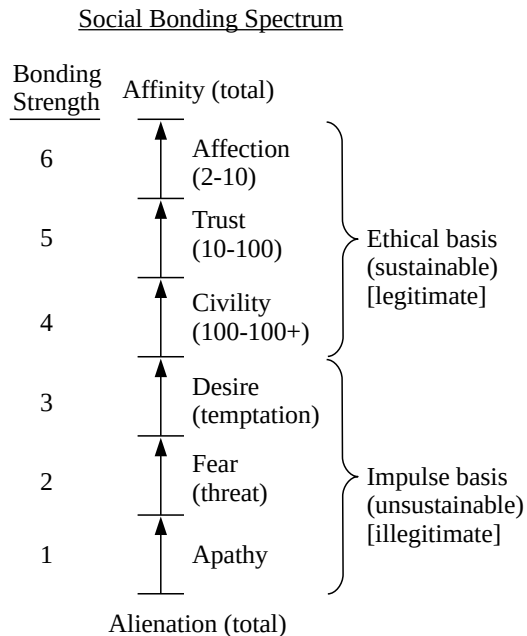


Universal Social Organization

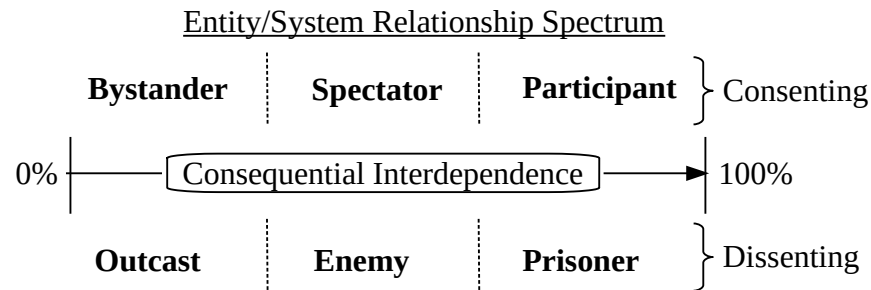
Freedom of Assembly naturally produces legitimate organizations (congregations, etc.) of people, defined by the following characteristics.

Critical Elements (system)
Sustainability (systemic feedback)
Location (time/space)
Framing (Real/Fictitious)
Proximity (existential sharing)
Resources (valued objects)
Relationships (social dynamics)
Fitness (entity/system parity)
Population (scope/scale)
Justice (limits)
Simplicity (competence)

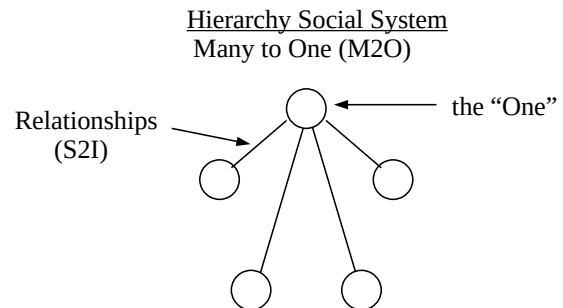
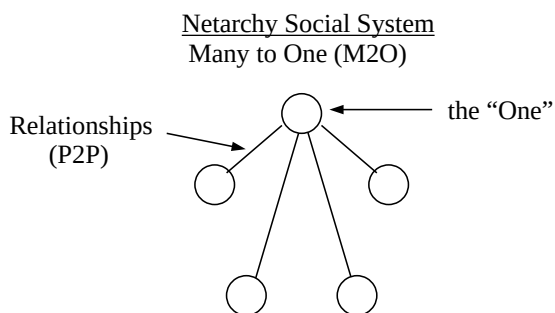
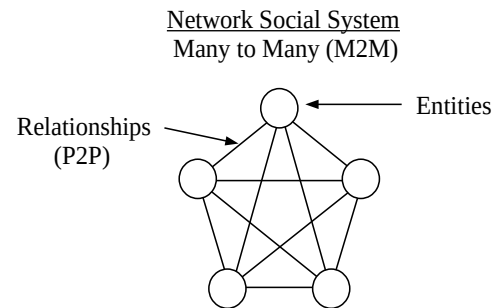
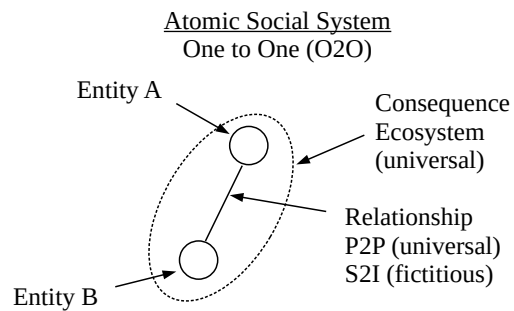
Freedom of Assembly produces associations of people through commonality. The level of social bonding (affinity) determines communal system viability, sustainability and performance.



Every entity (Player) has a consequential relationship with every System as detailed in the Entity/System Relationship Spectrum.

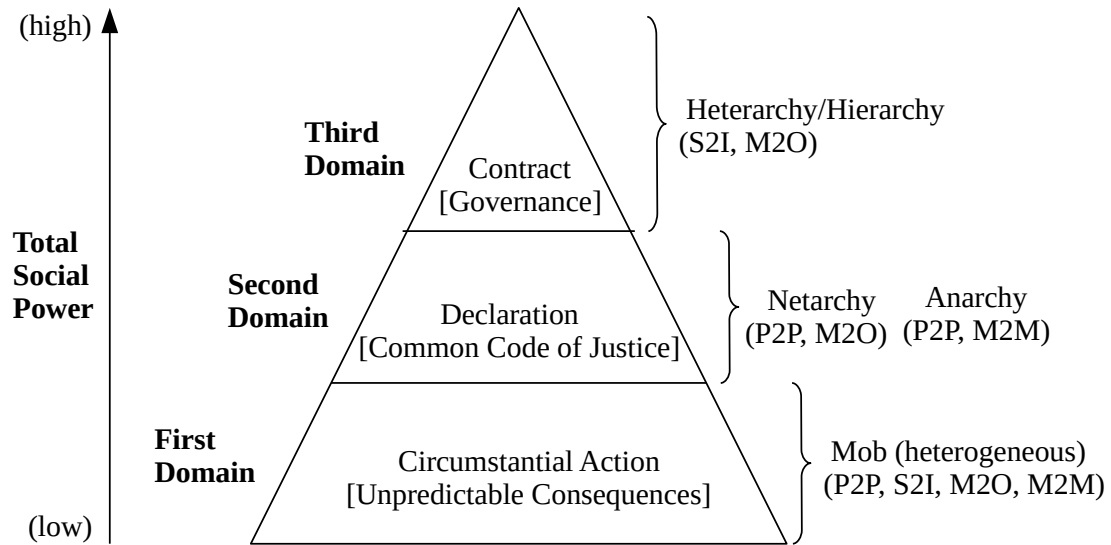


Large systems are simply extensions of the basic (atomic) structures and dynamics.

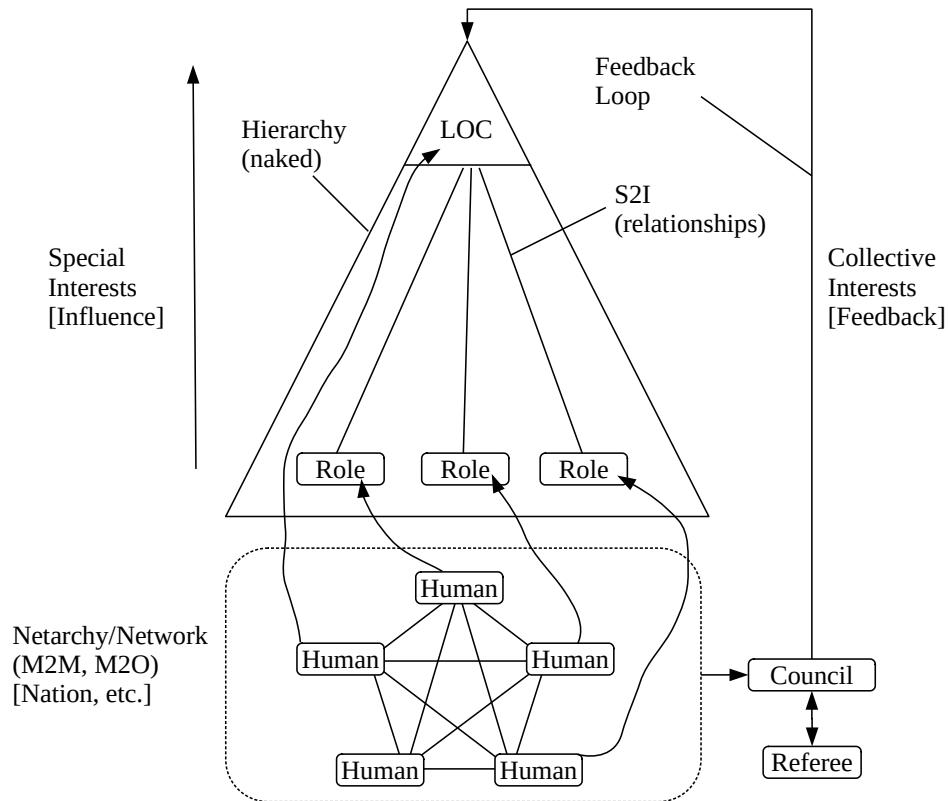


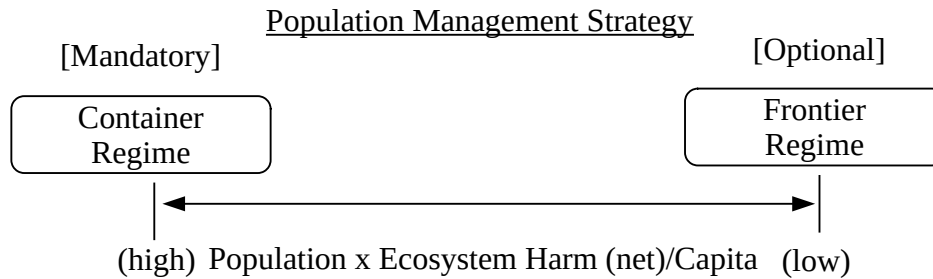
Political Community Building (Self Organizing)
1. Everyone is a level 0 LOI by default (per Universal Justice).
2. LOI merge into an Affinity group with others (locally) at their same level.
3. Ideal Affinity group size median is 7 (min 3, max 11).
4. Affinity groups larger than 11 split (bifurcate), smaller than 3 merge.
5. Affinity groups unanimously institute LOI Role (+1 level) and an incumbent.
6. LOI acts as information Steward for the members of their Affinity groups.
7. LOI level 8 is the maximum for a legitimate community (Nation).

Social Power of Organizations



Heterarchy (structural detail)





Systemic Auto-Stratification Dynamics
Scale effects (economy of scale, etc.)
Gambler's Ruin
Inheritance (dynasties)
Quantity pricing (bulk pricing)
Hierarchies (naked)
Fictitious Entities (organizations)
Complexity
Concentrated individual benefit/diffuse common costs
Statutory and Circumstantial Monopolies
Disproportionate Power of accumulated value vs. current Labor
Global economics without global governance (global contract)
Free movement of money/resources, but not people
Diminishing returns
Redistribution (theft, gifting, interest, rent, asset appreciation, etc.)
Luck (chance, fate, randomness, etc.)
Cheating (Crime)
Alienation and Anonymity
Means becoming Ends
Intellectual/Emotional Viruses (Mass Hysteria)
Property (object sovereignty)
Acclimation to injustice (systemic, incremental)
More is always better fallacy (presumption)
Death Paranoia
Collective Action Traps (C.A.T.)
Positive feedback dynamics (unmanaged compounding)
Heterogeneous Population (weak commonality)