

**Victorian Electoral Commission**

**To whom it may concern**

I strongly support Option A, with a second preference for Option B, for the follow reasons:

- When several councillors represent a ward a resident has a greater chance of getting attention paid to a particular local ward concern. This arises because each councillor recognises the interest of the ratepayer and their responsibility to represent the ratepayer. Biases held by one ward councillor are balanced by the other ward councillors. This contrasts with the situation of a single ward councillor, where that councillor may be seen as the "expert" for the ward, or as the sole councillor concerned.
- Option A beneficially maximises the number of wards with an odd number of councillors, as compared with Option B. In a system of proportional representation, this is generally seen as being better able to represent an electorate than an even number. In my preliminary submission I commented on some other advantages of odd numbers, including the increased incentive to cooperate and find compromises or alternatives to a contested proposition which satisfy both parties.
- In my opinion, three councillors per ward is ideal because it is large enough to promote cooperation, and small enough to avoid fierce coalitions of sub-groups.
- I note that there is no scope within the act to propose alternate electoral systems, and that the electoral system is prescribed by the council structure. I think that this is enough reason in itself to choose a multi-councillor solution. 'First past the post' must be the worst solution, encouraging artificial voting and often leaving more voters unhappy, than happy. Preferential is a little better, but far from ideal for the same reasons. Proportional voting is best, and required in a multi councillor structure.

Thank you for the opportunity to comment at each stage. I think that the VEC has done an excellent job in synthesising the representations, and I'm very satisfied with the preferred Option A.

Ken Eley

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Bruce Kenneth Eley (aka Ken Eley)

