

Three Players

One player is chosen as the divider, and divides the set into three shares.

The remaining two players cast votes as to which shares they consider to be fair or more than fair. Each player must vote for at least one share, but may vote for all.

There are five ways one chooser can vote, making a total of 25 ways for both choosers.

1. A chooser may have voted for a share that the other chooser did not. In that case, the chooser that voted for the share gets that share, and the other chooser gets one of the remaining shares that he/she voted for.
2. Both choosers may have voted for the exact same shares. Give the divisor any one of the shares – preferably one that was not voted for by either chooser, if there is one. The remaining two shares are divided between the two choosers using the Divider-Chooser Method.

Four or More Players

One player is chosen as the divisor, and divides the set into shares.

The remaining players are choosers, and cast votes for the shares.

The votes are analyzed:

1. There may be a way to give each chooser one of the shares listed on his/her bid. The divider gets the last piece.
2. There may be a standoff. The same choosers bid on the same shares, and there is no way to distribute those shares. Split the group into two parts: this involved in the standoff, and those not. The group not in the standoff receives a share he/she bid on, the other group starts the process over.

Standoff Example:

C1, C2, and C3 represent the three choosers. S1, S2, S3, and S4 represent the four shares. An "X" represent a shared that a chooser voted for.

	S1	S2	S3	S4	
C1	X	X			C1 and C2 are in a standoff over S1 and S2. Give S3 to C3, and give S4 to the divisor. C1 and C2 use the divider-chooser method over S1 and S2.
C2	X	X			
C3	X		X		