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## NOTE

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- Information from the General Secretariat of the Council

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## Council's voting calculator app

The Council's Voting Calculator has  
now been published as an app.

You can download the app from:



### Apple App Store:

<https://itunes.apple.com/us/app/council-voting-calculator/id1013810620?mt=8>

### Google Play Store:

<https://play.google.com/store/apps/details?id=eu.europa.publications.consilium.votingcalculator>

The voting calculator app, designed for anyone who needs to quickly confirm a voting result for the Council of the EU, verifies in three easy steps whether an act can be adopted:

**1) Choose a voting rule**

Most often, the Council of the EU votes by qualified majority, but it has no less than four different sets of voting rules for the adoption of a decision. From a drop-down menu, you can choose the relevant voting rule to run your simulation (qualified majority is chosen as the default option).

**2) Set the Member States participating in the vote**

Usually, all EU Member States participate in a vote, however, the Treaties on the European Union do provide for areas of closer cooperation and opt-outs for certain policies. When you start your simulation, all EU Member States will be selected as participating in the vote by default, but you can exclude countries from taking part if required by the rules.

**3) Set the votes for each Member State and verify the final result**

Each Member State can vote in favour, vote against or abstain. When you start your simulation, all EU Member States will be shown as voting yes by default, so you need only to change the vote of those voting against or abstaining. The final result then shows if an act can be adopted or not.

The voting calculator app is the first app developed by the General Secretariat of the Council, and we would like to hear any suggestions you may have for improvements! Please send any feedback to [public.records@consilium.europa.eu](mailto:public.records@consilium.europa.eu).