The Archon Council

Proposal for implementing a new
voting system
Vote is open until 29.12.2020 12pm

13.12.2020

Following recent criticism from the community, the Archon Council has been working to develop a new, fairer voting system to allow the format to be closer to what the majority of the players want it to be. This proposal is the direct result of the data collected from the survey in which players took part last month, the results of which can be found on our Discord. The new voting system presented here is designed to address the main concerns raised in said survey, as well as to include some of the suggestions made by the community in it.

This proposal will be voted on in its entirety and, since the voting system being proposed here still has not been enacted, two thirds of the votes will need to be in favour for it to be approved. Should the vote fail, we will work with the community to assess why it did and to rewrite any points that might need to be changed. If the vote is successful, any changes to the rules of the format will be effective as soon as the results are released.

1   Voting threshold

We propose a new voting threshold of more than 50% of the votes in favour instead of the current threshold of more than two thirds of the votes in favour. Additionally, four of the five Archons (instead of three) will need to be in favour of a change for it to be put to the vote.

There have been recently proposed changes that, while having the support of a vast majority of the community, failed to be approved when their votes were just a few points short of passing the threshold. This has led a large part of the community to feel like the outcomes of those votes were somewhat arbitrary and to be unhappy with how the format is evolving, which is the opposite effect that votes should have.

While a lower threshold could theoretically make the format more unstable, we believe that requiring four of the Archons to be in favour of the change will counteract any potential negative repercussions. Ideally, under this new system, changes with little community support would not be proposed in the first place, as players should elect Archons that think similarly to them. Consequently, any changes approved by the Council should already have significant support from the players, in which case the lower threshold would minimize the risk of votes resulting in unpredictable outcomes.

Thus, we believe that this new threshold, together with the rest of the measures proposed here, would allow the community to enact new changes in a more streamlined way without the need of giving the Council any additional powers, such as allowing it to decide close votes.

2   Blank Vote

We propose allowing players to cast blank votes, instead of being forced to choose between 'Yes' or 'No'. Additionally, any vote that does not reach either more than 50% of positive votes or more than 50% of negative votes will be automatically held again two months after the day when the results are released, this time without the option to a blank vote.

The addition of a third option would allow players to express that they would like to see more data and/or arguments before deciding whether they want to support a change, voting instead for a delay. This would hopefully increase participation, as well as act as another layer of protection against changes that end up being decided by just a couple of votes.

We believe that two additional months should be enough time for undecided players to gather enough data, experience, and opinions in order to make a more informed choice. Therefore, these automatically repeated votes would be final and players would no longer have the option to cast blank votes.

3   Regular revotes

We propose a mandatory six-month delay between votes on the same issue, excepting votes that are held again automatically as the result of an inconclusive result (see section 2. Blank vote). Additionally, revotes have to

be approved by a simple majority of the Community Mods before they are presented to the community.

Our main concern here was to come up with a system that allows for votes to be held again within a reasonable timeframe, if necessary, while also making sure that Archons cannot abuse it to try to force through their desired outcome. A six-month delay means that a particular change will only be revoted once (in theory up to two times) per Council term, which, together with the need for the approval of the Community Mods, ensures that Archons cannot abuse the system.

Should this new voting system be approved, and since this change would give Mods more responsibilities than they currently have, every local Community will have a chance to reassess their Mod. Any Community that is no longer happy with their choice will be able to elect a new Mod.

Conclusion

Albeit some of these changes might seem convoluted at first, we believe that they would result in a more streamlined voting process that would better reflect the aims of the community. Furthermore, we have tried to take into account the feedback given by all the different Archon Communities to arrive at solutions that will hopefully be satisfactory for a majority of the players and result in a better, more inclusive format.

Examples

Revote after two months

49% In favour, 30% against, 21% blank

Revote after two months

25% In favour, 49% against, 26% blank

Revote after two months

- In favour
- against
- blank

0%
50% (blank) 50% (against)

Vote fails

- In favour
- against
- blank

25% (In favour)
15% (blank)
60% (against)

Vote passes

- In favour
- against
- blank

51% (In favour)
39% (blank)
10% (against)