# Introduction to the American Political Process

Class 9: Congress 2

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#### Overview

#### 1. Readings

Krehbiel, "Pivotal Politics"

# Readings

#### Krehbiel, "Pivotal Politics"

**Gridlock**: The persistent inability to enact major legislation when majorities on Capitol Hill and/or the President seem to prefer such enactments to the status quo.

#### Three clarifications:

- 1. Not inherently partisan
- 2. Not new in American politics
- 3. Not necessarily a bad thing

#### Krehbiel, "Pivotal Politics"

A theory of gridlock should address three empirical realities:

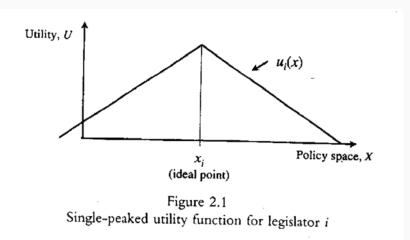
- 1. We get gridlock often, but not always
- 2. When gridlock is broken, it is by **large winning coalitions** as opposed to bare majorities
- 3. When gridlock is broken, it is by bipartisan coalitions

# Krehbiel, "Pivotal Politics"

|                                | Frequency                 | Coalition size         | Partisanship |
|--------------------------------|---------------------------|------------------------|--------------|
| Reality                        | Common                    | Large                  | Bipartisan   |
| Responsible party government   | Nonexistent               | Size of majority party | Majority     |
| Conditional party government   | ?                         | Size of majority party | Majority     |
| Unified vs. divided government | As common as divided gvmt | Size of majority party | Majority     |
| Median voter<br>theorem        | Nonexistent               | Just over half         | ?            |
| Majoritarian chaos             | Nonexistent               | ?                      | ?            |
| Stability-inducing             | Sometimes                 | ?                      | ?            |
|                                |                           |                        |              |

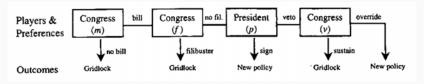
#### Elements of the Theory: Players and Preferences

The players are *n* legislators (for simplicity, *n* is odd) with the following preference structure:



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#### Elements of the Theory: Procedures

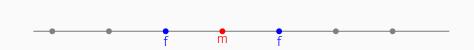


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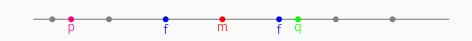
#### The game proceeds as follows:

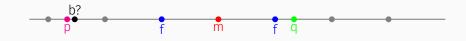
- 1. Median legislator proposes a bill or accepts the status quo
- 2. Filibuster pivot (3/5) decides whether to invoke cloture
- 3. President can sign bill into law or veto
- 4. Congress can override presidential veto (2/3)







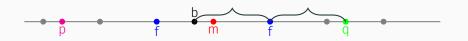






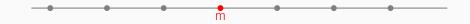






Note: A more extreme (right) status quo allows for a more extreme leftward policy shift. (And vice-versa.)



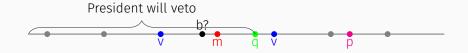




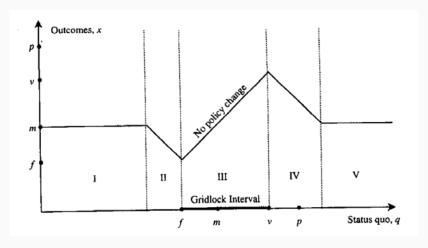








### Equilibrium



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#### Key Takeaways

- 1. Legislative productivity depends on the width of the gridlock interval
- 2. When policy swings, it often swings dramatically
  - · When status quo is moderate, it is hard to move
- 3. Gridlock is broken by large, possibly bipartisan coalitions (bigger than simple majority)
- 4. Gridlock can occur in unified or divided government

#### **Assumptions**

What important assumptions went into the Pivotal Politics model, and what might break it?

- 1. Open rule (vs. majority party agenda control (Cox & McCubbins))
- 2. No parties!
- 3. Single dimension of ideology
- 4. No interest groups or pork

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