Family Game Vote Follow-Through

A losing preference can be heard while a valid result stands.

Use a clear optional-choice process and keep everyone's conduct accountable.

Hypothetical example: the family votes between two available games, hears one child's disappointment, offers the participation choice stated beforehand, and teaches the chosen game without taunting the losing preference.

01 Agreed decision

Check what the vote was allowed to decide.

Optional game choices actually available

Voting and tie rule explained

Expectation about participation

02 Result and response

Keep the result and the preference distinct.

Confirmed vote result

Child's stated disappointment

Specific conduct needing correction

Family Game Vote Follow-Through / Review & follow-through

03 Participation

Offer only options you can honor.

Available way to join or sit out

Instruction or practical access needed

Adult providing the promised help

04 After the game

Check whether the process was usable.

Rule that needed clarification

Conduct to address with the winners

Next decision process to explain in advance