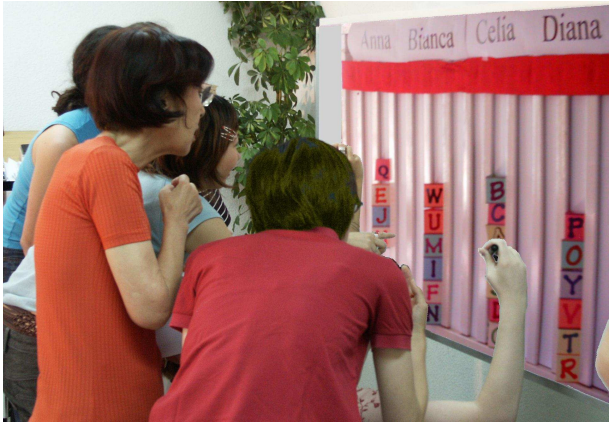# Movable Votes

Get your hands on 4 great voting rules.
See fair-share tallies organize voters.
Vote fast on budgets, policies and projects.

A Tally Board has

- ◉ A **card** for each voter,
- ◉ A **column** for each option,
- ◉ A **finish line** for the favorites.

Instant Runoff Voting Elects One

- ◗ A **finish line** marks the height of half the cards + 1. That is how many votes a candidate needs to win.

- ◗ **Eliminate** the weakest candidate if no one wins. Draw names from a hat to break ties.

- ◗ **Move** your card if your candidate loses. This is your "movable vote".

- ◗ **Repeat** until one candidate reaches the finish line!

This **chart** shows four columns on a tally board. The rule **dropped** Anna, so **voter JJ moved**. Then Bianca **lost**, so **BB** and **GG moved**.

Anna Eliminated 1st		Bianca Eliminated 2nd
		B B
J J		G G

IRV elects leaders in San Francisco, Burlington...
It elects students at Duke, Rice, Reed, MIT, UCLA…

By **organizing voters**, Instant Runoffs avoid:
Spoilers *and* the lesser-of-two-evils choice;
Costly runoffs *and* winners-without-mandates.

1. A card that moves is no bigger than any other: T, F
2. Your 2nd choice vote can't hurt your 1st choice: T, F
3. Only one candidate can reach 50% + 1 vote: T, F

Choice Voting Electing 3 Reps

- ✦ The **finish line** is set at 1/4 of the cards plus one.
- ✦ Do not give a card to a candidate who has finished.
- ✦ **Eliminate** the weakest candidates one at a time.
- ✦ **Move** your cards until three candidates win!

It is **used in** Australian and Irish elections, at Princeton, Harvard, Berkeley, Oxford, Cambridge, in some unions and in the Church of England.

It gives each group their **fair share** of seats.
Voters get more **choices**; so more **turnout** to vote.
It makes more **effective votes** that elect reps.

4. What total fraction must the three reps win?

Transparent, fair-share budget rules *New!* →

Celia IRV Winner		Diana Runner up
Finish Line__Finish Line__Finish		
B B		
J J		G G
T T		Z Z
K K		D D
C C		V V

Fair Shares Pick Public Goods…

- Let's say we each put in $1 to buy some items. You get two 25¢ voting **cards** and a 50¢ card.

- We say an item needs modest support from 8 of us to prove it is a <u>public good</u> worth public money. So the **finish line** marks the height of 8 cards.

- You may put only 1 of your cards in a column. So you can't dump all your cards on a private item. Tip: Give your **double card** to your favorite. This way 4 eager voters can fund a low-cost item.

- A costly item must fill several **columns**. A column here holds $2, so a $4 item must fill 2 columns.

- When an item wins, the banker hides its cards. We **drop** an item if it costs more than all the cards left. Then 1 at a time, we drop the least popular item with the lowest level of cards in its columns.

- **Move** your card from a loser to your next choice. Tip: You may save a threatened favorite by briefly withholding your cards from lower-choice items.

- We **stop** when all items still on the board are paid. Only a few items can win, but all voters can win!

…and Set Budgets

$

Each **funding level** is like another project. It needs enough **cards** to fill it up.

The **column** for "$3 OJ" starts at the bottom. Its **finish line** is at the tally board's $3 level. The column for "$5 OJ" is blocked off up to $3. Its finish line is at $5; so it needs only $2 in cards. A supporter must put a card in the lower level first.

$

One at a time, the weak ones lose and the money **moves** – to help favorites still in the running.

5. Should we let a member fund private items?
6. Should people who pay more taxes or dues get more power to spend public money?
7. Should voters see grants by a rep? *(or voter?)*
8. Who could use Fair-share Spending?

$

Each funding level of an **agency** is another project. But an agency starts with about 80% of its old budget. So a voter cannot give it nothing and "take a free ride."

Answers: **1** True, **2** True, 3 True; **4** 3/4 + 3 votes; **5** no, **6** no, **7** yes *(no)*, **8** many ; **9** middle, **10** yes.

From today's hottest reform, Instant Runoff Voting,
to the cutting edge in transparent, fair-share budget rules...

Pairwise Centers a Policy

- Flag C stands at our <u>**center**</u>, by the median voter. Three flags surround C, about 5' from it.

- Pairwise asks: "Are you closer to flag A than B? If so, please raise 1 hand." Then A against C, etc. We put each total in the **Pairwise table** below.

- The winner must top every rival, **1-against-1**.

against	A	B	C	D
for A	—	2	2	3
for B	5	—	2	3
for C	5	5	—	4
for D	4	4	3	—

- A pole stands at our center, by the median voter. It holds a short Red ribbon and a long Blue one.

- If the Red ribbon gets to you, the Red policy gets your vote with its narrow appeal.

- If the Red cannot touch you, the **wide appeal** of the Blue policy gets your vote. Which 1 wins?

If the flags are places for a heater in an icy cold room:
9. Do we put it at our middle or in the biggest group?
10. Do we turn on its fan to spread the heat wide?

Full-Choice Ballots

1

Only a small group can crowd around a tally board. Big groups use paper ballots, tallied by computer for all four voting rules.

Old-fashioned ballots oversimplify most issues. They let you mark only one option "yes", leaving all others "no". This creates false dichotomies, limited choices that polarize voters and increase conflict.

Full-choice ballots cut those negative results. They let you rank a 1st choice, 2nd choice, 3rd etc. Ranks reveal the labels, "us versus them" or left versus right, hide moderate points of view.

2

...These rules strengthen votes and thus mandates. They organize voters and lift the number supporting

- a **Chairperson** from a plurality to a majority,
- a **Council** from a plurality to over three quarters,
- a **Budget** from a few power blocs to all members
- a **Policy** from a one-sided to an over-all majority.

3

Learn more at AccurateDemocracy.com.
Then build support in your school, club or town with
FairVote, **The Center for Voting and Democracy**