

Appendix 3. Descriptive statistics for Game and Player variables.

Variable	Description	Observations	Mean	Standard Deviation
Protest Receipt	Protest receipt by player in current round	6510	9.105223	18.5486
Protest	Protest spending by player in current round	6510	8.579109	21.30222
Lobby	Lobby spending by player in current round	6510	15.71782	17.89735
Maintenance	Maintenance spending by player in current round	6510	301.4286	306.6628
Age	Age	6510	38.73149	15.31205
Education Level	Education Level	6510	3.074808	1.702509
KP Chairman	KP Chairman	6510	0.1751152	0.3800948
Command Area	Home Watercourse Command Area	6510	418.3653	404.7047
Property Size	Home Property Size	6510	19.28414	24.45693
Farm Location	Farm Location along home watercourse (0 = head, 1 = tail)	6510	0.5166696	0.2967609
Site	Site	6510	0.483871	0.4997782
Allocation_t-1	Allocated water of player in prior round	6510	337.8747	35.3278
Use_t-1	Water prior	6510	297.2449	102.1109
Δ Allocation	Change in Allocated Water, prior to current	6510	7.772811	23.09535
Δ Use	Change in Used Water, prior to current	6510	3.160215	117.3576
Protest Return	Return to protest, prior	6510	1.292425	19.38637
Wealth	Wealth	6510	1058.461	1376.242
Maintenance Level	Maintenance Level, current	6510	0.8511444	0.1102227
Resource Generated	Resource Generated, current	6510	970.9682	685.3053