CAUCUS MEMO
Delegate Count Scenarios and Tie Breakers
Date: September 26, 2019

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Delegate Math and Awarding Delegates

Delegates can only be awarded to viable preference groups. After the final alignment has concluded, the Permanent Precinct Chair will determine the number of delegates each group is entitled to elect by using the following formula:

(# of members within a presidential preference group) x (# of delegates elected from that precinct caucus

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(Total number of eligible precinct caucus participants)

The result of this formula will produce a decimal number. After calculating the caucus formula result for each viable candidate, you can follow these steps to award delegates.

Step 1: Round
- If a decimal is 0.5 and above round up. If a decimal is below 0.5 round down.

Step 2: Look for Unallocated Delegates or Too Many Delegates

- Unallocated Delegates**:** If any delegates are remaining after rounding, give out the extra delegate(s) starting with the candidate that is closest to rounding up to the next whole number.
- Too Many Delegates: If you've given out more delegates than your precinct was allocated after rounding, subtract the extra delegate(s) starting with the candidate that is furthest away from rounding up to the next whole number.
  - *Note: You cannot take away a viable group's only delegate.*
  - *Note: If there is an exact decimal tie, use a game of chance to break the tie. The winner(s) will keep the additional delegate(s).*

Step 3: Viable Candidates

- Check one more time to make sure every viable candidate has at least one delegate. If there are any viable candidates without a delegate, give them one! A candidate can never lose their only delegate.

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 delegates than the precinct is entitled to award. 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 Math Examples

Principle 1:

- 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.

Principle 1 Example A:

Delegates in Precinct:	7		Viability Threshold:		15%
Candidate	People In Preference Group	Percentage	Caucus Formula Result	After Rounding	Delegates Allocated
Candidate A	14	17.72%	1.2405	1	1
Candidate B	19	24.05%	1.6835	2	2
Candidate C	18	22.78%	1.5949	2	2
Candidate D	12	15.19%	1.0632	1	1
Candidate E	16	20.25%	1.4177	1	1
Total:	79	100.00%		7	7

Example A Explained:

- In this 7-delegate precinct, all five candidates met the viability threshold and are entitled to at least one delegate.
- Candidates A, D & E all have decimal results below .5 and round down as a result.
- Candidates B and C have decimal results above .5 and round up as a result.

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Principle 1 Example B:

Delegates in Precinct:	6	Viability Threshold:			15%
Candidate	People In Preference Group	Percentage	Caucus Formula Result	After Rounding	Delegates Allocated
Candidate A	8	30.77%	1.8461	2	2
Candidate B	4	15.38%	0.9230	1	1
Candidate C	5	19.23%	1.1538	1	1
Candidate D	5	19.23%	1.1538	1	1
Candidate E	4	15.38%	0.9230	1	1
Total:	26	100.00%		6	6

Example B Explained:

- In this 6-delegate precinct, all 5 candidates meet the viability threshold and are entitled to at least one delegate.
- Candidates A, C and E have decimal results above .5 and round up as a result.
- Candidates C and D all have decimal results below .5 and round down as a result.
- Even though the decimals results are identical for candidates C and D, rounding allows for the allocation of 6 delegates - the number of delegates originally allocated to this precinct, so no tie breaker is necessary.

Principle 2:

- A viable preference group can never lose its only delegate. Delegates can be added to the total number of delegates originally apportioned to a precinct <u>only</u> when necessary to accommodate viable preference groups that would otherwise lose their only delegate.

Principle 2 Example A:

Delegates in Precinct:	4		Viability Threshold:		15%
Candidate	People In Preference Group	Percentage	Caucus Formula Result	After Rounding	Delegates Allocated
Candidate A	13	17.11%	0.6842	1	1
Candidate B	13	17.11%	0.6842	1	1
Candidate C	13	17.11%	0.6842	1	1
Candidate D	13	17.11%	0.6842	1	1
Candidate E	24	31.58%	1.2632	1	1
<u>Total:</u>	76	100.00%		5	5

Example A Explained:
- In this precinct Candidates A, B, C, D and E all met viability threshold and are entitled to at least one delegate.
- After rounding, more delegates have been awarded than the precinct was originally allocated.
- While Candidates A, B, 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.
- As a result of **Principle 2**, this precinct would be awarded an additional delegate to reflect the caucus formula result and allow for all viable candidates to have a delegate.

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Principle 2 Example B:

Delegates in Precinct:	5			Viability Threshold:	15%
Candidate	People In Preference Group	Percentage	Caucus Formula Result	After Rounding	Delegates Allocated
Candidate A	12	16.44%	0.8219178082	1	1
Candidate B	14	19.18%	0.9589041096	1	1
Candidate C	22	30.14%	1.506849315	2	1
Candidate D	25	34.25%	1.712328767	2	2
Candidate E	0	0.00%	0	0	0
Total:	73	100.00%	5	6	5

Example B Explained:
- In this precinct, every candidate is viable, and entitled to at least one delegate.
- After rounding, the precinct has awarded 6 delegates, but only has five to award.
- The precinct needs to subtract one delegate from the candidate furthest from rounding up to the next whole number, which is candidate C.
- Candidate C is is allocated one fewer delegate than Candidate D, who has the higher decimal.
- All candidates have been awarded at least 1 delegate in this precinct.
- Under **Principle 2**, you can only add a delegate(s) to the precinct if a viable group would otherwise not receive at least one delegate.

Principle 3:

- When there is a remaining delegate to award after rounding, distribute it to the preference group that is closest to rounding up to the next whole number. When awarding multiple remaining delegates, distribute 1 delegate to the preference group that is closest to rounding up to the next whole number and then continue distributing one delegate at a time in descending order until there are no delegates remaining to distribute.

Principle 3 Example A:

Delegates in Precinct:	6		Viability Threshold:			15%
Candidate	People In Preference Group	Percentage	Caucus Formula Result	After Rounding	Delegates Allocated
Candidate A	38	38.00%	2.2800	2	2
Candidate B	24	24.00%	1.4400	1	2
Candidate C	22	22.00%	1.3200	1	1
Candidate D	16	16.00%	0.9600	1	1
Candidate E	0	0.00%	0		0
Total:	100	100.00%	6	5	6

- In this precinct there are 6 delegates to award, but only 5 have been awarded after rounding.
- After rounding, Candidate B's result, 1.44, is the closest to rounding up to the next whole number and is therefore given the additional delegate.

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Principle 3 Example B:

Delegates in Precinct:	10			Viability Threshold:	15%	
Candidate	People In Preference Group (1st Alignment)	Percentage	After 2nd Alignment	Caucus Formula Result	After Rounding	Delegates Allocated
Candidate A	10	13.33%	**0**	0.0000	0	0
Candidate B	5	6.67%	**0**	0.0000	0	0
Candidate C	10	13.33%	**0**	0.0000	0	0
Candidate D	23	30.67%	23	3.0667	3	4
Candidate E	27	36.00%	27	3.6000	4	6
Total:	75	100.00%	50	6.6667	7	10

- In this 10 delegate precinct, D and E have met the viability threshold.
- Supporters of candidates A, B, and C all chose to leave the caucus, unwilling to realign.
- The viability threshold is set at the first alignment and does not change, even if someone leaves the caucus. Therefore, the number of participants remains at 75 - the number of individuals who were in attendance at the end of the first alignment.
- After initial rounding, Candidates D and E get 3 and 4 delegates, respectively.
- Since Candidate E has the higher decimal, they will receive the first "spare" delegate, moving their delegate total to 5. The second "spare" delegate will go to Candidate D and move D's total to 4.
- The process will repeat itself, reallocating delegates in descending order.
- As all 10 delegates in this precinct have now been assigned, the reallocation process halts with 6 delegates assigned to Candidate E, and 4 to Candidate D.

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Principle 4:

- A game of chance (tie-breaker) can only occur when there is an exact decimal tie and candidates are competing for the loss or gain of a delegate. When evaluating ties only reference the decimal, not the whole number. We will look at up to 4 decimal places to determine a tie.

Principle 4 Example A:

Delegates in Precinct:	5		Viability Threshold:		15%
Candidate	People In Preference Group	Percentage	Caucus Formula Result	After Rounding	Delegates Allocated
Candidate A	0	0.00%	0	0	0
Candidate B	20	33.33%	1.6667	2	1
Candidate C	20	33.33%	1.6667	2	2
Candidate D	20	33.33%	1.6667	2	2
Candidate E	0	0.00%	0	0	0
Total:	60	100.00%		6	5

Example A Explained:

- In this 5 delegate precinct, Candidates B, C & D all met the viability threshold and are entitled to at least one delegate for having done so.
- All three viable candidates are in an exact decimal tie and too many delegates have been awarded, so a game of chance will occur.
- Candidates B, C & D 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 will keep their additional delegates due to drawing the higher cards. Candidate B will lose their additional delegate.
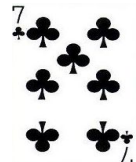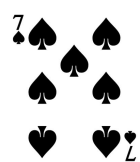
Principle 4 Example B:

Delegates in Precinct:	5		Viability Threshold:		15%
Candidate	People In Preference Group	Percentage	Caucus Formula Result	After Rounding	Delegates Allocated
Candidate A	0	0.00%	0	0	0
Candidate B	0	0.00%	0	0	0
Candidate C	7	50.00%	2.5000	3	2
Candidate D	7	50.00%	2.5000	3	3
Candidate E	0	0.00%	0	0	0
Total:	14	100.00%		6	5

Principle 4 Example B Explained:

- In this 5 delegate precinct, Candidates C & D both met the viability threshold and are therefore entitled to at least one delegate.
- Candidates C & D each receive 3 delegates after rounding.
- Candidates C & D are in an exact decimal tie and too many delegates have been awarded so a game of chance will need to occur.
- 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 will keep the additional delegate. Candidate C would lose their additional delegates. If two candidates draw the ranked 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
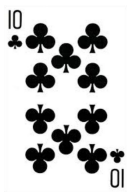 - Diamonds
  - Clubs

Principle 4 Example C:

Delegates in Precinct:	8		Viability Threshold:			15%
Candidate	People In Preference Group	Percentage	Caucus Formula Result		After Rounding	Delegates Allocated
Candidate A	15	15.00%	1.2000		1	1
Candidate B	45	45.00%	3.6000		4	3
Candidate C	20	20.00%	1.6000		2	2
Candidate D	20	20.00%	1.6000		2	2
Candidate E	0	0.00%	0		0	0
Total:	100	100.00%	8		9	8

Principle 4 Example C Explained:

- In this 8 delegate precinct, Candidates A, B, C & D have all met the viability threshold and are therefore entitled to at least one delegate.
- After rounding, candidate B should receive 4 delegates and candidates C & D should each receive 2 delegates resulting in more delegates than the precinct has to apportion.
- Candidates B, C & D are in an exact decimal tie and would need to complete a game of chance to determine who keeps or loses a delegate.
- 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 and D drew the high cards, so Candidate B loses their fourth delegate and is awarded 3 delegates.