

PRESIDENT

- Most recognized political actor (96%)
- Expected to be better than the people
- Expected to one of the people
- Expectations can lead to isolation

FORMAL POWERS AND DUTIES

- Outlined in Article II of Constitution (fairly general)
- Commander in Chief
- Make Treaties (with “advise” of Senate)
- Appoint ministers and judges (with “advise” of Senate)
- State of the Union (from “time to time”)
- Recommend legislation
- Make sure that the laws are faithfully executed

MAJOR ROLES

- Chief of State
- Chief of Foreign Policy
- Commander in Chief
- Chief Executive
- Chief Legislator
- Chief Economic Officer
- Head of Party

PRESIDENTIAL POWERS

FORMAL

- VETO
- EXECUTIVE ORDERS
- EXECUTIVE AGREEMENTS
- APPOINTMENTS
- BUDGET PREPARATION
- COMMITMENT OF TROOPS

INFORMAL

- USE OF MEDIA
- PERSONAL BARGAINING SKILLS
- PUBLIC SUPPORT

GETTING ELECTED

Electoral College votes are key

Must get 270 EC votes

General strategies include

- concentrating on large states
- protecting your base
- targeting the most time for contested states
- Generally (but not always) seek a more centrist position to attract voters beyond your base
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Before the general election (primary) a different strategy

- Must go to the side and then the middle (primary voters are more base voters)
- Must have money
- Must show that you can win in multiple sections of the country
- Ideally you win early

WHO BECOMES PRESIDENT?

Formal Requirements:

- At least 35 years of age
- Native born U.S. citizen
- 14 years residence (immediately prior to service)

Informal Characteristics: (perhaps a changing list?)

- White
- Male
- Anglo-Saxon (Western European) heritage
- Religion (Protestant)
- Educated (at least college grad)
- Prior economic or political success