

A. The machine

1. Start

- 1) Conditions for machines
 - a) Immigration and urbanization
 - b) Shift to popular elected governments
 - i) You get power by mobilizing voters
 - ii) Urbanization and immigration picks up
 - Ethnically diverse
 - c) Takes advantage
 - i) Immigrants are growing
 - Mobilize immigrants and organize
 - Established first modern political parties
- 2) What it is (noun and adjective)
 - a) Party organization that produces electoral victories
 - i) They're about winning

2. 4 features of a machine

- 1) Party hierarchy with single leader or unified board (Boss)
 - a) Doesn't need to be elected
 - i) Could be mayor, sheriff or etc.
- 2) Party control over ballot access
 - a) You have to see boss if you want to run
- 3) Loyalty through patronage and ethnic solidarity
 - a) Ethnic ties to hold it together
- 4) Non-ideological
 - a) About winning
 - b) Secure victory for member
 - c) God government is government that gets me and my friends elected

3. Conditions for rise of machines

- 1) Municipal corporations
 - a) Ran by elites to govern
 - b) But public loved machines
- 2) Party machines were democratic
 - a) More popular than municipal corporations
 - b) Political motivated thugs
 - i) Deliver benefits to supporters
- 3) Wasn't popular with everyone
 - a) Intellectuals and other immigrants don't like them

B. New York

1. Tammany Hall building

- 1) Private social club
 - a) Talked about politics
 - b) Boss Tweed
 - i) Controlled Hall
- 2) Persisted to control NY government

- a) Control up until 1950s
- b) Party ideology based on ethnic lines
 - i) Anglo-Italian=Republican
 - ii) Jewish=Democrat

C. Social roots of machines

1. Industrialization

- 1) Economy created need for cities (dense cities)
 - a) Need labor, raw materials, transportation and communication
 - i) This is what industries wanted
 - ii) More unskilled labor needed
 - If you're uneducated, you had a chance to succeed in cities

2. Immigration

- 1) Mass waves in the early 1800s
- 2) After arriving, immigrants needed jobs
 - a) Social networks
 - i) Know people to get job
- 3) Ethnic segregation in neighborhoods
 - a) Irish settled with each other (Ghettos)

D. Institutional roots of Machine

1. New institutions facilitated rise of machines

- 1) Unified government
 - a) No division between executive and legislative
 - i) General purpose government
 - ii) Control everything
 - b) No supreme court to judge constitutionality
 - i) Nobody telling you this is illegal
- 2) Ward-based plurality elections
 - a) Most votes in individual wins
 - b) Ward-based elections are based on geography
 - c) At large elections are for seats
 - i) Top winners get seats
 - d) Most cities/counties had wards
 - e) Duverger's Law: plurality elections cause dual parties
 - i) Favor large parties
 - ii) Residential segregation: rise of machine in ward-based
 - Similar to gerrymandering
 - Machines can sometimes change electoral line
- 3) Weak mayor system
 - a) Mayors → Council → Voters
 - b) Mayors have no real power
 - i) Police reports to council
 - ii) Mayor is a figurehead
 - No veto, appointment
 - Formal figurehead

- c) Party organizations run city
 - i) But mayor can be powerful informally
 - Vital to an ethnic community
 - Or his power has to do with extracurriculars
 - 4) Long ballot
 - a) Local governments elected a lot of executives
 - i) If parties control ballot access, it controls government
 - ii) Great for parties because people just vote for same parties
 - 5) Spoils system
 - a) Patronage fuels machine
 - i) Loyal members receive benefits
 - Jobs, contract, favorable delivery of government services
 - 2. George Plunkett
 - 1) Another Boss of Tammany after Tweed
 - a) Wants to do well for NY
- E. Politics of Machines
- F. Policies of Machine
 - 1. Different policies than what came before machine
 - 1) Winners can get tax cuts
 - 2) Brooklyn Bridge built of excessive requirement by Tweed
 - a) Built by political corruption/Graft
 - b) Same with NYC water system
- G. Machines in Texas
 - 1. Origins
 - 1) Never and urban thing, more rural areas
 - 2. Parr Machine of Duval County
 - 1) Origins
 - a) Archie Parr
 - i) Poor ranch-hand and fatherless
 - In touch with Mexican-American workers
 - Learns Spanish
 - Mexicans don't vote
 - ii) Politics
 - Gets support from Mexicans and elected county commissioner
 - Became the power broker in King County
 - b) George Parr, son
 - i) LBJ
 - Fighting for senate position
 - George helps him win
 - ii) Apparently committed suicide
 - Tax evasion
 - No bullets in gun, so no one knows
 - 2) Function
 - a) Just like an urban machine