

Instructions

Print, cut out, and color (if you like) the pages in both game documents.

Grey game discs represent red pieces. Grey circles on the game board also represent red circles. (White discs and circles represent the color blue.)

After cutting the fate and strategy cards, paste the appropriate cards and illustrated card backs together.

The game board is printed on two legal size pages. Trim the left page using the cutting guides and paste or tape the board halves together.

Other necessary items:

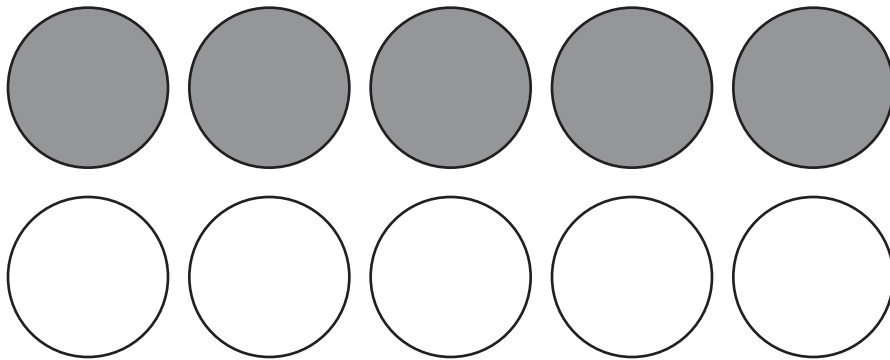
Blue and red push pins, to represent the points/pegs used in the museum version of the game. (Pins are placed into the corners of the hexagons as per game instructions).

Game Pieces (for counters).

2 six-sided dice.

Foamcor for mounting the game board.

Color pencils for defining the precincts.



Redistrict: The Game of Political Control Through Redistricting

This game will teach students about the process of redistricting legislative districts. It also will demonstrate the competition between the two primary political parties and teach some interesting facts from the history of redistricting.

Game Goal:

Two teams, representing the two dominant political parties, struggle to determine legislative district boundaries. The game ends when one team controls a specified number of districts before the other team. The designers recommend a race to capture three districts for a short game and up to five districts for longer games.

Game-play, Short Version:

Players will assign themselves home counties and starting political points/pegs. Play will proceed clockwise, with each player rolling a pair of six-sided dice to determine movement for his or her playing piece or "counter." Each time players land on a county square, they increase their political points/pegs. Players must follow directions on squares they land on and on cards they draw. Each player works to collect political points (pegs) that can be "cashed in" to create a legislative district. Players also attempt to use cards strategically to disrupt their opponent's attempts to create new legislative districts.

Game-play, Full Version:

Starting the Game:

Players first break into teams, with half the players representing the Red Party and half representing the Blue Party.

At the start of the game, each player rolls a pair of six-sided dice. The player with the highest total becomes the starting player. Ties are re-rolled. The starting player chooses a home county and writes that county name on a piece of paper on the table in front of him or her. After selecting a playing piece or counter, the starting player places it on the OLYMPIA space. Each player now follows in turn, with play proceeding clockwise. **Each player is also given five political points/pegs to begin the game with. Players are given a peg for each political point they receive during play.**

Going Around the Board:

On each player's turn, he or she rolls the pair of dice to determine the number of spaces to move his or her counter. Counters are moved clockwise around the game board.

Every time a player's counter completes a circuit of the board and lands on or passes OLYMPIA, but doesn't land on the space marked SKIP OLYMPIA, the player receives five political points.

Every time a player's counter lands on a square marked with a county name, the player receives a number of political points/pegs equal to the number of precincts of his or her party's color in the county.

If a player's counter lands on a PARTY HEADQUARTERS space, the player receives a ring of his or her party's color.

If a player's counter lands on a space that says DRAW A STRATEGY CARD or DRAW A FATE CARD, the player must draw the top card from the appropriate stack and follow the card's directions. After using a card, it must be returned to the bottom of its stack.

If a player's counter lands on the space reading GO TO YOUR HOME COUNTY,

the player must move the counter to his or her home county's space. If the player passes OLYMPIA to reach the home county space, he or she receives five political points.

If a player's counter lands on the space marked SKIP OLYMPIA, COLLECT NO POLITICAL POINTS, the player does not receive points for that circuit of the board.

Creating a District:

A player who thinks he or she has collected enough political points may attempt to make a district on his or her turn.

Districts are created by making boundaries using the political points/pegs a player has collected. To mark the boundaries, the points – pegs – are inserted into small holes at the precinct intersections on the map to contain the precincts they want to create a new district from.

Here are the rules for making a district:

- The player's counter must be on a county space.
- The player must begin the new district using a precinct in the county whose space the player's counter has landed on.
- The starting precinct must have at least one edge that is either on the map border or which is shared by an already-existing district.
- Existing districts are indicated on the board by bullseyes.
- The new district's population may not be lower than 9 or higher than 11.
- The player must have enough points/pegs to contain the district.

The player will want to make sure that he or she chooses precincts in such a way that his or her political party will have control of the newly made district. This is determined by adding the populations of the blue and red precincts and comparing them. For example, if a new district has eight precincts and three of those precincts are controlled by the Blue Party, with populations respectively of one, one and two, then the Blue Party's total is four. If the other five precincts are controlled by the Red Party and have populations of one, one, one, one and two, then the Red Party's total is six. The Red Party dominates the district by a difference of two.

A district that includes at least one precinct from the maker's home county cannot be affected by rings.

Cards:

In general, Fate cards must always be played immediately after being drawn, although some affect the player's next turn. Fate cards may be positive or negative.

Strategy cards may be held by the player until they give the card-holder an advantage.

Rings:

A player holding a ring may place it on any precinct during his or her turn. Only one ring may be played per turn. Playing the ring changes one population within the precinct to the player's party. For instance, a blue ring placed on a precinct with one red population changes the precinct to a one blue population..

A red ring placed on a two blue population precinct changes it to a precinct with one red and one blue population.. A red ring placed on a one red population precinct would have no effect.



<p>People's Initiative</p> <p>Make a district this turn or lose half (round down) your political points.</p> <p>Washington is one of several states that has historically allowed a direct vote of the people to change of redistricting rules.</p>	<p>Computer Upgrade</p> <p>Receive three extra political points this turn for a new efficient computer system.</p> <p>With computers, calculating population statistics has become much more efficient -- which can make gerrymandering easier or harder.</p>	<p>Census Error</p> <p>On your next turn you must place a ring of the opposing party's color on an un-districted precinct in the county you land on. If there is no un-districted precinct available then hold this card until you land on a county containing an un-districted precinct.</p> <p>The 1990 U.S. census missed tens of thousands of people in the Pacific Northwest. The Lewis County Daily Chronicle reported, "Washington had 80,000 more people than the census surveyed."</p>
<p>Deadline Approaches</p> <p>All players take two moves on their next turn.</p> <p>If three out of the four members of the Washington redistricting commission cannot agree on a plan by December of the year for redistricting then the job of redistricting falls to the State Supreme Court.</p>	<p>Political Scandal</p> <p>Choose a member of your own party who must either skip his or her next turn or lose five political points.</p> <p>Scandal creates need for a scapegoat to take the blame. Between 1889 and the 1980's Washington State effectively redistricted only twice; once in 1901 and once in 1930 due to People's Initiative 57. A legislator from 1913 defended this record saying, "The constitution [which required redistricting] is out of date and I feel no obligation to support its antiquated provisions."</p>	<p>League of Women Voters</p> <p>You have spent party resources attempting to block an initiative. You receive no political points on your next turn.</p> <p>The League of Women Voters sponsored a redistricting initiative in 1956, which the legislature overturned by amendment.</p>
<p>Political Insighting</p> <p>In the next district you create, you must give your party at least three more precincts than the opposing party.</p> <p>Often the goals of the party and individual legislators are at odds. The party wants to spread support to control the maximum number of districts by small margins, the legislator wants to pile up votes in his or her own district to guarantee re-election.</p>	<p>Legislative Inaction</p> <p>Take two moves this turn but you may take no other action -- you may play no cards or rings, and you may build no districts.</p> <p>Between 1889 and the 1980's Washington State effectively redistricted only twice; once in 1901 and once in 1930 due to People's Initiative 57. A legislator from 1913 defended this record saying, "The constitution [which required redistricting] is out of date and I feel no obligation to support its antiquated provisions."</p>	<p>Population Shift</p> <p>On the next turn on which you land on a county composed of "size 1" precincts, you receive double the usual number of political points.</p> <p>Historically, Washington State has experienced a constant increase in suburban and urban population while rural areas have frequently grown more slowly or lost population. In the past, this disparity gave far greater power to rural voters compared to urban voters because districts did not reflect actual population.</p>



IF YOU SCRATCH BACK

Play this card to "borrow" up to 5 political points from anyone in your party. You must then skip your next turn.

Your political allies will do you favors, but there's always a cost.

Rural V. Urban In 1950

Play this card at any time to place a free ring on any precinct in Asotin, Columbia, or Garfield Counties. This applies even if one of these counties is the home county of one of your opponents.

In 1950, the 18,942 residents in the 10th District (Asotin, Columbia, Garfield Counties) elected the same number of representatives as the 150,784 residents in Seattle's 31st District. Sparsely populated rural areas often had more voting power than densely populated urban areas.

Protect Your Incumbent

Play this card to add one border precinct to any existing district provided that doing so will not cause the district's population to rise above eleven. This may also be used to transfer a precinct between neighboring districts so long as the population rules are followed. If the adjustment costs points you must pay the difference, however, if points are freed up by the change then you may keep them.

Redrawing a boundary line to protect an incumbent legislator was and remains common.

I'll Scratch Your Back

Play this card and you may give any player in your party political points from your collection. You must, however, keep a minimum of 5 political points in your collection. You may interrupt anyone's turn to play this card.

Doing favors in return for future favors is a big part of political life, even with members of one's own party.

Remove Opponent's Incumbent

Play this card to remove one border precinct from any existing district provided that doing so will not cause the district's population to drop below nine. This may also be used to transfer a precinct between neighboring districts so long as the population rules are followed. If the adjustment costs points you must pay the difference, however, if points are freed up by the change, then you may keep them.

Redrawing a boundary to remove a legislator from his or her district was a common political tactic.

Amended To Extinction

Play this card to cancel the use of any other card. Both cards must then be discarded. You may interrupt an opponent's turn to play this card.

In 1956 the legislature completely overturned Initiative 199, which had been sponsored by the League of Women Voters.

Your Party Gets Soft Money From A Political Action Committee.

Play this card to adjust your move by up to 2 spaces in either direction.

When redistricting is done by the legislature, special interest groups have often influenced the process with campaign contributions.

Loose Lips

Play this card to force any opponent to discard a strategy card

Political parties often get wind of the opponent's strategy, and try to take steps to neutralize it.

Communities of Interest

Play this card to receive 5 political points for preserving a district's voting power.

The Redistricting Commission encourages drawing district lines to coincide with local political subdivisions (such as city and county lines) and communities of interest.. Districts should be convenient, contiguous and compact.



Court Finds Opponent's Plans Unconstitutional

Play this card to prevent a specific opponent from creating a district on his or her next turn.

Federal and state courts have often intervened to block specific redistricting plans.

The Traditional Gerrymander

Play this card and pay 2 political points in order to take an extra turn.

Named after Gov. Elbridge Gerry of Massachusetts, the original gerrymander was created to string together pockets of support in an area where his party was in the minority.

This District Ain't Big Enough for the Both of Us

Play this card at any time to force one opponent to transfer all political points to a teammate. You may interrupt another player's turn to play this card.

One form of gerrymandering is to create a district that includes two powerful incumbents so that one of them must either retire or move to an unfamiliar district.

Media Blitz

Play this card to select an opponent to miss his or her next turn.

Radio, television, newspapers, and other media have great power to discredit political opponents.

One Person, One Vote

Play this card when an opponent makes a district that does not contain exactly a population of ten. Play this card to force him or her to give up all remaining political points to you.

This card represents the launching of a constitutional challenge to an opponent's district on the grounds that it does not give "one person, one vote," as declared in Baker v. Carr (1962 U.S. Supreme Court)