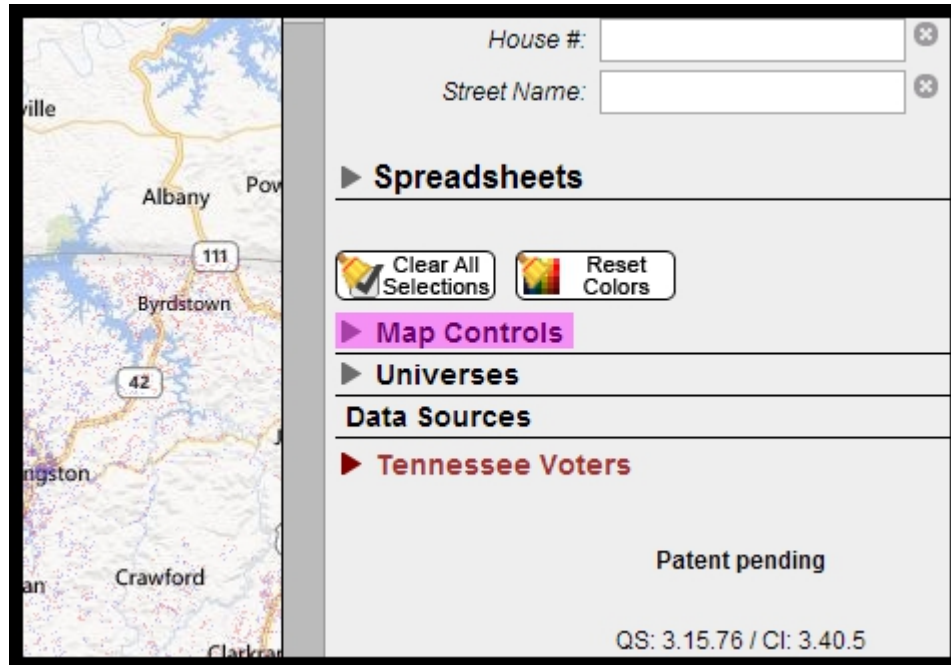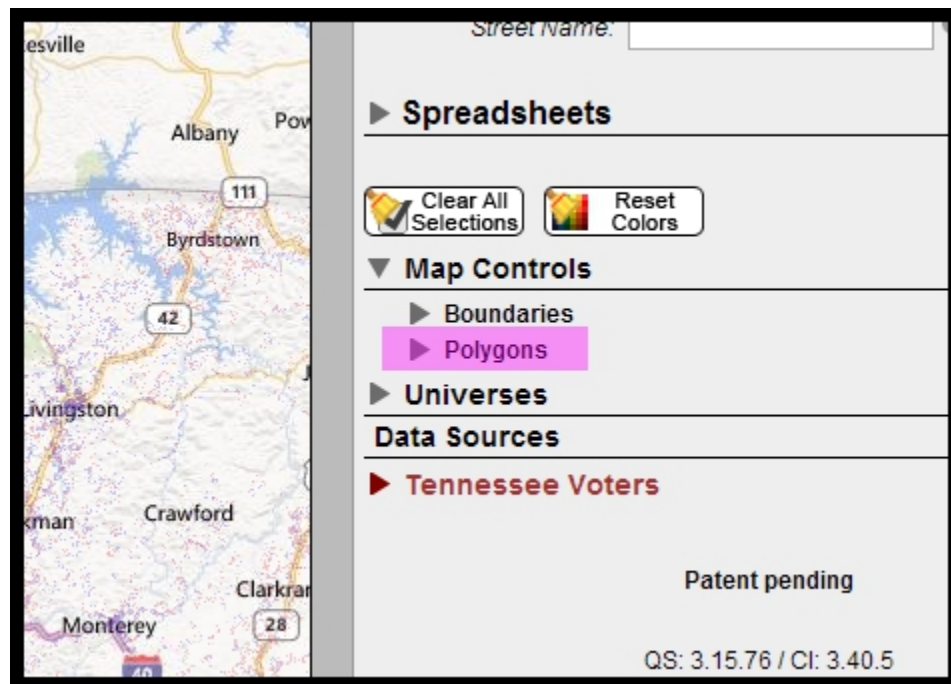# Polygons

The Polygons tool allows you to create your own geographical/area filter to select voters, by drawing shapes onto the map.

1. Click on "Map Controls". A drop down section will appear containing "Boundaries" and "Polygons".

2. Click on "Polygons". Another drop down section will appear containing a list of polygons you have created, along with a section to create a new one.


3. Enter the name of your new polygon in the text input box, and click the "New Polygon" button. This will

create a new polygon with the radio button selected (indicating the polygon is active).
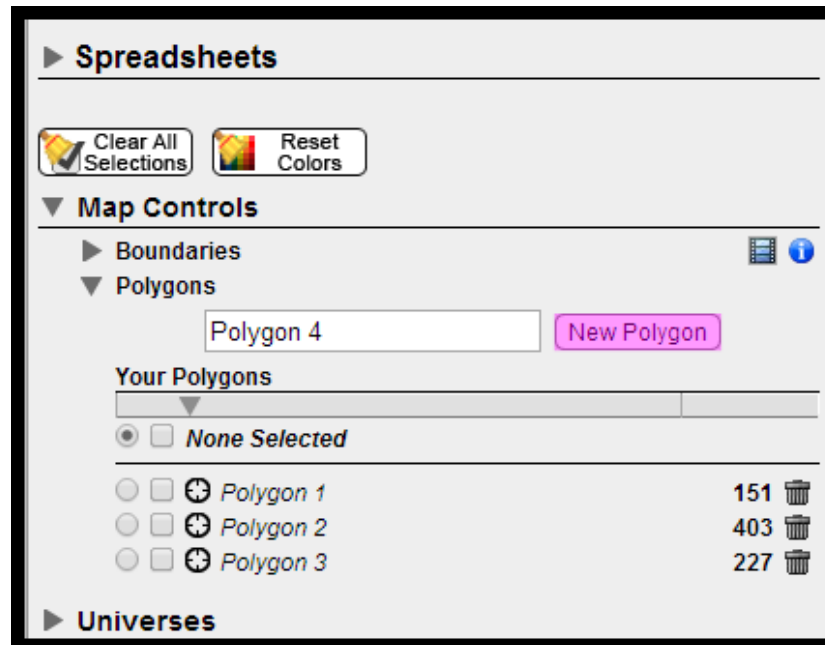

4. The number to the right of your new polygon indicates the number of voters, contained within that shape. These numbers will change as you change the polygons shape and add demographic filters to reflect the new selection of voters.
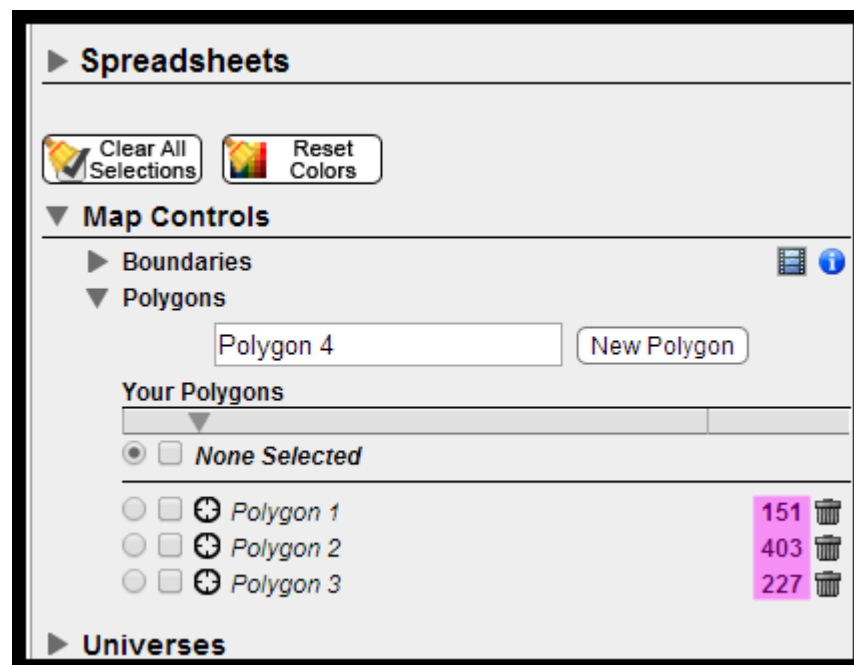
5. With your new polygon selected you will notice that the cursor has changed from an arrow to a "+" when hovering over the map.
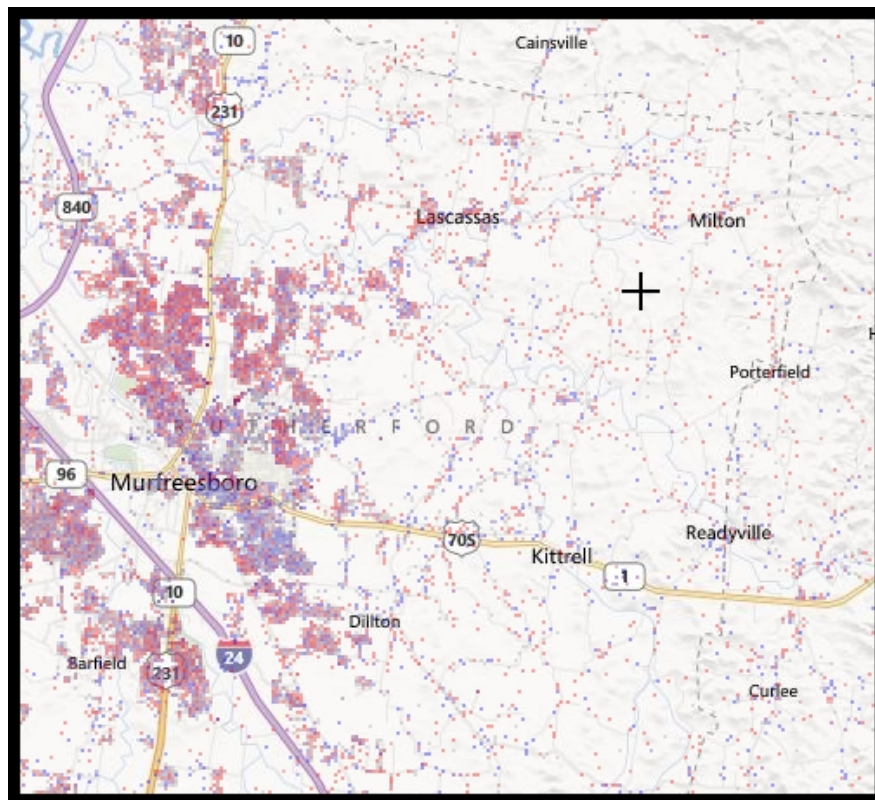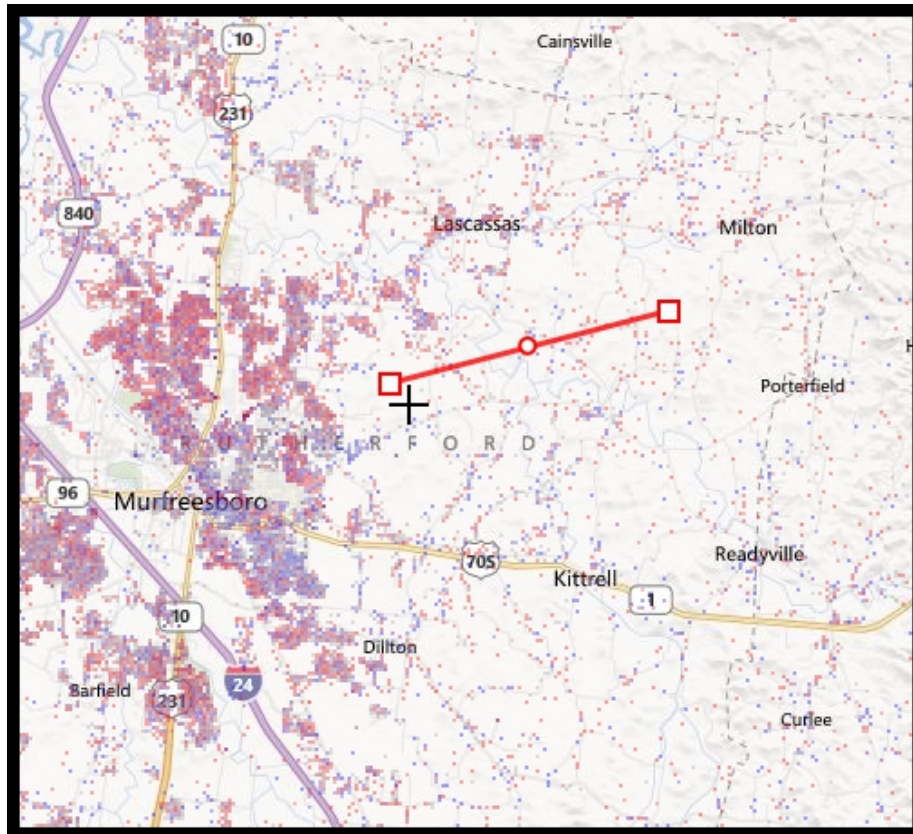
6. Click on an area where you want to place the first point of your polygon. A white box with a red outline will appear.
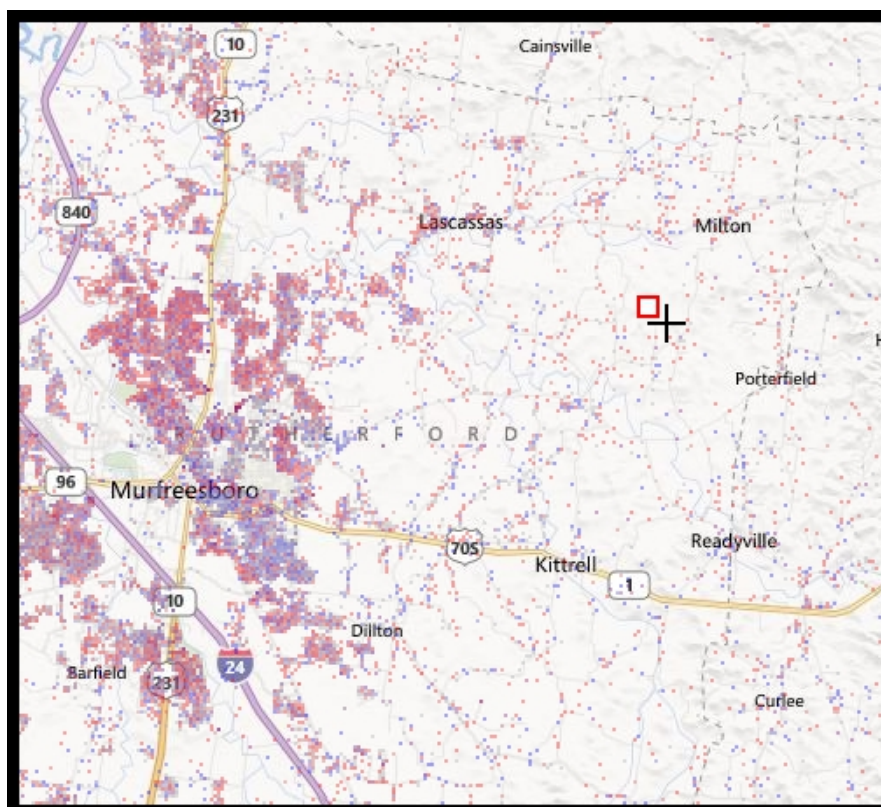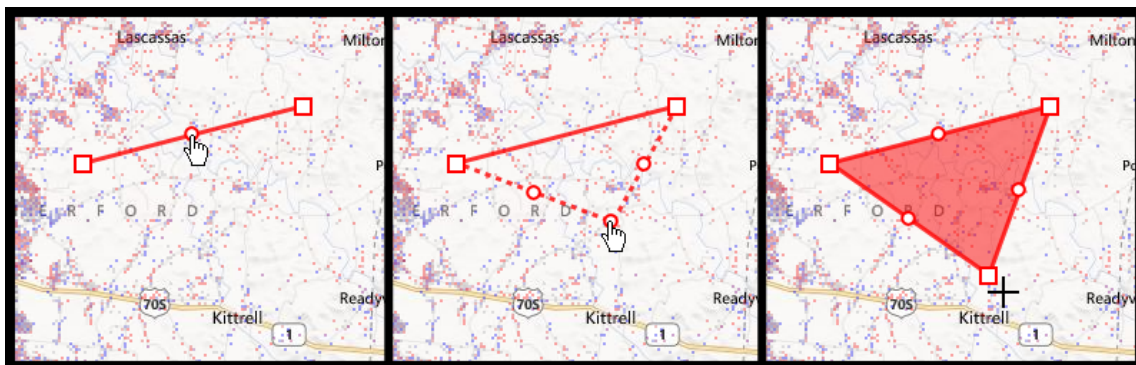
7. Click on another spot on the map, and another white box will appear with a line connecting the two.

8. You can reposition a corner of your polygon by clicking and dragging the point.

9. If you wish to delete a corner of a polygon, right click on the box.

10. To add a corner between two existing points, click on the circle located between the two corners.

11. Continue adding and adjusting the points until you have created your desired polygon and selected your voters.

12. The check box to the right of the radio/selection button allows you to display nonactive polygons on the map. This will allow you to see where you already have polygons positioned on the map.

13. When creating a universe with a polygon, only the polygon selected with the radio button will contribute to the universe.