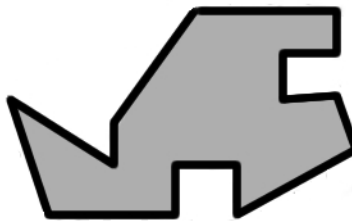# Gerrymandering Scoring
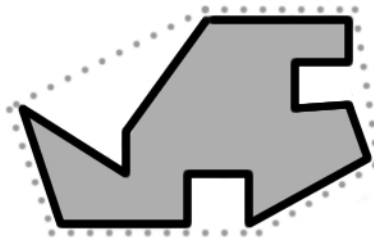
*Convex Hull*

Imagine that the following district exists in your state:



You would first find the area of the district.

Now imagine that a string is looped around the outer perimeter of the district, as shown:



You would then find the area enclosed within the string.

Finally, you would divide the area of the district by the area within the string, and this would be the Convex Hull method of computing a districting score.

*Reock*

Using the same sample district as Convex Hull, you would draw a circle around the district, making sure the circle is only just big enough to cover the district.
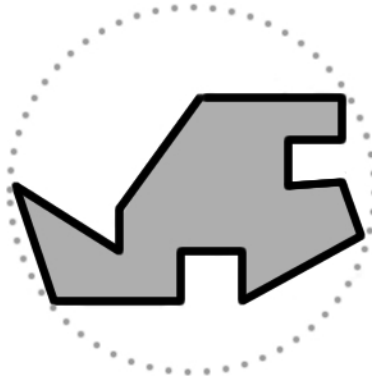


The score is calculated by dividing the area of the district by the area within the circle.

*Polsby-Popper*

Using the same sample district as Convex Hull, you would draw a circle that has the same circumference as the perimeter of the district.
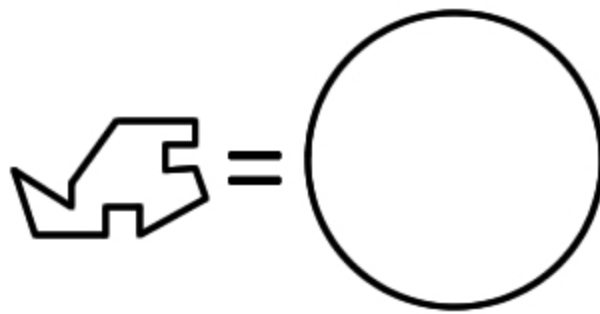


Then, you would divide the area of the district by the area of the circle in order to find the score.

*Modified Schwartzberg*

Using the same sample district as Convex Hull, you would draw a circle that has the same area as the district.
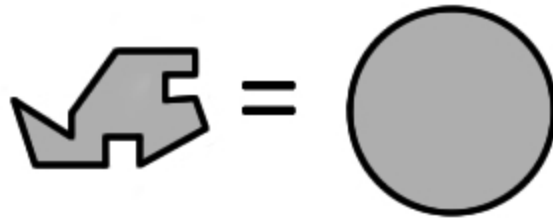


Then you would divide the perimeter (circumference) of the circle by the perimeter of the district.