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 1 Winner

- ▶ The 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!

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

This **chart** shows four columns on a tally board. The rule **eliminated** Anna so **voter JJ moved** his card. Then Bianca **lost** so **BB** and GG **moved** their cards.

Anna Eliminated 1 st	Bianca Eliminated 2 ^d
	ВВ
J	GG

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

- 1. How can your group use this voting rule?
- 2. A card that moves is no bigger than any other: T, F
- 3. Your 2nd choice vote can't hurt your 1st choice: T, F
- 4. Only one candidate can reach 50% + one vote: T, F

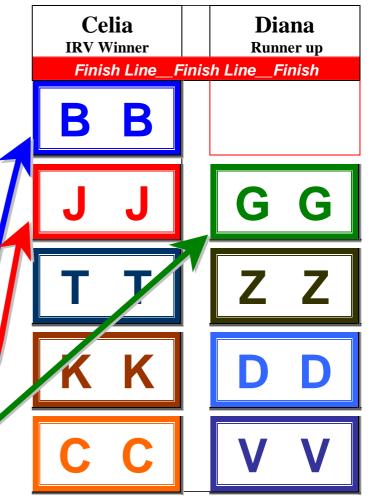
Single Transferable Vote Elects 3 Reps

- \clubsuit The finish line marks the height of 1/4 of the cards + 1.
- * Do not give a card to a candidate who has finished.
- **# Eliminate** the weakest candidates one at a time.
- **Wove** your cards until three candidates win!

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

It increases **choices** for voters and **turnout** of voters. It elects more **women** and political-**minority** candidates. It gives each group their **fair share** of council seats. It increases the **effective votes**, those which elect reps.

- 5. What total percent must three STV reps win?
- 6. Only three candidates can win 25% + one vote: T, F Ask questions one thru three with each voting rule.



Movable Money Vote Buy 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 one 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 treat. This way 4 eager voters can fund a low-cost treat.
- 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** any item that costs more than all the cards left. Then one 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. You may try to save a threatened favorite by briefly withholding your cards from lower-choice items.
- We stop when all remaining items are paid up.
 Only a few items can win, but all voters win treats!

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.

- 7. Should we let a member fund private items?
- **8.** Should people who pay more taxes or dues get more power to spend public money?
- 9. Should a member's votes be visible to others? 10. Did your second choice hurt your first choice?
- 11. Who could use Fair-share Spending?

Each funding level of an **agency** is like a project. But an agency starts with [80]% of its recent budgets. So a voter cannot give it nothing and "take a free ride."

Answers

IRV: True, True, True. **CV**: 3/4 + 3 votes, True. **Fair Share Budgets**: no, no, yes, optional, many. **Pairwise Policies**: mid, yes.

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 your hand." Then A against C, etc. We put each total in the **Pairwise table** below.
- ****** The winner must top every rival, **one-against-one**.

	against	Α	В	С	D
	for A		× 2	2	3
	for B	5		2	3
\triangleleft	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.
- But if the Red cannot touch you, the <u>wide appeal</u> of the Blue policy gets your vote. Which one wins?

If the flags are places for a heater in an icy cold room:

- 12. Do we put it at our middle or in the biggest group?
- 13. Do we turn on its fan to spread the heat wide?

Full-Choice Ballots

Only a small group can crowd around a tally board. Big groups use paper ballots, often tallied by computer.

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 reduce 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.

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.

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

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