

The impact of female sex hormones on competitiveness

Appendix: Experimental Instructions

Competitiveness

In this part, you will be asked to complete three different tasks. None of these will take more than 5 minutes. At the end of this part we will randomly select one of the tasks. This is the task that will be relevant for your profit from this part of the experiment. Once you have completed the three tasks we determine which task counts for your profit by drawing a random number. The method we use to determine your earnings varies across tasks. Before each task we will describe in detail how your payment is determined.

Round 1:

For Task 1 you will be asked to calculate the sum of five randomly chosen two-digit numbers. You will be given 5 minutes to calculate the correct sum of a series of these problems. You cannot use a calculator to determine this sum, however you are welcome to write the numbers down and make use of the provided scratch paper. You submit an answer by clicking the OK button with your mouse. When you enter an answer the computer will immediately tell you whether your answer is correct or not. If Task 1 is the one randomly selected for your profit, then you get 1 Euro per problem you solve correctly in the 5 minutes. Your profit does not decrease if you provide an incorrect answer to a problem. We refer to this task as the Piece Rate task. Please do not talk with one another for the duration of the experiment. If you have any questions, please raise your hand. ARE THERE ANY QUESTIONS BEFORE WE BEGIN?

Round 2:

This is the second task. As in Task 1 you will be given 5 minutes to calculate the correct sum of a series of five 2-digit numbers. However for this task your payment depends on your per-

formance relative to that of a group of other participants. Each group consists of four randomly grouped people. If Task 2 is the one randomly selected for payment, then your profit depends on the number of problems you solve compared to the three other people in your group. The individual who correctly solves the largest number of problems will receive 4 Euros per correct problem, while the other participants receive no profit. We refer to this as the Tournament Task. You will not be informed of how you did in the tournament until all tasks have been completed. If there are ties the payment will be split. Please do not talk with one another. If you have any questions, please raise your hand. ARE THERE ANY QUESTIONS BEFORE WE BEGIN?

Round 3:

As in the previous two tasks you will be given 5 minutes to calculate the correct sum of a series of five 2-digit numbers. However you will now get to choose which of the two previous payment schemes you prefer to apply to your performance on the third task. If Task 3 is the one randomly selected for profit, then your earnings for this task are determined as follows. If you choose the Piece Rate, you receive 1 Euro per problem you solve correctly. If you choose the Tournament Rate, your performance will be evaluated relative to the performance of the other three participants of your group in the Task 2 -tournament. The Task 2-tournament is the one you just completed. If you correctly solve more problems than they did during Task 2, then you receive four times the profit from the piece rate, which means you will get 4 Euros per correct problem. You will receive no earnings for this task if you choose the tournament and do not solve more problems correctly now, than the others in your group did during Task-2. You will not be informed of how you did in the tournament until all tasks have been completed. If there are ties the payoff will be equally split. The next screen will ask you to choose whether you want the piece rate or the tournament rate applied to your performance. You will then be given 5 minutes to calculate the correct sum of a series of five randomly chosen two-digit numbers in the same way as before. Please do not talk with one another. If you have any questions, please raise your hand. ARE THERE ANY QUESTIONS BEFORE WE BEGIN?

Risk Aversion

In this part, you will be asked to make choices between risky payoffs. A risky payoff gives you a high amount of money with one probability and a lower amount of money otherwise (for example, 10 Euros with a probability of 6/10 and 2 Euros with a probability of 4/10). The drawing of a random number will then determine whether you get the high or the low payoff. You will have to make 11 such choices. Your profit for this part will be determined by the first choice situation and a random pick from choice situations 2 to 11. Please do not talk with one another for the duration of the experiment. If you have any questions, please raise your hand. ARE THERE ANY QUESTIONS BEFORE WE BEGIN?

Appendix: Post-Experiment Questionnaire

Our research aims to analyse the potential impact of socio-psychological factors on economic decision making. The following questions are very important for this research. They are completely anonymous.

Please enter your gender: "male", "female"

How old are you?

What is your field of study?

Please enter your nationality: "Dutch"; "Other European"; "Asian"; "Latin American"; "Other American"; "African"; "Other"

How many days away is the beginning of your next menstruation? (If you NEVER menstruate, for example because you take a contraceptive that completely suppresses menstruation, please enter the number 999).

Are you currently menstruating? "Yes"; "No"

Which contraceptive method do you use? "Pill"; "Other hormonal contraceptive"; "Condoms"; "Other method"; "None"

What is the name and brand of your contraceptive?

Do you feel your behaviour is different when you are menstruating?

If yes, in which of the following dimensions, if any, is your behaviour different (you can pick more than one)? "Competitiveness"; "Risk-Taking"; "Regard for others"; "Cooperativeness"; "Other"