Collective Pooling Canvas

Purpose, details and rules of trust

Group _____ Date _____

1. Purpose

The purpose card

One purpose card for each mechanism. Write its name here.

Who it's for

Just members, or people outside the group too?

The need or want, in one sentence

In your own words.

2. Details

The about-us cards you laid down

Trust level, proximity, admin and legal capacity, and what you can put in.

The mechanisms you chose

One per pass through the decks. Each gets its own fund.

How you'll handle each possible issue

One sentence for each issue on a mechanism you picked from the possible-issues row.

SETTINGS

How many people

The mechanism card's start size is a guide.

How much each person puts in, and how often

Equal amounts, or each by what they can?

How long a cycle runs, and when it starts

Where the money sits, and who's in the middle

The mechanism card's back gives the usual answer.

The split between funds

If there's more than one mechanism. For example, 50% to a reserve, 30% to loans and 20% to projects.

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Rules of trust

Group _____

3. Rules of Trust

The three boxed agreements are the ones every group leaves with. The agreement cards give options for each box.

A FIRST AGREEMENT

1. Who's in

Decided before launch, and how someone new joins later. Ostrom's principle 1A.

A FIRST AGREEMENT

2. What you can draw

How it tracks what you put in, and any cap on one claim or loan. Principle 2B.

A FIRST AGREEMENT

3. Who stewards the pool, and who they answer to

Name each job, who holds it, whether it rotates and whether it's paid. Principle 4B, the best supported of all.

4. How we keep track, and who can see it

Where the record lives, who checks it, and who can see it. Principle 4A.

5. Who decides

Who makes the everyday calls, and how the group makes the big ones. Start from the mechanism card's answer.

6. What happens when someone misses a payment

Start small. Principle 5.

7. How someone leaves

And what they get back.

8. How disagreements get settled

Principle 6.

9. How the rules change

And when you'll first look at them again, such as after three rounds. Principle 3.

10. Scenario cards drawn

Write their numbers, and what you changed because of them.

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