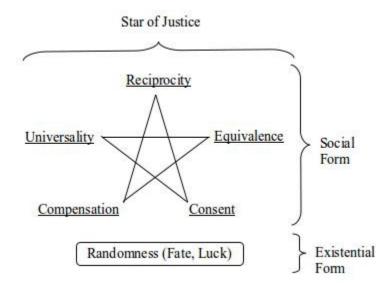
Universal Justice

Systems of Law (Rules) utilize some rationale for Justice as their foundational basis, whether explicit or implicit. Justice itself, and the systems of law derived from it, have evolved over the centuries. These dynamics and structures produce a unified "Hierarchy of Justice".

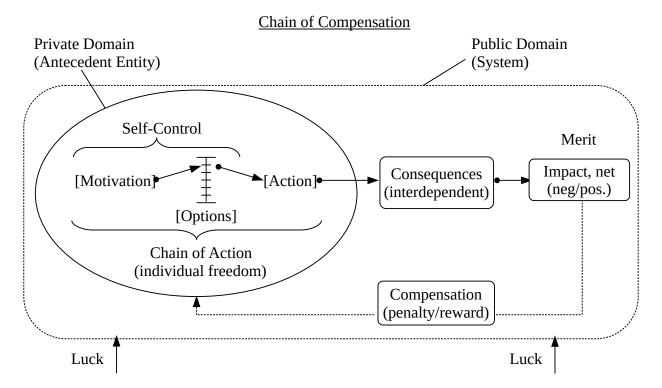
Hierarchy of Justice							
	Outcome						
Objectivity	Form	Rationale	Means	Ends	Authority	System of Law	
Highest	Scientific Justice	Bilateral Rationality	Systems Science	Optimum (systemic)	System (what)	Sociodynamics	
High	Philosophical Justice	Unilateral Rationality	Opinion Debate	Decision (choice)	Chosen (who)	Rule of Law	
Medium	Mystical Justice	Faith (Deification)	Decree	Obedience (loyalty)	Divinity (who)	Divine Rule	
Low	Injustice (null thesis)	Survival (impulse)	Warfare (3 domains)	Winning	Power (who)	Law of the Jungle	

The "Star of Justice" is a useful model that integrates the 5 underlying social principles, as well as the 1 existential principle of "Randomness" (Fate, Luck, etc.). Constructing a universal System of Law is therefore contingent upon utilizing the most objective (scientific) rationale for Justice.



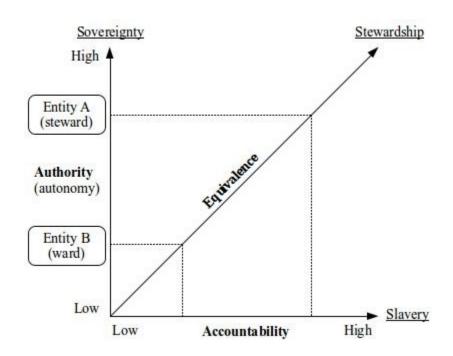
Elements of Reciprocity

Reciprocity (general)					
[Positive Form]	Do unto others as you would have them do unto you.				
[Negative Form]	Don't do anything to others you wouldn't want them doing to you.				
Reciprocity (special)					
[Positive Form]	Do unto your successors as you would have had your predecessors do unto you.				
[Negative Form]	Don't do anything to your successors that you wouldn't have wanted your predecessors to have done to you.				

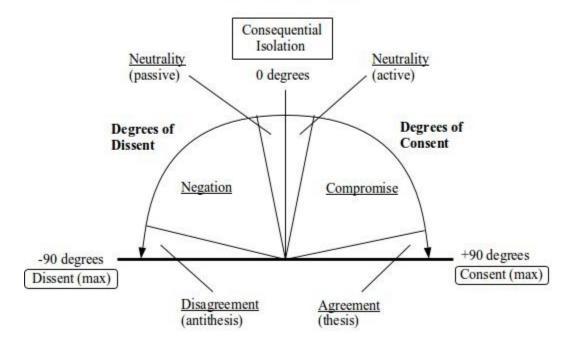


Luck (Chance, Fate, etc.) continuously effects every element in the Chain of Consequences (Intention). Luck sets the limits on everything (existence).

Equivalence: equality of Accountability and Authority (contextual autonomy). Sovereignty and Slavery are universally illegitimate theories of action in an optimal system. In mutualist relationships, an Entity with greater Authority/Accountability automatically incurs a duty of Stewardship for those with less (significantly).



Consent Spectrum (Consent/Dissent Dichotomy)



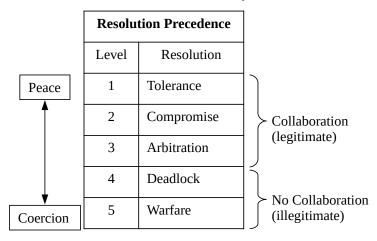
Universal Preconditions for Ideal Consent/Contract/Choice					
Precondition	Basis				
1. Competence	A. Mentally healthy (normal or above) and rational				
	B. CARS information regarding thesis (issue) [symmetrical]				
2. Autonomy	A. Self-directed power, control, and freedom				
	B. Not currently exceeding personal suffering threshold (+/- wants)				
3. Options	A. 1 (or more) equally viable options available				
	B. 1 option must be "none of the above" (systemic dissent)				
4. Term	A. Specific termination date (explicit or implicit)				
	B. Absolute limit = one average human lifetime				

The **Randomness** principle of justice is simple and well known, and becomes useful in cases when the Social Forms are unable to fully ensure the goal of optimal outcomes. This can be utilized under various circumstances, but is especially useful in social deadlock (stalemate) scenarios.

Universality: this simple principle indicates that Justice pertains to all Players equally, at all times. Any exceptions (applied to self or others) directly violate this principle. All theories of action based on "identity" also directly violate this principle. They are both therefore illegitimate actions for an optimal political system. Identity Politics, Prejudicial (non-equal) Discrimination, and Selective Enforcement (Tolerance) are common examples of direct violations because they're all antithetical to the meaning of Universality. Note: "separate is inherently unequal" is a logical fallacy often encoded into Law, which often directly violates Universal Individual Freedoms (human rights).

All conflicts between Players (including Warfare) are ideally resolved through a resolution hierarchy. A full attempt by the parties involved must be exhausted at the top level (tolerance), and only then proceeding to the next lower level if that fails, and so on. Only the top 3 levels of resolution can secure optimal outcomes. Avoidance (level 0) of zero sum games, to the fullest extent possible, is the top priority for preventing conflicts from spontaneously arising.

Conflict Resolution Hierarchy



Complex Rule Set Dynamics

