Movable Votes

Get your hands on 4 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. →

Full-Choice Ballots

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

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 a voter rank his 1st choice, 2nd choice, 3rd etc. Ranks often reveal the dichotomies, "us versus them" or left versus right, hide moderate points of view.

1 2 3

VOTE HERE Fill only one "O" on each line.

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

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…and Set Budgets

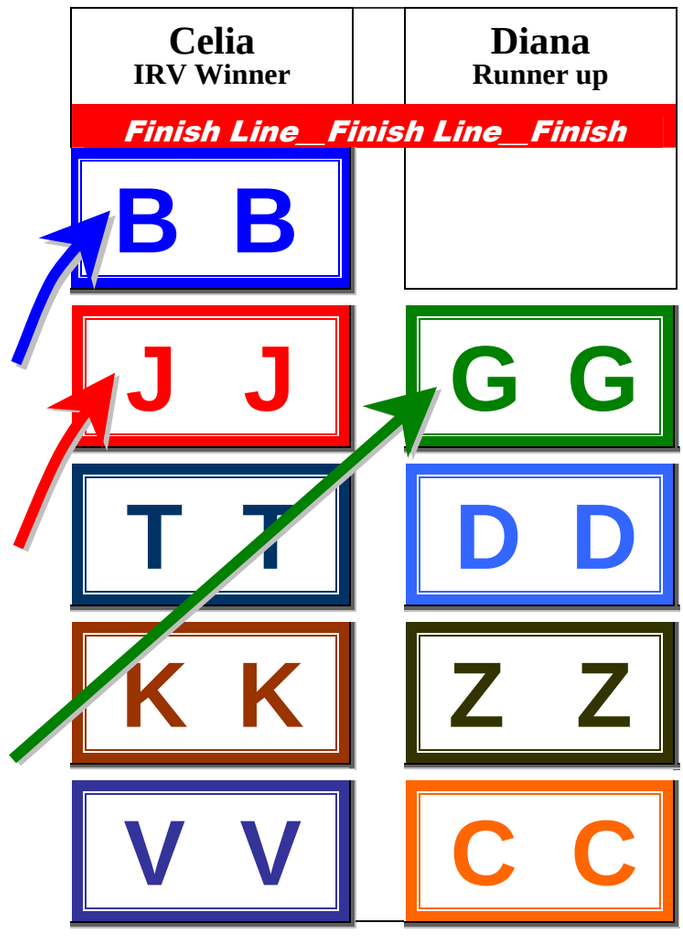
MMV can also set budget levels for departments. Each **funding level** is like another project. It needs enough **cards** to fill it up.

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 each member fund private items?
8. Should people who pay more taxes or dues get more power to spend public money?
9. Should voters see grants by a rep? *(or voter?)*
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 about 80% of its old budget. So a voter cannot give it nothing and "take a free ride."



Answers

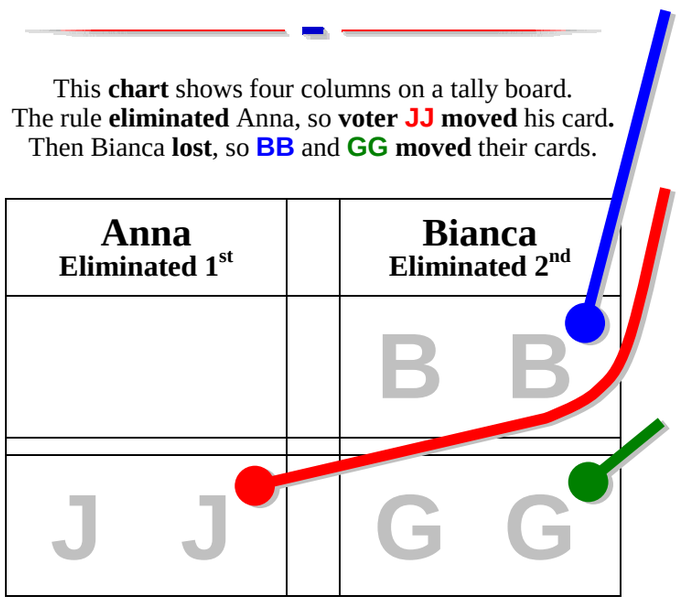
IRV: True, True, True. **CV**: 3/4 + 3 votes, True.
Fair-share Spending: no, no, yes *(no)*, optional, many.
Pairwise Policies: yes, mid, yes, no, balenced, not here.
Get complete answers at accuratedemocracy.com

Instant Runoff Voting Elects One

For a tabletop tally by **Instant Runoff Voting** (IRV):

- The **finish line** is 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 a "movable vote."
- **Repeat** until one candidate reaches the finish line!

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.



Pairwise Tally Centers a Policy

Here is an example:

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

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 1 wins?

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

12. Do we turn on its fan to spread the heat wide?
13. Put it at the center or in the biggest group?
14. Do voters on the fringes have any influence?
16. Did this favor a balanced or a one-sided policy?
17. Should a first-choice vote count more?

Instant Runoff Voting cont.

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

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% + 1 vote: T, F

Choice Voting Electing 3 Reps

For a 3-seat election by **Choice Voting** (CV):

- The **finish line** is set at 1/4 of the cards + 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!

CV 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.

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

5. What total percent must three CV reps win?
6. Only three candidates can win 25% + 1 vote: T, F
Ask questions one thru three with each voting rule.

Fair Shares Buy Public Goods…

For Fair-share Spending by **Movable Money Votes**:

- 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** any that cost 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!