

CAUCUS MEMO

Tiebreaker Rules for Precinct Caucuses
Date: August 23, 2019

This document is subject to revision by the Nevada State Democratic Party.

Additions or changes to this document will be made available to all campaigns equally if necessary.

Caucus Tiebreakers:

When awarding delegates, a presidential preference group with caucus math results of 0.5 and above is rounded up. Similarly, a preference group with results below 0.5 is rounded down. In some precincts on Caucus Day, a normal rounding of the precinct delegate counts will result in more or fewer delegates than the precinct is entitled to award to the county convention. If there are two or more groups that have the same lowest or highest decimal as a result of the caucus math, a game of chance will decide which group(s) lose or gain the delegate(s).

Game of Chance:

In these very limited circumstances where two or more presidential preference groups are tied for the loss or gain of a delegate, groups must each draw a single card from a deck of cards to break the tie. The high card determines the winner, and aces are high. Tiebreaker scenarios should always be determined after the completion of caucus math. Tiebreakers are determined by referring to the decimal, not the number of individuals in any given preference group.

- The Nevada State Democratic Party is providing an unopened deck of cards to all precinct locations.
- The deck of cards should be shuffled by a Precinct Chair or Site Lead at least seven times before use, and all extra cards (Jokers & Directional Cards) should be removed.
- In evaluating the high card amongst cards of the same rank, the card suit will control the outcome, from highest to lowest: spades, hearts, diamonds, clubs.
- The results of the tiebreaker as well as which group pulled what particular card, shall be recorded and reported to the Nevada State Democratic Party.

On Caucus Day, the Nevada State Democratic Party will have a hotline for all Precinct Chairs if they have questions about the Game of Chance process.

The Nevada State Democratic Party is committed to a fair and transparent caucus process. Using a deck of cards as the tiebreaker game of chance is the Nevada State Democratic Party's precedent for deciding caucus ties, set in 2008.



Caucus Scenario Examples

Example A:

Delegates in Precinct:	5	Viability Threshold: 15%		
Candidate	People In Preference Group	Percentage	Caucus Formula Result	Delegates Allocated
Candidate A	0	0.00%	0	0
Candidate B	20	33.33%	1.666666667	1
Candidate C	20	33.33%	1.666666667	2
Candidate D	20	33.33%	1.666666667	2
Candidate E	0	0.00%	0	0
<u>Total:</u>	60	100.00%		5

Example A Explained:

- Candidates B, C & D all met the viability threshold.
- All three viable candidates are entitled to at least one delegate for having met the viability threshold.
- All three viable candidates are in an exact decimal tie.
- With the three viable candidates in an exact decimal tie and two remaining delegates to award, a game of chance would occur.
- Candidates B, C & D would all draw cards from the unopened deck provided by the Nevada State Democratic Party.
- Card Draw Results:

Candidate B: Candidate C: Candidate D:







• Candidates C & D would receive the remaining two delegates due to drawing the higher cards. Candidate B would not receive an additional delegate.



Example B:

Delegates in Precinct:	4		Viability Threshold:	15%
Candidate	People In Preference Group	Percentage	Caucus Formula Result	Delegates Allocated
Candidate A	12	20.00%	0.8	1
Candidate B	0	0.00%	0	0
Candidate C	12	20.00%	0.8	1
Candidate D	12	20.00%	0.8	1
Candidate E	24	40.00%	1.6	2
<u>Total:</u>	60	100.00%		5

Example B Explained:

- Candidates A, C, D & E all met viability threshold and are entitled to at least one delegate for having done so.
- Due to caucus formula rounding, Candidate E would receive two delegates.
- With Candidate E receiving two delegates, there are two allocated delegates remaining for the three remaining viable candidates.
- While Candidates A, C & D all had an exact decimal tie, no tiebreaker would need to occur as they are all entitled to one delegate for having met the viability threshold.
- Remember, a viable candidate can never lose their only delegate.
- This precinct would be awarded an additional delegate to reflect the caucus formula result.



Example C:

Delegates in Precinct:	7		Viability Threshold:	15%
Candidate	People In Preference Group	Percentage	Caucus Formula Result	Delegates Allocated
Candidate A	14	17.72%	1.240506329	1
Candidate B	19	24.05%	1.683544304	2
Candidate C	18	22.78%	1.594936709	2
Candidate D	12	15.19%	1.063291139	1
Candidate E	16	20.25%	1.417721519	1
<u>Total:</u>	79	100.00%		7

Example C explained:

- In this 7-delegate precinct, all five candidates met the viability threshold.
- All five candidates are entitled to at least one delegate as a candidate can never lose their only delegate.
- To allocate the remaining two delegates you would use the decimals produced by the caucus formula.
- Due to their decimals, no game of chance would need to occur. Candidates B & C would receive the remaining two delegates.
- Candidates A, D & E would only receive one delegate each.



Example D:

Delegates in Precinct:	5		Viability Threshold:	15%
Candidate	People In Preference Group	Percentage	Caucus Formula Result	Delegates Allocated
Candidate A	0	0.00%	0	0
Candidate B	0	0.00%	0	0
Candidate C	7	50.00%	2.5	2
Candidate D	7	50.00%	2.5	3
Candidate E	0	0.00%	0	0
<u>Total:</u>	14	100.00%		5

Example D Explained:

- Candidates C & D both met the viability threshold and are therefore entitled to at least one delegate.
- At this 5 delegate precinct, both Candidate C & D will each receive at least 2 delegates.
- Candidates C & D are in an exact decimal tie and would need to complete a game of chance to determine who would receive the fifth delegate.
- Candidates C & D would both draw cards from the unopened deck provided by the Nevada State Democratic Party.
- Card Draw Results:

Candidate C: Candidate D:





- Due to tiebreaker rules, Candidate D would receive the additional delegate. Candidate C would not be awarded any additional delegates.
- If two candidates draw the same card the tiebreaker is then determined by the suit of the card.
- The rank of card suits is as follows, from highest to lowest:
 - Spades
 - Hearts
 - o Diamonds
 - o Clubs