# Data Transfer/ UI Notes

# **Change Log**

Date	Version	Author	Description
7/1/09	1.0	Mark Miles	Initial Version
7/1/09	1.1	Brian Stevenson	Initial review/comments
7/9/09	1.2	Mark Miles	Added "stateAverage" value to XML
7/15/09	2.0	Mark Miles	Wholesale changes to entire document as client has altered/focused governing rules
7/16/09	2.1	Mark Miles	Added "final" value to map.xml
7/16/09	2.2MM	Mark Miles	Changed "other" state data to "Outside U.S.", per client, added outstanding issue #20, added First 100 Days data call info, adjusted questions.xml to include teaser text (and noted it in copy)
7/16/09	2.2BS	Brian Stevenson	Adjusted Assumption #8, Outstanding Item #1, grade matrix
7/16/09	2.3	Mark Miles	Merged 2.2BS with 2.2MM
7/16/09	2.4	Mark Miles	Added heat map color palate swap requirement for 100 days data, added Outstanding Items #21 and #22
7/23/09	2.5	Mark Miles	onLoad: combined serverTime and serverDate into one "currentTime" variable; changed closeTime value format
7/28/09	2.6	Mark Miles	Added deepQ variable and functionality to startup section

# **Assumptions**

- 1) Facebook and iframe data will exist below the flash object and not interact with the flash object in any way.
- 2) Questions that are not selected for broadcast will close at the end of broadcast (hardcoded to be 10:00pm eastern time).
- 3) Post-show refresh will only consist of:
  - a. Close voting for all questions.
  - b. Reveal final national average value and national grade breakdown bar graph for each question.
  - c. Flash object will only poll server once for question and map data.
- 4) Question rollout schedule: may start with 7 questions and add the other 3-6 questions later in the week, and the user should be able to vote on the new questions. The new questions would be inserted after the older questions.
- 5) Absolute maximum number of questions will be 18. (flash object UI can handle no more)
- 6) Every broadcast-live question will have at least a five minute countdown to closing.
- 7) User state (questions answered and grade) will be held locally via flash cookie. If a user's settings do not allow for flash cookies, or they clear their cache after answering questions, those

- answers (while kept in the RTM DB) will be cleared from the UI and they will be presented with a blank questions list starting with the first available question.
- 8) SHA(256) will be used for all transfer of data which we wish to protect from scripting.
- 9) Registration will consist of optional user selection of home state from dropdown menu, coupled with IP tracking on backend.
- 10) Grading button will gray out if question closes. If a question closes while a user is interacting with the button or during data transfer of answer, flash object will pretend that the vote has been counted. (This will eliminate the need for a "you did not answer fast enough" dialog box.)
- 11) IVR and SMS data being pulled from CommerceTel will show current vote totals for a given state and grade (as opposed to new votes since last transfer)
- 12) Question Length not to exceed 76 characters (including spaces)
- 13) Question Teaser Length not to exceed 30 characters (including spaces)
- 14) CAPTCHA will not be implemented.
- 15) IP to State lookup will not be implemented.
- 16) Votes identified as "not-given" (user did not select a state value), or "Outside U.S." from state drop-down will be rolled into National totals, but not returned separately to CNN or displayed in the Flash object separately.

# **Outstanding Issues**

- 1) Can CNN host the question and map XML files? And if so, what will be the mechanism to place them there and what would the latency be (average and maximum)?
- 2) Can the CNN server handle overwriting of one filename, or do we need to institute an incremented (or time-based) naming convention (e.g.: "questions08062344.xml")? There would be significantly less headache if we could utilize a constant filename.
- 3) Will all broadcast questions be grouped together? (i.e.: if there are 10 broadcast of 15 total questions, the broadcast questions would be numbered 1-10) While it is not a requirement, it's going to look odd if question 1 closes, then question 7, then question 3 (and then all questions not in the broadcast close all at once)
- 4) What was decided over:
  - a. Facebook graphic creation and deployment schedule. (CNN notes "one bar chart that shows the breakdown of As, Bs, Cs, Ds, and Fs similar to the rest of design. Note: We will only have Facebook data for one question. If we close the voting on Facebook on the evening of the 5th, can RTM create the single static bar chart and add it to the page near the end of the broadcast or late that evening?") RTM agrees to this plan- if CNN delivers the data by COB on the 5<sup>th</sup>, RTM can create a single graphic for placement on the site by 5:00pm on the 6<sup>th</sup>.
  - b. Facebook data integration (CNN would prefer if that content could be added only after approval, but no word on timing to accomplish) Assuming that the Facebook voting will close on the evening of the 5<sup>th</sup>, RTM can have it up during the day of the 6<sup>th</sup> if requested. We do need to know the format of this data ahead of time.
  - c. SMS/IVR data integration (RTM assumes that all data will be combined, with no UI to see SMS, IVR, or Web data alone)
- 5) RTM/CNN needs to decide on a template (and protocol) for transferring editorial content. (RTM suggests one XML feed for all questions containing static and dynamic content)
- 6) What are the specifics regarding the editorial links? (How many? Maximum character size of each? Etc.) Need to know how layout will be so that we can program for it. (Current UI allows for 10 story links with a maximum of 60 characters each (including spaces).)
- 7) Per note from CNN: "The new questions [rolled out over the course of the week] would be inserted before the older questions." This won't work as the numbering of the questions would change. They need to be placed \*after\* the older questions.
- 8) What will the site page header contain? (Heroes simply had link back to the CNN.com homepage)
- 9) Does CNN have a version of their video player that we could import into our Flash object? (otherwise, grab, embed, etc will not be part of this)
- 10) CNN to provide the code for embedding the advertisement.
- 11) CNN to agree to final voting limit value per IP address per question (currently the number on the table is 25).
- 12) CNN to create and deliver an infographic in the previously agreed-upon format for each question.
- 13) CNN to provide direction (in the form of any art and copy) for new section head to be placed above current content of site.
- 14) CNN to provide tune-in copy for placement in section head as well as national average area of map in flash object (to be replaced with national average data once question closes)
- 15) CNN to provide list of questions indicating rollout schedule.

- 16) CNN to provide 100 Days data, at which point it will be determined if this data is complete enough to be shown through the 200 Days object. (If not, 200 Days object will simply link to current CNN page, spawned in a new browser window.)
- 17) What is the minimum frequency of requests for polling results pre-show?
- 18) What is the minimum frequency of requests for polling results during the show?
- 19) Tell a friend: RTM will provide CNN with updated UI plan utilizing small grab and place object housed outside of flash in header area (depending on compatibility).
- 20) CNN to provide infographic icon
- 21) CNN to provide First 100 Days heat map color palette.
- 22) CNN to confirm that threshold for display of vote count is < 5,000.

# **Nice-to Have Features**

- 1. **Unsynchronized Display:** Flash object does not wait until it receives map.xml (and parses it) before the initial display of information. Proceeding without the map information would allow the flash object to function "on one engine" if the map XML is broken/missing, but we would need to add code to show a "no data at this time" for each map and remember to update the interface when the data does come in.
- 2. **Expanded Editorial Content Pane:** instead of a simple bulleted list of Related Content, the flash object will place a thumbnail image and descriptive text for the first link.

# **Program Overview**

# Pre-show Phase (8/2 9:00am - 8/6 7:59pm)

The site will open with a subset of questions available for voting. As the week progresses, additional questions will be made available for voting. User will be able to view state statistics but not national total. Users can vote only once per question.

**Registration:** user may provide their state (or "Outside U.S.") from drop down list during first question response. Flash object will hold userState value via flash cookie going forward.

**Question/Voting:** UI displays first question (or first un-answered question) for answering. User selects grade and submits. Next question link is highlighted allowing user to continue. User can also navigate the question list via a question navigation bar.

### Lower Area Content (per question):

- 1) Heat Map pane: This is an Illustrated US map used to display the vote percentage breakdown by state for the current question. Before user has voted on a question, the heat map tab would not appear. Once a question is answered, this pane would open and display results. The right side of this pane will display tune-in information before the question closes.
- **2) Editorial Links pane:** Flash object will default open a pane which will pull in XML for each question containing:
  - a. Title, description, and link to a single "infographic" image that is to be displayed inobject. This infographic will be open by default when a question is first viewed (if still open for voting)
  - b. Title, description, and link to a single FLV that is to be displayed in-object
  - c. 10 (?) Titles and links to TBD editorial content, clicking on which would spawn a new browser window.

**Community:** An i-frame area will be set aside outside of the flash object on the page into which a CNN community page will be placed.

**Facebook graphic:** a graphic may be created and placed below the flash object during the week of the project.

# **During show Phase (8/6 8:00pm - 10:00pm)**

At the start of the TV broadcast all questions will be available for voting. At time increments determined by the broadcast team during the broadcast, a countdown will be given to close a given question. Once a question closes, users cannot vote on that question, but the national average grade for that question will be revealed along with state statistics.

Data refresh rate will increase for the duration of the show to keep (as best as possible) data displayed in the broadcast in line with that displayed on the website.

Registration: identical behavior to previous phase

**Question/Voting:** similar to pre-show phase except that current question would be highlighted in navigation and displayed first onLoad for answering. Previous questions would be closed to voting and indicated as such in UI. Lower area could contain the following tabbed content:

**Heat Map pane:** Similar behavior to previous phase with the addition that after a question closes, this area will house National data on a per-question basis including national average grade, vote letter-grade breakdown, and numerical vote totals if over 5,000)

Editorial Links pane: identical behavior to previous phase

**Community:** identical behavior to previous phase

Facebook graphic: identical behavior to previous phase

# Post-show Phase (8/6 10:01pm - 9/6)

Once the broadcast has concluded, all questions would be closed. Users would no longer register/log in or cast any votes. Data refresh rate will return to pre-show level.

**Question/Voting**: all voting is closed. UI defaults to first question in the set. Lower area could contain the following tabbed content:

**Heat Map pane**: Same as previous phase, but the heat map pane will default to open.

Editorial Links pane: identical behavior to previous phase

Community: identical behavior to previous phase

Facebook graphic: identical behavior to previous phase

# **Data Transfer Common Practices**

### dataMode

As with all RTM flash objects, this one should respond to the "dataMode" switch passed in via the embed. At this moment, RTM will be hosting all aspects of the program and as such a relative URL can be employed to transfer data. Valid dataMode switch values are as follows:

- "live" (utilized for dev, QA, and clientQA) and point to ".asp"
- "test" (use relative path to same directory) and point to ".txt", ".htm", or ".xml" depending on content type requested.
- "demo" (functionally the same as "test" at this point)

### Hash

Every data transfer to the server will include a hash. We will utilize the jtd hash library, passing a standard key shown below along with concatenated variables related to the specific transfer. The concatenated variables are noted with each data pass in this document. Sample shown below (key is standard):

```
import jtd.crypto.Hash;
var key:String = "y$e@M%13K!dR&";
registerVars.h = Hash.SHA256(key + registerVars.firstName + registerVars.email);
```

#### errmsg

Most data transfer operations will return errmsg variable. If the transaction is successful, the value will be a string "null". Otherwise, the value should be displayed to the user (i.e. "The project is not accepting more voters at this time. Please check back later, or tune to CNN TV."). Character count should be considered unlimited (errors could stack, and other game messages could be created later). As such a scrolling box should be employed to display it. The error will be returned as HTML and could contain anchor tags linking to outside content.

Open issue: should we have a button as part of this interface? I don't see a need for an "ok" button that simply dismisses the dialog- as most errors would be catastrophic. In another scenario we don't want a user pushing "try again" over and over when the problem is server load.

# **Throttling**

Per request of CNN, each XML object returned will contain a "refresh" attribute as part of the root node. This value (in seconds) should be used to determine the next time that the flash object should request the particular data set. This is done as a means of adjusting server load while the project is live while keeping the data in-object as current as possible. (Ideally, the refresh rate should increase during the broadcast.)

Generally speaking, the call to questions.xml will happen at a higher rate than the call to map.xml as keeping question status synchronized with the broadcast is more important than showing accurate voting results.

If at any point the flash object receives a value of "0", it should suspend all subsequent data requests for this data. This could be due to:

- a) The retrieved data set is complete (i.e. the project has ended), or
- b) There has been a catastrophic issue on the server side and all flash objects must suspend activity for this object to reduce server load. For example, it is determined that we cannot reliably continue to push map.xml. As such we suspend that call and the flash object would simply utilize the data they already have.

OPEN ISSUE: Can the flash object continue to function if a "0" value is received from questions.xml? Should a "0" value in one object halt both XML requests? (Probably not, if the real cause is option A. Consider too that map.xml contains information indicating if a question's data is final.)

# **Data Transfer Details**

# **Startup**

OnLoad, the flash object will call the server as a precaution to determine initial approval to proceed. Contrary to general errmsg operation, if an error is returned from this call, it should be displayed WITHOUT a "try again" button (as the error would be catastrophic and we don't want a user pounding the server with retry calls). The returned error may contain a href link directing the user to alternate content.

### Receive (from embed)

• ip: IP address of user's machine

### Receive (from flash cookie- if available)

- userState:String
- userVotes: Array, in which index (+1) indicates which question was answered. E.g.: user has voted on questions 2,3, and 5: (,4,6,,2). The maximum number of questions will not be known, and as such the userVotes array should be built only as questions are answered.
- deepQ: Number [from 1 to total number of questions] representing the onscreen question
  number that the flash object should start with. This value is utilized by CNN to send a
  deep link to a particular question within the flash object. if deepQ exists and a question
  currently in the parsed questions.xml data coincides with it, will supersede the standard
  rule to move to either the live question or the first question in the list.

# Send to "startup.asp"

ip

#### Receive

- errmsg (this may contain information that the program has ended, with a link for more information)
- currentTime (e.g.: "2009-07-23T11:27:00" Flash object should use this to keep internal time moving forward)

# **Questions Data**

#### **Overview**

Users can view all questions, the exact number of which will be determined by returned data (potentially 7 -18). Depending on returned values users may be allowed to vote on a subset of the questions.

Questions can exist in three phases as indicated via the "questionPhase" value in questions.xml:

- open: The server is allowing users to vote on this question.
- live: Open question with added elements indicating that it is the current on-air question. Only one question can be live at a time.
- closed: The server is no longer allowing users to vote. This is because either:
  - The overall time period has ended for a question that was not broadcast selected. The ending period is defined as 10:00pm Thursday August 6<sup>th</sup> (close of broadcast), or
  - o The broadcast has finished with the question.

Eventually all questions will be in the "closed" state. Once a question enters this state, voting will be locked out in the UI and the National Data will be populated in the map view.

Rolling over a non-focused question button in the lower navigation brings up a small text block containing up to thirty characters of text which teases the question.

#### **Details**

Immediately after successful startup call, the flash object should make its first call to questions.xml. Once the returned data is parsed, the flash object will request it again at prescribed intervals based on the last returned "refresh" value.

In parsing the returned data, if any question is marked closed, the UI should lock out voting (while still displaying a user's previous vote, *per Voting below*).

If a question contains a value for closeTime, this indicates that the question has been displayed as live and will be closing soon. The flash object should compare currentTime (plus internally tracked elapsed time since startup call) to this time and start a countdown timer. The flash object will then suspend calls to the server for question.xml until after the timer expires. At the exact point a question timer expires, the object will close the question in the UI and show whatever the last map.xml National data was received via map.xml (with an earmark of "preliminary results" in the UI). At next map refresh interval (per value in map.xml), flash object will continue to update the heat map for all questions (including the closed question). An additional flag will be set per-question in map.xml to indicate that the results are final, and the UI will display this "Final Results" notation in place of the "preliminary results".

Options after timer expires for resumption of question.xml call:

a) Flash object resumes question.xml call at "refresh" value rate- synced up with what it had been doing before it was suspended. (The flash object would need to keep the setInterval running, but not acting on the firing while it waits for the timer to expire.) b) Flash object resumes questions.xml call immediately after question closing, plus randomization based on a global varianceValue to alleviate a great event flush. (E.g. question closes at 8:10pm, and the varianceValue is 30 seconds; thus the flash object will call the server at 8:10pm + random(30).

# Send to "questions.xml"

nothing

#### Receive

errmsg XML object (sample below)

```
<errmsg>This is an error
```

XML object (sample below):

```
<questions refresh="90">
  <questions refresh="90">
  <question id="1" questionPhase="live" closeTime=" 2009-07-23T11:27:00">
  <teaser>Obama's Performance</teaser>
  <text>Is Obama doing a good job?</text>
  </question>
  <question id="2" questionPhase="closed">
  <teaser>Teaser text goes here</teaser>
  <text>Are you better off now?</text>
  <question id="3" questionPhase="open">
  <teaser>Teaser text goes here</teaser>
  <teat>How do you rate President Obama's ties?</text>
  </question>
  ...
</questions>
```

# **Map Data**

After successful return of the initial questions XML, the flash will make its first call for map data, via map.xml. This data will be used to populate the heat maps related to each question. Once the questions and map XML data are parsed, the flash object will allow the user to view and interact with the object.

In concert with questions.xml, the map data will be displayed to the user. Ordinarily, the National average, national vote total and national grade breakdown will be hidden, replaced by a tune-in message in the map pane. However, if questions.xml contains a questionPhase value of "closed", the National data for that question should be shown to the right of the heat map (along with total votes if above 10,000) replacing the tune-in message.

In map.xml for each question, a "final" node will determine if the data from a question is complete as of this pull. If final == 0, the UI should display a flag of "Preliminary Results" near the national data. When final== 1, the UI flag of "Preliminary Results" will be replaced by one reading "Final Results". After the final == 1 flag appears, data for this now-closed question will continue to be a part of map.xml, but it can be assumed that it will no longer change.

### Send to "map.xml"

nothing

#### Receive

• errmsg XML object (sample below) :

```
<errmsg>This is an error
-Or-
```

XML object (sample below):

```
<map refresh="90">
 <question id="1" totVotes="6074" final="1">
  <vote scope="AK" Avg="6" AP="8" A="8" AM="7" BP="9" B="8" BM="7" CP="9" C="11" CM="10" D="7" F="8"/>
  <vote scope="AL" Avg="5" AP="9" A="9" AM="8" BP="8" B="10" BM="9" CP="10" C="7" CM="9" D="7" F="7"/>
  <vote scope="MI" Avg="5" AP="10" A="8" AM="8" BP="9" B="8" BM="9" CP="10" C="10" CM="8" D="8" F="8"/>
  vote scope="MN" Avg="6" AP="7" A="9" AM="9" BP="11" B="6" BM="8" CP="7" C="12" CM="7" D="8" F="10"/>
  vote scope="NJ" Avg="6" AP="7" A="9" AM="8" BP="9" B="7" BM="9" CP="9" C="7" CM="9" D="10" F="9"/>
  vote scope="NY" Avg="5" AP="10" A="8" AM="8" BP="8" B="10" BM="8" CP="9" C="8" CM="8" D="8" F="8"/>
  vote scope="PA" Avg="6" AP="8" A="8" AM="8" BP="8" B="10" BM="8" CP="8" C="10" CM="9" D="9" F="9"/>
  vote scope="US" Avg="6" AP="9" A="8" AM="8" BP="9" BM="9" CP="9" C="10" CM="9" D="8" F="8"/>
  <vote scope="VT" Avg="5" AP="7" A="10" AM="10" BP="9" B="8" BM="9" CP="8" C="10" CM="8" D="9" F="7"/>
  <vote scope="WA" Avg="6" AP="8" A="8" AM="8" BP="7" B="10" BM="9" CP="5" C="10" CM="11" D="9" F="10"/>
 </question>
 <question id="2" totVotes="13328" final="0">
  <vote scope="AK" Avg="5" AP="8" A="10" AM="10" BP="7" B="10" BM="9" CP="7" C="8" CM="7" D="10" F="8"/>
  vote scope="AL" Avg="5" AP="11" A="10" AM="6" BP="8" B="7" BM="9" CP="10" C="9" CM="8" D="8" F="8"/>
  <vote scope="MI" Avg="5" AP="9" A="8" AM="8" BP="10" B="8" BM="9" CP="9" C="8" CM="9" D="8" F="8"/>
  vote scope="MN" Avg="5" AP="9" A="9" AM="7" BP="9" B="11" BM="10" CP="9" C="8" CM="8" D="8" F="9"/>
  <vote scope="NJ" Avg="5" AP="10" A="7" AM="9" BP="10" B="9" BM="10" CP="8" C="10" CM="9" D="7" F="8"/>
  <vote scope="NY" Avg="5" AP="9" A="9" AM="9" BP="10" B="8" BM="8" CP="7" C="8" CM="10" D="7" F="9"/>
  <vote scope="PA" Avg="5" AP="9" A="9" AM="9" BP="9" B="7" BM="9" CP="9" C="10" CM="9" D="8" F="7"/>
  <vote scope="US" Avg="5" AP="9" A="9" AM="8" BP="9" BM="9" CP="9" CP="9" CM="9" D="8" F="8"/>
  <vote scope="VT" Avg="6" AP="8" A="9" AM="9" BP="8" B="8" BM="9" CP="9" C="9" CM="8" D="9" F="9"/>
 </question>
</map>
```

# **Voting**

Users will be allowed to vote on all open questions that they have not previously voted for. At startup, the flash object will look for cookie values for the user's home state, as well as any previously submitted grades. If the flash object does not see a userState value, it will request that information from the user when they are answering their first question, then attempt to set it as a cookie. Questions answered will be cookied locally in a similar fashion as the value is submitted to the server. See "Question/Voting" for details.

The following matrix defines the UI and data values for voting:

UI	A+	Α	Α-	B+	В	B-	C+	С	C-	D	F
Data	1	2	3	4	5	6	7	8	9	10	11

Each time a user answers a question, the corresponding data value will be sent to the server. The server will NOT respond with any information so as not to complicate issues surrounding multiple users voting per IP address above the maximum counted server-side, or having to deal with cases of votes not making it to the server as a question closes, or tip off would-be cheaters that we are in any way blocking cheating votes from the same IP address (which we are). In short, the flash object should behave as if all sent votes were received and added to the DB.

If a cookie value for userState was not retrieved onLoad, when a user casts their first vote, the UI will produce an optional state drop-down containing all 50 US states as well as an "Outside U.S." option. The selected userState along with userGrade for the current question will be placed in a local flash cookie (two digit state code or "Outside U.S.") and read back in onLoad. (See onLoad above for details on cookie elements.)

If a cookie value exists for userState, the user will not be asked to select a state when they cast a vote. If no cookie is found, the user will be asked to select a state every time they answer a question.

In setting the question display, if the flash object sees a value for a given question, it will remove the ability to vote for the question in favor of a block that indicates the saved userGrade value.

# Send to "vote.asp"

- ip
- userState ([two digit state code | "Outside U.S." | " ", if none selected])
- questionID: Number
- userGrade: Number [1-11]
- h = Hash.SHA256(key + ip + questionID);

#### Receive

nothing

### **Editorial Content**

The flash object will pull in CNN editorial content related to the 200 Days questions, but it has yet to be determined what form that input would take (XML containing story names and links which spawn a new browser?) or internally displayed video or other content.

### Tell a Friend

Current proposal is to utilize an "addthis" bug that would exist outside of the flash object in the HTML of the page and will NOT interact with the flash object or RTM DB in any way. See <a href="http://www.addthis.com/">http://www.addthis.com/</a> for more information on implementation.

# First 100 Days Data

A set of small buttons in the upper navigation "Second 100 Days Voting" and "First 100 Days Results" will allow a user to toggle between the two data sets. By default, the current Second 100 Days Voting data set will be loaded. If a user clicks the link to the First 100 Days Results:

- 1) Flash object will replace Second 100 Days data with First 100 Days data
- 2) Voting on all questions will be disabled.
- 3) Editorial tab will be removed.
- 4) Results Map tab will be opened.
- 5) Color palette for heatmap changed to reflect 100 Days map colors.

Since this is archived data, the refresh will be set to "0" and all results data will be marked final (final ="1").

### Send to "questions\_first100.xml"

nothing

#### **Receive**

errmsg XML object (sample below)

```
<errmsg>This is an error/errmsg>
```

XML object (sample below):

-or-

```
<questions refresh="0"> <question id="1" questionPhase="closed">Is Obama doing a good job?</question>
```

```
<question id="2" questionPhase="closed">Are you better off now?</question>
<question id="3" questionPhase="closed">How do you rate President Obama's ties?</question>
...
</questions>
```

Send to "map first100.xml"

nothing

#### Receive

• errmsg XML object (sample below):

```
<errmsg>This is an error
-Or-
```

XML object (sample below):

```
<map refresh="0">
 <question id="1" totVotes="6074" final="1">
  <vote scope="AK" Avg="6" AP="8" A="8" AM="7" BP="9" B="8" BM="7" CP="9" C="11" CM="10" D="7" F="8"/>
  <vote scope="AL" Avg="5" AP="9" A="9" AM="8" BP="8" B="10" BM="9" CP="10" C="7" CM="9" D="7" F="7"/>
  <vote scope="MI" Avg="5" AP="10" A="8" AM="8" BP="9" B="8" BM="9" CP="10" C="10" CM="8" D="8" F="8"/>
  vote scope="MN" Avg="6" AP="7" A="9" AM="9" BP="11" B="6" BM="8" CP="7" C="12" CM="7" D="8" F="10"/>
  vote scope="NJ" Avg="6" AP="7" A="9" AM="8" BP="9" B="7" BM="9" CP="9" C="7" CM="9" D="10" F="9"/>
  vote scope="NY" Avg="5" AP="10" A="8" AM="8" BP="8" B="10" BM="8" CP="9" C="8" CM="8" D="8" F="8"/>
  vote scope="PA" Avg="6" AP="8" A="8" AM="8" BP="8" B="10" BM="8" CP="8" C="10" CM="9" D="9" F="9"/>
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