

# Design decisions related to Single Transferable Vote

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# Major design decisions for STV

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- STV allows for proportionality at the local level
- How to balance proportionality with small geographic districts?

# Major design decisions for STV

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- STV allows for proportionality at the local level
- Would you give up proportionality to have smaller districts?

# Major Design Decisions for STV

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## • Ballot Completion?

- Does the voter have to rank all candidates or some?
- Ranking all candidates allows for ballots to be transferred for later counts but may compel voters to choose candidates they don't want

# Major Design Decisions for STV

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- How to transfer votes?
  - Last parcel
  - Random
  - Fraction of all ballots (Weighted Gregory or Meek)
  - What are the reasons why you would choose one over others?

# Other Design Decisions for STV

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- By-elections?
  - AV (*i.e.*, preferential for one candidate)
  - next available candidate, so no election

# Other design decisions required for STV systems

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- DM -- same for each district or variable?
  - same DM allows for equal representation for each district (but large variances in geographic size)
  - variable DM allows for better geographic representation (but low proportionality in some districts)

# The major design decisions required for STV systems

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- What is the size of the legislature?
- A larger legislature improves representation and proportionality but too compromise legitimacy

# Other Design Decisions for STV

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- Quota?
  - Hare or Droop?

# What you'll get from us

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- document summarizing STV submissions and experiences
- document that discusses why you would choose one of these variables over the other
- decision-making tree document that shows choices mapped on geographic representation with proportionality