

POLICY TYPES- MODEL AND EXPLANATION

POLICY TYPE	EXAMPLES/DESCRIPTION	KEY PLAYERS	POLITICS & CONFLICT
DISTRIBUTIVE	<ul style="list-style-type: none"> - Pork barrel projects, subsidies, government loan programs, tax breaks, veterans' benefits - Any policy that packages material benefits to identifiable groups or constituencies - benefits are concentrated, the costs are diffuse 	<p>Congressional subcommittees, executive bureaus, small interest groups (sub-governments/iron triangles)</p>	<p>Mutual support of individual programs (everyone gains); logrolling & trading votes in Congress; Very low conflict</p>
REGULATORY	<ul style="list-style-type: none"> - Pollution controls, work place safety regulations, consumer protection laws - Any policy that either prohibits behavior or mandates behavior, benefits are diffuse - costs are initially concentrated among those being regulated 	<p>Congressional subcommittees and committees, full Congress, executive agencies, trade associations, consumer groups</p>	<ul style="list-style-type: none"> -Bargaining and compromise; moderate conflict - Congress will pass broad and vague regulatory guidelines and then will delegate the "filling in the details" and enforcement to bureaucratic agencies - when problems over rules and enforcement occur Congress can blame the "red tape" and "those bureaucrats" - great way for Congress to do casework and to blame "the Establishment"
REDISTRIBUTIVE	<ul style="list-style-type: none"> - Health care, social security, welfare policy - Any policy that redistributes wealth and resources from one identifiable group to another - benefits are concentrated and the costs are concentrated 	<p>President & presidential appointees, committees or full Congress, largest interest groups (peak associations)</p>	<ul style="list-style-type: none"> - Ideological and class conflict; very high conflict and group competition (management v labor, insurance companies v uninsured, welfare recipients v working class, etc.) - Congress views this as "lose-lose" and will avoid until a "crisis" point is reached