

Universal Resource Systems

Origins and Use of Resources are critical elements for determining possession and control in any Governance System. Resources are “valued” objects. Value, like beauty, is in the eye of the beholder. Wealth, is the excess accumulation of Resources (or their References). Money: a Governance subsystem based on exclusive reference to a pool of Resources, which is divided into fractional shares (currency) to enable Exchange transactions. Title: a Governance subsystem of exclusive, specific references to Resources.

There are two types of system available for managing Resources, Materialism and Sharing. Materialism is based upon competition (conflict), and Sharing is based upon collaboration (cooperation). Optimally, a Commons contains necessities. Sharing in a Commons can be optimized by implementing an empirical ethic in order to ensure efficient and effective operation.

Ethic of Sharing

Precedence Matrix				
		Origin/Source of Resource		
		Production	Exchange	Unearned
Use (self)	Current	5	4	3
	Future	4	3	2
	None	3	2	1


The precedence numbers represent the priorities for the “right of possession”. A higher number is superior to a lower number (5 = highest, 1 = lowest). Any equal claim of precedence can be resolved in the same way as other conflicts (Conflict Resolution Hierarchy). The burden of proof in a Sharing conflict is on the new claimant, not the current steward (possessor).

Production, refers to any increase in net value realized through labor. Exchange, refers to any mutual, bilateral transfer of possession of Resources (originated through Production or Exchange). Unearned, refers to possession of “value” not acquired through Production or Exchange. (Includes economic Rents, Natural Resources, Inheritance, Theft, Casino Gambling, Asset Gambling, Investment, Speculation, Extortion, etc.). Possession, refers to Custody for Use of a Resource.

Universal Resource Transactions		
	Systemic value impact	Common activities
Production	Labor creation of new value (earned)	Manufacturing, Services
Consumption	Value destructive usage	Individual Use (Destruction)
Exchange (bilateral)	Mutually beneficial value increase	Title for Money, Title for Title
Transfer (unilateral)	Unearned compensation	Rents, Celebrity, Theft, Gifts, Gambling

In the real system of existence (Cosmos Nullius), everyone owns everything (+ form). Or conversely, no one owns anything (- form). It's not possible to legitimately cast Cosmos Nullius Resources directly into a Resource System other than as a Commons subsystem, without committing an “original theft”.

Resource Subsystems			
		Disposition Authority/Accountability (Title)	
		Individual	Systemic (collective)
Producer (Origin) (Source)	Individual	Economic [one for one] (luxuries only)	Altruism (asymmetric) [one for all]
	Systemic (collective)	Welfare (asymmetric) [all for one]	Commons [all for all] (necessities only)


[Original Casting]

Upon casting (re-imagining) Resources into a Commons [nationalization], the perpetrator of such an acquisition incurs a “duty of stewardship” for those Resources and any consequences arising from their acquisition. After legitimately casting the Resources into a Commons, they may be allocated to other subsystems [privatization, nationalization, etc.].