number of team members for which no vacancy exists (in this example just one) is subtracted from the distributable sum (10.000.-) and the result is divided by the number of available positions (in this example four).

[xv] It could be argued here, that with the Labor Right system in place and working all or a part of the payments for unemployment insurance could be dumped, since people might no longer depend on additional security. For the time being however, these payments are included in the calculations in order to provide compatibility to the current system.

[xvi] Experiments with more complex weighting procedures showed no effects that justified their costs.

[xvii] Due to the progressive taxation in Austria, the Doodle calculates with gross values which are turned to net when presented to the user.

[xviii] Of course, if among five people there is only one possibility for not-working, the auction might be over quite fast. If the work that needs to be done depends on full capacity utilization there is little to do about this. In the short run, the only thing that might prevent notorious "lazies" to accept any not-work income immediately, is the relatively low income they might obtain in this way. In the long run however, in a team which distributes income opportunities on a regular base, one might think about an accumulating right to overrule the choices of others when having not obtained ones choice for several rounds. If capacity utilization is more flexible, it might also be possible to allow more not-working positions than necessitated by the financial situation. True, the participants deciding for work then face larger workloads, but their income would be significantly higher as well. The sum available for their income would be divided by less people. In order to account for this possibility, and in order to allow as much choice and freedom as possible in respect to consuming time, the current version of the Doodle-simulator (see endnote vi) foresees a possibility to regulate a percental deflection from the available positions for not-work. Admittedly, this might be an issue which needs an agreement with the employer.

[xix] Which in this aspect differs slightly from the versions currently displayed as simulators.