

Budget Levels

A co-op that helped develop Fair Share Voting lets each voter rank **budget levels** for *some* items.

A budget level needs to get the **base** number of votes. It gets one if a ballot offers to share the cost up to that level or a higher level. $\text{cost} / \text{base} = 1 \text{ share} = 1 \text{ vote}$

The item with the weakest top level loses that level. Any money your ballot had offered to it moves down your ballot to your highest ranks that lack your support. This repeats until the top level of each item is fully funded by its supporters. Thus fair shares and backup ranks select **a set of winners with more supporters**.



Many voters must prove, "This cost is a high priority within my budget."

A group with 100 members set our **base** number at 25 votes.⁵ My first choice got just enough votes, so my ballot paid 4% of the cost. $100\% / 25 \text{ votes} = 4\%$.

My second choice lost; did it waste any of my power?

My third choice got 50 votes, so my ballot paid only 2% of the cost. Was there any surplus? Did I waste much of my power by voting for this sure winner?

Answers: *None. None. Not much.*

More Merits of Fair Share Voting

After discussion, a **quick** poll can pick many items. It reduces **agenda effects** such as leaving no money for the last items or going into debt for them.

Like federalism, it lets subgroups fund items—but without new layers of laws, taxes and bureaucracy. And it funds a big group even if they are scattered.

Each big group controls just its share of the money. This reduces their means and motives for **fighting**. It makes becoming the plurality tribe less profitable.

Fairness builds trust in spending by subgroups and raises support for more. This can reduce spending at the extremes of individual and central control.



Merits of FSV for an Elected Council

FSV gives some power to reps in the opposition, so Electing one is more **effective**, less of a wasted vote.

They can aid "starvation budgets" that hurt projects. This makes project management more **efficient**.

A voter can see grants from his rep to each project, tax cut, or debt cut; then hold her **accountable**.

A Delicious Game

For our tabletop tally of **Fair Share Voting**

- We each get three 50¢ voting **cards** to buy treats.
 - We decided an item needs modest support from 6 of us to prove it's a *shared* good worth shared funding. So the **finish line** marks the height of 6 cards, *and*
 - You may put only one of your cards into a **column**.
 - A costly item has several **columns** to fill. A column here holds \$3, so a \$6 item needs two full columns
- Rule B** lets you vote a 50¢ card, a 25¢ card half as tall, and a 75¢ card to boost your top choice (*without* inciting extreme high and low votes as point-voting ballots do.)



- When an item wins, the treasurer hides its cards, then **drops** any item that costs more than all the cards left.
- Then, one at a time, we drop the least popular item, the one with the lowest level of cards in its columns.
- Move** your cards from a loser to your backup choices.
- Stop** when we've paid up all items still in the game.

Only a few items can win, but all voters can win!

Rule C: An app shows the cards pop onto the columns.² It pops a tall card on the 1st column of each voter's fave. A shorter card pops onto each voter's next column, etc. After placing all of the cards, it drops the weakest column and restarts, rebuilding the remaining columns from zero.