

**OPTION I :: 4-year Mayor and Council Terms (4-year cycle)**

2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025
	Mayor				Mayor				Mayor				Mayor
	Council 1*		Council 1				Council 1				Council 1		
Council 2				Council 2				Council 2				Council 2	

**PROS**

- ~No election cost 25% of the time (1 of every 4 years)
- ~Increased continuity all around
- ~Level playing field :: everyone plays by the same rules

**CONS**

- ~\* Adjustment phase for Council 1 to get off Mayoral cycle; 1 two-year term followed by four-year terms thereafter

**OPTION II :: 3-year Mayor and Council Terms (3-year cycle)**

2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025
	Mayor			Mayor			Mayor			Mayor			Mayor
	Council 1				Council 1**			Council 1			Council 1		
Council 2			Council 2			Council 2			Council 2			Council 2	

**PROS**

- ~Increased continuity
- ~Level playing field :: everyone plays by the same rules

**CONS**

- ~\*\*One special (4) year term would get Council 1 Alderman off Mayoral election cycle; three-year terms thereafter
- ~No election savings

**OPTION III :: 4-year Council & 3-year Mayor Terms (12-year cycle)**

2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025
	Mayor			Mayor			Mayor			Mayor			Mayor
	Council 1				Council 1				Council 1				Council 1
Council 2				Council 2				Council 2				Council 2	

**PROS**

- ~No special term length required.
- ~No election 33% of the time (4 of every 12 years)
- ~Gives more continuity to both powers in an aldermanic gov't

**CONS**

- ~Inconsistency wrt level playing field. 17% of the time there are different rules.

**OPTION IV :: 3-year Council & 4-year Mayor Terms (12-year cycle)**

2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025
	Mayor				Mayor				Mayor				Mayor
	Council 1			Council 1			Council 1			Council 1			Council 1
Council 2			Council 2			Council 2			Council 2			Council 2	

**PROS**

- ~No election 25% of the time (6 of 24 years)

**CONS**

- ~Inconsistency wrt level playing field. 17% of the time there are different rules.
- ~Gives more continuity to the lesser power in an aldermanic form of gov't

**Option V :: 2-year Council and 3-year Mayor (6-year cycle)**

2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025
	Mayor			Mayor			Mayor			Mayor			Mayor
	Council 1		Council 1		Council 1		Council 1		Council 1		Council 1		Council 1
Council 2		Council 2		Council 2		Council 2		Council 2		Council 2		Council 2	

**PROS**

- ~Slightly more continuity for mayor

**CONS**

- ~Inconsistent playing field. 100% of the time there are two different sets of rules.
- ~No non-election years.

**CURRENT :: 2-year Terms**

2012	2013	2014	2015	2016	2017	2018	2019	2020	2021	2022	2023	2024	2025
	Mayor		Mayor		Mayor		Mayor		Mayor		Mayor		Mayor
	Council 1		Council 1		Council 1		Council 1		Council 1		Council 1		Council 1
Council 2		Council 2		Council 2		Council 2		Council 2		Council 2		Council 2	

**PROS**

**CONS**

- ~No continuity
- ~Inconsistent playing field. 100% of the time there are two different sets of rules.
- ~No non-election years.

**Notes:**

Based on the Pros and Cons, I have rated each of these term-length options for each of the following categories: Fairness, Cost Savings, and Continuity. In options where the scrutinized category was a tie, the resultant rating was weighted based on other positive benefits of the option. They are rated against one another—in order of most benefit to least on a scale from 1 to 6.

OPTION	FAIRNESS	COST SAVINGS	CONTINUITY
I	1	2	1
II	2	4	4
III	3	1	2
IV	4	3	3
V	5	5	5
CURRENT	6	6	6

~If you concur with this analysis, then it becomes clear that OPTIONS I and III result in the most benefits while OPTIONS II, IV, and V provide the least, current term length notwithstanding. ~OPTION I provides a condition where all elected officials are playing by the same rules as well as provides increased continuity. There is a cost savings by reducing election years by 25%. ~OPTION III provides for a greater cost savings by reducing election years by 33%, provides some increased continuity but does not level the playing field.

*NEW*

*NEW*