

The Confederate Nations

These free and separate nations under the Confederate Nations of the Furious SMP are entitled to any and all rights, freedoms, and protections outlined in this document.

Article I - Conflict

*A justifiable reason must be provided for the declaration of war against another nation
War may be declared by anyone against anyone at any point of time and may be declared at a nation's discretion*

Article II - Unlawful Acts

*A nation may not steal another nations items or property while the nation is not online
Spawn trapping under any circumstances
Destruction of another nations property while said nation is not actively on the server
Arson causing the destruction of 250 or more unclaimed blocks of land*

Article III - Currency

*Each nation has the right to its own currency
All currency exchanges between nations will take place at the Bank of the Confederate Nations
The Confederate L'argent will be the standard currency but nations are not required to use it
To convert currency between nations the exchange rate must be set in a single Confederate L'argents worth compared to a nation's currency or vice versa
A single Confederate L'argent is to be worth 2 diamonds*

Article IV - Unowned Land

*All land not claimed by 21 of September, 2021 will be unavailable to a nation except for lease, expense for which will go to the Bank of the Confederate Nations
If a nation wishes to permanently own an additional section of land they must plead to the Confederate Court who will hear their reasons for why they need to expand as well as decide upon a price*

Article V - the Bank of the Confederate Nations

*The Bank of the Confederate Nations is to be located in Sémpœrt, Switzerworld
The Bank is where the standard of currency will be set
The Bank is where all currency conversions between nations are to happen
The Bank will hold money for the Confederate Nations to be distributed between nations for projects that support the interests of others nations in the Confederate Nations
To loan money from The Bank a country must appeal to the Confederate Court who must reach a $\frac{2}{3}$ majority vote to approve any withdrawal*

Article VI - the Confederate Court

The Confederate Court is to be made up of one single representative from each of the three founding Confederate Nations

The Confederate Court are the only power that may approve a new nations request to join the Confederate Nations

Article VII - Nations Protections

In the event of a country not in the Confederate Nations declaring war on a nation within the Confederate Nations the Confederate country may request aid from the Confederate Nations

If need be Switzerworld and any other countries who wish to provide troops for the Confederate Nations bank of troops will in order to defend countries at war with a non Confederate Nation

Article VIII - War Between Nations

In the event that two nations within the Confederate Nations go to war with each other they will be outside the protection of the Confederate Nations, only Articles I - V

A peace treaty must be drawn in the Confederate Courts to mark the official end of a war

Article IX - the Story

A nation may ignore any of these laws for a period of time in the event that it contributes to the story of the server and the consent of the majority of the servers members consent

The nation of Switzerworld is to be the neutral grounds upon which the main Bank of the Confederate Nations will be built along with the Confederate Court and will be the location of all future Confederate Nations meetings

By signing this document you agree to adhere to all rules outlined in this document, and those to be added at a later date.

Date: <u>9/15/2021</u>	Host Country Print Name: <u>Switzerworld</u> Representatives Signature: <u><i>KonaB15</i></u>
Date: <u>9/19/2021</u>	Country Print Name: _____ Representatives Signature: _____
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