

90986



909860

SUPERVISOR'S USE ONLY

## Level 1 Economics, 2013

### 90986 Demonstrate understanding of how consumer, producer and/or government choices affect society, using market equilibrium

9.30 am Tuesday 26 November 2013  
Credits: Five

Achievement	Achievement with Merit	Achievement with Excellence
Demonstrate understanding of how consumer, producer and/or government choices affect society, using market equilibrium.	Demonstrate in-depth understanding of how consumer, producer and/or government choices affect society, using market equilibrium.	Demonstrate comprehensive understanding of how consumer, producer and/or government choices affect society, using market equilibrium.

Check that the National Student Number (NSN) on your admission slip is the same as the number at the top of this page.

**You should attempt ALL the questions in this booklet.**

If you need more space for any answer, use the page(s) provided at the back of this booklet and clearly number the question.

Check that this booklet has pages 2–12 in the correct order and that none of these pages is blank.

**YOU MUST HAND THIS BOOKLET TO THE SUPERVISOR AT THE END OF THE EXAMINATION.**

**TOTAL**

ASSESSOR'S USE ONLY

You are advised to spend one hour answering the questions in this booklet.

**QUESTION ONE: MARKET EQUILIBRIUM**

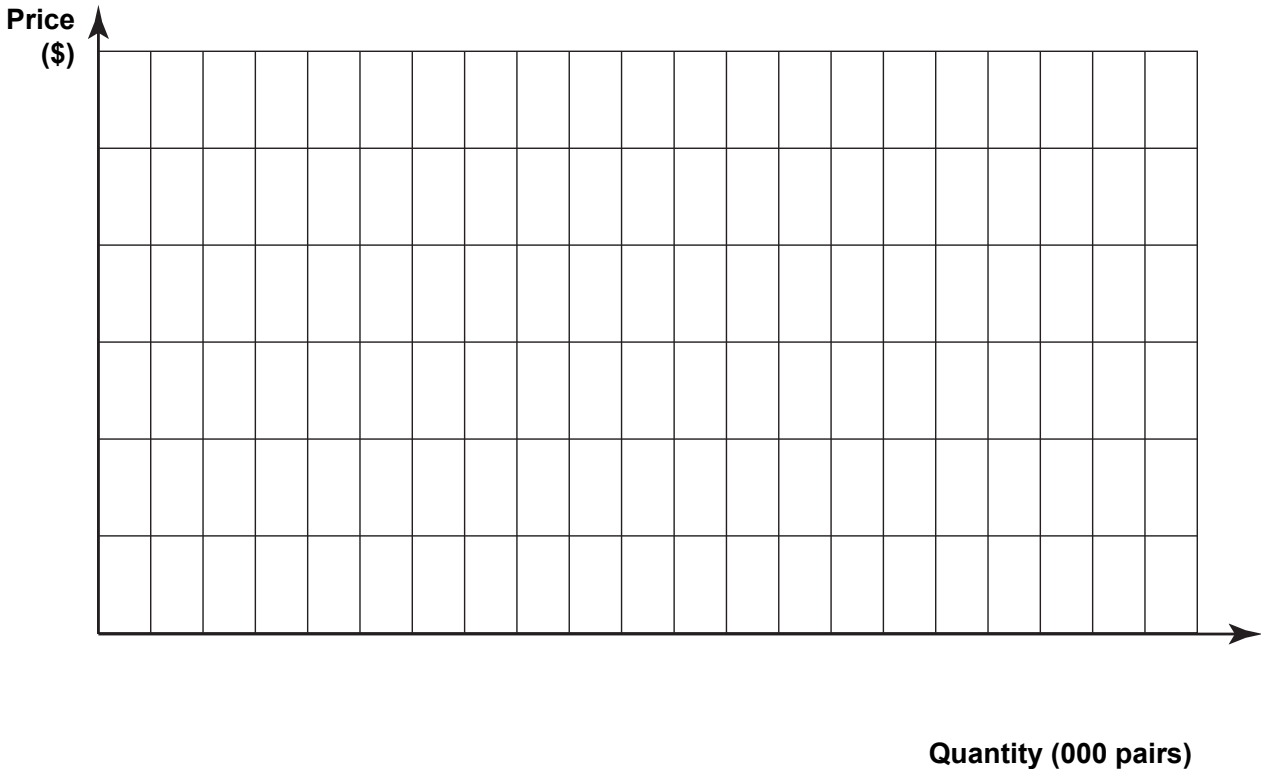
The following table shows the demand and supply of football boots in New Zealand.

<b>New Zealand market for football boots (per month)</b>		
<b>Price (\$ per pair)</b>	<b>Market supply (pairs)</b>	<b>Market demand (pairs)</b>
50	2000	19000
100	9000	15000
150	11000	11000
200	12000	7000
250	13000	3000

Complete (a) – (c) to **fully explain** market equilibrium in the context of football boots.

- (a) Use the information in the table above to:
- complete the market graph below
  - indicate the **market equilibrium price ( $P_e$ )** and **equilibrium quantity ( $Q_e$ )**.

**Title:** \_\_\_\_\_





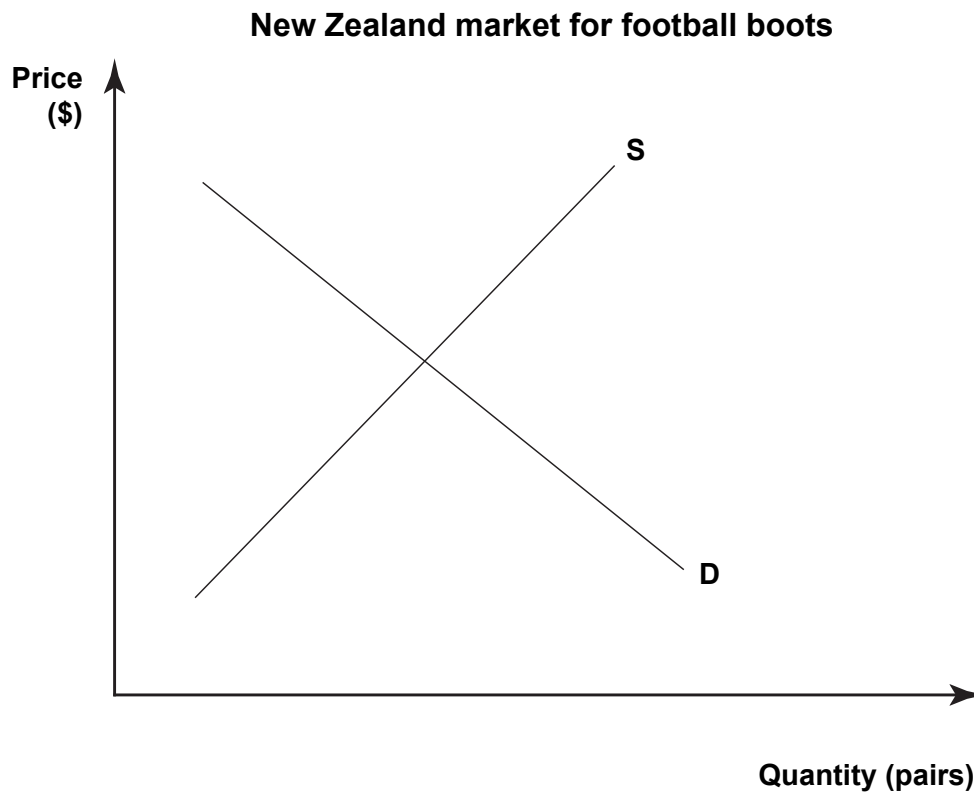
**QUESTION TWO: MARKET CHANGES**

Due to fewer import regulations, more imported football boots – as well as other footwear – have entered the New Zealand market.

**Fully explain** the effect of more imported football boots entering the New Zealand market.

You must:

- label the original equilibrium price ( $P_e$ ) and equilibrium quantity ( $Q_e$ ) on the graph below
- shift the supply or demand curve accordingly
- label the new price ( $P_1$ ) and quantity ( $Q_1$ )
- refer to the graph
- explain the change in price
- explain the effect of the change in price on quantity demanded
- explain the benefit this change in the market will have for consumers.





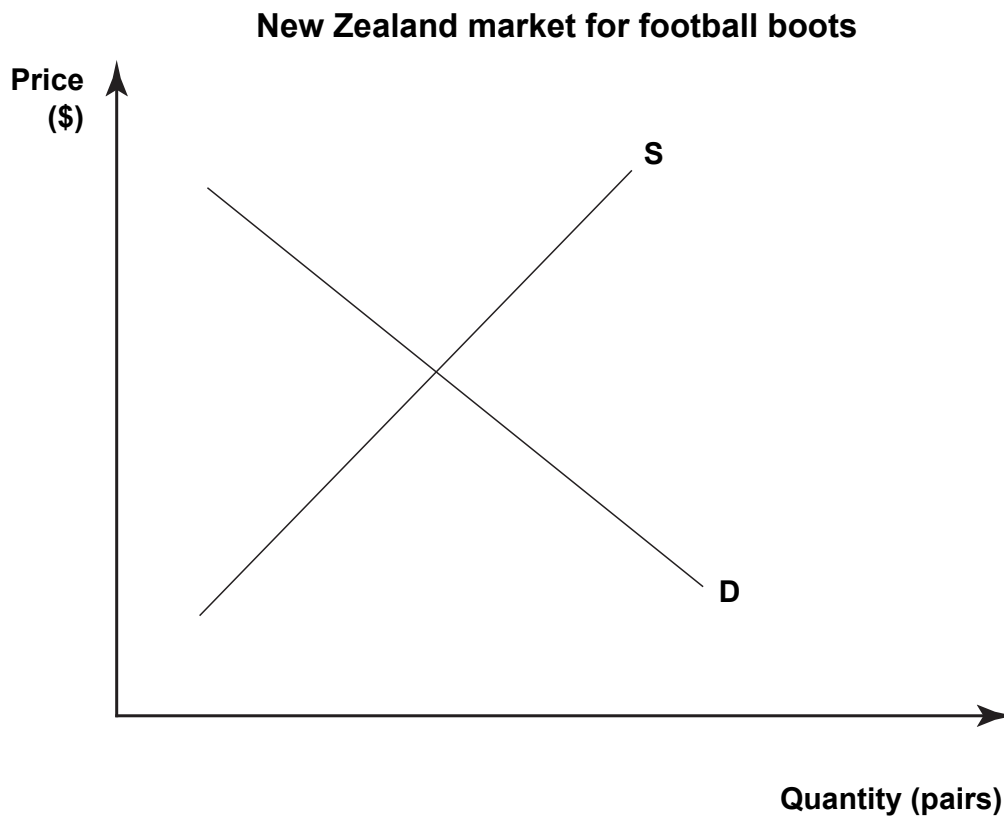
**QUESTION THREE: NON-PRICE MARKETING**

Many firms prefer to use non-price methods to clear a surplus of football boots.

**Fully explain** how firms may use non-price methods to eliminate the surplus of football boots.

You must:

- label the equilibrium price ( $P_e$ ) and equilibrium quantity ( $Q_e$ ) on the graph below
- show a price ( $P_1$ ) which results in a surplus
- label the surplus
- explain ONE non-price method firms can use to increase the market demand for football boots, and how this will eliminate the surplus
- shift the demand curve to eliminate the surplus
- explain how this strategy will affect the revenue and profit of football boot sellers.





**QUESTION FOUR: SALES TAX**

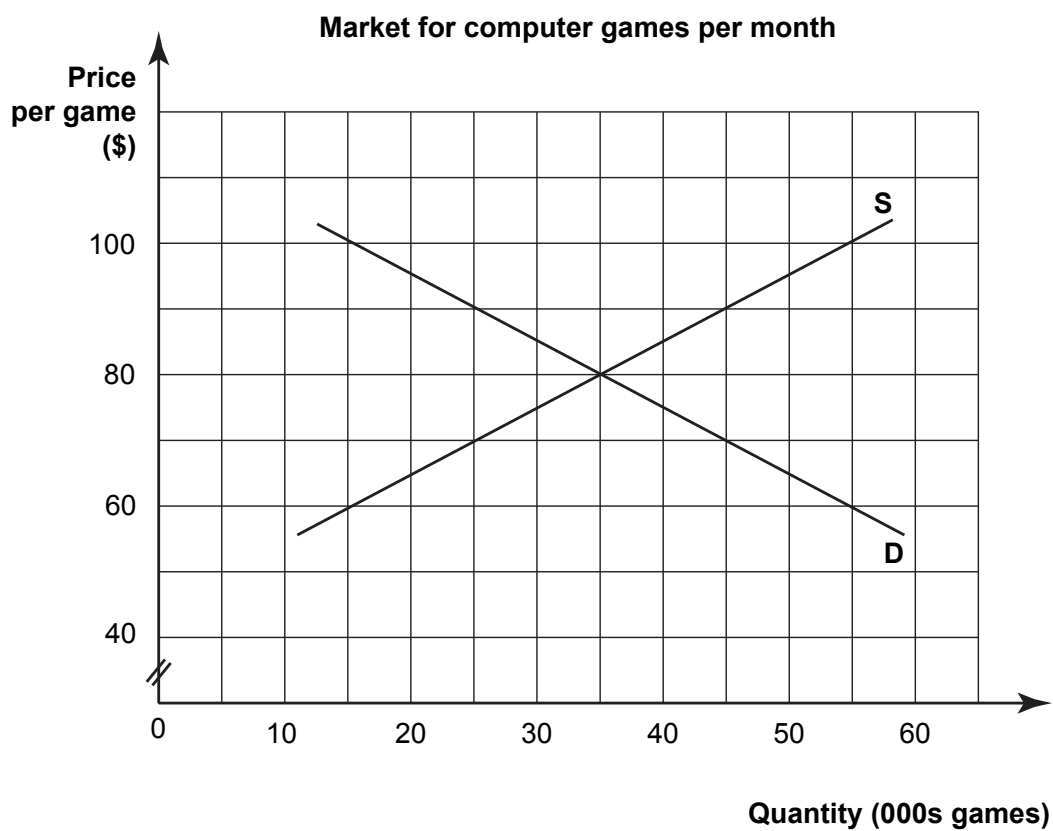
In order to get more people playing sport, it has been suggested a tax be placed on computer games.

Complete (a) – (c) to **fully explain** the effect of a tax on different sectors of the economy.

(a) On the graph below, show the effect of a \$20 tax per game.

**You must use dotted lines to show:**

- the original equilibrium price and equilibrium quantity (label as  $P_e$  and  $Q_e$ )
- the new equilibrium price (label as  $P_1$ )
- the new equilibrium quantity (label as  $Q_1$ ).





(b) Referring to the graph on page 8, identify and calculate the:

(i) Quantity **consumers buy** before and after tax

Before: \_\_\_\_\_ games      After: \_\_\_\_\_ games

(ii) Price **consumers pay** before and after tax

Before: \$\_\_\_\_\_ per game      After: \$\_\_\_\_\_ per game

(iii) Price **sellers receive** before and after tax

Before: \$\_\_\_\_\_ per game      After: \$\_\_\_\_\_ per game

(iv) Total revenue per month to the government of this tax. (Show working).

\$ \_\_\_\_\_

**Working space**

Question Four continues on page 10 ►





