

Before I take the time draft a formally templated proposal, I want to share some background and perhaps stimulate a little dialogue first. The topic is fairness (or lack thereof) in the current approach to voting.

It was brought up repeatedly here and on social media, due to the ongoing friction between the community of individuals, and whales with an outsized influence on DAO votes. In many holders' eyes the current system demonstrates a lack of decentralization and fairness in the governance process because virtually all individual holders can (and often are) held hostage by a couple wallets.

While not perfect, the most logical mitigation is to introduce quadratic votes, which are available in Snapshot out of the box. No extra work needed.

In laymens terms, what is quadratic voting? In general it means that to cast one vote, a voter needs only hold one share (or token). But to cast two votes, they must hold four shares (two squared is four). To cast three votes, they must hold nine shares. And so on.

What are the drawbacks? A common concern is that whales will split their stack, if they aren't KYC'd. That's a possibility, but my counterpoints: 1.) most large holders are too visible and well known entities who can't easily mask holdings; 2.) is it any less fair than the system we have now? Even if some players game the systems and split wallets, it will overall reduce their influence on the voting.

Next steps

: some will probably suggest a committee and research this. I am not proposing that. I think extensive research is not needed... in the search for perfection we will ignore a better option than we have today- quadratic voting isn't new, isn't novel, isn't risky, and its positive benefits outweigh any risks as far as I'm concerned. Its been implemented and used for a few cycles across a large number of project and is available today in Snapshot.

Reference material:

You can reference the Snapshot page on quadratic voting: [Voting types | snapshot](#)

Vitalik is a proponent too. Here is his commentary on quadratic voting (and funding- also relevant): [Quadratic Payments: A Primer](#)

You can reference earlier posts in the DAO on the topic:

* [List item](#)

* [List item](#)

* [RFC : Riding The Wings Of Change - #27 by leyota](#)

* [AIP-412: Streamlining Working Group Elections: Improved Second-Round Voting Strategy - #13 by bigbull](#)