# Still for Sale: The Micro-Dynamics of Vote Selling in the United States, Evidence From a List Experiment

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#### "Still for Sale: The Micro-Dynamics of Vote Selling in the United States, Evidence From a List Experiment"

- Acta Politica (WOS), 2020.
- Under review since June 2019, and accepted for publication in July 2020.
- About: clientelism; vote buying.



### Summary

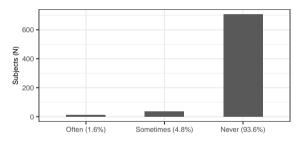
- Using a least-likely case design (U.S.), the paper studies voter's willingness to sell their vote in exchange for money.
- Data are novel and are representative at the country level (N = 1,479).
- Survey experiment (list experiment).

### Summary

- Using a least-likely case design (U.S.), the paper studies voter's willingness to sell their vote in exchange for money.
- Data are novel and are representative at the country level (N = 1,479).
- Survey experiment (list experiment).
- Findings:
  - 1. Approximately 25% of voters in the U.S. would sell their vote.
  - 2. They would sell it for a minimum payment of \$418.
  - 3. Democrats and Liberals are more likely to sell.
  - 4. Education or income levels do not seem to impact the likelihood of vote selling.

### False Impressions

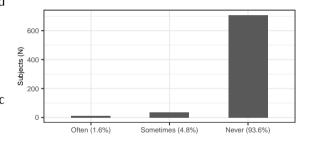
- Americans have rarely been offered the chance to sell their vote.
- However, the question stands: *Would they?*
- Does this question matter?



Source: LAPOP 2010.

### False Impressions

- Americans have rarely been offered the chance to sell their vote.
- However, the question stands: *Would they?*
- Does this question matter? It does: it gives the falsely optimistic impression that US voters systematically "oppose" vote buying, "thus" rarely engaging in clientelism.



Source: LAPOP 2010.

- Clientelism literature has focused on realized transactions only: developing countries.
- Unfortunately, studying only cases where the outcome of interest is produced, causes selection bias (Geddes, 1990).
  - Studying actual behaviors only limits both the questions and causal inferences.
- My paper fills these gaps by studying hypothetical behaviors (willingness to sell) in a developed country: U.S.
  - "Least-likely case design."

### Vote Buying Was Very Common in the U.S.

- George Washington spent 40 pounds (a considerable sum for the day) on gallons of rum, wine, brandy, and beer; all used to buy votes.
- Party tickets, party peddlers and alcohol: ticket shapes and the "incentives" to vote.
- Institutions: the viva voce and Australian ballot methods.

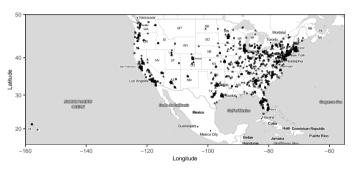


### Now Vote Buying is Rare

- Two competing hypotheses:
  - 1. **Kitschelt**: shrinkage of the state.
  - Stokes: industrialization drove up the electorate's median income, making vote buying more expensive for party machines.



- Research Question: What is the willingness to sell of American voters when offered the chance to sell their votes?
- Data: Online panel (N=1,479) representative at the country level. Re-sampling of gender and party ID.



partvid • Democrat A Republican Independent + Something Else

### Vote Selling: Social Desirability Bias

- Directly asking respondents whether they would sell their votes will cause social desirability bias.
- Respondents might feel ashamed/embarrassed when admitting doing something socially condemnable.
- **Source of bias**: in avoiding answering with the truth, liars' profiles are systematically different.

### List Experiments: Overcoming Social Desirability Bias

- **List experiments** designed to study illegal/uncommon behaviors (drug consumption, corruption, sexual behaviors).
- Mechanics:
  - Two lists (control, treatment). Both are exactly the same.
  - The treatment has an extra item, the **sensitive** one.
- Easy estimation: since both lists are assigned at random, any difference in means should be attributed to the sensitive item *only*.

# **List Experiment: Endorsement Task**

#### **Control**

#### **Treatment**

- Non-sensitive item 1
- Non-sensitive item 2
- Non-sensitive item 3

- · Non-sensitive item 1
- Non-sensitive item 2
- Non-sensitive item 3
- Sensitive item

"How many items (NOT WHICH ONES), if any, would you endorse?"

# **List Experiment: Endorsement Task**

#### **Control**

#### **Treatment**

- Smoke a cigarette
- Drink a beer
- Dance

- Smoke a cigarette
- Drink a beer
- Dance
- Inhale cocaine

"How many items (NOT WHICH ONES), if any, would you endorse?"

# **List Experiment: Endorsement Task**

#### Control

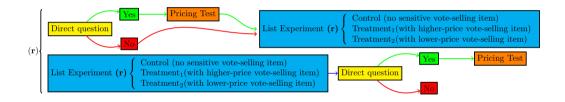
#### **Treatment**

- Steal an iPod from a large department store
- Speed on the highway because you're late for work/school
- Download your favorite music from the Internet illegally

- Steal an iPod from a large department store
- Speed on the highway because you're late for work/school
- Download your favorite music from the Internet illegally
- Sell your vote to a candidate for \$500

"How many things (NOT WHICH ONES), if any, would you do?"

### My Experimental Design



### Dependent Variable

- Sum of items each subject i declares.
- Two treatments were administered ("cheap"/"expensive"): account for possible elasticities.

Hard to price a vote.

