



More about the people.
Less about the money.

What is VOICE? VOICE: Voter Owned Iowa Clean Elections is a system where candidates can choose to run using public funding instead of constantly fund raising and accepting monies from power groups hoping to wield their influence.

Why it's better. People in politics will tell you that they spend too much time seeking funds when they'd rather be getting things done. Democrat, Republican or Independent, the current election funding system and escalating campaign budgets trap candidates in a need to constantly fund raise. VOICE would eliminate the need to fund raise and let elected officials focus more on the job at hand.

Less about the money. It's no surprise that most people feel that money has too much of an influence in current politics. VOICE opens the door to reduce that influence and restores a needed balance to our political system.

It's already working in other states. Arizona, Connecticut and Maine are three states where voter-owned clean elections have been in place and working for several years. The success of the system has been touted by candidates and voters across the political spectrum.

How can you help? Changes in the electoral process in Iowa are made at the state legislative level. Be a part of the growing voices in Iowa working to bring about this much needed change.

- Join Citizens for Community Improvement (CCI) \$25 \$35 \$75 Other: _____
- Ask your legislators to support VOICE
- Write a letter to the editor about VOICE
- Host a VOICE house party

Make checks payable and mail to:
Iowa CCI – VOICE
2001 Forest Ave., Des Moines, IA 50311

Name: _____
Address: _____
City, State, Zip: _____
E-mail: _____



voterownediowa.org

Skyrocketing election costs.
Shrinking pool of candidates.
Big money influence.
Low accountability.

Our current election system

Controlled election costs.
Growing pool of candidates.
Everyday people influence.
Renewed accountability.



voterownediowa.org



Elections where people talk more and money talks less.