

# Political Parties & Party Competition

**or**

The pervasive, perennial problem of  
political parties preempting personal  
preferences

# Canadians on Political Parties

**69%** of those elected soon lose touch

**74%** solve problems better by grassroots action

**82%** better laws if MPs vote their conscience  
and not the party line

**69%** without political parties there can't be true  
democracy

# Political Parties & Party Competition

- Why do political parties exist everywhere?
- Can we have electoral politics with no parties?
- How does the electoral system shape the number & kind of parties?
- What happens to the parties when we change the electoral system?
- What kind of parties do we have in Canada under our current system? How do they work?

# Problems of electoral democracy

## The politicians' problems:

- *Assemble an electoral support base*
- *Coordinate legislative action*
- *Define the public agenda*
- *Organize the government & manage its activity*

# Problems of electoral democracy

## The voters' problems:

- *Make elections collective decision-making events*
- *Recruit and train leadership*
- *Hold those in power accountable*

# Parties as the answer

Parties are organizations which:

- 1. Articulate and package ideas & interests*
- 2. Recruit candidates for office*
- 3. Campaign on identifiable positions*
- 4. Structure the electorate into recognizable blocks*
- 5. Organize and operate governments & oppositions*

# Political Parties as “public utilities”

**Electoral rules** provide the framework for democracy

**Political parties** deliver it:

- *Organize competition*
- *Provide for government accountability*

# Party Discipline

Parties work as they do because members:

- Agree to campaign on the same issues
- Vote together as a team in the legislature
- Defend each other and their leaders

It crowds out any significant place for independents

# Party Discipline

**83%** *we would be better off if MPs voted the way their constituents thought best rather than the party line.*

## For voters:

1. Elections would lose their collective dimension
2. Electorate could not give a mandate
3. Voters could not hold governments accountable

## For politicians:

1. Governments would have no stable base
2. Legislature would depend on day-to-day bargaining

# The Number of Parties

## Winner take all systems

- Rewards large parties
- Penalize small parties
- Encourage parties to amalgamate
- Leads to **2 parties** dominating competition

## Proportional systems

- Parties get what voters give
- Allows more parties to win
- Provides chance for new parties
- Leads to **multi-party** competition

# Party Competition Dynamics

## 2- Party Competition

- Simple choice between 2 similar parties with incentives to minimize their differences
- Elections tend to determine government
- Debate and bargaining over issues and policies takes place *inside* 'catch-all' parties

# Party Competition Dynamics

## Multi-Party Competition

- Wide choice among (ideological) parties with explicit positions
- Elections allow expression of preferences
- Political bargaining takes place *between* parties in the legislature

# Electoral system change

-> Party system change

*the New Zealand example:*

	<i>Before</i>	<i>After</i>
<i>Electoral system</i>	Plurality	Mixed-Proportional
<i># parties</i>	2 Big (Lab / National)	2 Big & 5 Small
<i>Party styles</i>	Broad appeal	Broad appeal Specific interests Personal machines
<i>Elections</i>	Chose government	Reflected preferences
<i>Governments</i>	1-party majority	Multi-party parliamentary coalitions

# Canadian Political Parties

A unique balance between:

- ❖ National party discipline
- ❖ Local organizational autonomy

A unstable trade-off that ensures internal party conflict

Flexible enough to allow parties to appeal to a wide range of diverse interests

# Canadian Parties as Franchise Systems

## Central Organization:

1. Define the product – leadership & policy
2. Runs advertising – election campaign
3. Supports local outlets – help for local associations

## Local Associations:

1. Builds a local outlet – members & money
2. Markets product – finds & supports a candidate
3. Harvests support – mobilizes votes on election day

# Changing Party Organization

New party types -> new organizational practices

Candidate selection:

*Plurality* – local members choose

*Party list* – party leaders / bureaucrats choose

*Preferential systems* – voters determine

# Some Questions

Does it matter how many parties we have?

Do we want an electoral system that makes it easy for new parties to grow?

Is multi-party or 2-party competition better for BC?

How should candidates be chosen, and by whom?