Issue 1:

Voting should be an on going process.

- Each person must have voted 1 or no paths at all (noone can vote 2 paths).
- Each person can change his vote at any point nessecary if he changes his mind (votes are NOT static)
- There are loops of x time. Whenever the iteration loop is over the new voting data is taken into consideration, and is then applied (if nessecary).
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Example: people vote that its legal to sell drugs on super markets. The iteration time is 1 month. People vote, that they agree with drugs on super markets, but then decide that it would be wiser to deny drug sales on a super market. They can change their vote to no, and by the time of the next iteration, if the majority (aka more than 50%) decides it is best to NOT sell drugs on supermarkets, nessecary action is taken.
p.s.: People decide the iteration time on each subject.

Issue 2:

Step 1: STATE what the problem is.

ALL PEOPLE VOTE: Do we act on it or now?

Step 2: We need to find solutions (brain storming)

ONLY EXPERTS VOTE: possible solutions

Step 3: Decide.

ALL PEOPLE VOTE: Which path is taken.

Step 4: Action

Step 5: Evaluate

ALL PEOPLE VOTE: Which path is taken.

Step 6: Restart

p.s: People decide <u>who the experts will be</u> and can change their decision at any point, according to issue 1.