

Seats Up For Election

All 19 FPTP House District seats will be up for election, as well as 18 National List Seats elected via the D'hondt method.

The Senators up for reelection are the following:

JellyCow99 (D) - Atlantic Commonwealth
Polkadot48 (D) - Commonwealth of Chesapeake
Tripplyons18 (D) - The State of Dixie
Seldom237 (R) - The State of Dixie (Special)
DDYT (R) - The State of Lincoln
Cubascastrodistrict (D) - The Western State

Political Capital & Funds

Congratulations, you're a candidate for your party in the state elections. Now, it's time to campaign. In order to campaign, you will be given the following: political capital and funds. Political capital will be a set amount based on what position you're running for regardless of any previous office you might have held.

Political capital will be your primary tool in campaigning as every campaign event costs political capital. Funds, on the other hand, are going to be used by the candidate to improve upon the event. Let me provide an example. Let's say you want to hold a rally in Los Angeles. A rally will cost political capital, but won't cost any money. You can then spend money, depending on the limitations provided for you, to make that rally more effective and get you extra points when campaigning.

Sometimes, though, there will be campaign events, such as an advertisement, where events cost both political capital as well as initial funds. These events can also be enhanced with additional funds. So a TV advertisement can cost 12 political capital and \$1,000 just to run the event, but then can be made stronger (i.e get you more points in the campaign) with additional funds. Attack ads will work the same, and instead of giving a candidate positive points in a precinct, attack ads will give the attacked candidate negative points in a precinct. For elections with three or more candidates in a race, if a candidate runs an attack ad against their opponent in a congressional district, then that candidate must run an attack ad against their other opponent before running another attack ad on the first opponent in the congressional district.

Each campaign event will have limitations. Save for a few exceptions, a candidate can only do each event **once per turn**, no more.

Agenda Sheet

Candidates will be able to campaign in what are called precincts. These precincts make up a Congressional District, and will be the basis of a player's electoral strategy. Candidates and parties will submit an election agenda, which can be viewed [here](#). There's also an example right below on how we want you to order your events. **Please order them first (!) by Congressional District, then second (!) by event type. So you'll notice that events of a similar type are grouped together, but if you use two of the same events, group it first by district.**

Event Type	District
Radio Ad	SR-1
Local Endorsement	SR-1
Radio Ad	SR-2
Mailer	SR-2
Mailer	SR-2
Mailer	SR-3
Canvassing	SR-3

General Rules to Follow When Campaigning

Candidates must use a minimum of 10% of their starting PCs for one turn but can only spend a maximum of 50% of their starting PCs for a given turn. For example, if I start out with 50 political capital, I must spend at least 5 political capital each turn and I can't spend more than 25 political capital each turn. Parties cannot do events for candidates not in their own party. The more events in a precinct, the higher the turnout. Up-Ballot and down-ballot effects exist, so use that wisely when campaigning as a candidate performing well in one district can uplift the rest of their ticket in that same district.

The last thing that candidates will have to be careful about is that each district has specific modifiers. Let me take an example. Let's say in AC-3 TV Ads are 20% less effective while Rallies are 10% more effective. This can thus inform your decision making as TV ads are not as desirable and aren't as effective in this particular district. During federal elections, candidates may pay \$1000 per district to uncover all the district information. Parties can also pay \$2500/state to uncover all the district information in that state. For state elections, Gubernatorial candidates (only Governors) can pay \$1,000 to discover the district mods in their state, or Assembly List campaigns in a certain state can pay \$2,500 to uncover all district information in

their state. It is up to candidates whether they would like to use these funds or take their chances and use their funds to enhance their campaign events.

For the purposes of this test, the campaign will last for 5 days. Typically, in a campaign, all candidates must issue a platform that will be graded for modifiers and all candidates would be able to debate for modifiers. However, for the sake of the test, we'll be ignoring that.

Rules for Party Leaders

Party leaders are unique in that they are able to campaign not only for the national House List, but will also be able to provide support for candidates in House and Senate races of the same party. Parties CANNOT campaign on behalf of another candidate in another party.

When parties campaign for the House List, they DO NOT need to choose a precinct to campaign in. They need only choose a campaign event and a congressional district and their job will be done. However, when campaigning for their candidates running in FPTP House and Senate races, party leaders must abide by the same rules as the candidates. How much PC and funds parties should spend on their various races will be up to them.

District Familiarity

At the start of the election, every district will have certain base modifiers. These can affect any campaign event. For example, in DX-2, TV Advertisements might be 30% less effective (so you're getting a lot less bang for your buck), but Rallies are 40% more effective (so these become a lot more advantageous to a player). If players wish to know the modifiers in a district, they must purchase the "District Familiarity" event on the first turn of the election. It will cost \$1000 per district for District Familiarity, however, parties may purchase the district modifiers for the entire state for \$2500 per state.

Campaign Events

Campaign Type	PC Required	Funds Required	Minimum Enhancement Funds	Maximum Enhancement Funds	Maximum PC Enhancement	Limitations
District Familiarity	0	\$1000/district. Parties can spend \$2500 to discover				Once per election

		all districts in their state				
Fundraising	1	\$0	\$0	\$0	9 (for a total of 10 used)	Once per turn
Mailers	1	\$0	\$101	\$600	N/A	Three times per turn
Canvassing	1.5	\$0	\$101	\$550	N/A	Twice per turn
Local Endorsement	2	0	0	0	Minimum 2, Maximum 4	Once per turn
Rally	3	\$0	\$101	\$500	N/A	Once per turn
Local TV interview	4.5	\$0	N/A	N/A	Minimum 2, Maximum 4	Once per district (Twice per district if running for the House)
Social Media Ad	6	\$250	\$101	\$300	N/A	Once per turn, each additional ad is 5% less effective than the last
Social Media Attack Ad	6	\$250	\$101	\$300	N/A	Once per turn, each additional ad is 10% less effective than the last
Radio Ad	7	\$500	\$101	\$400	N/A	Once per turn, each additional ad is 5% less effective than the last

Radio Attack Ad	7	\$500	\$101	\$400	N/A	Once per turn, each additional ad is 10% less effective than the last
National Interview	8	\$0	N/A	N/A	Minimum 2, Maximum 4	Twice per election
TV Ad	12	\$1000	\$401	\$1,000	N/A	Once per turn, each additional ad is 10% less effective than the last
TV Attack Ad	12	\$1000	\$401	\$1,000	N/A	Once per turn, each additional ad is 15% less effective than the last

Relevant Districts/Precincts

<i>State/Precinct</i>	<i>Voter Population</i>
Atlantic	28,121,000
AC-1	7,905,000
Boston	4,351,000
Upper New England	1,428,000
Central Massachusetts	2,126,000
AC-2	9,142,000
New York City	6,047,000
Buffalo	1,736,000
Rochester	1,359,000
AC-3	11,074,000
Philadelphia	4,893,000
Jersey	3,632,000

Greater Pennsylvania	2,549,000
Chesapeake	28,689,000
CH-1	8,420,000
Northern Virginia	3,478,000
Baltimore	2,901,000
Greater Virginia	2,041,000
CH-2	9,249,000
Ohio	5,756,000
West Virginia	554,000
Kentucky	2,984,000
CH-3	11,020,000
North Carolina	6,210,000
South Carolina	2,368,000
Tennessee	2,442,000
Dixie	36,234,000
DX-1	9,604,000
Jacksonville	4,453,000
Miami	2,991,000
Tampa	2,160,000
DX-2	7,418,000
Greater Georgia	3,436,000
Atlanta	2,015,000
Alabama	1,967,000
DX-3	7,488,000
Mississippi	2,603,000
Arkansas	2,589,000
Louisiana	2,296,000
DX-4	11,724,000
Houston	4,268,000
El Paso	4,087,000
Dallas	3,369,000
Lincoln	30,957,000

LN-1	8,732,000
Detroit	3,670,000
Indiana	2,842,000
Greater Michigan	2,220,000
LN-2	9,988,000
Greater Illinois	3,875,000
Wisconsin	3,234,000
Chicago	2,879,000
LN-3	8,045,000
Minnesota	3,009,000
Iowa	1,857,000
Missouri	3,179,000
LN-4	4,192,000
Rocky Mountain	979,000
Plains	2,516,000
Dakotas	697,000
Sierra	33,550,000
SR-1	9,723,000
Arizona	3,645,000
Colorado	3,060,000
Vegas	3,018,000
SR-2	16,096,000
Los Angeles	7,894,000
San Diego	4,336,000
San Francisco	3,866,000
SR-3	6,843,000
Washington	3,242,000
Oregon	2,766,000
Idaho	835,000
SR-4	888,000
Alaska	386,000
Honolulu	264,000
Greater Hawaii	238,000

