



# Let's Balance!

## Game Objective

To balance a budget that funds services and specific priorities using a combination of strategies (increasing revenues/expenditures, decreasing revenue/expenditures and using Reserves) amid specific challenges.

## Point System

- Balance! The Budget – plus 1 point
- Fund Your Priority – plus 1 point
- Reserves (one of the following will apply):
  - Maintain policy minimum of at least \$15 – plus 1 point
  - Maintain reserves of \$14 – 0 points
  - Maintain reserves \$10 to \$13 – Minus 1 point
  - Maintain reserves \$9 or less – Minus 2 points
- You can earn a maximum of 3 points

## Game Pieces

- GAME Board
- PRIORITY Ranking Sheet – Includes the list of priorities each Commissioner will rank in order of importance
- PRIORITY Card – Includes the Commission's PRIORITY and a corresponding project the Commission may fund in support of the PRIORITY
- REVENUE Card – Includes an option that will either increase the Commission's REVENUES or decrease REVENUES
- EXPENDITURE Card – Includes an option that will either increase the Commission's EXPENDITURES or decrease EXPENDITURES
- CHALLENGE Card – Includes a Mandatory expenditure the Commission is obligated to fund
- RESERVES – Funds set aside the Commission may use to cover unanticipated expenses and shortfalls in revenues
- FREE Card – Includes an automatic \$1 savings in EXPENDITURES for eliminating Waste, Fraud, and Abuse in the County.

# Game Rules

- Roll the Dice
  - The Commissioner with the highest roll serves as Chair and starts the conversation.
- Rank Your Priorities
  - Each Commissioner is provided a ranking sheet to set the Commission's priorities in order of importance. The OMB Analyst will compile the data and inform the Commission of their PRIORITY and PRIORITY project.
  - The Commission may unfund the PRIORITY project with a MAJORITY vote.
- Make a Motion to use "Revenue", "Expenditure", or "Reserves"
  - Chair starts the conversation by making a Motion.
  - In order to move forward with debate, the Motion must receive a "2nd" from another Commissioner.
  - The Commission has a maximum of 2 minutes to debate the Motion before a vote must take place.
  - In order for the Motion to become a "DECISION" there must be a MAJORITY vote.
  - If the Motion does not receive a MAJORITY vote, the Commissioners voting for the Motion must return the Card to his/her deck.
  - In order to reconsider a "DECISION" that has already been approved there must be a MAJORITY vote.
- Reserve Policy
  - Each Commission will begin the game with the Policy maximum amount of Reserves, \$20.
  - The Adopted Policy minimum is \$15. The Commission may dip below the recommended minimum at its discretion; however, as noted in the point system this will have an impact on your overall score.
  - A Commissioner may make a Motion to use Reserves during his or her play, but must receive a 2nd and follow the DECISION rules above.
- Mandatory Challenges
  - The Commission will receive Challenges periodically during the game.
  - There is NO debate on Challenges! They HAVE to be funded.
- Free Card
  - The Free Card may be used anytime during the game, at the Chair's discretion.
  - There is NO vote required to use the Free Card.