

Condorcet Internet Voting Service

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Poll Results: OWBN Ruleset Poll

Poll description

Rules system is one of the core dividing points of OWBN currently, with several potential options we could pursue. Please rank the following options according to your preference. Also, please realize that these are referring to mechanics only - if we find elements of storyline we enjoy in any system, they can be adapted for play regardless of mechanics.

Supervisor: Jason Place <fiordhraoi@gmail.com>
 Announced end of poll: Friday, November 14th 2014, 10pm EST
 Actual time poll closed: 11/16/2014, 12:18:02 AM
 Private poll (127 authorized voters)
 Actual votes cast: 60
 Number of winning choices:
 Condorcet completion rule: [\(What is this?\)](#)

- Schulze/Beatpath/CSSD
- CIVS Ranked Pairs
- MAM
- Condorcet-IRV

Result

- MET rules incorporating some tabletop/Onyx Path elements and optional alternate resolution mechanics.** (Condorcet winner: wins contests with all other choices)
- Traditional MET mechanics, as OWBN currently uses.** loses to MET rules incorporating some tabletop/Onyx Path elements and optional alternate resolution mechanics. by 31-26
- By Night Studios mechanics.** loses to MET rules incorporating some tabletop/Onyx Path elements and optional alternate resolution mechanics. by 44-13, loses to Traditional MET mechanics, as OWBN currently uses. by 44-15

Result details

[Hide details](#)

	1	2	3
1. MET rules incorporating some tabletop/Onyx Path elements and optional alternate resolution mechanics.	-	31	44
2. Traditional MET mechanics, as OWBN currently uses.	26	-	44
3. By Night Studios mechanics.	13	15	-

Ballot report

	Traditional MET mechanics, as OWBN currently uses.	By Night Studios mechanics.	MET rules incorporating some tabletop/Onyx Path elements and optional alternate resolution mechanics.
ST.by.Night@gmail.com:	3	1	2
frozenqueensts@gmail.com:	3	3	3
FrontrangesabbatCM@gmail.com:	1	3	1
bryan.himebaugh@gmail.com:	2	1	3
stephanie_stemple_lester@yahoo.com:	1	3	2
staugecho@gmail.com:	2	3	1
whimsical.lynx@gmail.com:	1	3	2
gnv.geoff@gmail.com:	2	3	1
CMFredbynight@gmail.com:	1	3	3

voideng@gmail.com:	2	1	3
glasswalkerragabash@gmail.com:	1	3	2
athenscm@gmail.com:	2	3	1
debatman69@gmail.com:	2	3	1
brdmoore@gmail.com:	1	3	3
sins.zhani@gmail.com:	2	3	1
gabriel.trevisan@gmail.com:	3	1	3
samrawrbrandys@gmail.com:	2	3	1
CNMR.CouncilRep@gmail.com:	2	3	1
CM.RochesterbyNight@gmail.com:	3	1	2
council@hiddenflame.net:	2	3	1
cch525@gmail.com:	1	3	2
vitae.council@gmail.com:	1	3	2
foster.owbn@gmail.com:	1	2	3
Ernest.bluford@gmail.com:	2	3	1
steelvalleycm@gmail.com:	2	3	1
rdickerson6@gmail.com:	1	3	2
ShadowsCrossingCM@gmail.com:	1	3	2
Indy.council.rep@gmail.com:	2	3	1
tampa.storyteller@gmail.com:	3	1	2
o.vectorius@gmail.com:	1	3	2
dodgegriff@gmail.com:	1	3	2
heartland.cm@gmail.com:	3	2	1
alex@kallend.net:	2	1	3
riverofshadowcm@gmail.com:	3	2	1
spectos@gmail.com:	3	2	1
richard.hall.hollander@gmail.com:	2	3	1
mypoorinboxlaxrep@gmail.com:	1	3	2
cimitiere@gmail.com:	2	3	1
bhcbn.cm@gmail.com:	2	3	1
langenoirst@gmail.com:	1	3	2
ars_magicae@hotmail.com:	3	1	2
SuperSabbatST@gmail.com:	2	3	1
jgarlick@gmail.com:	2	3	1
freevamp hugs@gmail.com:	1	3	2
nencouncil@gmail.com:	1	3	2
utrcrep@gmail.com:	2	3	1
sangcouncil@gmail.com:	3	1	2
shawnrobbins59@gmail.com:	1	3	2
council.member.for.hire@gmail.com:	1	3	2
soccouncil@gmail.com:	2	3	1
iowasabbatst@gmail.com:	2	3	1
andrew.devrell@gmail.com:	3	2	1
maja.zaccara@gmail.com:	2	1	3
darkother@gmail.com:	1	3	2
Damiansadi@gmail.com:	2	3	1
cmlarsen.owbn@gmail.com:	2	1	3
ot.council.rep@gmail.com:	1	3	2
shadowsandlightcm@gmail.com:	1	2	3
weruby@gmail.com:	2	3	1
fields.of.rage.cm@gmail.com:	2	3	1

Ballots are shown in a randomly generated order.

[[Download ballots in CSV format](#)]

- Rank 1: Found CW MET rules incorporating some tabletop/Onyx Path elements and optional alternate resolution mechanics. immediately.
- Rank 2: Found CW Traditional MET mechanics, as OWBN currently uses. immediately.

- Rank 3: Found CW By Night Studios mechanics. immediately.