



Going Big on Better Voting Methods

By the LWVCO Alternative Voting Methods Task Force

Imagine voting for governor, US senator, or your state legislators using a voting method that lets you better express your opinions than our current vote-for-one plurality voting! Our LWVCO Alternative Voting Methods Task Force wants to make this scenario a reality.

Join our Task Force so that every Local League can learn about and contribute to our action-and-advocacy plans and so that we can speak with a unified, powerful statewide voice. We would love to have at least one Task Force member from every Local League so that we can hear a wide range of perspectives and truly represent LWVCO on this important issue!

Our starting point is that we want every statewide office – US senator, governor, attorney general, treasurer, secretary of state, at-large CU regent and at-large school board member – to be elected using a good [single-winner voting method](#), e.g., Approval Voting, the Instant-Runoff Voting form of RCV (Ranked Choice Voting), or STAR Voting (Score Then Automatic Runoff). Each of these methods has advantages and disadvantages, and we anticipate a lively and vigorous discussion regarding which method(s) we want to advocate for. **We want your input!**

We would also like to see state legislators elected using a good proportional voting method – the best-known (non-“party list”) method is Proportional RCV (aka [Single Transferable Vote](#) or STV), but we are open to considering others. Colorado doesn’t have as many problems with gerrymandering as some states, but proportional representation would allow Republicans in Boulder and Democrats in Colorado Springs to feel represented too.

Please join us for our next meeting on Mon, Sept 19 at 6:30pm via Zoom. Anyone can register for the meeting by clicking on the meeting event on the LWVCO website calendar. Please contact info@lwvcolorado.org or call the LWVCO office at 303-863-0437 for more information or to join the LWVCO Alternative Voting Methods Task Force Forum!