

Full-Choice Ballots

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

Old-fashioned ballots oversimplify most issues. They let you mark only one option “yes”, leaving all others “no”. This can create 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.

VOTE HERE

Fill only one “O” on each line.

Names	Best Ranks Worst					
	1 st	2 nd	3 rd	4 th	5 th	6 th
John McCain	○	○	○	○	○	○
Barack Obama	○	○	○	○	○	○
Hillary Clinton	○	○	○	○	○	○
John Anderson	○	○	○	○	○	○
Ross Perot	○	○	○	○	○	○
Ralph Nader	○	○	○	○	○	○
Michael Bloomberg	○	○	○	○	○	○
Write In	○	○	○	○	○	○

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Movable Votes

Get your hands on **5** great voting rules.

See fair-share tallies organize voters.

Vote fast on **budgets**, **reps** and **projects**.



A tally board has

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

Budget Refill Votes Adjust Departments

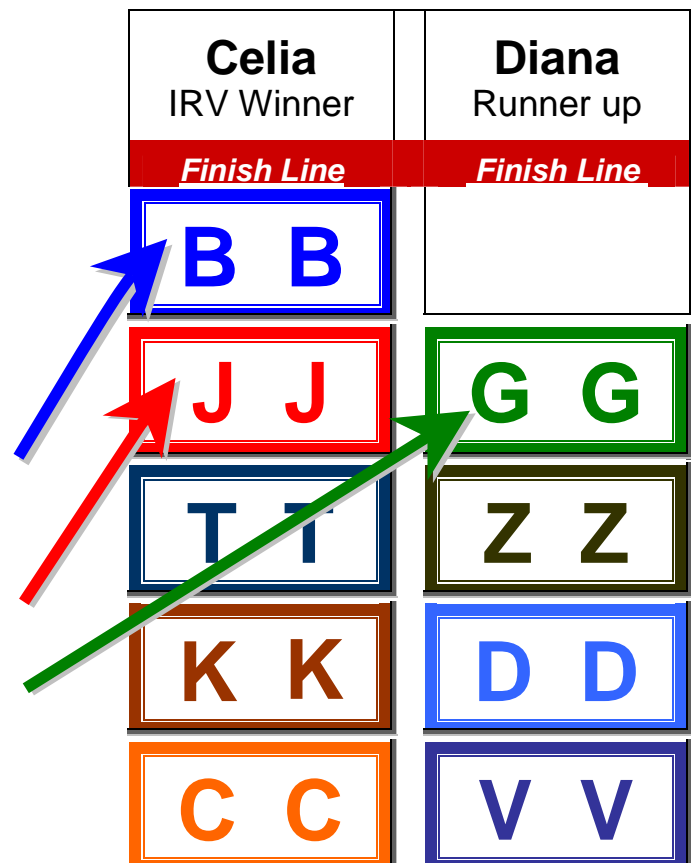
- A big department has several **columns** to fill.
- The columns each need \$100... for the dept. to reach last year’s budget; that’s its **refill line**.
- A supporter’s **cards** help refill its budget columns. Voters can push it above its refill line. But its gain will be another department’s loss.

Let’s say a council of 20 decides each dept. needs modest support from 10 voters to restore its funding. So a column needs 10 cards from 10 voters to reach its refill line, or 5 double cards from eager voters.

The group wants to budget 4 low-cost activities with 1 column each, plus 3 costly programs of 2 columns. The 10 columns X 10 cards to refill each = 100 cards.

The 100 cards / 20 voters = 5 cards for a voter; that’s 1 double and 3 singles. Put just 1 in a column.

- **Set target** budgets and rank your priorities. If a budget goes to high, its **priority** drops. So **move** your cards to under-funded priorities.
- We stop moving cards when a **timer** sounds. You lose cards that are not on the board. This deters faking votes until a last-moment switch.
- A two-thirds majority may **reopen** the voting.



Instant Runoff Voting Elects One Winner

- 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.
- **Repeat** until one candidate gets 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 1 st	Bianca Eliminated 2 nd
	B B
J J	G G

Pairwise Tally Centers a Policy

- Flag C stands at our **center**, by the median voter. Three flags surround C, about 5' from it.
- We ask, "Are you closer to flag A than flag 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 voters. 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 **wide appeal** of the **Blue** policy gets your vote. Which one wins?

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

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

Instant Runoff Voting continued

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

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

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

Single Transferable Vote Elects 3 Reps

- The **finish line** is set at 1/4 of the cards + one. Give no cards to a candidate who has finished.
- **Eliminate** the weakest candidates one at a time.
- **Move** your cards until three candidates win!

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

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

- What total fraction must three STV reps win?

Movable Money Votes 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 **public good** 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. 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 two columns.
- When an item wins, the banker hides its cards. We **drop** an item if it 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. Tip: You may save a threatened favorite by briefly **withholding** your cards from lower-choice items.

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

- Should we let each voter or rep fund private items?

Answers: IRV: T, T, T. STV: 3/4. MMV: no. Pairwise: middle, yes.