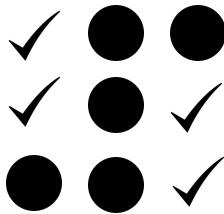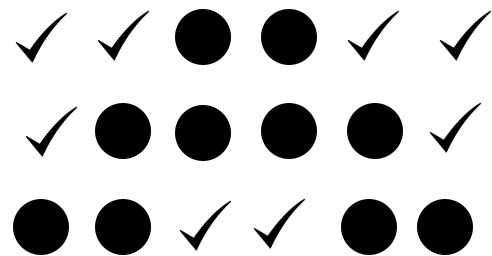# Draw the Lines

Gerrymandering 101

Let's pretend you work as a paid operative for the Checkmark Party. Your party controls your state's redistricting process. That's good for your side, but you have a problem. Your foe, the Dot Party, is growing. It actually has more voters now. Your assignment is to draw election boundaries that make sure the Checkmark Party can win more seats in the next election. You'll do this by "packing" dots into as few districts as you can, while spreading the rest of the dots over districts so checkmarks keep a majority (i.e. "cracking"). **For each puzzle, draw lines around each dot or checkmark to create your districts.** Two rules: 1) Each district must have the same number of dots or checkmarks. 2) Each dot or checkmark in a district must be next to at least one other dot or checkmark in that district.
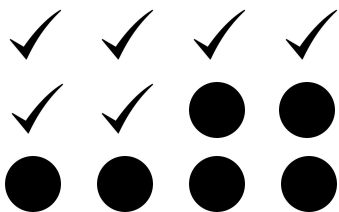
1) Create **3 districts** (each with 3 units). But make sure the Checkmark Party wins 2 out of 3 districts - even though Dots have more voters. (Hint: First draw one district with ALL dots.)

2) The state grows to **4 districts** (each with 3 units). Draw a map where the Checkmark Party wins 3 of the 4 districts, even though Dots have the same number of voters.

3) In a growing state, the Dot Party now leads the Checkmarks, 9 voters to 6. Draw **5 districts** (with 3 units each) in a way that gives Checkmarks a 3-2 seat majority.

4) Here's an area where the Checkmarks are in the minority (10-8) and its voters are scattered around the region. See if you can create 3 districts of 6 units each so the Checkmarks still win 2 out of the 3 seats.
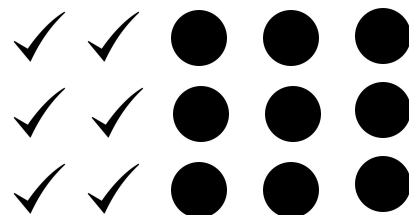

BONUS: Draw boundaries for **five districts** (3 units per) in two different ways. First, draw them to cut the best deal possible for the Checkmarks.

Then, pretend that the Dots Party made you a better offer and you switch teams. Try drawing the best 5-district map possible for the Dots.