



- **Splitting user base:** we can create two classes of users, one which can use scrip in the shop and another that can't. Drawback: may limit users' ability to make full use of the app's features further down the line if they can't switch between the two classes.
- **Splitting scrip:** we make it so that some tokens are only valid for paying for jobs. Drawback: this would make bookkeeping very challenging and may render the scrip pointless.
- **Printing money:** for every job, a fraction of the volunteer's earnings comes directly from the bank, and the rest is paid by the job poster. Drawback: there is no bound to how much money may be printed, money is not added in proportion to the numbers of users.
- **Charity sponsorship:** charities and altruistic volunteers can directly sponsor users who mostly (or exclusively) post jobs, essentially allowing users from these two groups to collude. Drawback: no limit to where this scrip can be used, meaning the system can be gamed and money may still decrease.
- **Starting balance/freebie:** new users can be given a Drawback: not sustainable as a strategy for users who will only post jobs (e.g. people who need assistance and can't volunteer themselves), which is an important demographic.