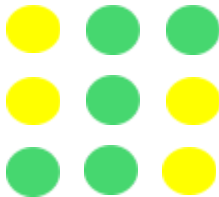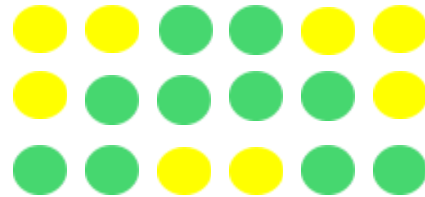# Draw the Lines

Gerrymandering 101

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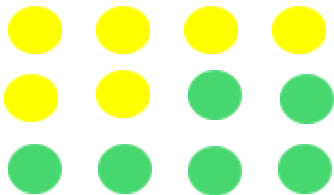
1) Create **3 districts** (each with 3 dots). But make sure the Yellow Party wins 2 out of 3 districts - even though Green has more voters. (Hint: First draw one district with ALL green dots.)

2) The state grows to **4 districts** (each with 3 dots) Draw a map where the Yellow Party wins 3 of the 4 districts, even though Green has the same number of voters.

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

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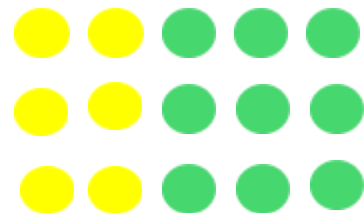

BONUS: Draw boundaries for **five districts** (3 dots per) in two different ways. First, draw them to cut the best deal possible for the Yellows.

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