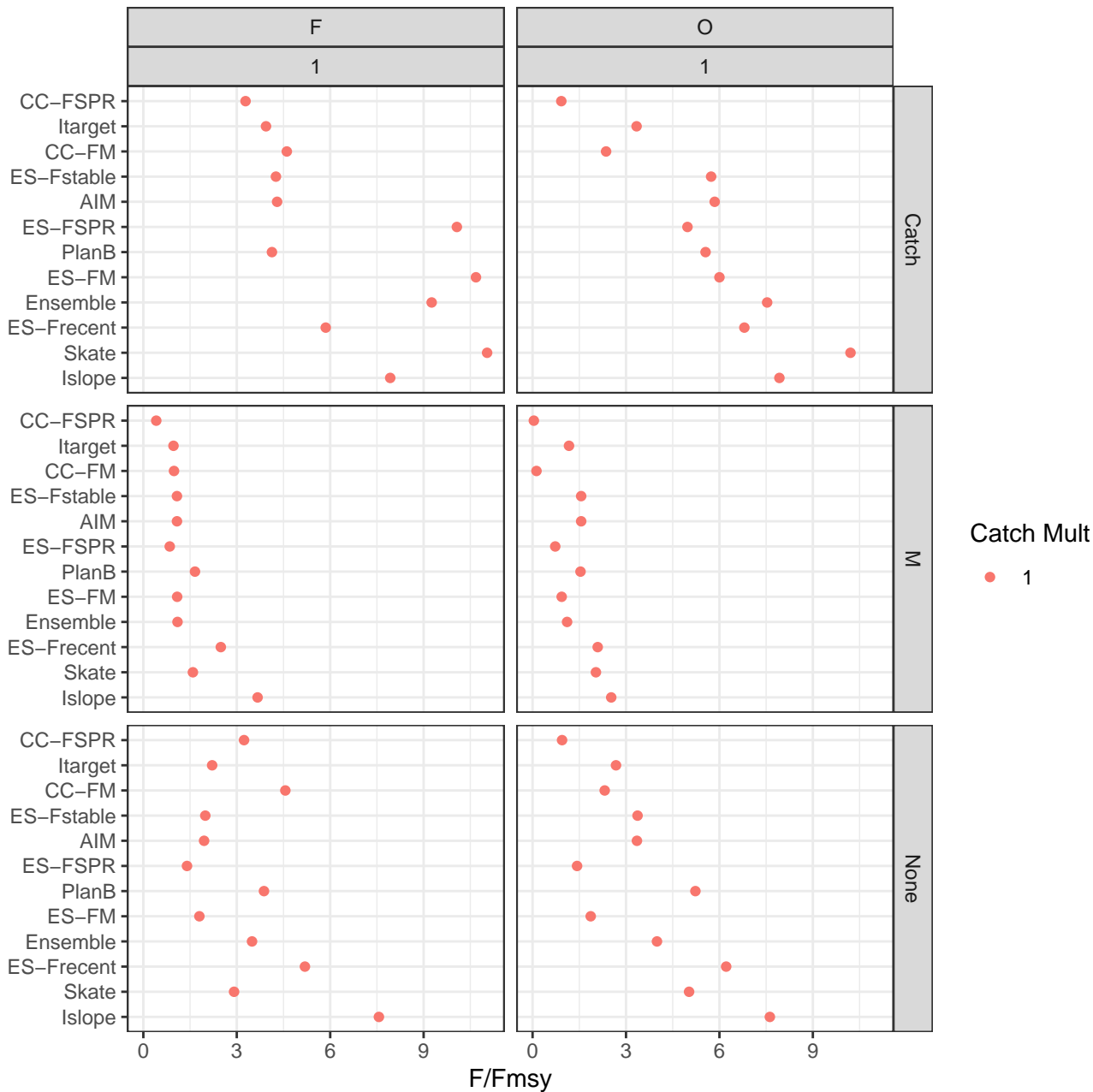
Skate Short Term (No retro scenarios)



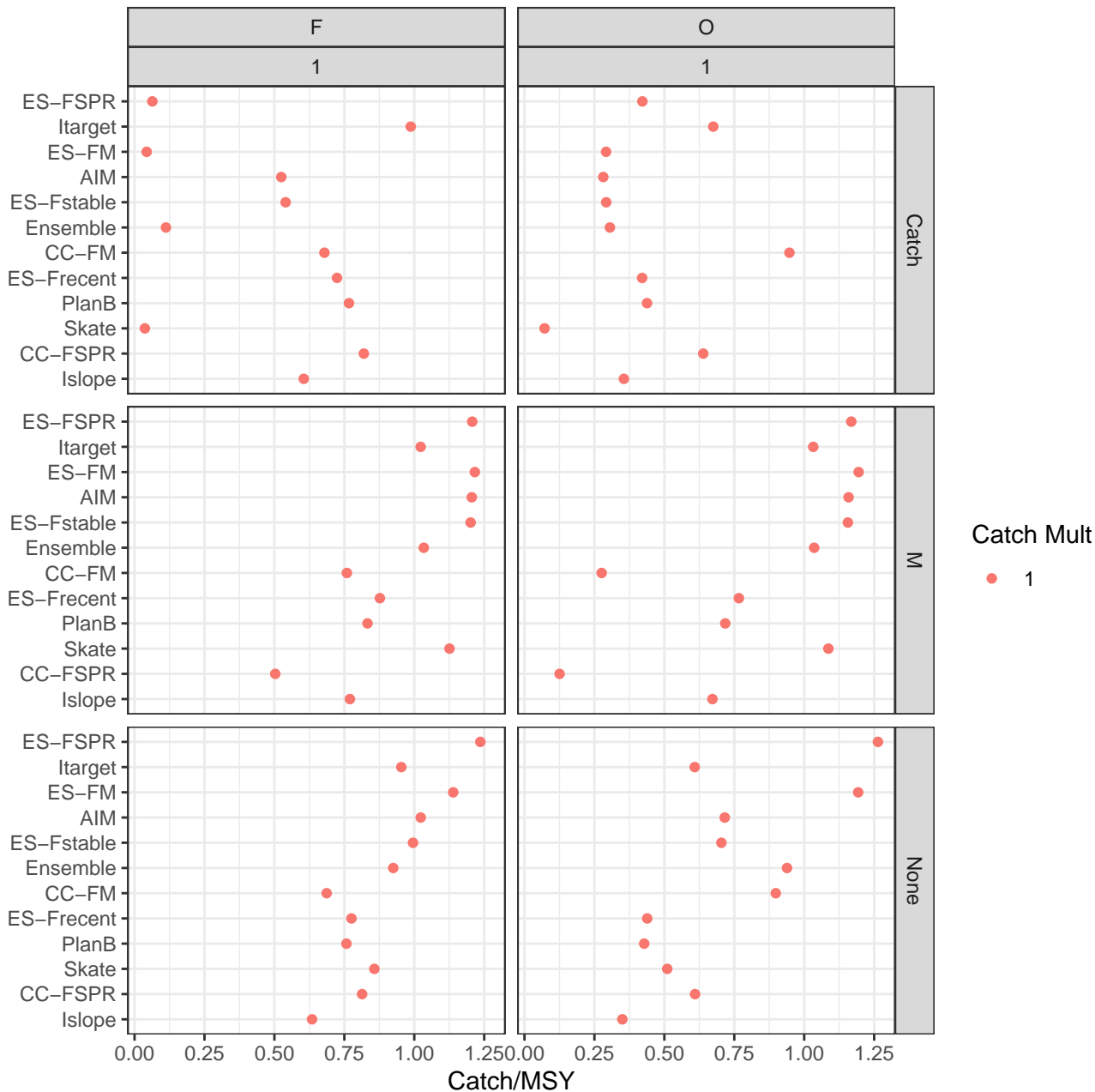
Long Term (No retro scenarios)



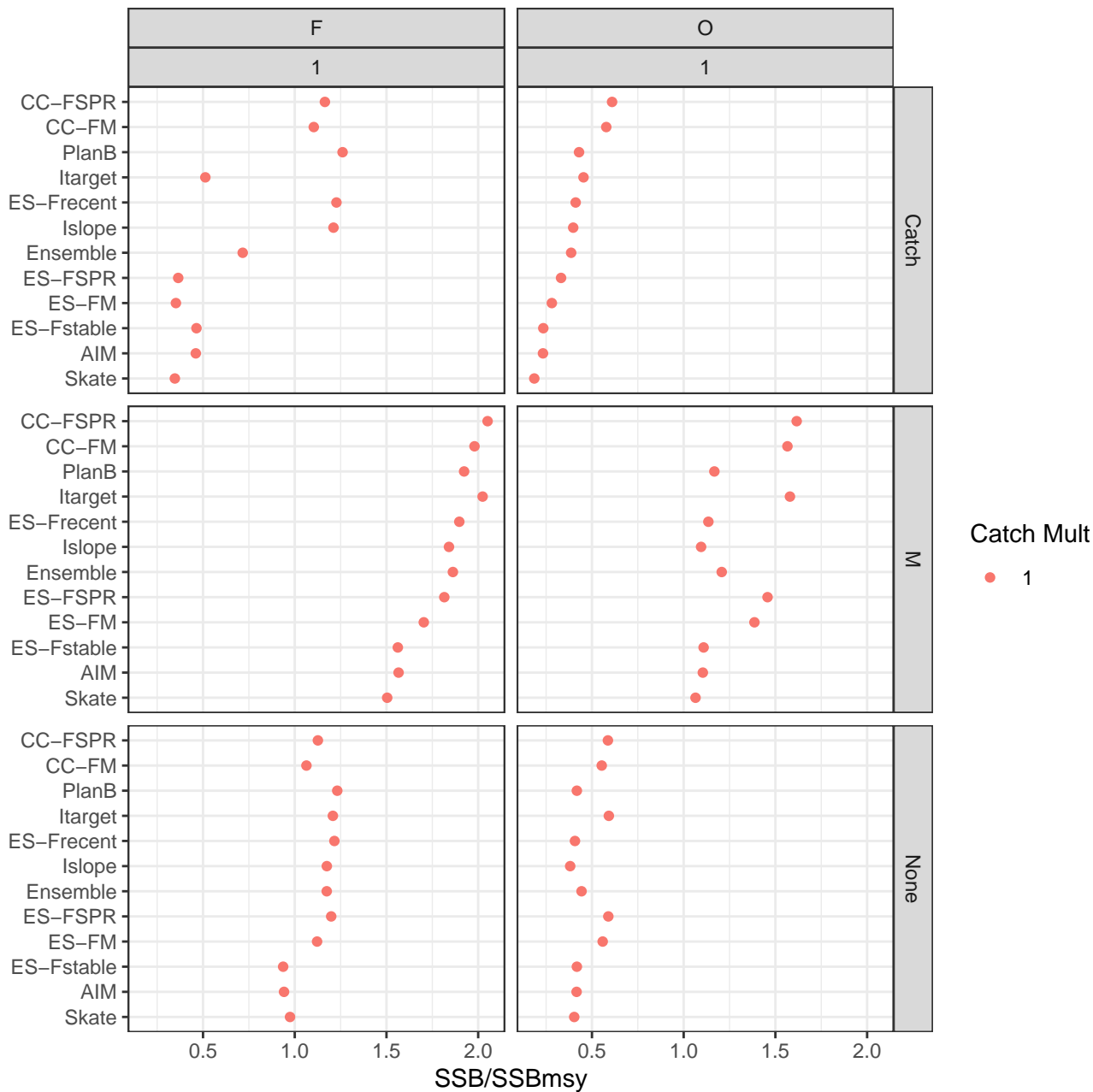
Long Term (No retro scenarios)



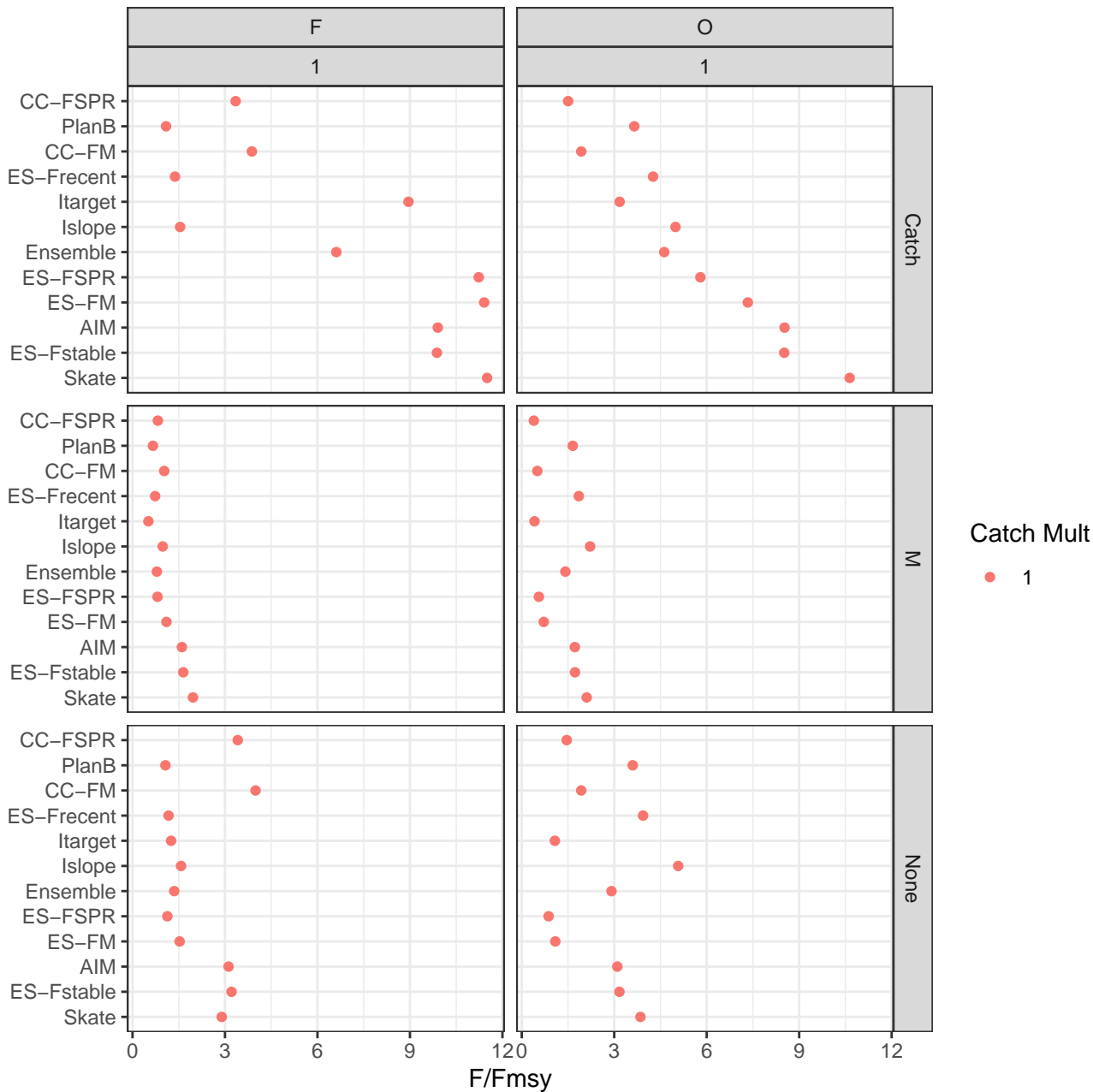
Long Term (No retro scenarios)



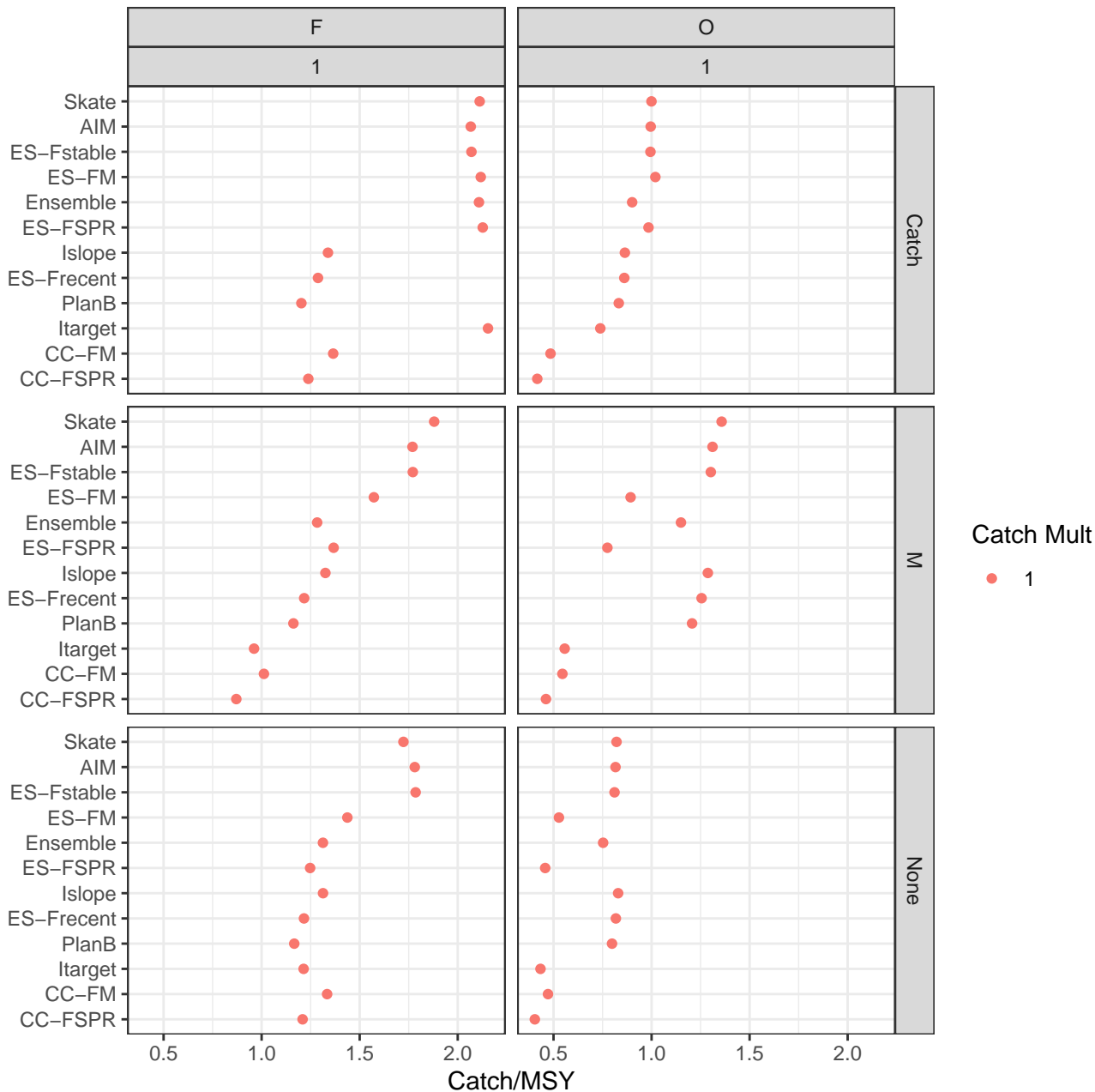
Short Term (No retro scenarios)



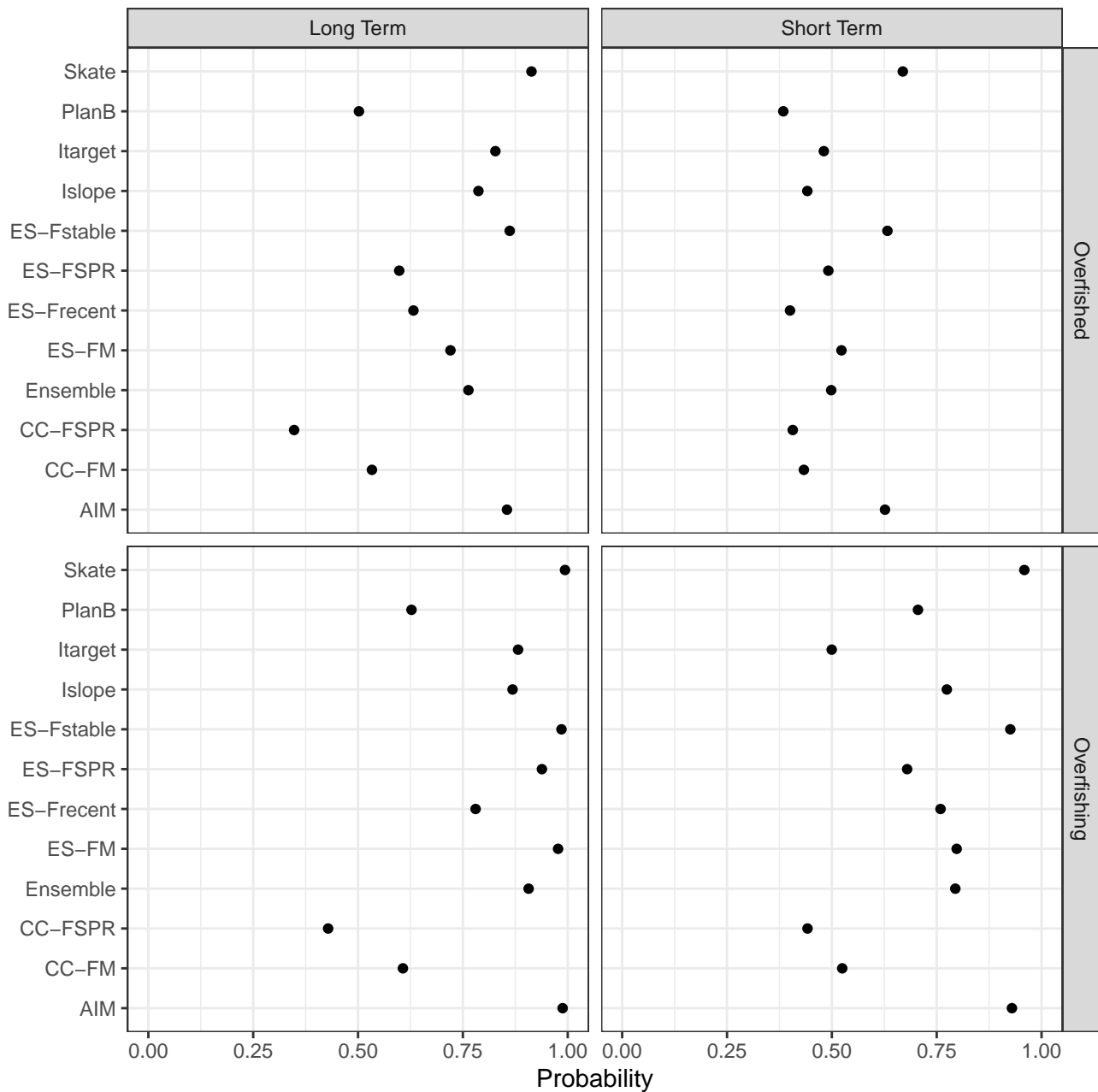
Short Term (No retro scenarios)



Short Term (No retro scenarios)



No retro scenarios



No retro scenarios

