Managers can’t control farming – so would this work as an incentive payment?

Theoretically this is fine – e.g., REDD+ payments aren’t necessarily implemented/paid out by managers.

Is a high cost set by the manager an incentive to do nothing just as much as it is a disincentive to cull?

A high cost that results in “do nothing” doesn’t benefit the user (apart from small yield gain from tending crops). Is there a way of separating an incentive from this by making the “do nothing” actually benefit the user, e.g., they get an artificial bump in their yield?

I guess the issue is that the cost and incentive just end up cancelling each other out?

The incentive could be weighted so that it is less impactful when cost is low i.e., when its super easy for users to cull, they will probably choose to cull unless the incentive is quite high, whereas when costs are very high, they are more likely to look favourably on an alternative incentive payment.

Help offspring parameter

Perception of effectiveness