**SPEAKER OF THE NATIONAL ASSEMBLY**

Congratulations! The delegates have elected you Speaker of the National Assembly. You are arguably the most powerful person in the game.

**Setting the Agenda for Meetings of the National Assembly**

For the first full Game Session, you must announce that at least one of the agenda items is welfare reform resolution sponsored by the uniform liberals.

Before every subsequent session of the National Assembly, you should announce the agenda for that session. You may do so by e-mail or by a public announcement at the end of the preceding class. You may include several topics.

**Presiding over Meetings of the National Assembly**

Your main task is to preside over the proceedings. Though you may do so as you see fit, you must adhere to certain procedures:

* 1)  Require all speakers to identify themselves, whether they are giving a speech at the podium or asking questions from the floor.
* 2)  Strongly encourage speakers not to read statements or papers aloud. Remind them that the agenda is tight and many people need to speak. You should impose a time limit of three minutes on all speeches.
* 3)  Remind delegates that they are always free to approach the podium; if someone is already at the podium, others are free to form a line behind the speaker. If you fail to call on delegates who are waiting at the podium, the Gamemaster will warn you. If you repeatedly allow one faction to monopolize the time for discussion, the GM may penalize you by reducing your number of delegates.
* 4) Ensure that speeches do not exceed three minutes.

**Voting on Issues**

Ask the speaker in favor of a motion to write it somewhere that everyone can read it. Powerpoint should be available for this purpose.

When you feel an issue has been sufficiently debated, you should call for a vote on the matter. The Gamemaster will frown if you arbitrarily cut off a good debate, especially if someone is still waiting to speak at the podium. But time may be short, especially toward the end of the game, and you may need to move rapidly to voting.

You then simply restate the proposal before the assembly and ask those dele- gates who favor the measure to raise their placards (which indicate the number of their votes); then ask those who oppose to raise their placards. ask for any abstentions. You may ask the clerks/GM to help expedite the counting and tabulating of the votes. While they are doing so, move on to the next item of business.

**Governmental Functions**

The National Assembly functions as the national lawmaking body of the country. Note that there is no upper house: measures that pass the assembly will have the force of law. Virtually no subject is beyond the scope of powers held by the National Assembly. The precise functioning of the National Assembly is in many ways up to you. As speaker you will sometimes need to determine a particular question of procedure. You should try to ensure that procedural questions do not bring the game to a standstill and generally keep the game moving.  
  
**Installing a New Speaker**

While you have broad discretion in this area one power you do not have is the power to prevent your replacement. Should one or more delegates request a vote to install a new speaker, you must hold such a vote at the first available opportunity. For example, if the assembly is in the middle of debating a resolution and someone asks for a vote to change speakers, then as soon as the current resolution is voted on, time should be made available to debate the resolution to change speakers, followed by a vote. Note that you retain full voting rights at all times as speaker, and so are free to vote on each issue that comes before the assembly, including votes on who should be speaker.

Note that there is a maximum of one vote to change speakers per session. Someone can in principle be voted out as speaker and voted back in during a subsequent session.

**Control of the Assembly**

Some troops are at your command in the National Assembly. If you ever need the assistance of those troops, merely request them: “Gamemaster, I ask that the soldiers in the hall oblige the person causing the disturbance to sit down—or remove him entirely.” (If the Gamemaster seems unresponsive, she may have forgotten this rule. You may gently bring this to her attention.)

**Agenda Topics**

You are obliged to indicate in advance of every Game Session the agenda topics for each session. Delegates need advance notice to prepare speeches. The tentative list of topics (below) can serve as a rough guide. Note however that some issues may emerge suddenly and unexpectedly and the assembly may have to deal with them without advance notice. If you fail to distribute agenda topics well in advance of the next session, the Gamemaster may do so, perhaps as follows.

**Game Session One: Welfare resolution.** Sponsor: uniform liberal faction. Note: the assembly has to vote on this resolution before the end of the first game session.

**Game Session Two: Open borders resolution.** Sponsor: small government faction. Note: this is the default topic of the second game session, but it is within the power of the speaker to move it to a later time or remove it from the agenda.

**Game Session Three: Minority rights resolution.** Sponsor: difference liberal faction. Note: this is the default topic of the second game session, but it is within the power of the speaker to move it to a later time or remove it from the agenda.

**Game Session Four: This session has no necessary or default resolutions.** Matters to be voted on are determined by the speaker.

**Pubic Rules**

Note that these rules are public and can be read by anyone who asks to see them.