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fogging in the Amazon Day Two: Using Forestry Laws

Today we will play the board game again. But this time we will add a simple law to help combat the Tragedy of the Commons: for each tree that has not regrown by the end of the game, the player who cut that tree will be fined \$175.

Data Table:

Year	Expenses	Income	Year	Expenses	Income
1850			1950		
1860			1960		
1870			1970		
1880			1980		
1890			1990		
~~~ REGROW FOREST ~~~		~~~ REGROW FOREST ~~~			
1900			2000		
1910			2010		
1920			2020		
1930			2030		
1940			2040		
~~~ REGROW FOREST ~~~		~~~ REGROW FOREST ~~~			

Post-Lab Conclusions:

1. What was the law that we added to the game today?

2. How much of a fine did <u>you</u> have to pay as a result of the law?

3.	What was your total income during the game?
4.	What were your total expenses during the game?
5.	What was your total profit during the game?
6.	Describe the health of the forest after you played the game <u>today</u> , compared to the health of the forest after you played the game <u>two days ago</u> .
7.	What was different about playing the game a second time? How did the law impact your strategy?
8.	Why, in real life, is it important to avoid "clear-cutting" forests?
9.	How could real-life loggers use your strategies from today to log the forests in a healthier way?