Full-Choice Ballots

Only small groups can crowd around a tally board. Big groups use paper ballots, 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 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.

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 blocs to all members,
- a **Policy** from a 1-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**

Movable Votes

**Get your hands on 5 great voting rules.
See fair-share tallies organize voters.
Vote fast on budgets, rules 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

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

Celia IRV Winner	Diana Runner up
Finish_Line	*Finish_Line*
B B	

J J — G G
T T — Z Z
K K — D D
C C — V V

Instant Runoff Voting cont.

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...

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

Electing 3 Reps by Choice Voting (CV)

- 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!

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

CV gives each group their **fair share** of seats. Voters get more **choices**; so more **turnout** to vote. It makes more votes **effective** at electing reps.
4. What total fraction must three CV 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's 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**. Each 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 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 table 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 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: **IRV**: T, T, T. **Choice Voting**: 3/4 + 3 votes. **Spending**: no, no, yes *(no)*, many. **Pairwise**: mid, yes.
© 2009, Robert Loring, VotingSite@aol.com

Pairwise Tally Centers a Policy

- Flag C is 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, raise your 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.
- But if the Red cannot touch you, the **wide appeal** of the Blue policy gets your vote. Which 1 wins?

If poles are spots for a heater in a cold room:
6. Do we put it at our center or in the biggest group?
7. Do we turn on its fan to spread its heat wide?