• How to play “Gerryminder”
• The goal: maximize the number of seats won by your party
• The method: Move district boundaries to reassign voters to different districts in a way that helps your party, in other words: gerrymander the map.
• What makes it tricky:
  – The districts must be roughly equal population (*Wesberry v. Sanders* 1964)
  – Population varies across county (cities vs. rural)
  – District lines must follow county lines in Iowa
  – Districts must always be at least one county wide or tall (no islands, districts must be one whole)
Example: How to select a district to manipulate

1. Left click once on district # (example, #3)
Example: How to move a district line

2. Then, choose a legal move that extends the selected district to a neighboring county (example, something in district 4’s area)
Example: How to move a district line

1. By left clicking once on a county outside 3’s territory, you move the district line to encompasses the new county.
Example: How to measure your changes

3. Keep your eye on the results: you just made district 3’s population larger and district 4’s population smaller.
3. All five districts in the first scenario need to stay roughly equal. The size will say “too big” or “too small” if you need to grow or shrink.
4. Also watch the election outcomes. You are trying to maximize either red or blue’s number of districts (or seats) won!
4. To learn about any given county, you can see its population and vote breakdown here.
5. As discussed in class, the seats-to-votes ratio is a measure of “fairness.” It’s measured for both parties here.