(01) Accumulating consequences=

Impact of recruitment on consequences*Recruitment*(Maximum UC-Unintended consequences

)/Maximum UC

Units: consequences/Year

(02) Average time to perceive the gap=

1

Units: Year

(03) Average time to recruit new doctors as short term solution=

1

Units: Year

(04) Changing perception of gap=

(Gap between required and actual rural health workforce-Perceived gap between required and actual rural health workforce

)/Average time to perceive the gap

Units: people/Year

(05) Effect of UC on turnover(

[(0,0)-(10,10)],(0,0),(0.2,1),(1,5))

Units: dmnl

(06) FINAL TIME = 10

Units: Year

The final time for the simulation.

(07) Gap between required and actual rural health workforce=

Required rural health workforce-Rural health workforce

Units: people

| (08) | Impact of recruitment on consequences= |
|------|--|
| (| 0.01 |
| Un | nits: consequences/people |
| | |
| (09) | INITIAL TIME = 0 |
| Un | nits: Year |
| Th | e initial time for the simulation. |
| (10) | Maximum UC= |
| | 100 |
| | |
| UII | its: consequences |
| (11) | Normal average time to turnover= |
| : | 10 |
| Un | nits: Year |
| | |
| (12) | Perceived gap between required and actual rural health workforce= INTEG |
| (| |
| (| Changing perception of gap, |
| | 1000) |
| Un | nits: people |
| | |
| (13) | Recruitment= |
| | Perceived gap between required and actual rural health workforce/Average time to recruit new ors as short term solution |
| Un | nits: people/Year |
| | |
| (14) | Required rural health workforce= |
| : | 2000 |
| Un | nits: people |
| | |

```
(15) Rural health workforce= INTEG (
    Recruitment-Turnover,
      1000)
 Units: people
(16) SAVEPER =
      TIME STEP
 Units: Year [0,?]
 The frequency with which output is stored.
(17) TIME STEP = 0.01
 Units: Year [0,?]
 The time step for the simulation.
(18) Turnover=
    (Rural health workforce/Normal average time to turnover)*Effect of UC on turnover
 (Unintended consequences/Maximum UC)
  Units: people/Year
(19) Unintended consequences= INTEG (
    Accumulating consequences,
      20)
 Units: consequences
```