

AURAVANA PROJECT

PROJECT FOR A COMMUNITY-TYPE SOCIETY



The Project Execution

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SOCIETAL SPECIFICATION STANDARD



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GREETINGS

In an effort to provide the greatest possible clarity and value the Auravana Project has formatted the system for the proposed society (of the type, 'community') into a series of standard publications. Each standard is both a component of the total, unified system, as well as intended to be a basis for deep reflective consideration of one's own community, or lack thereof. These formal standards are "living" in that they are continually edited and updated as new information becomes available; the society is not ever established, its design and situational operation exists in an emergent state, for it evolves, as we evolve, necessarily for our survival and flourishing.

Together, the standards represent a replicable, scalable, and comprehensively "useful" model for the design of a society where all individual human requirements are mutually and optimally fulfilled.

The information contained within these standards represent a potential solution to the issues universally plaguing humankind, and could possibly bring about one of the greatest revolutions in living and learning in our modern time. Change on the scale that is needed can only be realized when people see and experience a better way. The purpose of the Auravana Project is to design, to create, and to sustain a more fulfilling life experience for everyone, by facilitating the realization of a better way of living.

Cooperation and learning are an integral part of what it means to be a conscious individual human. A community-type societal environment has been designed to nurture and support the understanding and experience of this valuable orientation.

The design for a community-type society provides an entirely different way of looking at the nature of life, learning, work, and human interaction. These societal standards seek to maintain an essential alignment with humankind's evolving understandings of itself, combining the world of which humans are a regenerative part, with, the optimal that can be realized for all of humanity, given what is known.

The general vision for this form of society is an urgent one considering the myriad of perceptible global societal crises. Together, we can create the next generation of regenerative and fulfilling living environments. Together, we can create a global societal-level community.

THE UNIFIED SOCIETAL SYSTEM: SOCIETAL PROJECT PLAN

This publication is one of seven representing the proposed standard operation of a type of society given the category name, 'community' (a community-type society). This document is the project execution for the societal system.

Every society is composed of a set of core systems. Different types of societies have different internal compositions of these systems. The composition of these systems determines the type of society. The type of society described by the Auravana Project societal standard is a, community-type society. The standard is a composition of sub-system standards. The Auravana societal standard may be used to construct and duplicate community at the global level.

For any given society, there are four primary societal sub-systems. Each of these sub-systems can be specified and standardized (described and explained); each sub-system is a standard within a whole societal specification standard. The first four primary standards of the six total standards are: a Social System; a Decision System; a Material System; and a Lifestyle System. Each standard is given the name of its information system. The fifth publication is a Project Plan, and the sixth is an Overview of the whole societal system. Together, these standards are used to classify information about society, identify current and potential configurations, and operate an actual configuration. Because of the size of some of these standards, they may be split into two or more publications.

Essential figures and tables related to this standard exist beyond what is shown in this document.

Figures and tables on the website are named according to their placement in the standard.

- Those figures that could not be accommodated here are readily accessible in their full size, and if applicable, in color, on the Auravana Project's website [auravana.org/standards/figures].
- Those tables that are too large to include in this document are referenced with each standard on the Auravana Project's website [auravana.org/standards].

Articles

Alignment and Agreements (Lists)	1
Education Service Operation (Plan)	120
Contribution Service Operation (Plan)	160
Transition Service Operation (Plan)	229
Residency Service Operation (Plan)	381
Justice Service Operation (Plan)	399
Geopolitical Transition Analyses	503

Article Section Headings

Alignment and Agreements (Lists)	1
1 [Checklist] Alignment.....	2
2 [Checklist] Agreements.....	6
3 [List] Controls	66
4 [List] Objectives	70
5 [List] Work deliverables and tasks	76
6 [List] Risks and concerns	79
Education Service Operation (Plan).....	120
1 Syllabus (Program of Study)	121
2 The education service course set	124
3 The education service audiences	133
4 The university-level audience.....	135
5 Code of Conduct.....	139
6 Conflicts of interest	145
7 Formatting standard.....	145
Contribution Service Operation (Plan)	160
1 [Plan] Execution of contribution operations	161
2 [Contribution] Service system coordination	162
3 [Contribution] Meetings	174
4 [Contribution] Working members organizational structure	188
5 [Contribution] Societal service system membership	196
6 [Contribution] Membership procedure for project teams	202
7 [Contribution] InterSystem project teams	210
8 [Contribution] Project charters plan	219
9 [Contribution] Project instantiation work descriptions.....	221
10 [Contribution] Work-trade relationship types (payment or non-payment for work).....	224
Transition Service Operation (Plan)	229
1 [Plan] Direction of societal transition operations.....	230
2 [Transition elements] The societal systems.....	239
3 [Plan] Execution of transition from market-State to community	321
Residency Service Operation (Plan).....	381
1 [Plan] Community residency.....	382
2 [Plan] Finances.....	383
3 [Plan] Tokenization	391
Justice Service Operation (Plan)	399
1 [Plan] Execution of restorative justice operations.....	400
2 [Plan] Transition from criminal justice to restorative justice.....	421

3 [Transition elements] The legal justice structure	422
4 [Transition analysis] The law and the political State	487
Geopolitical Transition Analyses	503
1 Guiding transition to community	504

Contents

List of figures	xvii
List of tables	xviii
Document Revision History	xx
Alignment and Agreements (Lists)	1
1 [Checklist] Alignment.....	2
1.1 Requirements alignment checklist for a community-type society	2
1.2 From aligned interest to greater human fulfillment.....	5
1.3 From accounts and assessments to effective societal operations	5
1.4 From directions to plans	5
2 [Checklist] Agreements.....	6
2.1 Agreements	6
2.1.1 <i>Community agreement categories</i>	7
2.1.2 <i>Consent</i>	8
2.1.3 <i>Contracts</i>	9
2.2 Breach of agreement.....	10
2.3 Societal agreement categories.....	10
2.3.1 <i>A constitution</i>	14
2.4 Societal agreement durations.....	17
2.5 Agreeing to the market-State.....	18
2.5.1 <i>Agreeing to partnership</i>	18
2.6 Agreeing to join community	19
2.6.1 <i>Screening, orientation, and on-boarding</i>	20
2.7 Community-level agreement decisions.....	20
2.8 Organizing community principle agreements.....	20
2.9 Community habitat residency agreements.....	21
2.9.1 <i>Habitat residency association</i>	22
2.9.2 <i>Habitat residency membership agreement</i>	22
2.9.3 <i>Habitat residency agreements checklist</i>	24
2.10 State constitution[al agreements]	43
2.10.1 <i>Constitutional list of human rights [articles & statements]</i>	44
2.10.2 <i>A - Fundamental Articles</i>	44
2.10.3 <i>B - Limitations of Government</i>	44
2.10.4 <i>C - Interdependence and Sustainability</i>	45
2.10.5 <i>D - Humanity and Equity</i>	45
2.10.6 <i>E - Justice and Compassion</i>	47
2.10.7 <i>F - Education</i>	47
2.11 Partnership agreements	48
2.11.1 <i>Partnerships types</i>	50
2.11.2 <i>Legal partnership compliance mechanisms and documentation</i>	53
2.11.3 <i>Private member association partnerships</i>	55
2.11.4 <i>Trust association partnerships</i>	55
2.11.5 <i>Dwelling association partnerships</i>	56
2.11.6 <i>Production association partnerships</i>	58
2.11.7 <i>The distributed autonomous organization association partnership</i>	64
3 [List] Controls	66
3.1 Project purpose control [the vision]	66
3.2 Project decision control [the decisions]	67
3.2.1 <i>Decisioning with two stakeholder groups</i>	68
3.3 Project participation control [the participations].....	69
3.4 Solution master plan control [the coordinations]	69
4 [List] Objectives	70

4.1 User objectives	71
4.2 Efficiency objectives	71
4.3 Education objectives	72
4.4 Construction objectives	72
4.5 Transition objectives	72
4.6 Measurement of progress.....	75
5 [List] Work deliverables and tasks	76
5.1 Education, development, and collaboration deliverables	78
6 [List] Risks and concerns	79
6.1 Simplified risk categorization by societal sector	80
6.2 The risk format.....	81
6.3 The risk list	81
6.3.1 Possessiveness and pre-existing investment.....	81
6.3.2 Assuming the right to protection of information.....	86
6.3.3 Demonization.....	87
6.3.4 Idolization.....	87
6.3.5 Industrial structural influence	88
6.3.6 Design insufficiency	89
6.3.7 Legal problems.....	89
6.3.8 Insufficient data and/or inaccurate data.....	89
6.3.9 Financial insufficiency	91
6.3.10 Instability in the project team.....	91
6.3.11 Dismissal of real-world problems with real-world community solutions.....	92
6.3.12 Lack of education.....	92
6.3.13 Lack of self-recognition	92
6.3.14 Lack of academic authority.....	93
6.3.15 Lack of influencer recognition	93
6.3.16 Lack of resource availability.....	94
6.3.17 Lack of trust	94
6.3.18 Lack of safety	94
6.3.19 Lack of political leadership.....	95
6.3.20 Belief.....	95
6.3.21 Economic capitalist crisis complications	102
6.3.22 Incentives badly aligned with human fulfillment.....	102
6.3.23 Existing lifestyle commitments.....	103
6.3.24 Unintentional miscommunication.....	104
6.3.25 Harmful associations.....	104
6.3.26 Harmful group interactions	105
6.3.27 Harmful co-dependency	105
6.3.28 Aberrant environmental conditioning.....	105
6.3.29 Lack of connection with natural (required) cycles	105
6.3.30 Assuming fear, uncertainty, and doubt (FUD)	105
Education Service Operation (Plan)	120
1 Syllabus (Program of Study)	121
1.1 Overview.....	121
1.1.1 Syllabus.....	122
1.2 Who are these courses for?	122
1.3 Learning objectives	123
2 The education service course set	124
2.1 One- to three-day workshop course	125
2.2 Intensive multi-week "mastermind" workshop	126
2.3 Year-long (multi-semester) course.....	130
2.4 Evaluation.....	131
3 The education service audiences	133
3.4.1 General audience.....	133

3.1 Price points	134
3.1.1 Capacity.....	134
4 The university-level audience.....	135
4.1 Standard university course development.....	135
4.2 University departments with interest in this curriculum	136
4.3 Assessment in year-long (multi-semester) course.....	136
4.3.1 Quiz awareness activities.....	136
4.3.2 Final awareness exams	136
4.3.3 Lecture on a new topic	137
4.3.4 Group questions, discussions, answers.....	137
4.3.5 Out-of-class assignments	137
4.3.6 Final integration project (written paper or soft-/hard-system).....	137
4.4 Class requirements	138
4.4.1 Class attendance requirements	138
4.4.2 Textbook	138
4.4.3 Webcams	138
4.4.4 Protecting your privacy	138
4.5 Pre-requisites	139
5 Code of Conduct.....	139
5.1 Physical user-service access code of conduct	140
5.2 Education and contribution principles	140
5.2.1 Time-wasting behaviors: Reducing noise	141
5.2.2 Good uses of time: Amplifying signal	141
5.2.3 Consequences: Upholding accountability.....	142
5.2.4 Guidelines for moderators: How decide fairly.....	142
5.3 Disruption and interference	143
5.4 Potential consequences for violation of Code of Conduct	144
5.5 Enforcement of Code of Conduct.....	144
5.6 Resolving and reporting problems.....	144
5.7 Problems, feedback and criticism	144
6 Conflicts of interest.....	145
7 Formatting standard.....	145
7.1 Folder and file naming standard.....	145
7.2 Textual style formatting standard	147
7.3 Metadata formatting standard.....	149
7.4 Version control standard	149
Contribution Service Operation (Plan)	160
1 [Plan] Execution of contribution operations	161
2 [Contribution] Service system coordination	162
2.1 Contribution service system interactions	162
2.2 Contribution service system competences	164
2.3 Contribution orientation	164
2.4 Contribution agreement.....	165
2.4.1 Contribution behavioral agreements	168
2.4.2 Open identity.....	168
2.5 Contribution profile	168
2.6 Admission protocol	168
2.7 Contribution on-boarding	169
2.8 Contribution qualifications	169
2.8.1 Prior experience.....	169
2.8.2 Sponsorship.....	170
2.8.3 Reputation.....	170
2.8.4 Disclosure of affiliation	170
2.8.5 Assimilation.....	170
2.8.6 Psychological value and behavior tests	171
2.9 Contribution monitoring and control	171

2.9.1 Contribution process integrity	171
2.9.2 Contribution process integrity procedures	171
2.9.3 Discipline	171
2.9.4 Contribution integrity procedures appeals process.....	172
2.10 Contribution organizational charter	172
2.11 Contribution work description	172
2.12 Contribution agreement decisioning	173
2.12.1 Consensus designations	173
2.12.2 The consensus decision goal.....	173
2.12.3 Commenting and comment resolution on standards development.....	174
3 [Contribution] Meetings	174
3.1 Meeting specifics.....	175
3.2 Meetings as working integrations.....	175
3.3 Meeting efficiency	178
3.4 Coordinated meeting preparation	179
3.4.1 Meeting agendas.....	180
3.4.2 Meeting planning	180
3.4.3 Significant meeting tensions	180
3.5 Post-meeting review.....	180
3.6 Meeting agenda guideline templates.....	180
3.6.1 Meeting coordination base template	180
3.6.2 Agenda processing stages	182
3.6.3 Initial contribution "Meet and Greet" meeting	183
3.6.4 On-boarding contribution meeting	183
3.6.5 Contribution service coordinators meeting	183
3.6.6 Off-boarding contribution meeting	184
3.6.7 Contract service coordinator meeting.....	184
3.6.8 Short-term update meeting (or, meeting phase).....	185
3.6.9 Issue resolution synchronous agenda meeting (or, meeting phase).....	185
3.6.10 Working group standards review and approval meeting.....	186
3.6.11 Decision working group inquiry (review and approval) meeting	186
3.6.12 Problem solving group meetings (simplified)	186
3.7 Habitat operational team meeting.....	187
3.7.13 Task challenge meeting.....	187
3.7.14 Presentation meetings.....	187
3.7.15 One-on-one catchup.....	187
3.7.16 Transition operations meeting	187
3.7.17 Relationship development "Meet and Greet" meeting	187
3.7.18 Residency membership decision meetings	187
3.7.19 Contribution service decision meetings	188
4 [Contribution] Working members organizational structure	188
4.1 Membership	189
4.1.1 Members (participants)	189
4.1.2 Membership list	189
4.1.3 Additions to the group/team.....	189
4.1.4 Sub-groups (and sub-teams).....	189
4.1.5 Replacement of members.....	190
4.1.6 De-enrolling project members	190
4.1.7 Working technical advisors	190
4.1.8 Public user involvement in contribution	190
4.1.9 Participation and observation by members of the public.....	190
4.1.10 Open review participation.....	191
4.1.11 Citation in standards (of working group members).....	191
4.2 Contribution status	191
4.2.1 [Active] Project members.....	191

4.2.2 [Active] Working group (information work).....	192
4.2.3 [Active] Habitat operations (physical work).....	194
4.2.4 [Active] Coordinators (coordination work).....	194
4.2.5 [Active] Project owners	195
5 [Contribution] Societal service system membership	196
5.1 [Societal] Working group service structure	197
5.1.1 <i>Coordinated modification of the societal specification standard.</i>	198
5.2 Project roles (and responsibilities)	198
5.3 [Societal] InterSystem team contribution membership	200
6 [Contribution] Membership procedure for project teams	202
6.1 Read this overview if you want to join Project Auravana	202
6.1.1 <i>Overview of agreement and alignment.</i>	202
6.2 Contribution membership procedure.....	202
6.2.1 <i>[GitHub] Issue: Contribution membership request template</i>	205
6.3 Auravana Project membership role identifiers.....	206
6.4 Auravana Project membership requirements and qualifications.....	207
6.5 Membership conduct decisioning	208
6.5.1 <i>Potential consequences for violation of Code of Conduct</i>	209
6.5.2 <i>Enforcement of conduct.</i>	209
6.5.3 <i>Resolving and reporting problems</i>	209
6.5.4 <i>Due restorative justice process</i>	209
7 [Contribution] InterSystem project teams	210
7.1 InterSystems, interdisciplinary project teams	210
7.2 Common project-based team synonyms	210
7.3 Teamwork.....	211
7.4 Team meetings (formal)	211
7.4.1 <i>Meetups (informal)</i>	211
7.5 The structuring of the InterSystem teams	211
7.6 Operational self-directed team scheduling	213
7.6.1 <i>Task-based work</i>	213
7.6.2 <i>Task rotation</i>	213
7.7 Social perception status.....	214
7.8 Services, roles and responsibilities.....	214
7.9 The project team structure	214
7.9.1 <i>Viability project teams</i>	215
7.9.2 <i>Feasibility project teams</i>	215
7.9.3 <i>Maintenance and operations team</i>	215
7.10 Inter-project team accountability factors	215
7.10.1 <i>Technical negligence</i>	215
7.10.2 <i>Trust</i>	216
7.10.3 <i>Mistakes</i>	216
7.10.4 <i>Secrecy</i>	216
7.10.5 <i>Power structures</i>	216
7.11 Challenges to team coordination	216
7.12 InterSystem/interdisciplinary affect response.....	217
7.13 Mentoring	218
7.14 From technological projects come technological services	218
8 [Contribution] Project charters plan	219
8.1 Project instantiating charter	219
8.2 Sub-Project instantiating charters	219
9 [Contribution] Project instantiation work descriptions	221
9.1 <i>Coordination service contribution description (Coordinator member)</i>	221
9.2 <i>Working group contribution description (Working group member)</i>	221
9.3 <i>Habitat team contribution description (Habitat team member)</i>	222
9.4 <i>Transition team contribution description (Transition team member)</i>	223
10 [Contribution] Work-trade relationship types (payment or non-payment for work).....	224

Transition Service Operation (Plan)	229
1 [Plan] Direction of societal transition operations.....	230
1.1 Simplified direction of transition	234
1.1.1 <i>Simplified task view of transition</i>	235
1.2 Execute transition analyses	235
1.3 Transition duration	236
1.4 Cybernetic-type project requirements.....	236
1.5 Patchwork versus structural change.....	236
1.5.1 <i>Structural deterministic transformers</i>	238
2 [Transition elements] The societal systems.....	239
2.1 Access control at the societal level.....	246
2.2 The simplified structure of community	246
2.3 The simplified structure of the market.....	250
2.3.1 <i>Business</i>	255
2.3.2 <i>The business cycle</i>	255
2.3.3 <i>Business ownership</i>	260
2.3.1 <i>The structure of capital[ism]</i>	261
2.3.2 <i>Societal tokenization</i>	267
2.3.3 <i>Digital trade tokenization</i>	276
2.3.4 <i>Market demand manipulation</i>	287
2.4 The simplified structure of the State	288
2.4.1 <i>The market's requirement for the State</i>	292
2.4.2 <i>The coercion dimension (of the State)</i>	293
2.4.3 <i>The authority dimension (of the State)</i>	295
2.4.4 <i>Types of government (controlling a State)</i>	297
2.4.5 <i>Types of work (controlling a State)</i>	298
2.4.6 <i>State policy and bureaucracy</i>	303
2.4.7 <i>Executive State factors</i>	304
2.5 The simplified structure of a production system	305
2.5.1 <i>Simplified differences in production between different configurations of society</i>	308
3 [Plan] Execution of transition from market-State to community	321
3.1 The market-State interconnection	325
3.1.1 <i>The market-State belief interface [to community]</i>	325
3.1.2 <i>The market-State standards interface [to community]</i>	325
3.1.3 <i>The market-State city operations interface [to community]</i>	326
3.1.4 <i>The market-State power interface [to community]</i>	326
3.2 Transition of the market [to community as a source of production and standards].....	327
3.2.1 <i>Market trade [access] deliverable</i>	327
3.2.2 <i>Transformation of corporations and States</i>	327
3.2.3 <i>Market power</i>	329
3.2.4 <i>Monetary Power</i>	330
3.2.5 <i>Property issues</i>	330
3.2.6 <i>Consolidation and cooperation among industries and States</i>	331
3.2.7 <i>Decide to contract more or less with State enforcers</i>	331
3.2.8 <i>Business bankruptcy transition to common heritage</i>	331
3.2.9 <i>Transition through the removal of markets</i>	332
3.2.10 <i>Financial investment/philanthropic access deliverable</i>	332
3.2.11 <i>Token transition</i>	332
3.3 Transition of the State [to community as a source of standards and production].....	333
3.3.1 <i>Transition of governments and States</i>	333
3.3.2 <i>Reform State operations into those of community operations</i>	334
3.3.3 <i>The State coordination plan</i>	337
3.3.4 <i>Achieve power State power</i>	337
3.3.5 <i>The State regulation "top-down" approach</i>	337
3.3.6 <i>Scientific coordinator leadership [State transition approach]</i>	338

3.3.7 Reform relationship with politicians, bureaucrats, and other "policy makers"	338
3.3.8 The jurisdictional-geopolitical analyses deliverables.....	339
3.3.9 Transition by means of operating a social-State (State).....	339
3.3.10 State power (leader and bureaucratic roles).....	340
3.3.11 A State political party.....	341
3.3.12 Funding from the State.....	341
3.3.13 Democratic government cooperation (government roles).....	342
3.3.14 Transition by means of national state services	343
3.3.15 National State support.....	343
3.3.16 Transition by means of a national community-habitat service network.....	345
3.3.17 Contractual agreement access deliverables	347
3.3.18 State permission-agreement [access] deliverables	347
3.3.19 Habitat network creation by the State	347
3.3.20 Constitutional integration of community-type standards	347
3.3.21 Transition of legislation (legal-laws) to those of community.....	348
3.3.22 State reform of the market	349
3.3.23 Transition via litigating the State pre-emptively.....	350
3.3.24 Transition of State land into common habitats and caretaken ecologies	350
3.3.25 Transition of the justice system of the State.....	350
3.3.26 Transition by means of rural habitat transformation.....	351
3.3.27 Transition of taxes	352
3.3.28 Transition via externality cost financial calculation	353
3.3.29 Law-based transition of property.....	353
3.3.30 Transition of debt and property.....	353
3.3.31 National service transition	353
3.3.32 Transition from rigid authoritarian hierarchies to community oriented functional hierarchies.....	354
3.3.33 Appropriation strategy (State)	354
3.3.34 Legal strategy	355
3.3.35 Transition via special economic zones (SEZ).....	355
3.4 Transition of public [to community through education and service]	356
3.4.1 The publicization plan.....	357
3.4.2 A communications plan.....	357
3.4.3 Public relationship strategies.....	357
3.4.4 Parallel campaigning.....	357
3.4.5 Education campaigning.....	358
3.4.6 Environmental clean-up campaigning	358
3.4.7 Audience engagement	358
3.4.8 Shifting priorities and values	358
3.4.9 Good media environment strategy.....	359
3.4.10 Utilizing a memetic marketing strategy	359
3.4.11 Public engagement	359
3.4.12 Public education	359
3.4.13 Education conditions optimization	360
3.4.14 Promotional marketing	360
3.4.15 Active participation.....	360
3.4.16 Local population engagement	361
3.5 A generalized strategy for transition [to community]	361
3.5.1 Scarcity reduction, and abundance amplification	361
3.5.2 Development of a perception of no loss	362
3.5.3 Development of transparency as a value	362
3.5.4 Trade reduction, and cooperation amplification	363
3.5.5 Competition reduction, and cooperation amplification	363
3.5.6 Development of a dislike of the hierarchical [wage] labor structure.....	363
3.5.7 Development of intellectual understanding.....	363

3.5.8 Development of a community-type value system.....	363
3.5.9 Better living and working conditions, now.....	364
3.5.10 Distributed sustainability.....	365
3.6 Transition by means of changing the material environment into a community habitat network.....	365
3.6.1 Transition by means of updating existing cities (urban updating)	365
3.6.2 Constructing new habitats without legacy constraints.....	366
Residency Service Operation (Plan)	381
1 [Plan] Community residency.....	382
1.1 Community habitation touch points	382
1.2 The organizational transition service plan	382
2 [Plan] Finances.....	383
2.1 Incoming finances inquiry	387
2.1.1 Financing through financial instruments.....	389
2.1.2 Financing through habitat production sales	390
2.2 Outgoing finances inquiry	390
2.2.1 Total cost of ownership inquiry.....	390
2.2.2 Salaries inquiry	391
3 [Plan] Tokenization	391
3.1 Acquisition of a token gives access.....	391
3.1.1 A transitional token system.....	395
Justice Service Operation (Plan)	399
1 [Plan] Execution of restorative justice operations.....	400
1.1 Forgiveness	401
1.2 Standards for responsibility, accountability, liability, outcomes	402
1.2.1 A [free] willed decision space	404
1.3 Goals of restorative justice	407
1.4 Elements of restorative justice	408
1.4.1 Guilt	410
1.4.2 Conflict resolution.....	410
1.4.3 Counselling and life support.....	410
1.5 Methods of restorative justice	411
1.5.1 Circles of support and accountability (COSA).....	412
1.5.2 Traumatic incident reduction (TIR) and response	412
1.5.3 Strategic and immediate efforts to preventative harm and violence	412
1.6 Community InterSystem medical team justice operations.....	413
1.7 Review boards	414
1.7.1 Research review board procedures.....	415
1.7.2 Violation review board procedures	416
1.8 Addressing common societal problems with restorative justice	417
1.8.1 Trust and distrust.....	418
1.8.2 Negativity.....	418
1.8.3 Deterrence	419
1.8.4 Jail and prison, or a medical facility	419
1.8.5 Trauma	420
1.8.6 Structural (in-)justice	420
2 [Plan] Transition from criminal justice to restorative justice.....	421
3 [Transition elements] The legal justice structure	422
3.1 Law	423
3.1.1 Legal intelligence.....	425
3.1.2 Market-State rules, regulations, and standards.....	426
3.1.3 Societal categories for the application of law	426
3.1.4 A legal system.....	431
3.1.5 The legal taxonomy of authority "governing" the State	434
3.1.6 The rule of law	438

3.1.7 Democratic citizens rights	439
3.1.8 Formal expressions of law	440
3.1.9 Law creation.....	441
3.1.10 Types of market-State legal system	443
3.1.11 Types of law within a legal system	445
3.1.12 Types of [violations of] law.....	447
3.2 Criminal violation of the law	449
3.2.1 Actualized violation (crime).....	450
3.2.2 Categories of violation (crimes)	452
3.2.3 Categories of violation (in community).....	453
3.2.4 Committing violations	454
3.2.1 Violation liability.....	456
3.2.2 Intention to violate	457
3.2.3 Types of outcomes from violations.....	459
3.3 List of laws (in transition to community)	460
3.3.1 A simplified list of laws.....	461
3.3.2 Harm to humans (assault)	461
3.3.3 Harm to society.....	464
3.3.4 Harm to habitat.....	467
3.3.5 Harm to market	468
3.4 Non-crimes	468
3.5 The market-State court [of justice]	470
3.5.1 Types of courts	471
3.5.2 Types of representations in courts	472
3.5.3 Types of court actions.....	473
3.5.4 Interventions restricting freedom	476
3.5.5 Applications of force.....	478
3.6 The market-State due process [of justice]	479
3.6.1 Allegations	481
3.6.2 Judge	483
3.6.1 Police.....	483
3.6.2 Prosecution.....	484
3.6.3 Criminal record	485
3.6.4 Criminal punishment.....	485
4 [Transition analysis] The law and the political State	487
Geopolitical Transition Analyses	503
1 Guiding transition to community	504
1.1 Primary working assumption	504
1.2 Primary proposal.....	504
1.3 Material result.....	504
1.4 Geopolitical factors simplified	505
1.5 Geopolitical transition factors	505
1.6 Organizational transition factors	506

List of figures

This is the list of figures within this document.

There are more figures associated with this standard than are identified in this document; those figures that could not fit are freely available through auravana.org, in full size, and if applicable, color.

Figure 1	This project executes through a series of project lists. The execution of the lists is approached in a specified manner. The result of the execution is a set of standards (representational of the intended society) and a set of habitat operations (that utilize the standards) to produce a specified direction (e.g., human fulfillment), by way of a specified approach.	1
Figure 2	The execution of a societal-level project plan involves its own development. It also involves work, the design and development of a final system, a time line, and a series of project lists that integrate actionable project information.	3
Figure 3	A course of study is founded upon a pre-existing standard. A syllabus provides an overview of what is to be learned during the course of study and the methods therein. The curriculum is the whole content which is to be shared and experienced during the course of study as a set of learning experiences.	120
Figure 4	Graphic shows the elements of the multi-week class meetings and course activities.	123
Figure 5	An intersystem team of contributing users explicate their requirements and resolve their issues to sustain the production of a habitat service system that works for everyone.	160
Figure 6	This is the project coordination planning chart for a community-type society. This is a societal-level project planning flow-chart that coordinates the execution of project operations and lists. Please refer to the Project Plan on the Project's standards webpage (https://auravana.org/standards) for the full size asset.	163
Figure 7	Community comes into operation when humanity adopts standards for community. The gradual adoption of a community standard by market, State, and public entities will lead to the gradual emergence of community at the societal scale.	229
Figure 8	Graphic showing the utilization of tokens to transfer people and resources into a community configuration at which time the token system disappears that community remains. Here, real assets are stored on the blockchain.	231
Figure 9	A transition from the market-State to community requires engagement with the three operational ends of the market-State: the political aspect (politicization), the token/monetary aspect (monetization), and the legal aspect (legalization). Hence, it could be said that the transition necessarily must be politicized, monetized, and legalized. Therein, the branches of the political State may facilitate the adoption of policies and standards that support transition. A token/monetization model may be used to collect fiat/money, and begin shifting people and resources into community. A legal model may be used to create contracts that allow for the creation of community and also facilitate the flow of resources and people into such a societal configuration. The Auravana Project proposes a contribution and residentation program to operationalize this transition. Over time and through the execution of this transition program a community network of habitats/cities will emerge; wherein, there is no longer State-politics, market-tokenization, nor contract-legalization).	239
Figure 10	To transition from the market-State to community, there is a need to reform (change) the material environment and how it is produced. Hence, there is the need to reform/change the rural and urban environments, and the production and distribution system in general. In order to make the change, there must be a change to people, policies, and protocols. Therein, there must be a consideration of [community] standards, work reform, and habitats.	241
Figure 11	Graphic on split page shows two sides (left and right): residency roles (the users) and contribution roles (the team of workers). The goal is to accomplish work that moves more people into residency within a community configuration of society.	384
Figure 12	The conception of force in its application is tabled here. Force may or may not be applied to some control. Herein, force has meaning dependent upon how force is applied. Ultimately, it is possible to share and coordinate usage at a global level through a software system that accounts for material potential realization and material actual realization, and is capable of meeting human requirements in the actual material system.	401
Figure 13	Conceptual model of the concept of justice broken out into is primary organizing conception, which are then branched into two system: a restorative justice system and a legal justice system (a.k.a., criminal justice system).	403

List of tables

This is the list of tables within this document.

There are more tables associated with this standard than are identified in this document; those tables that could not fit are freely available via the project's website.

Table 1	Legal checklist table of habitat residency agreements (a.k.a., habitat by-laws, habitat bylaws)	24
Table 2	Partnership service type in relation to payment for service and profit.	52
Table 3	Execution > Project Lists: Project charter list.	112
Table 4	Execution > Project Lists: Project list of human need factors (simplified).	115
Table 5	Execution > Project Lists > Non-Functional Requirements: Service quality determinants assessment criteria.	119
Table 6	Model shows textbooks (standards).	125
Table 7	Activities associated with a workshop with the duration of one to three days.	150
Table 8	Activities associated with a workshop with the duration of one to three days.	152
Table 9	Folder structure for files. Note: This list does not identify all possible folders and sub-folders.	154
Table 10	File naming identifiers (affixes) for simulation software input. Note: This list does not identify all possible affixes.	156
Table 11	File naming convention examples for simulation software object inputs. Note: This list does not identify all possible affixes.	158
Table 12	The organization of meetings by a coordinator has the following requirements (note that these are examples).	179
Table 13	Unresolved concerns/blockers for approval of proposal [agenda] template. The 'status' of a concern is either resolved or unresolved.	180
Table 14	Contribution service organization by role, responsibilities, and requirements.	188
Table 15	Project Approach > Project Team Tabularization: Simplified project team table. This table includes the name of the team (identifier, etc.), the responsibilities of the team (as a whole). As well as the name of the coordinator that has the communications and approval role. The communications tools and locations are essential to identify, as are the meeting types that the team holds, and their frequency.	226
Table 16	Execution > Team Roles: Societal team stability organization (this is an example).	227
Table 17	Execution > Team Roles: Societal team organization (team structure).	227
Table 18	Project execution contribution/labor role matrix.	228
Table 19	Transition of societal system types via primary sub-conceptions. This table shows three types of society (columns) with the primary sub-conceptualizations of society (rows). The table has been filled in with the appropriate associative conceptions.	243
Table 20	Fungible versus non-fungible tokens.	286
Table 21	Table shows the high-level difference in decisioning between a market-State and a community-type society. Decisioning in society involves agreements and decisions. In the market-State, it involves civil and State agreements.	308
Table 22	From the market-State to community as a type of configuration of society involves the following changes, differences, and adaptations (i.e., transitions).	372
Table 23	Different types of credit/token system, separated by categorical criteria. The different configurations form the columns, and the criteria and type-categories form the rows.	374
Table 24	Execution > Relationship Development: Demonstration experience criteria for the facilitation of relationship development and understanding.	376
Table 25	Table shows a comparison between a market-State type of society and a community-type society formed through habitat systems. The market-State is formed from abstractions, whereas a habitat in community is formed from the requirement to meet real-world human needs for fulfillment without overlaying non-required and non-desirable abstractions.	377
Table 26	Execution > market interface: Market-State vendor requests types.	377
Table 27	Market-State to community tokenization (and non) access frameworks.	378
Table 28	The possible functions of any token include, but may not be limited to the following: is usable (usability), is deletable (deletability), is produced by what organization, produced when (producibility), is usury, is tradeable, is taxable.	379
Table 29	The financial calculation of an economic sector. All figures are thousands, millions, or billions of currency (e.g., dollars, etc.). Generally, the capitalist class spends their surplus income (surplus over other laborers) on luxury items. Herein, there are several constraints that	

TABLES

Table 30

Transition through operationalization of restorative justice, from the market to community... . . . 399

Document Revision History

A.k.a., Version history, change log.

This document is updated as new information becomes available.

The following information is used to control and track modifications (transformations, changes) to this document.

VERSION	REVISION DATE	SUMMARY (DESCRIPTION)	
002	May 2024	There have been significant changes to the structure and composition of this document. This document is now organized around the services necessary to transition and execute community as a series of lists and plans, including an education service, a contribution service, a residency service, and a transition service. The human needs section that was previously in this document is now in the direction section of the Social System Standard. Citations have been improved throughout and are now at APA 7th generation.	
GENERATION ON		NAME	CONTACT DETAIL
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Alignment and Agreements (Lists)

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Abstract

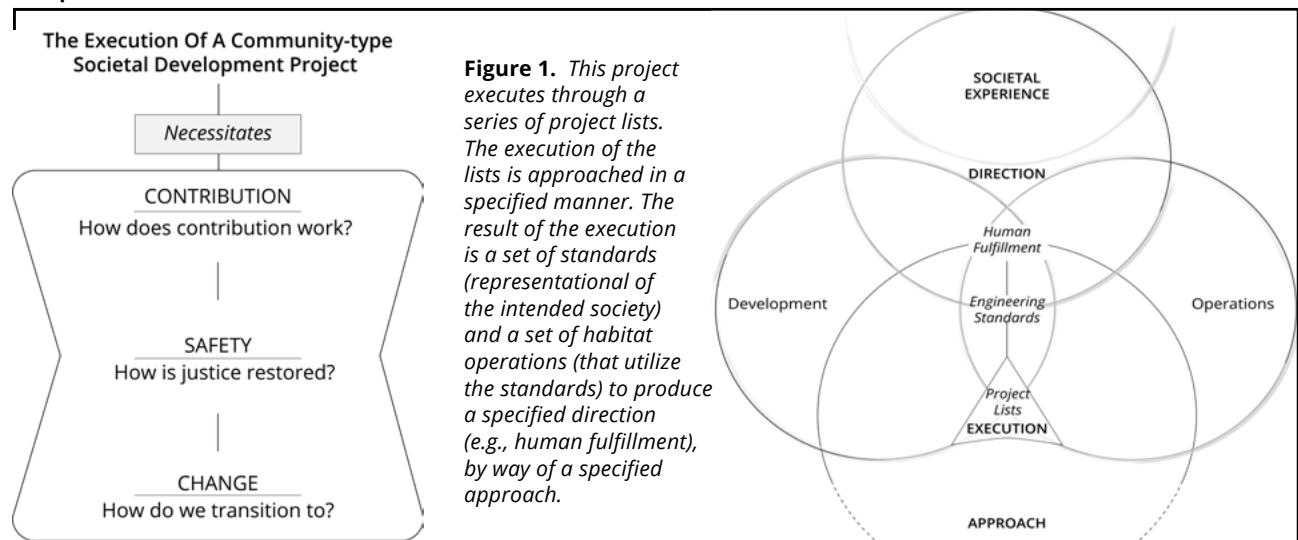
We offer community -a transition to community as a configuration of society and the actual physical thing (a lifestyle in community). We offer the ability to contribute to something that will last for many generations to come, something that isn't a patchwork to the system, and is a generational and living solution. Many organizations offer contribution to impermanent (patchworked) fixes to an ultimately broken system. We offer the experience of contribution to the creation of a new and more relevant (up-to-date) societal system. We offer contribution to a unified information system within which master plans for habitat are developed by contributors. We offer contributors the possibility to work on (1) information standards for community and (2) the master material plans of cities/habitats. It is possible to understand and visualize, and align more greatly with community, thus increasing the likelihood of local and global transition over time to a place we love to live together. It is possible to raise the standards of the world to those of community at the global societal scale.

Together, we have the skills and knowledge to create a

visionary master plan that facilitates trust, human need fulfillment, ecological restoration, and ultimate well-being for all our family. Together, we will raise the world's standards to community.

Every project is executed as a series of operational plans and list, starting with agreements and alignment.

Graphical Abstract



1 [Checklist] Alignment

A.k.a., Alignment checklist, adopting societal standards for community, complying with community standards.

Alignment necessitates a set of standards broken up into a set of criteria that can be used to evaluate whether a condition for operation is met. There are conditions for the operation of a community-type society, and they can be detailed in a set of checklist criteria and used to observe whether or not a current or future organization aligns with community, and if so, by what degree? Community maintains a specific set of conceptions and functions; the question is, are the elements of community present, and if so, to what degree? To live better among one another we must develop and operate community at the societal-scale, and each of us may facilitate an alignment of those organizations we are a part of with community operations.

1.1 Requirements alignment checklist for a community-type society

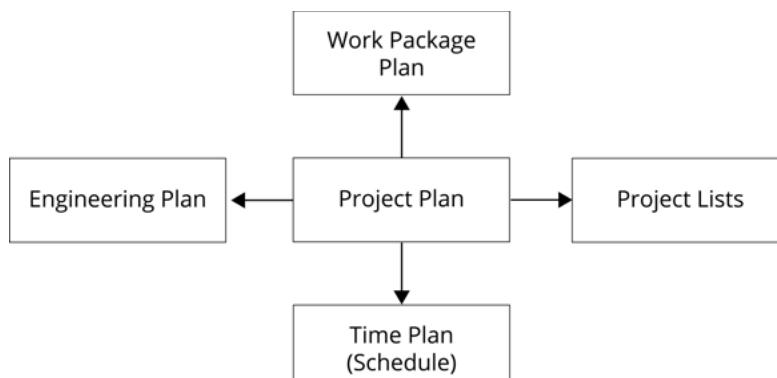
The following is a checklist of the most items necessary for alignment with community standards:

"To align, all must be shown what is possible."

1. **[UNDERSTANDING]** Understanding of one individual.
 - A. Show me one person who understand the functional operation of a community-type society with a network of habitats.
 2. **[UNDERSTANDING]** Understanding of many individuals (because it takes many people to get something significant done).
 - A. Show me people who understand the functional operation of a community-type society with a network of habitats.
 3. **[VISUALIZING]** Visualize the concept of operation.
 - A. Show me all textual, concept models, and object models documentation including all standards definitions.
 1. Show me the best way to present this information (e.g., in articles, in standards, and accessible with an artificial intelligence agent to facilitate search, collection, analysis, and development).
 2. Show the project plan and all coordination documentation, including: charter (instantiation, purpose, directives), governance documents, economic documents, and lists of plans, values, objectives, approach, requirements, activities/tasks, resources, roles, tools, decisions, and risks. Typically represented in writing and lists/tables.
3. Show me all static-model documentation, including static images of objects (a.k.a., object information models) and concepts (a.k.a., concept models, mental models). The best way to present this information is with clear and specific static images. Typically represented as static 2D models.
4. Show me all dynamic-model documentation (a.k.a., flow charts, 2D economics documentation). Show all documentation related to object-/energy-/information-flows. Typically represented as 2D models with changing values and/or parameters.
5. Show me all simulation-model documentation (a.k.a., simulations, 3D economics documentation), including simulations of objects, 3D analogs of 2D concept models, and changing numerical counts of object attributes in a software math program.
4. **[AGREEING]** Agreements.
- A. Show me all agreements; show me all the laws and contracts, all governance documentation, all legal documentation.
 1. Territory/jurisdictional agreements (with State).
 - i. Show me the State authorities documentation for construction and operation of a habitat.
 2. Federal, State, and municipal (city) law agreements with consumers (citizens) and producers (businesses) as "legal" State recognized and regulated entities.
 - i. Show me the State regulating documentation for construction and operation of a habitat.
 3. Community agreements.
 - i. Show me the "I will" or "I will nots" for community access.
 4. Local habitat residency agreements (a.k.a., residency agreements, bylaws, city agreements, habitat agreements).
 - i. Show me the "I will" or "I will nots" for residency in and visitation to a habitat.
 5. Work [service] agreements (a.k.a., labor agreements, contribution agreements).
 - i. Show me the "I will" or "I will nots" for contribution to the information working group and habitat team.
 1. Show me the standards and decisions working groups.
 2. Show me the habitat service teams.
 6. User [service] agreements (a.k.a., device agreements, service agreements)

- i. Show me the "I will" or "I will nots" for usage of a service-object.
 - 1. Habitat dwelling service access agreements.
 - 2. Habitat common service access agreements.
- 5. [SOCIALLY NAVIGATING] Needs (a.k.a., essentials).
 - A. Show me the needs list and its analysis, including of the list itself and its data, populated data, the inquiry itself, collection and analyses methods, and the results, over time. Show me where human needs are accounted for in the design. Show me a list of what is mandatory for humans; is required for human survival and flourishing.
 - 1. Show me the preferences list and its analysis, including of the list itself and its data, populated data, the inquiry itself, collection and analyses methods, and the results, over time.
 - B. Show me the surveys of need and preference. Show me the resource surveys, demand surveys, needs surveys, preference surveys, issue surveys, product[-ion cycle] surveys, operating surveys, and feedback surveys.
 - 1. Show me the completions over time of the surveys.
 - 2. Show me an analysis of the impact of the completion of the surveys.
- 6. [SOCIALLY NAVIGATING] Values (a.k.a., alignments).
 - A. Show me the values list and a discursive explanation.
 - 1. Show me a visualization of the values in a concept model.
- 7. [SOCIALLY NAVIGATING] Methodology (a.k.a., approach).
- A. Show me how you know what you know.
- B. Show me the navigational approach, the selection of the method(s), and the method(s) themselves.
- C. Show me how situations are to be understood.
- D. Show me how decisions are to be taken.
 - 1. Show me a visualization of the decision system and decision protocol.
 - 2. Show me the decisioning flowchart and the controlling intelligence.
- 8. [DECISION EXECUTING] Objectives.
 - A. Show me the objectives list and a technical analysis.
 - 1. Show me a visualization of the objectives in a decision model.
- 9. [DECISION EXECUTING] Requirements.
 - A. Show me the requirements list for sustaining the operation of [societal and city/habitat] services.
 - 1. Show me a visualization of the requirements in a project model.
- 10. [MATERIALLY OPERATING] Functional organizational chart.
 - A. Show me a functional socio-technical organizational chart encompassing both material and information decision operations.
 - B. Show me a visualization of the levels of organization of function.
- 11. [MATERIALLY OPERATING] Habitat contribution service project flowchart.
 - A. Show me the working group [flow] chart.
 - B. Show me the habitat service team [flow] chart.
 - C. Show me the transition team [flow] chart.
 - D. Show me the decision [flow] chart.
- 12. [PROJECTS] Project lists.
 - A. Show me the ongoing project(s) and all associated project coordination lists.

Figure 2. The execution of a societal-level project plan involves its own development. It also involves work, the design and development of a final system, a time line, and a series of project lists that integrate actionable project information.



1. Show me the [common heritage] resource list.
 2. Show me the [contribution] work list.
 3. Show me the [common] tasks list.
 4. Show me the [common] risks list.
 5. Etc.
 - B. Show me how the lists are developed.
- 13. [PLANS]** Habitat master-plan (local customized economic plan).
- A. Show me the habitat master-plan lists:
 1. Show me the habitat object list, named and with associated metadata.
 - i. Show me the object lists for each of the habitat's service inputs, processes, and outputs.
 1. Show me the architecture object lists.
 2. Show me the habitat process list (action concept list).
 - i. Show me the processes sorted intra-to and inter-to habitat service (sectors).
 - ii. Show me the prioritization of the habitat processes.
 3. Show me the habitat team list (role, contribution service list).
 4. Show me the habitat token calculations list (financials, money concept list).
 - i. Show me market purchase costs.
 1. For object reproduction (re-assembly costs).
 2. Show me market labor costs (salaries).
 - ii. Show me market sales prices (of produced and sellable assemblies).
 - B. Show me the habitat's current master-plan.
 1. Show me the habitat master plan written specification.
 2. Show me the habitat master plan drawn/ imaged specification.
 3. Show me the habitat tables and calculations.
 4. Show me the object information model for the habitat.
 5. Show me the clash free simulation model for the habitat.
- 14. [ISSUES]** Issue/projects flow chart.
- A. Show me all current issues/projects in the habitat.
 - B. Show me all expected future issues/projects in the habitat.
- 15. [CONTRIBUTION]** Work flow chart.
- A. Show me how work is optimized for the goal of human fulfillment within the context of user habitat services.
 - B. Show me a visualization of all human contribution, by enrolment, in projects.
- 16. [COORDINATION]** Approval flow chart.
- A. Show me how decisions are approved and who must approve every decision.
- B. Show me a visualization of all individuals with special control abilities; show me the coordinators.
- 17. [CALCULATION]** Habitat resource plan calculation.
- A. Show me how the economy is optimized for efficiency and calculation.
 - B. Show me a visualization of economy of the habitat.
- 18. [PRIORITYZATION]** Process prioritization protocol.
- A. Show me how resources and changes to the habitat prioritized.
 - B. Show me a visualization of the habitat operational processes flowchart.
- 19. [ACTUALIZATION]** Execution flow chart.
- A. Show me who will execute every approved decision.
 - B. Show me a visualization of people/intelligence(s) accountable for all associated tasks necessary to resolve all issue.
- 20. [CALENDARIZATION]** Habitat team schedule.
- A. Show me the optimization of scheduling.
 - B. Show me a visualization of all people accountable for doing things at specific times.
- 21. [OPERATION]** Personal and common usage schedule.
- A. Show me the optimization of usage.
 - B. Show me a visualization of how and when personal and common objects and areas are accessed around the habitat.
- 22. [SIMULATION]** Habitat operations simulation.
- A. Show me the optimization of visualization.
 - B. Show me a simulation engine simulation of the habitat.
- 23. [ECONOMIZATION]** Resource configurations.
- A. Show me how optimized is the acquisition, storage, allocation of resources.
 - B. Show me a visualization of all resources and their locations.
- 24. [OPTIMIZATION]** How optimized is work in the habitat.
- A. Show me how optimized the [information] working groups are at producing and maintaining standards and the habitat teams are at operating habitat services.
 - B. Show me a visualization of how [physical] habitat teams are constructing, operating, and maintaining physical service systems.
- 25. [FREEDOM]** Habitat service-access completion.
- A. How freeing are the habitat support service sub-systems.
 - B. How fairly distributed are habitat support service systems.
 - C. How usable for need fulfilment and individual

- preference are the habitat support service systems.
26. **[JUSTICE]** Distributive justice.
 - A. Show me the optimization of the global distribution of access to the best quality services that human can offer.
 - B. Show me a visualization of who doesn't have their needs met.
 27. **[JUSTICE]** Restorative justice.
 - A. Show me how optimized the restorative justice system is in restoring fulfillment after harm and conflict.
 - B. Show me a visualization of everything associated with restorative justice operations.
 28. **[EFFICIENCY]** Technical efficiency.
 - A. Show me the unified and integrated societal standard which is developed and used to replicate and adapt society.
 - B. Show me a visualization specification of the material mechanisms, software applications, and user-interfaces (i.e., show me the technical specification drawings/models).

1.2 From aligned interest to greater human fulfillment

The method applied by this project plan for the creation of a community-type society, simplified, is:

1. Start with our aligned interests.
2. Form and resolve a common information space.
3. Resolve and select from a range of possible options.
4. Act upon that resolution to change the environment for our betterment.
5. Live a life of ever greater fulfillment.

INSIGHT: *Individuals in community power their lives knowing that fulfillment is possible.*

1.3 From accounts and assessments to effective societal operations

The primary surveyable accounts and analytical assessments required to sufficiently inform, construct, and operate community, are:

1. **User accounting and assessment:** An accounting of the users' needs. An assessment of what the user needs, what the currently has access to, and what the user could have access to.
2. **Resource accounting and assessment:** An account and assessment of resource availability, quality, and location.
3. **Land accounting and assessment:** An account of assessment of the land and geotechnical location, including an assessment of how many people said

- physical environment can support.
4. **Task (work action) accounting and assessment:** An account and assessment of the transformational actions (tasks) that are being, could be, and will be actualized.
 5. **Contribution (team role) accounting and assessment:** An account and assessment of contribution.
 6. **Transition accounting and assessment:** An account and assessment of the transition to the construction and sustained operation of community.
 - A. **Jurisdictional and geopolitical accounting and assessment (State analysis):** An account and assessment of the jurisdiction (territory) in which community is under development.
 - B. **Financial accounting and assessment (market analysis):** An account and assessment of financial resources.

1.4 From directions to plans

All directions eventually become plans to be executed through lists. Alignment requires the following plans of execution (community operation and the execution transition to community):

1. The plan to develop a societal specification standard.
2. The plan to develop a network of localized habitat service systems.
3. The plan to transition from the market-State (as one type of configuration of society) to community (another type of configuration of society).

2 [Checklist] Agreements

A.k.a., Agreement checklist, rule statements, accountability statements, responsibility statements, law checklist, statutes, acts, legally enforceable statements of agreement to rules, code agreements, legal agreements, personal legal agreements, legal terms and conditions, license agreements, permission statements, command checklist, instruction checklist, behavioral agreements, compliance agreements, adoption agreements, legal organizational structure agreements, State legal interface agreements, State contract interface agreement, legal contract agreements, commitment statements, etc.

There are a host of authoritative agreements available that propose a transition from relationships based upon competition and coercion to those of optimized global human need fulfillment. An agreement is an acceptance or rejection of a conditional [rule] statement. All agreements have underlying arguments. Adults may agree to declarations of agreements. Every society, organization, group, and any venture is always started with a set of agreements. At some point in history it was decided that it was okay to force others into "agreement"; these became laws.

2.1 Agreements

A.k.a., Agreement, accord, contract, law, code, terms, commitment, understanding, etc.

An agreement is a conscious mutual consent to some statement, understanding or future action/inaction. At a basic level, agreements are statements or propositions that individuals either accept or reject based on a set of predefined criteria. Typically, the criteria include the relevance, feasibility, preference, and/or morality (value orientation) of the agreement in question. An agreement is a mutual understanding or arrangement reached between two or more parties regarding a particular matter. In concern to human behavior, agreement is a consensus (complete agreement), a concurrence of minds, where individuals or groups (via some direct or indirect method) come to a shared/common decision ("commitment" of agreement). Typically, behavioral agreements involve the acceptance of terms, conditions, or obligations by all individuals (or, groups, "parties") involved, with the intention of establishing what are right actions (a.k.a., "rights"), responsibilities (a.k.a., accountabilities), and means for resolving disputes (a.k.a., conflict resolution). Agreements may be documented in written contracts (more formal), verbal agreements (more informal), or implied through actions. In this way, agreements are expectations (obligations), and therein, they come in many decisive forms. Some agreements are more debt obligations (e.g., trade; trading partnership), and other agreements are more

life production and optimization agreements (e.g., teams, community partnership). Herein, there are agreements that involve actual physical exchanges of objects (trade contracts), and there are agreements that are essential statements of action/inaction. Agreements can be formal or informal, and they can pertain to any aspect of society, because individuals are an intrinsic aspect of all of society. A commitment is an agreement to do work. It is important to recognize here that all agreements are agreements because there is a choice on the part of some individual to take part ("make") the agreement with another(s). If there is no choice, then it is coercion and not agreement. Coercion is when someone has no choice. Consent (a.k.a., agreement, contract, etc.). All consent has to be "meaningful", otherwise it isn't consent, it would be coercion. Consent is invalid where there is coercion. When someone has a lot of power over another person, then the other person can't consent adequately. The asymmetry of power interferes with the integrity of their consent.

In the early 21st century, the term used for an "agreement" may be different depending upon the profession/discipline in question:

1. **State-level agreements (a.k.a., State terms and contracts)** include, but are not limited to: Constitution, treaty, law, code, accord, convention, compact, legislation, etc.
2. **Market-level agreements (a.k.a., business terms and contracts)** include, but are not limited to: Pact, purchase agreements, loan agreements, business contract, deal, settlement, memorandum of understanding (MOU), civil contracts, covenant agreements, etc.
3. **Family-level agreements (a.k.a., family terms and contracts)** include, but are not limited to: marriage, child support, wills, family power-of-attorneys.
4. **Community-level terms (a.k.a., citizen agreements, community agreements)** are: agreement, consent, and bylaw (by-law).

A society is an agreement among all those within that society, some societies make that consent explicit, and others do not.

QUESTION: *What does it mean to be able to [meaningfully] consent?*

There are two general forms of agreement:

1. **Explicit consent (meaningful, because consent)** occurs when an individual is presented with a decision on whether they authorize (allow, permit) action or inaction. This is the best way to ensure users agree solutions. Here, the user checks an agreement checkbox (or radial button) and/or signs their signature (written name and/or cryptographic).

2. **Implicit consent** occurs when consent can be inferred or assumed based on a person's actions, behavior, existence, or implied understanding, even if they haven't explicitly given their consent by "checking the box" or signing a document. Implicit consent does not require users to "check the box" (i.e., move their body to agree, by marking a statement of agreement with an agreement mark). Implicit consent agreements are less meaningful in the market, but not in the State, where there is the idea of a "social contract", meaning that just by being a member of society there is consent to the contract. A represented prior authority has taken the decision by signing the contract in the past, which is governance documented law, and is applicable today/now because of:

- A. **Implied presence** ("social contract"): Just being in the territory/jurisdiction means consent.
- B. **Implied actions**: Implicit consent may be assumed from a person's actions or conduct.
- C. **Contextual understanding**: Implicit consent may be assumed on the understanding that certain actions or behaviors indicate agreement.
- D. **Prior knowledge**: Implicit consent may be assumed when individuals have prior knowledge or experience with similar situations, and it is reasonable to assume that they understand and accept the agreement.
- E. **Traditional, customary practices** (Read: implied traditional consent contracts/agreements): Traditional practices imply consent (e.g., the unsigned citizenry's "social contract"). In the market-State, there are two traditional customary implied consent agreements:
 - 1. Implicit market-State social contracts:
 - i. State mediates the relationship between labor and business.
 - ii. State assumes the role of caretaker of citizens, where the government is/claims responsibility for the well-being of citizens, where the market does not sufficiently meet needs to maintain a semi-stable society.
 - 2. Implicit State law-/policy-decider (politician) social contract:
 - i. Where the representatives take decision to create legal policy statements.
 - ii. Where those based on merit take decisions to create legal policy statements.
 - iii. Where those based on dictatorial authority take decisions to create legal policy statements.

NOTE: *It is not possible to formally-honestly consent under a state of coercion (force-/power-*

over type of relationship).

In most democratic States, the basic elements required for the agreement to be a legally enforceable contract are:

1. **Social implied consent (implicit social contracts)** the decisions of the past (as codified tradition) constrain the decisions of today. These contracts typically exist at the State-level where they were/ are written and/or agreed to by authorities in a State. "You" do not have to have agreed to the contract for it to have life altering implications on you if you do not abide by it; constitutional documents and State legislation are of this type.
2. **Mutual assent** all parties agree and are not under undue coercion of life or liberty. Agreements must not be coerced.
3. **Expressed by a valid offer and acceptance** clearly written, is a possible agreement that can be made, and clearly agreed to. Agreements must be clear.
4. **Adequate consideration** clear description of what is promised in trade. Promises must be possible.
5. **Capacity** the ability of a present party to actually understand what is occurring and agree to a decision. Not everyone has capacity all the time.
6. **Legality** is an agreement that can be made and doesn't violate a State law/rule stating the agreement cannot be made. Agreements must not contradict active State agreements/rules. And, provisions in contracts must be written so they are enforceable.

2.1.1 Community agreement categories

In the context of community, there are two categories of agreement, global and local:

1. **Global community agreements** (a.k.a., societal-level agreements).
 - A. Safety and human need agreements.
 - B. **Question:** If a society were about agreement, what kind of agreement (in form and content) would everyone agree to?
2. **Local habitat agreements** (a.k.a., residency-level agreements).
 - A. User-service access agreements.
 - B. **Question:** If living in a local habitat (or, regional habitat network) were about agreement, what kind of agreement (in form and content) would local residents agree to?
3. **Contribution agreements** (a.k.a., work agreements, work-role coordination agreements, contribution service agreements).
 - A. Work-service access agreements.
 - B. **Question:** If an act of contribution were about

agreement, what kind of agreement (in form and content) would an individual contributor agree to?

4. Education agreements (a.k.a., learning agreements).

- A. Education-service access agreements.
- B. **Question:** If an education were about agreement, what kind of agreement (in form and content) would an individual learner agree to?

Agreements in community can be made explicit for every occupied configuration of resources used by someone who assumes accountability/responsibility for use, during use. Agreements are accountabilities/responsibilities access to common heritage resources in a community-type configuration of society assumes the form of:

1. Contribution [service] agreements (work descriptions, roles, skills certifications).

- A. Standards working groups.
 - 1. Decisions working groups.
- B. Habitat service teams.
 - 1. Education service facilitation team.
 - 2. Including, all life, technology, and exploratory support service systems.

2. User [service] agreements (user agreements, service agreements, terms of service, etc.).

- A. Habitat residency access agreements.
 - 1. Habitat dwelling service access agreements.
 - 2. Habitat common service access agreements.

2.1.2 Consent

Consent is decisioning; consent is all about personal agreement and decisioning around personal agreement. In that way, legal consent is all about personal choice and the capacity to choose. Consent is a process by which a free person has choices, and takes a choice. A legal violation (lack) of consent occurs when a victim is not given a choice, or the choice is deceptive (i.e., the choice is significant and the victim was deceived).

1. Consent: A person consents if s/he agrees by choice and has the freedom (value) and capacity (awareness and competence) to take ("make") the choice.

- A. **Competence:** The degree of knowledge about any situation. Competence comes from a community facilitated education. As children grow and they grow in competence, their capacity to consent to society and behaviors and technologies expands, or is "contradicted", because of harm to others or another.

To consent, there has to be the capacity to choose to

consent. Capacity [to decide] means total consciousness, total awareness, and total situation accounting. The person "consenting" must understand the information relative to taking the decision and analyze that information consciously, to take an informed choice, called, consent. Different configurations of society produce people with different capacities to consent.

If there is not the capacity to consent, and the behavior is engaged in, then that is a likely community legal/justice issue. A violation of another's consent is a typical violation of the law.

To consent is have:

1. Free and true agreement.
2. No surrender of free will, except where there is harm.
3. No necessity for physical defense.

The following two dimensions represent consent, and lack of consent (i.e., the conceptual spectrum of "consent", to "lack of consent", includes):

1. Varieties of evidence to suggest there is consent are:
 - A. Passionate enthusiasm.
 - B. Bored or reluctant acquiescence (bored and reluctant acquiescence could still represent consent).
2. Varieties of evidence to suggest a lack of consent includes,
 - A. The quiet submission (to perpetrator).
 - B. Surrender of an individual, through to physical resistance against an aggressor. A typical response to a lack of consent is defense (resistance) and surrender (victim).

The lack of a capacity to consent is that which can negate someone "consenting", entirely. Someone without capacity [to consent] cannot consent. The ultimate form of a lack of capacity is unconsciousness; consent is possible, up to unconscious. With someone who has no capacity to consent, then the legal system cannot make a legal claim that they did consent, or have any reasonable claim that they could have consented.

Thus, in concern to consent, there are two dimensions:

1. Consent (age and agreement):

- A. What is the age and age thresholds?
 1. "I" agree that my age is
 2. "I" agree that my societal life-phase is [education, contribution, or leisure].
- B. What is the path of educated consent; how is competence achieved?
 1. "I" agree to community education statements ...
 2. "I" agree to explicit socio-technical statements

- ...
- C. What is the capacity to visualize and understand the meaning of consent?
 - 1. "I" visualize and understand a community-based society.
 - D. What is the situation in which choice(s) have arisen:
 - 1. "I" see my usage of common heritage resource service access systems.
 - 2. "I" see my contribution to a common human habitat service heritage.
 - 2. Capacity to consent (capacity and lack of consent):**
 - A. Forced sleep is the ultimate lack of consent; because there is no capacity to consent.
 - B. Intoxication complicates the capacity to consent.
 - C. "I" do not agree to the explicit statements ...
 - D. "I" do not understand .x.y.z.
 - E. "I" am not of age to consent.
 - F. "I" am unconscious, or in some way asleep and cannot have explicit agreement.

Herein,

1. Someone cannot claim a lack of consent if they have no memory of the event where there is disagreement over consent; an entity must recall the event to make a claim against another of a lack of consent.
2. The difference between adults and children in concern to consent is age, and socio-technically expected competence (for adults).

Intoxication complicates the whole process of consent. The issue of intoxication is common in modern justice cases of sexual offenses. Intoxication cannot and does not automatically negate consent. Just because someone is intoxicated does not mean they cannot have consented; because, there are varying degrees and levels of intoxication.

There is also the issue of deception; deceiving another into a behavior or situation or situation they would otherwise not have consented to.

1. Deception as to the consequences.
2. Deception as to impersonation.
3. Deception as to the nature of an act, which could be construed as denial of consent.

2.1.3 Contracts

A.k.a., Documented agreement, documented accountability.

A contract is a formalized set of agreements, which are usually binding (a.k.a., enforceable via the law/State). It may or may not have to be directly signed and consented

to for a violation of it to have consequences on continued global habitat services access (i.e., to have criminal consequences). In fact, a contract is generally defined as, a legally ("criminally") binding agreement [set]. All contracts are agreements, but not all agreements are contracts. "Legally binding" means (criminal enforcement potential) if one entity in the agreement fails to do what they promised to do under the agreement set; then, either entity has the right to appeal to the State to enforce the promise and/or consequence, or lack thereof. In non-legally binding agreement, if one entity fails to do what they said they would do, then the other party has no "right" to seek State redress for the broken agreement.

In legal terms, there are two types of clauses, one that brings parties in dispute/disagreement to State arbitration (civil or federal):

1. **Binding cause (a.k.a., State arbitration clause):**

This clause outlines the conditions under which the agreement becomes legally enforceable. It delineates the obligations and rights of the parties involved and sets the conditions for legal consequences in case of breach.

2. **Non-binding clause (a.k.a., no-enforcement clause):**

This clause states that the agreement does not create a legally enforceable obligation on the parties. It specifies that the parties are not legally bound to fulfill the terms of the agreement and typically excludes the option for legal recourse or enforcement through the State in case of non-compliance.

These terms describe the nature/source of the agreement's enforceability and the parties' rights regarding seeking legal (civil/criminal) redress for breaches or non-performance of the contract. The "legally binding" clause allows parties (in competition) to appeal to the State for enforcement (expropriation or arrest) if one party fails to fulfill its obligations. Conversely, the "non-legally binding" clause indicates that the agreement does not confer the right to seek legal harm in case of breach. In a community-type society, there are no civil binding/non-binding contracts at all, because there is no price on property (an in effect, no private property at all). Instead, there are a set of collaboratively developed agreements, that users complete a survey for, the results of which confer habitat access, and set/specify consequences for a violation (including a first layer of warnings, a second layer of interviews and volunteering for convictions, and a final third layer of serious convictions and consequences for life-long global habitat access continuance).

CLARIFICATION: All social contracts are formalized as agreements, and all technical agreements are formalized as code.

Legally binding agreements are generally those that include the following elements:

1. **Exchange (a.k.a., "consideration", property exchange)** something of value that is exchanged for something else of value. Exchange always involves property, tangible (objects), intangible (money), and/or the human body (i.e. oneself as labor).
 - A. **A legally binding offer** it must include a promise from the person making the offer (the offerer) and a clear demand for action or for something of value from the individual receiving the offer (the offeree). And the exchange must be legally permissible in the State jurisdiction (as defined in State code).
 - B. **Intention to create legal relations** as in, the intention to exchange something for something else and have there be conflict resolution (the State) if required after initial agreement.
2. **Acceptance (agreement)** this may be oral (informal) or in the form of a signature (formalized; of which there is someone's written signature and also cryptographic identity signatures). Not all contract in the market-State require acceptance/agreement by all individuals involved (e.g., a State's constitution). However, civil contracts do typically necessitate and involve acceptance by all involved.

To be complete in concern to conflict resolution requirements, contracts must be, at least:

1. **Provable:** What is accepted as proof of a contract?
 - A. Written, specific language.
 - B. Oral.
 - C. Pictorial.
 - D. Agreements can often be found on organizations' and business' websites or given to customers/users in digital or print form.
2. **Enforceable:** What is the enforcement of the contract?
 - A. Where.
 - B. Compensation.
 - C. Punishment.
3. **Licensable:** The authority gives permission that an action may be carried out.
 - A. Contract conditions.

Fundamentally, a contract is a set of agreements that someone or some group approves of (i.e., agrees to), which are:

1. **Expectations (a.k.a., obligations; are a consequence)** "I will / I will not", and, may be:
 - A. **Service (a.k.a., duties are a consequence)** as

in, providing/provisioning for another, often states as: "it is my duty to serve others".

1. **Contributions (a.k.a., duties; are intrinsically motivated)** as in, "I will do for us, there is obvious return".
2. **Exchanges (a.k.a., debts; are a consequence)** as in, trading, often stated as: "if I give you, you will give me" and "if I do for you, you will do for me".
3. **Permissions (a.k.a., allowances; access types)** as in, "I am allowed / not allowed, and you are allowed / not allowed".
4. **Commands (a.k.a., orders; priority directive types)** as in, military orders given after consent to participate in a military hierarchy: "follow orders because of agreed hierarchical military dictatorship command".

2.2 Breach of agreement

I.e., Breach of contract, failure to follow agreement.

A breach of contract is a violation of any of the agreed-upon terms and conditions of a binding contract. The breach could be anything from a late payment to a more serious violation, such as the failure to deliver a promised asset. A breach of an agreement could be because of a behavior, or because of a lack of a behavior. Where there are breaches of agreement, there becomes the necessity for justice.

Contracts in the market-State have consequences for personal socio-economic life, technology, and exploratory access. Sometimes the process for dealing with a breach of contract is written in the original contract. Sometimes the conflict between individuals and partners cannot be simply rectified and requires a conflict resolution service (adjudication, for which the State provides the service, and also, creates the commercial code for the service), paid, in part, by tax coercion.

One may think of a contract breach as either minor or material. Minor breaches of contract have no potential significant impact on one's reputations, assets, or socio-economic class status; but, major breaches do, to the extent that they can even take away one's freedom of movement in society (as in, debtors prisons is it possible to go to jail/prison for a debt).

2.3 Societal agreement categories

Different types of societies are likely to have different types of agreement, both as categories and the actual agreements themselves.

Categories of agreement, per societal type include:

1. **Market-State agreements:**
 - A. **State constitution-contract agreement**

(a.k.a., agreement with authority, constitution) a constitution (territorially represented State contract). "Sufficient" agreement of the whole to live under specific conditions (e.g., State and market operations; or, community operations). Typically, the constitution of a State describes its legal system. A constitution could be seen as a land authority access agreement. This agreement is being, and/or was approved by who?

1. **Referendum** (i.e., "democratic" votat[ional] agreement, votation agreement) a direct vote by the "citizens" (a.k.a., "electorate") on a proposal, law, representative, or political issue.
 2. **Un-agreed to** (a.k.a., not consented i.e., not agreed to, typical State-social[-zed] contract) no vote submitted by current citizens. Un-agreed to, because the agreement was not selected by the current "citizens" (a.k.a., "electorate").
 3. **Coerced into** (i.e., forced into agreement, threat) agreed to, but not a real choice where (physical safety is concerned). In other words, coerced into, because of living in one geographical location on the planet, or because of choosing to move to another geographic location on the planet (a.k.a., a State "passport" that provides access or denial of access to geographic ("territorial-State") areas on the planet).
- B. **State citizen licensing (agreement with authority)** a license has a legal person(s) as the license holder. States and businesses can license products and services. States license drivers and various commercial services, for example.
- C. **Civil property-owner agreement (agreement with property-owner)** agreement between others who have a belief in "property-over-coordinated" access. A civil contract is an agreement with specific terms between two or more persons or entities in which there is a promise to do something in return for something; when there is trade.
1. **Terms of service agreement** (a.k.a., user agreement to a commercial, State, or community service, purchase agreements) a user agrees to the use of a service (or, purchase of a service). Usually written as, "I will access/will not access, with these conditions". A terms of service agreement (TOS, terms of use, consumer agreement, user agreement, etc.), is a legal agreement

between a service provider (producer) and customers (users) that outlines terms and conditions (agreements to use/access/consume) about the services or products being provided. It is a document that covers a range of [legal] issues related to the behavior of a website or user produced service. These behaviors include, but may not be limited to: payment, scope of services, amendment, termination, liability, insurance, confidentiality, property ownership, and law/dispute resolution. These are typically user governance agreements, governing what users can and cannot do.

D. Market-State partnership agreements.

1. **[State] Corporation** the organization has documentation and records that must be made transparent to the State (commerce laws/code).
2. **[Market] Corporation** the organization has money [on a ledger/account] that it must give back to the State (a.k.a., tax laws/code).
 - i. To delete.
 - ii. To recirculate.
3. **[Market-State commerce relations] Sole proprietorship** one person who does trading in the market, selling deliverable objects and/or services.
4. **[Market-State commerce relations] Partnership** any contract for trade, as more than one property owner shares the "capital" for ownership.
5. **[Market-State commerce relations] Corporation** the organization has a board of directors that take decisions. Here, there are [economic] incorporation of a governance structure for production agreements; business governance agreements.
 - i. Has board of directors. Under State control, per the State directive to create honesty in the market, the State forces all businesses to disclose the decision takers (who are individually called "directors" and together, where there is more than one, a "board of directors". Conversely, mafias' have secret decision takers.
 - ii. Primary State-commercial regulation codes:
 1. By tax status.
 - a. Not-taxable conditions to organization accepting money; and, State audit requirements.
 2. By other legal statuses, including:
 - a. Grantable can be given grants? The organization has to be in a specific

- condition to accept State money; and, State audit requirements.
- Political can engage a political will? The organization can/cannot engage in support of any political campaign.
- 2. Community agreements** are agreements that apply to all members in the global population of community members.
- The "terms/conditions" of agreement: user agreement to use/access a service.
- 1. Terms of contribution (a.k.a., work agreement)** User access agreement to a contribution service system that supports the enrolled development and operation of community. Herein, the user is accessing a contribution service system wherein they contribute to community.
- Decisions are resolved through a standardized decision system protocol as part of the societal specification standard.
- 2. Terms of community (a.k.a., societal service agreement)** User-access agreement to community as a societal service. Usually written as, "I will access/will not access, with these conditions". Herein, the user is accessing a societal service system, wherein, the service is individual life fulfillment throughout all dimensions of society, given what is known (composed into a standard) and accounted for to be available. The services matches resources to human needs (through the societal specification standards) and ecological restoration accountabilities. Note that here, in community, the whole societal specification standard takes the engineered place of "State-constitutional agreements". It may be seen here, where science-engineering knowledge is the new "high-level agreement". The societal specification standard could even be seen as a community science-inquiry plan.
- 3. Terms of habitat (a.k.a., residency agreement, local-living habitat service agreement)** user-access agreement to a specific habitat, as a societal service. Usually written as, "I will/will not live in a habitat", with these conditions". Herein, the user is accessing a specific habitat with life, technological, and exploratory services in 'physical' and "service" form.

There are four common, primary agreement types moving into community:

- Agreement to access society** as a user and producer (a.k.a., user-contributor, user-producer, prosumer, etc.) societal information systems specification interface agreement, formed within a digital knowledge commons.
- Residency agreements** agreement to reside in a community habitat and interface with common heritage resources therein.
- Contribution agreements** agreement to contribute to and do work for community.
- Localized access agreements** agreement to follow local area access procedures (e.g., procedures for tennis court access and clean-up on the user-side, and procedure for access to some production machine on the contributor-side).

Statements of organizational agreement that may be legally enforceable by a State enforcement jurisdictional entity (authority) include, but are not limited to:

- Community-level organizational agreements:**
 - Organizing list of principles.
 - Change control for lists of agreements.
- Habitat residency-level access agreements.**
 - Habitat residency access bylaws (of habitat entrance, life, and expulsion).
 - Change control for local habitat residency agreement list.
 - Change control for global habitat residency agreement list.
- State-level organizational agreements.**
 - Constitution (first document) formed of articles made up of statements of rules.
 - Change control for constitutional list of rights.
 - Legislation (second document) formed of code/rules with [State-legal] consequences for violation.
 - Change control for legislated list of rules.
- Partnership-level organizational agreements** these are agreements between legal property owners ("civilians"), and all trade of legal property ownership, which involves civil, and nearly always, State contractual relationships:
 - Articles of creation** (a.k.a., articles of incorporation, certificate of incorporation , articles of association, certificate of association, etc.):
 - Articles of homeowner association.
 - Articles of co-housing association.
 - Articles of condo[minimum] association.
 - Note: Individuals own the deed (a.k.a., title) to the [dwelling] real-estate's interior.
 - Articles of association.**
 - Articles of homeowner association.
 - Articles of co-housing association.
 - Articles of condo[minimum] association.
 - Note: Individuals own the deed (a.k.a., title) to the [dwelling] real-estate's interior.
 - Articles of incorporation (profit-based).**

- i. Articles of a limited liability corporation (LLC).
 - 1. Note: Is used to protect members financially when interfacing with sales into the market-State.
 - ii. Articles of a cooperative corporation (a.k.a., co-op).
 - 1. Note: in a cooperative model, individuals may own shares (as an asset of someone's legal estate) in a cooperative corporation. Hence, the individuals do not own their houses. Ownership of shares grants a proprietary long-term lease that provides the "right" to inhabit a dwelling unit.
- 3. Not-for-profit articles of incorporation**
(non-profit, non-governmental organization).
- i. Note: a not-for-profit may buy the land, and then, turn that land over to a territorial cooperative corporation.
 - ii. Note: infrastructure shared by two or more territorial cooperative corporations may be placed under a separate not-for-profit cooperative corporation (e.g., "village association").
 - 4. Note: Corporations do not provide so much control over the transfer of units and social interactions of members.
 - 5. Note: People who own (and not rent) are shareholders in the corporation, as well as members of the village association.
- B. Articles of [family] holding.**
- 1. Articles that state what is held in common by a family.
- C. Articles of membership.**
- 1. Articles that state the membership process required to be completed before anyone trade or engage in any other member-type action. The membership process includes full/complete agreement to a bylaw checklist.
- D. Jurisdictional planning permission articles.**
- 1. Articles that state the process for the approval of plans to change the habitat at the State-jurisdictional level. The State acceptance process includes full/complete agreement to a bylaw checklist.
- 5. Bylaws of operation** (a.k.a., operational rules, operational agreements).
- A. Association bylaws (a.k.a., partnership bylaws)
 - B. Corporation bylaws (a.k.a., business partnership bylaws).
 - C. Family holding bylaws.
 - D. Membership bylaws.
 - E. Jurisdictional bylaws.
- 6. Land access agreements.**
- A. Land trust agreements to identify how decisions are land are taken and how finances are handled.
- 7. Contribution agreements (work agreements).**
- A. Articles of work are agreed to work descriptions.
- Society may also be seen as having the following layers of agreeable decisioning:
- 1. Societal agreements:**
 - A. Universal organizing principle agreements.
 - 2. Habitat common agreements:**
 - A. Community member agreements.
 - B. Habitat residency agreements.
 - C. Entrance agreements.
 - 1. Admission agreements.
 - 2. Access agreements.
 - 3. User agreements.
 - D. Contribution agreements.
 - 1. Service agreements.
 - 2. Teamwork agreements.
 - 3. Role-task agreements.
 - E. Coordination agreements.
 - 1. Protocol agreements.
 - F. Decision agreements.
 - 1. Visualization agreements.
 - 2. Logic agreements.
 - G. Behavioral agreements.
 - 1. Personal conduct agreements.
 - 3. Habitat residency agreements:**
 - A. Agreements between a resident and a local habitat of residents (i.e., the local habitat bylaws).
 - B. Agreements between residents about a non-dwelling sectors (non-dwelling sector master-plan).
 - C. Agreements between residents about a dwelling sectors (dwelling sector master-plan).
 - D. Agreements between residents directly proximal one another (i.e., the formal master-plan agreements between neighbours; dwelling buildings master-plan).
 - 4. Market-State (legal agreements):**
 - A. Articles of Incorporation (seeks to conduct trade).
 - B. Bylaws (internal rules of organization to be conducting trade).
 - C. Trade contracts (financial agreement between organizations owning property).
 - 5. State (legal agreements):**
 - A. State [constitutional right] agreements.
 - B. Legislation [code] agreements.
 - 1. In-State policy and inter-State treaty/union agreements.

Importantly, residency in a dwelling in community involves several layers of agreement:

1. Agreements between a resident and a local habitat of residents (i.e., the local habitat bylaws).
2. Agreements between residents in a dwelling sector (i.e., the local sector bylaws).
3. Agreements between residents directly proximal one another (i.e., the formal master-plan agreements between neighbours).

Simply, in community, there are residency agreements for:

1. Habitat (local habitat residency bylaws, agreement alignment).
 - A. Habitat residency agreements afford individuals a habitat of choice.
2. Dwelling sectors of a habitat (e.g., low-density, high-density, house, apartment, dogs, etc.).
 - A. Sector residency agreements afford individuals in a habitat a sector of choice.
3. Individual house dwellings.
 - A. For those residents living proximal to one another who prefer to join their exterior landscapes to form a flow of residential garden landscapes.

2.3.1 A constitution

A.k.a., State project charter, primary State governance document, governance instantiation document, State social contract.

In traditional State structures, particularly those modeled after market-State principles, constitutions serve as the paramount legal document. They embody the foundational governance agreement, establishing the framework for the distribution of powers, rights of individuals and groups, and the mechanisms through which laws are created and enforced. This model is predicated on a top-down approach to governance, where the constitution acts as a project charter of sorts, delineating the scope, objectives, and rules under which a State (of force and coercion) operates. In the early 21st century, most States have a constitution (or basic set of written laws and practices) that are the highest-level legal governance agreement. These constitutional type agreements are typically the supreme legal document(s) within a State, serving as the foundational governance agreement (governance document) that states the primary acts (a.k.a., actions, laws, principles, and organization) of the State.

A constitution effectively functions as a "social contract" between the State and its citizens, delineating the distribution of power, the rights/liberties/needs of individuals and groups, and the procedures by which laws (socio-technical) are made and administered. A

constitution can be understood as an access agreement to the authority of the land governed by the State. It grants legitimacy to the government's power and sets the terms and conditions under which that power is exercised. This agreement is pivotal in defining the relationship between the government and the governed, as well as among the governed themselves. The geographic scope within which the constitutional provisions apply is known as a "jurisdiction." This term not only refers to the physical boundaries of the State but also to the legal reach of its authority. Jurisdiction encompasses the range of actions over which the State has the power to make and enforce laws, including the administration of justice, the imposition of taxes, the regulation of commerce, and the provision of public services.

Within the jurisdiction of a constitutional State, the constitution is typically claimed as the highest authority that stands above all other legal documents and legislation. All laws and policies enacted by the State are supposed align with the constitution; any that contradict its provisions are typically subject to invalidation by the judiciary. This ensures that the overarching State framework remains consistent and that individual laws do not exceed the agreed-upon bounds of State power.

A constitution typically establishes the fundamental legal framework (i.e., legal system) of a State, setting forth the structure of the State, delineating:

1. Geographical area/location.
2. The power of State authorities who control force and coercion (possibly, including separation of powers, and
 - A. defining the relationship between the State and its citizens, based upon, and
 - B. when and how to use force against:
 1. other States,
 2. its own citizens, and
 3. the citizens of other States.

Note that the term "legal" encompasses more than the use of force. It refers to the system of rules that a particular country or community recognizes as regulating the actions of its members and may enforce by the imposition of penalties. While the enforcement of laws can involve the use of force, the concept of "legal" also covers contracts, property rights, civil liberties, procedural justice, and much more.

Note here that governments compete for control over the State. In other words, within the State, there are "political" entities that compete for, and some attain, control over the State. These entities (groups of mission-bound people) are known as governments, or just, political parties (particularly, when they are not in power). A political party becomes a "government" during the time it is in power.

2.3.1.1 A constitution in the context of a community-type society

Community, like the market-State, also has a project charter, which forms the two deliverables of society (an information societal specification standard and a physical material habitat service operation). A “constitution” is a standards document, an initializing standards document for the operation of a legal-State. In community, there are societal specification standards, and an instantiating project charter within for the replication of community. Business also have their own standard instantiating charters in the form of articles of incorporation and tactical business contracts.

In place of a constitution, community has a living societal specification standard developed by standards and decisioning working groups. This socio-technical standard includes a living project plan for operating society as a “community”. The standard conceives of society as a functional and adaptive system.

A community standard is characterized by several key features that distinguish it from traditional constitutions:

1. **Common coordination and decisioning:** Unlike the hierarchical structure of a constitution, a living project plan is developed and revised through broad-based community participation, coordinated by working groups. This approach ensures that the plan reflects the ability to evolve in response to dynamic and adaptable real-world situations. All advanced technological societies are based on socio-technical standards. Here, community socio-technical standards working group and a habitat service team operational structure contrasts with the more authoritarian and power-over-other based structure of a State-legal-force system.
2. **Flexibility and adaptability:** A unified information system may use a decision system to plan, in an integrated manner, locally customized urban-habitat centers within the context of a global common heritage resource environment. The standards and habitats are designed to evolve as the community grows and changes. This contrasts with the more rigid and amendment-resistant nature of many constitutions.
3. **Local participation:** Information technology is used as a tool to provide residents with habitat service profiles that allow them to agree to community and habitat services, to select residency, and to access all services in the habitat network, including: common, personal, and InterSystem team.
4. **Socio-technical integration (with intelligence and without bias):** The seamless integration of social systems and technological infrastructure

to enhance governance, decisioning, and service delivery.

A. **Written as:** Coordination model leverages advanced socio-technical systems to ensure that decisioning is both inclusive and informed by the latest technological capabilities, fostering a society that is resilient, responsive, and efficient.

5. **Global common heritage:** The principle that planetary resources are shared by all humanity and should be coordinated commonly for the benefit of present and future generations.

A. **Written as:** “We” recognize the earth and its essential resources as a global common heritage, committing to their sustainable management through cooperative international efforts and local stewardship.

6. **Dynamic urban-habitat planning:** The adaptive planning and development of urban habitats to meet the needs of individuals, following community societal standards.

A. **Written as:** Urban-habitat centers are dynamically planned and developed to reflect the needs and unique preferences of local residents, within the framework of global sustainability and common heritage principles.

7. **Technological empowerment and accessibility:** The use of technology to empower individuals, ensuring equal access to information, services, and participation in society and decisioning.

A. **Written as:** Technology serves as a cornerstone of effective and efficient material fulfillment, enabling access to services, enhancing participatory, and ensuring resident safety and opportunity.

8. **Residency and service selection:** The process by which residents actively participate in selecting their habitat and the services they receive, facilitated by information technology and participation.

A. **Written as:** Residents have the autonomy to select their habitats and services, supported by comprehensive service profiles that ensure informed choices and access to a wide range of community benefits.

In a community-type society, “governance” is viewed, not as a set of fixed rules imposed from above, but as a collaborative process that engages all members of the society in developing and following better [community] standards. Herein, a living project plan is both a roadmap and a reflection of this process, embodying the community’s aspirations and serving as a guide for collective action (given, common heritage resources and information).

2.3.1.2 The typical elements of a constitution

Because constitutions are considered more static (than dynamic) documents, they have a set of fixed articles, and then a set of changes (a.k.a., amendments, bill [of rights], etc.). Typically, constitutions are broken down at high-level into three sections:

1. **Preamble declarations** (introduction and overview)
 - A. In community, the System Overview standard.
2. **Article declarations** (a.k.a., initial articles, initial laws).
3. **Additional declarations amending the article declarations** (a.k.a., amendments, bills, etc.).

Generally, constitutions take a form similar to the following:

1. **Preamble:** An opening statement articulating the constitution's purpose and the foundational values of the State.
 - A. **In market-State, written as:** This Constitution is "ordained to form a more perfect union, establish justice, ensure domestic tranquility, provide for the common defense, promote the general welfare, and secure the blessings of liberty".
 - B. **In community, written as (an overview and project plan, overview/preamble and project proposal standard):** Introduction articulating the society's foundational purpose, goals and principles in a project plan; outlining the project's direction, orientation, methodology, information and object sets, and execution.
2. **Fundamental principles (and values):** The essential guiding concepts and the ideological underpinnings of the State's legal/political system.
 - A. **In market-State, written as:** The State upholds the rule of law, the protection of human "rights", and the separation of powers as its cardinal principles.
 - B. **In community, written as (the social system standard):** Fundamental knowledge and visualizations of human need, ecological services, and global common heritage.
3. **The structure of State (governance structure, powers-over-others):** The organization and functions of the State's legislative, executive, and judicial branches.
 - A. **In market-State, written as:** The government is structured to reflect the separation of powers, lawfully following and interpreting orders.
 - B. **In community, written as (the decision system standard):** A decision system that facilitates the coordinated production of optimal, global

human need fulfillment in the form of an operational, societal (1) information service, and (2) habitation service.

4. **Rights and freedoms:** The individual and collective rights guaranteed to all citizens, including civil, political, and social liberties.
 - A. **In market-State, written as:** Every citizen is assured fundamental "rights" and freedoms, enshrined to protect individual liberty and dignity.
 - B. **In community, written as (the community unified standard):** Community standards are developed through human dignity for global well-being and human need fulfillment; humans agree and consent to live in community, and therein, live in habitats with life-phase access to services divided by habitat-production sector.
5. **Legislative powers:** The authority and limitations of the legislative body in crafting and enacting laws.
 - A. **In market-State, written as:** The legislative "body" ("representatives") holds the power to enact laws, via established/documentary procedures ("authority procedures") that reflect the will of the "represented" and the prior statements of the constitution.
 - B. **In community, written as (the community unified standard):** Working groups develop community socio-technical standards; wherein, decision working groups develop the next local master plans.
6. **Executive functions:** The roles, responsibilities, and constraints of the executive branch in implementing and enforcing laws.
 - A. **In market-State, written as:** The executive branch shall faithfully execute the laws, maintain public order, and communicate and serve the nation with integrity.
7. **Judicial authority:** The jurisdiction and independence of the courts in interpreting laws and delivering justice.
 - A. **In market-State, written as:** The judiciary, independent in its functions, ensures that justice is administered fairly and in accordance with the law (typically, using punitive/criminal practices).
 - B. **In community, written as:** The medical InterSystem team seeks to restore harm where it has occurred, and defend from harm as appropriate (using restorative practices).
8. **Financial-economic provisions:** The regulations guiding money creation, financial/fiscal policy, State asset purchases and sales, State seizure, budgeting, taxation, and economic controls/governance.
 - A. **In market-State, written as:** The financial-

- economic policy shall be conducted with fiscal responsibility, aiming for financial wealth creation, storage, and advantage.
- B. **In community, written as:** There is no financial system. Where tokens are used during transition, they guide equitable (by life-phase), just (as in, restorative), and strategic (as in, sustainable) service provisioning.
9. **Educated conflict resolution, and defense and security:** The protocols and principles concerning education about conflict resolution, national defense, public safety, and civil order.
- A. **In market-State, written as:** National defense and public security shall be maintained while respecting civil liberties and international law. Protocols for use of force. Schooling from authority to put fear into students in concern to breaking the law.
- B. **In community, written as (the education and incident response system):** The national service duty is to contribute to community as community has contributed to one's own life. Where defense is required, InterSystem teams are trained to de-escalate and control via evidence-based procedures. Protocols for maintaining peace, security, and societal defense, prioritizing non-violent conflict resolution.
10. **International relations:** The framework for the State's interactions with other nations, international organizations, and global treaties.
- A. **In market-State, written as:** The State shall engage in international (a.k.a., diplomatic) relations based on mutual respect, peaceful cooperation, and adherence to international treaties.
11. **Amendments and revisions (re-writes, constitutional adaptability):** The method by which the constitution can be amended or revised to respond to changing circumstances.
- A. **In market-State, written as:** The constitution provides a structured process for amendments, ensuring its evolution in line with the aspirations of its people.
- B. **In community, written as (a standard working group operations plan):** Community is describable and explainable through a living standard. Standards and decision, and habitat service team personnel, working groups reflecting the dynamic fulfillment of the needs and preferences of society.
12. **Transitory provisions:** The temporary measures and guidelines for the implementation of the constitution and the transition of governmental power.
- A. **In market-State, written as:** Transitory provisions are established to ensure a smooth and orderly transition to the constitutional framework.
- B. **In community, written as (a transition service operations plan):** In community, uniquely, there is a contribution service arrangement for the development of a unified and integrated standard and a common heritage habitat network operation, as opposed to the market-State where a constitution provisions power-over-others. The market-State facilitates the movement of resources and transition of people into a community-type societal configuration.

Within the above context, most founding declarative constitutions establish the following legal-power-force structure:

1. Founding declaration (dictates powers and separation of powers at the State-level):
 - A. Legislative declarations.
 - B. Judicial declarations.
 - C. Executive declarations.
 - D. Market-citizen regulatory declarations.

2.4 Societal agreement durations

Different agreements may come with distinct timeframes. It is possible to cyclically master-plan habitat residency agreements in various ways. It is possible that habitat agreements may be formed in terms of years of service:

1. Agreement to contribute:
 - A. Contribution (to community) for a specific number of years of service.
2. Agreement upon the adaptation of a (local and global habitat, socio-technical) master-plan:
 - A. The fixed layout of the habitat (city). Agreement upon the fixed perimeter (i.e., "territory", site).
 1. E.g., ~25-100 years.
 - B. The fixed layout of a sector (or sectors) in a habitat.
 1. E.g., ~15-25 year master plans (with fixed buildings).
 - C. The unfixed common access configuration/layout of a sector (aesthetics and minor functioning). For instance, the façade for a habitat, all non-dwellings (aesthetic customization plan).
 1. E.g., ~3-5 years.
 - D. The unfixed personal access between proximal dwellings (aesthetics and minor functioning).
 1. E.g., ~3-5 years (with exceptions).

- E. The unfixed personal access configuration/layout of a dwelling (aesthetics and minor functioning). The facade of a dwelling.
 - 1. E.g., ~3-5 years (with exceptions).
- 3. Local habitat residency agreements.
 - A. E.g., ~3-5 year poll is a survey-decision of next local residency agreement set.
- 4. Global community residency agreements.
 - A. E.g., ~1-2 year survey (survey is collection of data to construct total local residency agreement set).
- 5. Family and friend agreements.
 - A. E.g., ~ daily.
- 6. For production:
 - A. Inflexible production, included in a master-plan (e.g., ~3-5 years).
 - B. Flexible production, included in a master-plan (e.g., ~ real-time, weekly, tactical time).

2.5 Agreeing to the market-State

To agree to the market-State means to make the following agreements (a.k.a., "approvements"):

- 1. Property is:
 - A. An object, or
 - B. Information, or
 - C. Person.
- 2. Trade [of property] is:
 - A. Event where exchange [of property] occurs.
 - B. Purchase/sales contract [formalized, enforceable agreement] about the exchange event.
 - C. Service contract Allowance/permission by property owner for another to see or use the property, and the conditions of use and sight.
- 3. Owner by:
 - A. Civil as in, individual or partnership (including, corporations).
 - B. Federal, as in State (authority to enforce contracts and justice).

2.5.1 Agreeing to partnership

Agreeing to partnership means, agreeing to do a trade (an exchange, including the exchange of self for a wage):

- 1. **Agreeing to a partnership:**
 - A. [Terms of] Trade partnership agreements (productora; partnerships, corporations, foundations, etc); articles of association, articles of incorporation.
 - 1. A business itself; the business documentation.
 - 2. A specific trade event or trade period of time; the trade event documentation.
 - B. [Terms of] Service/access agreements (users, accessors, consumers, etc).
- 2. **Signing a contract:**
 - A. The conditions of the contract, including the most significant:
 - 1. Enforce-ability.
- 3. **Being in the territory of a State** an organization required to create and do enforcement (and defense). An organization effectively required to create rules of enforcement and dispute resolution, for which there are more centralized power-over-other hierarchies, and there are more, commonly known to be functional, distributed hierarchies (e.g., the societal science plan):
 - A. Dictation dictators (often with/in military control). Level of police authority is generally, military-State 'police authority'.
 - B. Representation authority voting representation. Level of 'police authority' is generally, municipal police authority.
 - C. Referendum representation democratic voting representation. Level of 'police authority' is generally, municipal police authority.
 - D. Societal science plan education (*this the transition into community*) user-contributors as part of working groups develop and share a societal specification standard that facilitates knowledge inquiry, transfer, and generally, habitat operations. Level of "police" authority is generally, municipal police authority.
- 4. **Being under rule of law** are the rules the State organization both creates and enforces. The government agrees to be the creator and/or approver of the rules of the State (government), and State administrators follow through with the orders. Once the rules are approved by the politicians (or, regulators), they are active and to be carried out by administrators of the State-government. These are the most most significant rules at the level of the conditions of any contract, where the State is the enforcement.
- 5. **Constitutional law** documentation between the citizen and the State as a "citizenship" organization, in which "partnerships" for trade and/or cooperation occur. Documentation (in the form of a State constitution) granting the State a purpose of enforcement (e.g., property, profit, competition, cooperation, human needs, etc.). Constitutional law often hinges on the interpretation of "rights" of citizens protected by the Constitution.
- 6. **Federal/State law** rules of agreement made by the State. Commercial code is the term for the rules regulating commerce. States also have general habitat [municipal] codes for the common habitat service operations, like water, electricity, data, etc.

A. **Civil (between citizens) law** agreements made between individual property owners. Trading includes, the exchange, loaning, and sharing of any property. Commercial is the word for conducting trade at a large scale.

2.5.1.1 Cooperatives

A cooperative [corporation] is a group of people coming together to provide a service (to each other). There are several categories of cooperative in concern to partner ownership (and therein, membership):

1. Only the workers are the owners:
 - A. The workers who produce are the owners.
 - B. The owning workers sell their product/service:
 1. To the public (who are not owners), or
 2. To members, who
 - i. May be ascribed members.
 - ii. May be the workers themselves.

In concern to its value orientation, cooperatives typically focus more on quality and affordability than other business models, because ownership relationship starts with those who are actually doing the work.

A co-operative organizations may issue two different types of shares:

1. Membership (e.g., "voice" tokens, "governance" tokens).
2. Investment (e.g., "resident" tokens, "ownership-share" token).
3. Shares of ownership; stock (a.k.a., legal ownership, title, etc.)
 - A. The rights associated with ownership of an entity (regardless of corporate form) can be split and bundled in nearly every imaginable way. You can separate economic rights from voting rights. You can issue classes of shares. You can place restrictions on shares. The possibilities are very broad. Stocks can be divided into different categories with some giving no voting rights in company affairs whatsoever.
 - B. Note that the key principle that most cooperatives is built upon is, "one person, one vote" (Read: the democratic principle).

Membership shares (a.k.a., common shares) give shareholders some control over the co-operative (vocal tokens). Buying a membership share makes someone an owner of [a share of] the co-operative and gives them the right to, "vote or run for the board". Cooperatives may and/or may not issue public stock. Typically, members have equal voting rights regardless of investment. The customer and the owner are supposed to be one and the same one a cooperative.

Individuals become members of the cooperative. There are effectively two types of members in a cooperative:

1. The laborers who do the work of production in the cooperative, and get paid a wage/salary by the cooperative for their work.
2. The users/consumers who buy the priced products sold by the cooperative.
3. In some cooperatives, members can buy financial stock shares of the cooperative to self-fund the cooperative.

Profit made by a cooperative is supposed to be given back to the members (customer-owners). Hence, many cooperatives are also tax classified as not-for-profits.

There are two general types of cooperatives:

1. Production cooperatives have producers (owners) and buyers (maybe owners, maybe members, maybe public).
 - A. The workers co-own the production (capital)?
 - B. The workers are the purchasers of the produces?
2. Housing (dwelling) cooperatives producers of habitat, and users of its dwellings and life-radii.
 - A. Houses exist in habitats, which are themselves a production.

In a housing co-op arrangement the user cannot actually buy real estate; instead, the user buys shares in a cooperative corporation, whose only asset is the real estate property. This cooperative corporation owns the land, buildings, and infrastructure. And, no member owns any greater part of it than any other member. Members gain the "right" to occupy the house through a proprietary lease (a.k.a., occupancy/residency agreement). When someone moves out of the cooperative, they have to sell their stock in the co-op. In some co-ops, the departing individual/family may have to sell it back, or just give it back, to the corporation.

2.6 Agreeing to join community

Generally speaking, there are three phases to joining community:

1. Join/-ing in the global awareness that community is possible, and with work, available.
 - A. Organizing principles level agreement.
2. Join/-ing the [community] contribution service.
 - A. Contribution-level agreement (contribution access agreements).
3. Move/-ing into a [community] habitat (i.e., becoming a resident in a community habitat).
 - A. Habitat-level agreement (habitat access agreements).

2.6.1 Screening, orientation, and on-boarding

Screening occurs at important boundaries. Screening helps prevent risks from becoming actualized incidents. Screening involves an assessment of the people populating and/or to populate an environment; their initial value orientation, agreements, understandings, and abilities, and possibly, other qualities that effect the ability to successfully live in and operate a habitat in community. Screening filters out serious potential risks. For example, screening for migration into a [community] habitat may, in its early phases, involve the screening of candidates to decidedly limit (Read: screen out) those who have major debt in the market-State.

In community, there are two significant boundaries where screening is expected to occur:

1. Joining the [community] contribution service.
2. Moving from one [community] habitat to another.

During transition to community, there are two significant boundaries where screening is expected to occur:

1. Joining the [community] contribution service.
2. Moving into a local [community] habitat.

There are two phases of orientation and on-boarding, because there are two significant boundaries (i.e., there is orientation and on-boarding for those people who are):

1. Joining the [community] contribution service.
2. Moving into a local [community] habitat.

In order to live in community, education and orientation are required (Read: are screened for):

1. So that individual decisions have positive or neutral, and not negative, individual and social consequence, and
2. so that the individual has a base level of knowledge and skill to appropriately live and work in community.

2.6.1.1 Entry procedures

There are different entry procedures for the different boundaries of community:

1. For example, a city entry procedure for someone coming from market-State conditions may be: completing a habitat residency profile > screening > orientation > full agreement > entry orientation > full entry into [community] habitat.
2. For example, a contribution entry procedure for someone may be: completing a contribution profile > screening > orientation > full agreement > entry

orientation > full entry onto an InterSystem team.

2.7 Community-level agreement decisions

Changes to community-level agreements occur through the ('project execution community residency list agreement') article working group (WG). This working group (WG) surveys the community population and prototypically decides community and residential agreement changes. It is then possible for the whole membership of the community to approve/select the final membership agreement list [through a vote].

Approval (execution) of changes to community-level agreements occur through:

1. Visualization of agreement change for whole population.
2. Coordinated contribution to a decision space analysis of the survey of the population for changes.
3. Approval of changes by global community contribution service coordination teams.
4. Approval of changes by local habitat residency service coordination teams.
5. Approval of changes by local habitat resident populations.
 - A. By means of a completed agreement (or not) by all individuals in community as part of their human ("citizen") agreement profile.

CLARIFICATION: All decisions are composed in and through a set of community standards that represent knowledge, agreement, and procedures about what "is" and what "could be" [better for all of humanity].

2.8 Organizing community principle agreements

A.k.a., Declaration of organizational principles, adoption of a declaration of organizational operating principles, charter, high-level agreements, system of principles, list of principles, control of organization, constitution of principles, article of principles, articles of organization.

The following is a statement of principles that align intent with the eradication of poverty and greed, and the advancement of human progress. The principles of a charter to free the common good in order to maximize global human need fulfillment are (adapted from: "The charter", 2020):

1. The highest concern of humanity is the combined common good of all living species and biosphere.
2. Life is precious in all its forms, and free to flourish in the combined common good.

3. Earth's natural resources are the birthright of all its inhabitants, and free to share in the combined common good.
4. Every human being is an equal part of a worldwide community of humans, and a free citizen of Earth.
5. The Earth's resources are the common heritage of all the world's people.
6. The people's information heritage is the common heritage of all the world's people.
7. The people systemically integrates the objective of cooperation in order to optimize societal-economic fulfillment, optimizing for a configuration of society that matches resources, and assemblies of resources, to human needs and ecological restoration.
8. The people cooperate based on a standard set of understandings provided through education.
9. The people who are contributors provide the necessities of a healthy, fulfilling and sustainable life, freely and without obligation.
10. The people who are the contributors develop solutions [to the socio-technical issues of human need fulfillment] in cooperation with users.
11. The people have compassion for members who are unable to contribute.

One of the more important organizational statements of agreement in a community-type society is:

1. As a member of: *the global human community*,
2. with: *common human needs in a common heritage world*,
3. I will: *live well through all phases of life*,
4. so that: *we may all live a life of optimal flourishing*.

2.9 Community habitat residency agreements

A.k.a., Declaration of habitat residency agreements, habitat declaration of residency rules (by-laws), bylaws, bylaws of habitats, system of residency rules, code of conduct, living legal agreements, residency contractual agreements, legal contractual agreements about living in a habitat, legal residency articles, residency operating rules, declaration of conditions, normative reference framework, habitat normative boundary, explicit social contract, explicit social residency contract, etc.

A habitat residency "bylaw" document is a legal document setting forth key rules and regulations (agreements) deciding what is, and is not, permissible, and how power can be exercised. Here, there is the adoption of a set of bylaws (residency agreements) between and within habitats among a global network of community habitats. Bylaws are a contractual agreement between

an individual and the [territorial] authority, which allow for the removal of persons when they are violated, and other expressions of power. Bylaws must clearly outline the conditions under which the "authority" can exercise its powers, including the acceptance or rejection of existing and new members. A set of bylaws is a set of State legal contractual agreements that can be easily used to remove anyone who is not willing to leave a habitat after a violation. Typically, territorial authorities (i.e., States) enforce the rules (bylaws). Someone who agrees to a set of bylaws agrees that if they violate those laws that they will leave the habitat in which the violation occurred. These residency rules (by-laws) ensure appropriate integration of residents into aligned habitats in a highly configurable habitat network using community standards.

Bylaws are simply another form of agreement, agreement about behavior in a habitat as someone residing (living/resident) there. These are agreements that all residents of a habitat, whether those who own houses here, are permanent residents or those who are only here for a short period of time (visitors), agree to follow and not violate. Bylaws specify beforehand possible tensions for when living together and must be accepted to live in (or through as a visitor) to most habitats in the community network. When these agreements are broken, eviction is possible from that habitat.

The community-type societal habitat on-boarding service must go through a alignment/agreement analysis process to ensure that individuals entering habitats have a clear agreement of expectations, rules, and expulsion risks. These bylaws are agreed to voluntarily by community members choosing to live in a given habitat configuration. If the rules, in their entirety, are not followed, then there is expulsion from some habitat (but, not from the community network of habitats). Bylaw's are obligations: Obligations are requirements for an individual's agreement to reside in a specific habitat.

When the below agreements are breached, the violator must present a restoration plan to the Habitat's Global Coordination Team. It does not matter if the breach comes from any phase of life in the habitat: education, contribution, or leisure. Continued residency in a habitat means complete and continued agreement and aligned behavior with its rules (by-laws). Some habitats may have plans of action that can be put into place to attempt a resolution after a breach occurs. Other habitats may have no restoration plans and immediate expulsion. These rules are effectively contracts with a habitat. A violation of the contract may result in restoration services becoming active, or result in immediate and final expulsion, and different habitats in the community network of habitats have different procedures in this regard.

These are not the needs, these are the preferences for a configuration of habitat. These preferences become rules, set legally as by-laws, which everyone must agree to achieve residency and to visit the habitat.

2.9.1 Habitat residency association

The association uses working groups established as per articles below to achieve the purposes of the habitat. The coordinators, as well as working group and habitat team members complete functions and activities to Project Plan.

1. Global habitat coordination (the board, trustee committee) team is composed of coordinators from global working groups, individual habitat operation, and global transition teams. The global habitat coordination team approves the working group structure in alignment with the community standard.
2. Local habitat coordinators must perform their duties in accordance with the by-laws of their given habitat. The local habitat coordination team approves the habitat operating structure of the habitat in alignment with the community standard.
3. Global and local habitat coordinators must perform their roles and tasks in accordance with the vision, mission, and goals of the community-type societal project.
4. Coordinators must provide written notice of withdrawal from a position.
5. Every habitat involves the forming of teams of people to work in working groups, in habitat service operations, and on transition team operations.
6. Each global and local working group and habitat team shall have, as far as possible, double-link connections to ensure an optimal flow of information, for the who social information system of community (and everyone therein).
7. Working groups, habitat operations teams, and the transition team have the ability to take decisions (authority) necessary to achieve their defined purpose.
8. Meetings are conducted by coordinators, who shall coordinate/facilitate the meeting process.
9. Meetings are prioritized in the same way as operational habitat processes are prioritized: incidents are urgent meetings, operations are regularly meetings, and strategic planning are less frequent meetings.
10. Valid meetings of coordinators may take place in person, by telephone, or any live-stream virtual forums. Valid meetings must be attended by 70% of responsible coordinators.
11. It is possible to change the bylaws in an emergency situation by the 100% task agreement of all local habitat global coordinators, and therefrom, a change may only be approved a 90% or higher agreement by all residents in the habitat in the contribution and leisure phase of their life.

2.9.1.1 *The residential habitat population of community*

The residential population of *community* includes individuals who will continuously use habitat services within the network of habitats, and who have common needs therein.

1. Has a habitat network. Individuals have a network of habitats where different configurations meet different planned agreements (including, configurations, aesthetics, and "will/will-not" agreements, and how needs are preferentially met).
2. Has commonly listable categories of needs. Individuals have common needs to survive and thrive together. These needs are encoded into a set of habitat service contribution agreements (i.e., work description agreements).

The residential population of *a habitat* includes individuals who will continuously use habitat services and have preferences for agreement of fulfillment:

1. Has some preferences within their need categories. Individuals have preferences. Different habitats provide different configurations to meet agreed upon preferences. These preferences are encoded into a set of residency agreements (i.e., bylaws). Bylaws may be changed by planned decisioning at some decision cycle using a protocol for the master-plan reconfiguration of a habitat.

2.9.2 Habitat residency membership agreement

A.k.a., Smart contractual agreements, operating rules habitat-State agreements for residency and visitation, habitat residency filter/criteria.

It is important to note here that work in the habitat is done by residential members of the habitat. These agreements apply during all phases of life in a specific habitat, from education to contribution to leisure. In other words, residents are not only accountable for these by-laws as users of the habitat, but they are also accountable for these by-laws as contributors to the habitat. Violations of what is expected of contribution and violations of users may equally lead to expulsion from a specific habitat in the network.

Throughout these bylaws, "Community" is used in a sense that implies a type/configuration of society detailed in a standard. Different habitats in a community-type society have different configurations of by-laws. To become a resident, or even visit a habitat, you must agree to be legally bound by its by-laws.

Together, our goal is to perpetuate and expand a globally distributed network of habitats that optimally meet the fulfillment of human need by means of a

community-type societal standard. Habitats maintain a practice of filtered membership (i.e., a legal border), residential and visitor/guest.

Membership in the community network of habitats consists of residential [local-full] members and provisional members who shall understand and be bound by the following organization:

1. The term, "applicant member" shall mean someone who has applied to contribute to the project, or someone who has applied to live in a specific habitat.
 2. "Applicant members" may become provisional members after having been accepted as such by established community-habitat procedures in accordance with and upon approval of local habitat's global coordinators by 100%, provided that such applicant signs a membership bylaw agreement with the habitat before arriving at the habitat.
 3. The term, "residential member" shall mean full members. A residential members holds title to the land or to their dwelling on the land. Only residential members in the contribution and leisure phase of their lives may vote. Minors in the education phase are not a voting member of the habitat.
 4. The term, "members in transition" (a type of provisional member) shall mean members who are living as residents in the habitat for less than six months. These members do not get to vote, but may participate in working groups related to the master-plan of the local habitat. Not a voting member of the habitat.
 5. "Members in transition" may become full residential members six months after joining the habitat, by re-signing a/the membership agreement as such, and being accepted in accordance with community standards and approved by 100% of the local habitat's global coordinators.
 6. The term, "visiting member" (a type of provisional member) shall mean members who are visiting the habitat for a scheduled period of time no longer than 3 weeks. These members do not get to vote or participate in working groups related to the master-plan of the local habitat. Not a voting member of the habitat.
 7. The term, "terminating member" shall mean a member whose membership to the habitat has been terminated either voluntarily or after violation.
 8. The term of membership (provisional and full combined) is for the life of the member, unless voluntary termination of membership or expulsion occurs.
9. Voluntary termination of membership consists of a public statement by a member that resigning membership and leaving the habitat, which shall include, a member's departure from the habitat. The effective date of termination shall be set by the member with the consent of the appropriate habitat residency team, and shall be designated on the leaving document signed by the leaving member. If the member fails to set such a date, the date shall be set by the appropriate habitat residency team.
 10. Involuntary termination of membership occurs after a violation of the bylaws and consists of a member resigning and leaving the habitat due to an evidential breakage of a bylaw. The appropriate habitat residency team sets a leaving/moving date.
 11. The habitat population agreements (by-laws) shall not be taken as requiring the habitat population to expel a member, even for these reasons. The habitat population may, but need not, expel a member for any of the following reasons. The habitat population also has the option of apply restoration practices prior to expulsion.
 12. Acceptance into residential membership of a habitat requires completion of a checklist, that includes:
 - A. Signed agreement to bylaws.
 - B. Attending and participating in several meetings.
 - C. Read materials for community-type societal operations.
 - D. Visiting the habitat for a period of time.
 - E. Working in the habitat for a period of time.
 13. Acceptance for visitation to the habitat requires completion of a checklist, that includes:
 - A. Signed agreement to bylaws.
 - B. Schedule for arrival and departure.
 - C. Read materials for community-type societal operations.

2.9.2.1 *Definitional agreement*

The following definitions specify significant concepts:

1. In this section, "community" shall refer to a type of society described and explained in a standard providing for its conception and physicalized operation.
2. In this section, "habitat" shall refer to the landor water-based physical location of a set of services that complete a masterplan for the fulfillment of human need, given what is available.
3. In this section, "habitat access" shall refer to the three types of access to habitat integrated resources: contribution-Team access; community-

Common access; and community-Personal access.

4. In this section, "life phase" shall refer to the lifestyle access phase, which is in part determined by age, and starting from education, moving to contribution, and the leisure.
5. In this section, "association/corporation" shall refer to the State-based legal structure of the organization of a habitat in a network of habitats operating under one globally unified standard for community as a type of society.
6. In this section, "member" shall refer to someone who successively passes the membership application decision process and may move into the habitat as a resident or is living in the habitat as a resident. There are voting and non-voting members.
7. In this section, "visitor" and "guest" shall refer to someone who may visit the habitat for a scheduled duration of time and has/has not agreed to the bylaws. There are no voting visitors. Visitors are guests.
8. In this section, "transparent" shall refer to that information which is accessible to all habitat populations (i.e., the whole population of the society).

2.9.3 Habitat residency agreements checklist

A.k.a., Habitat residency by-laws checklist, residency laws, residency bylaws.

Habitat Bylaw Checklist of Agreements. This checklist in the earlier section entitled "Habitat Bylaw Checklist of Agreements. Different habitats have different agreements that need to be agreed to in order to become resident there. This checklist is used to gather a high level understanding of someone's "will and will nots" at the habitat (neighbourhood) level. This checklist may be used to filter potential residents as well as facilitate an understanding in someone of what their currently optimal habitat might look like. The user of this by agreement checklist signs their initials to either "I will" or "I will not" for each numbered condition. If there are relevant sub-conditions, those will be filled out too.

The following habitat by-laws are State-enforceable contractual agreements between:

1. Individuals and the State authority, between
2. Individuals living in the same habitat, and between
3. Individuals living within the network of community habitats.

Table 1. Legal checklist table of habitat residency agreements (a.k.a., habitat by-laws, habitat bylaws).

#	Conditional rule statement (Bylaw)	I will	I will not
1	Societal alignment agreements		
2	I will/will not live in a habitat where: anyone has not certified their understanding of the concept of operation of a community-type society by completing a course of study.		
3	I will/will not live in a habitat that: is part of a network of differently configured habitats that all follow a single, unified set of community standards developed and maintained by a global working group organization.		
4	I will/will not live in a habitat where: standards produced by working groups reveal best plans and practices.		
5	I will/will not live in a habitat where: all information and resource flows about the habitat incidents, operations, and planning is transparent to all.		
6	I will/will not live in a habitat where: all human needs are identified and accounted for in a solution matrix that also accounts for human preferences and takes the form of master habitat plans (produced via a decision system on some cyclical and/or continuous basis).		
7	I will/will not live in a habitat where: there are not life, technology, and exploratory support services in conjunction with incident response, operations and maintenance, and decision planning processes.		
8	I will/will not live in a habitat that: is owned and operated by its members, who act in accordance with a unified standard for community and follow a standard project plan that makes everyone collectively accountable for fulfilling the needs of all community members globally, insofar as the community is able to provide them.		
9	I will/will not live in a habitat where: The local habitat [global] coordination team consists of a global habitat coordinator coordinating a team of three additional roles: the coordinator of habitat's working group team, the coordinator of the habitat's operational service team, and the habitat's transition team coordinator. The team may also include the habitat's contribution service team coordinator.		
10	I will/will not live in a habitat where: The local habitat [global] coordination team consists of a global habitat coordinator coordinating a team of three additional roles: the coordinator of habitat's working group team, the coordinator of the habitat's operational service team, and the habitat's transition team coordinator. The team may also include the habitat's contribution service team coordinator.		
11	I will/will not live in a habitat where: a global, societally standardized habitat development and operations project to sustain an optimal life for myself and to be duplicated to as facilitate the sustainment of an optimal life for all others.		

12	I will/will not live in a habitat where: teams acquire, process, and share the information they need to collaborate in decisions.			
13	I will/will not live in a habitat where: decisions with serious implications for habitat service follow community-type societal standards, and must be approved and visualized sufficiently by relevant coordinators.			
14	I will/will not live in a habitat where: I can trust other people because they are in an understood and agreed upon habitat.			
15	I will/will not live in a habitat where: information collected and disseminated about the habitat can be trusted. Everyone needs to identify where they get (the source of) what they know.			
16	I will/will not live in a habitat where: residential members do not contribute to the habitat's next unified information standard through an information working group structure.			
17	I will/will not live in a habitat where: residential members do not contribute to the habitat's next master-plan through a decision system working group structure.			
18	I will/will not live in a habitat where: residential members do not contribute to the habitat's current master-plan through a habitat service team structure.			
19	I will/will not live in a habitat where: there are three phases to the lifestyle of individuals accessing habitat services: an education phase (expectation to become competent to live and work in the habitat); a contribution-work phase (expectation to get work done in the habitat); and a leisure phase (expectation to live well in an abundant habitat where there are no other expectations).			
20	I will/will not live in a habitat where: everyone has the ability to present grievances on behalf of him/herself or on behalf of another to a coordinator, without fear of reprisal.			
21	I will/will not live in a habitat where: societal system specification-operations are as open as possible, as restricted as necessary, and always safe (and secure) for users and operators.			
22	Societal alignment disagreement agreements			
23	I will/will not live in a habitat where: anyone can have more than one residential habitat membership in the community network of habitats.			
24	I will/will not live in a habitat where: there are individuals who will block or damage access to habitat services, such as a transportation service, in order to promote behavior or decision change.			
25	I will/will not live in a habitat where: anyone may protest by intentionally blocking, disabling, or damaging any habitat service for life, technology, or exploratory support in order to bring awareness to an issue or change the result of a decision.			
26	I will/will not live in a habitat where: there is vandalism or graffiti.			
27		Habitat bylaw agreements		
28		I will/will not live in a habitat where: every acceptance of membership is in 100% full and signed alignment with a bylaw of agreement checklist for the habitat.		
29		I will/will not live in a habitat where: anyone in the habitat has not completely agreed to the by-laws.		
30		I will/will not live in a habitat where: every member and everyone in the habitat conducts oneself according to the duly adopted conditions stated in referable documentation with a section entitled habitat's bylaws, that are specific to this habitat.		
31		I will/will not live in a habitat where: bylaws determine who can enter as a resident or visitor, and who can be forced to leave physically and sell all landed property in the habitat.		
32		I will/will not live in a habitat where: common heritage/association resources, whether tangible or intangible, and whether or not arising out of a donation, remain common heritage/association access, and applicants and members waive any and all claim to privatization of common heritage/association resources during or after their membership.		
33		I will/will not live in a habitat where: the by-law conditions are not updated yearly with a re-assessment of every adult age human, wherein a 90% change in any agreement will cause the contractual agreement of the change for all.		
34		I will/will not live in a habitat where: bylaws can be changed every 1 year (every year).		
35		I will/will not live in a habitat where: bylaws can be changed no less than every 5 years.		
36		I will/will not live in a habitat where: bylaws can be changed by anything less than 90% change of an item of agreement.		
37		I will/will not live in a habitat where: bylaws can be changed by anything less than 60% change of an item of agreement.		
38		I will/will not live in a habitat where: it is more difficult in to get in, because 100% alignment must exist with the habitat by-law conditions; and very easy to get out, because a single violation of the by-laws means you are out of the habitat. Easy out from any violation, of which violations are clear beforehand and agreed to before hand, and encompass usage and contribution.		
39		I will/will not live in a habitat where: it is mandatory that everyone sign a contract that states they will never sue [operationalize justice in the form of State legal proceedings against] the community for any reason. This contract must/must not be a part of becoming a community member.		
40		Membership agreements		

41	I will/will not live in a habitat where: anyone with the intention to join the habitat as a member must go through: a three-week visitor program.		
42	I will/will not live in a habitat where: self sufficiency is favored for power, water, and food.		
43	I will/will not live in a habitat where: I and/or my family holding, or private corporation, does not own everything legally.		
44	I will/will not live in a habitat where: there are applicants that must complete a standard membership process to live in residency and visit the habitat.		
45	I will/will not live in a habitat where: every member has taken certain steps to learn about the operation of a community-type society.		
46	I will/will not live in a habitat where: every member has taken certain steps to learn about the operation of the habitat.		
47	I will/will not live in a habitat where: membership steps have to be completed before an offer to buy can be made on a share in the habitat.		
48	I will/will not live in a habitat where: applicants reaffirm membership in the habitat and replace an existing membership agreement with this agreement.		
49	I will/will not live in a habitat where: at all times there is a form of a membership agreement, a copy of which shall be filled out and executed between the habitat and every member of the habitat. Amendment of bylaws is possible and based on a standard process. Upon amendment of said form of said agreement, each member of the habitat shall acknowledge the change(s) by executing with the habitat a new agreement as amended.		
50	I will/will not live in a habitat where: if a member voluntarily terminates their membership to the habitat, or membership is involuntarily terminated the member will not be entitled to a return of any property that may have been donated to the habitat. No member, their heirs, nor co-assigns shall have any claim or right, title, or interest in any property of the habitat on account of services performed.		
51	I will/will not live in a habitat where: members under the age of eighteen years (in the education phase of their life) shall have all the rights and duties of their membership's education class, except such as may be determined to be legally inappropriate to "minors".		
52	I will/will not live in a habitat where: someone is found guilty by local, state, or federal authorities of some crime or misdemeanor.		
53	I will/will not live in a habitat where: I am expected to be a resident for more than 6 months.		
54	I will/will not live in a habitat where: anyone may be absent from the habitat for more than four weeks out of every year, or without having made satisfactory arrangements with the habitat with regard to the absence.		
55	I will/will not live in a habitat where: any member is expected to turn over all assets and/or all income to the habitat organization.		
56	I will/will not live in a habitat where: as a contributor, I will facilitate the fulfillment of the needs of a global and local population through my service.		
57	Member residency entrance agreements		
58	I will/will not live in a habitat where: there is a public record of all members, indicating their names and addresses.		
59	I will/will not live in a habitat where: everyone, before moving in as a residential member will either give evidence of a clean bill of health and good dental upkeep or discuss health and dental problems with the habitat population.		
60	I will/will not live in a habitat where: there is the residential admittance of someone who is not able to contribute to meet the needs of the habitat and community population within the scope of contribution possibilities determined necessary within the service plan. Where there is residential admittance of someone who needs 24-hour skilled nursing care.		
61	I will/will not live in a habitat where: a residency admission working group will resolve a decisions about residential applications, admissions, and expulsions based on a meeting and the input.		
62	I will/will not live in a habitat where: those accepted for residential membership must go away from the habitat after their visitor stay for at least one month before fully joining/"move in". The month away is 30 days and begins when the visitor leaves the habitat after the visitor period. The Residential Membership Working Group may make exceptions in cases of hardship.		
63	I will/will not live in a habitat where: if more than six months passes between invitation/approval to join and the proposed arrival date, the potential member must complete the two-week visitor stay again, reapply, and be re-accepted before joining. This six-month acceptance period can be extended under some circumstances by the Residential Membership Working Group.		
64	I will/will not live in a habitat where: decisions concerning the acceptance or rejection of members require 10% of full members to sign a petition to override an ACCEPT, and 90% of full members to sign a petition to override a REJECT, of admission. Except, where the reject is a clear recent violation of a clause of the bylaw, which cannot be put to a vote and overridden. Any residential member of the habitat population can call a poll to appeal an earlier decision.		
65	I will/will not live in a habitat where: acceptance of membership is always, in part, based on no allowance for sprawl outside the master-planned perimeter of the habitat.		

66	I will/will not live in a habitat where: if the gender ratio exceeds 60:40, no member of the majority gender may join until the ratio after the last member joined will not exceed 60:40.		
67	<i>If, I will, then state ratio if different than 60:40:</i>		
68	I will/will not live in a habitat where: if a former member wishes to rejoin the habitat and has been gone for more than a year, s/he follows the normal membership procedure described above for newcomers. If the ex-member has been gone less than a year, the Residential Membership Working Group issues a poll to full members with the following options: (1) ACCEPT; (2) ACCEPT WITH FEEDBACK; (3) OBJECTION WITH FEEDBACK; (4) ABSTAIN; (5) REJECT. The poll results must show 100% acceptance (disregarding abstain votes) as a required condition for re-joining.		
69	I will/will not live in a habitat where: there may be a waiting list to enter, and therein, an acceptance list of all people who have been accepted for membership, and therein, there is a ready-to-join list. When an opening happens and there is a ready-to-join list, then the membership working group goes backwards down the ready-to-join list through time to offer the spot to the first available person who can join within 30 days. An offer for a spot may be refused once. If a second offer is refused, the name is dropped from both the ready-to-join list and the acceptance list. If a person on the ready-to-join list notifies the working group of a change in date of availability to a later date, the name will drop to the bottom position on the ready-to-join list.		
70	I will/will not live in a habitat where: there is an unoccupied residential dwellings for more than 3 months every year.		
71	<i>If, I will, then state # of months if different than 3:</i>		
72	I will/will not live in a habitat where: all incoming members are required to have a medical exam and must send back a completed medical exam form which is made public to the whole habitat population. The habitat may provide medical exam forms and instructions to prospective members.		
73	I will/will not live in a habitat where: live in a habitat of approximately 8 residential people.		
74	<i>If I will, but of a figure different than 8 people:</i>		
75	Habitat coordination of membership service agreements		
76	I will/will not live in a habitat where: if the habitat membership team learns of significant new information about a visitor or resident who has been accepted for provisional membership, but has not yet achieved voting member, and this information causes the team to question membership, the Residential Membership Working Group may suspend the acceptance decision. A public video interview will be conducted. The working group may, at their discretion, revoke an acceptance decision before provisional membership has begun.		
77	I will/will not live in a habitat where: Contributors can face restorative justice consequences for speech and behavior while on duty (and in uniform).		
78	Visitor entrance agreements		
79	I will/will not live in a habitat where: visitors may bring any type of pet.		
80	I will/will not live in a habitat where: all visitors/guests must be formally invited by a current in resident member following a protocol that makes the invitation transparent to all.		
81	I will/will not live in a habitat where: visitors/guests must agree to all visitor/guest specific bylaws before entering the habitat.		
82	I will/will not live in a habitat where: visitors must follow all the same bylaws as members, and members ought to make visitors aware of this, and in particular, the bylaws that affect them most.		
83	I will/will not live in a habitat where: members may receive visits from family members and other adults of the member's choosing without the interference of other habitat members.		
84	I will/will not live in a habitat where: members post in advance the arrival and departure of their guest(s), find room, and give a general orientation about the habitat (operating procedures, etc.). The host will be considered responsible for the guest at all times and, if the member leaves the habitat for more than a day, the member must find another competent habitat residential member to sponsor for the guest for the day. Guests must always have a habitat sponsor and the name of the sponsor must be posted daily. Sponsors are held responsible for the consequences of guests violating bylaws.		
85	I will/will not live in a habitat where: residents can invite guests, and the guests may stay, for more than three months, except in the case of hardship and the non-violation of all other bylaws.		
86	<i>If, I will, then # of months if different than 3:</i>		
87	I will/will not live in a habitat where: there are long-term guest staying for more than one month out of every year, with exception given by an InterSystem Residential-Visitor Working Group for longer durations of time, and necessary conditions.		

	I will/will not live in a habitat where: as a visitor I may only stay here for a pre-scheduled duration of time, and no longer (except in emergency situations).		
88	Habitat entrance agreements		
89	I will/will not live in a habitat where: during the one month away, all incoming members must have a dental check-up and have all the necessary and recommended work done, unless they have already done this within six months prior to joining. Eyeglasses and contact lenses must be brought up to date.		
90	I will/will not live in a habitat where: anyone is financially vetted before entrance as well as every month, to ensure that they can sustain their maintenance bills every month.		
91	I will/will not live in a habitat where: there are personal debts and liabilities as defined as any financial responsibilities other than those specifically assumed in these Bylaws. They shall be treated as follows: A member who has cash obligations to any person, business, institution, government, or other such entity outside the habitat is responsible for such debts, must either pay them off before entering the habitat or make special arrangements with the habitat for paying them off. Such arrangements may vary from member to member at the associated working groups discretion. If such debts will not be fully paid off during provisional membership, the arrangement for paying them shall be in writing and signed by the member and the coordinator, and shall be attached to the membership contract. In the event that such a debt is incurred or discovered after a person becomes a member of the habitat, the habitat will not be responsible for said debts, but may at its discretion make an arrangement with the member for payment thereof.		
92	Habitat residency expulsion agreements		
93	I will/will not live in a habitat where: there is any form of illegal immigration (immigration that violates the bylaws).		
94	I will/will not live in a habitat where: expulsion of a full, provisional, visiting, guest, etc. member of the habitat may take place if any of these bylaws are violated.		
95	I will/will not live in a habitat where: expulsion of a provisional member (member present for under 6 months) may occur at any time during the provisional period, for any violation of a bylaw, or after a vote of the habitat population called by anyone where greater than a 30% votes are to reject the provisional member.		
96	<i>If I will, then state the % of votes necessary to reject if different than 30%:</i>		
97	Habitat residency expulsion agreements		
98	I will/will not live in a habitat where: a full member who has decided to leave the habitat may have two weeks off the contribution-Team system to prepare for leaving.		
99			
100	I will/will not live in a habitat where: anyone can leave.		
101	I will/will not live in a habitat where: expulsion may be proposed and executed by any residential [voting] member if there is any violation of the bylaws.		
102	Habitat association agreements		
103	I will/will not live in a habitat where: members are encouraged to arrange their affairs in a way that will not be inconvenient for them should they leave the habitat.		
104	I will/will not live in a habitat where: a residing member may bequeath property to any beneficiary s/he chooses.		
105	I will/will not live in a habitat where: shares can be an asset of someone's estate, but because of rules about who can move in, heirs and beneficiaries after death can't move in until they complete the membership process. If the heirs/beneficiaries do not want to live in the habitat and go through the membership process, the habitat estate will sell the assets and distribute the funds to the beneficiaries.		
106	I will/will not live in a habitat where: I will pay more times than a monthly maintenance fee and a habitat masterplan reconfiguration fee every 2 years (outside of monthly maintenance fee).		
107	Habitat association payment agreements		
108	I will/will not live in a habitat where: the habitat association pays a fair share of a member's income taxes, and the member shall be responsible for the rest. This fair share shall be determined by an explicit formula established a habitat working group. If the application of this formula for the beginning year of membership results in a payment from the habitat to the member over and above any rebate from the governments concerned, then the member must return the excess.		
109	I will/will not live in a habitat where: habitat [capital] asset expenses: Should any habitat/capital asset expenses shall be paid from any of the following sources:		
110	<i>Income derived from the specific productive (in sales) asset requiring expense.</i>		
111	<i>Income derived from any other productive (in sales) assets.</i>		
112	<i>A member's personal savings account.</i>		
113	<i>The habitat association savings account.</i>		
114	<i>The sale or liquidation of some portion of the specific asset requiring the expense.</i>		
115	I will/will not live in a habitat where: anyone cannot sustain their maintenance bills every month.		
116	Habitat association acquisition of access agreements		

117	I will/will not live in a habitat where: if a person leaves any personal property in the habitat premises for more than six months after the termination of membership, s/he shall be deemed to have donated said property to the habitat association, unless the habitat association does not need the property, and thereby it shall be disposed of at the person's own billed expense.										
118	I will/will not live in a habitat where: any personal property lent to the habitat shall be returned to the leaving member according to the schedule in membership agreement. Capital assets lent to the habitat shall be returned to the leaving member.										
119	I will/will not live in a habitat where: in the case of legal Titles, the habitat [association] can accept titles. Such property will be used, maintained, and insured or not, entirely at the habitat operations discretion and expense.										
120	I will/will not live in a habitat where: all resources and assets not loaned or donated to the habitat shall be left inactive from a coordinator's point of view.										
121	I will/will not live in a habitat where: all assets lent or donated to the habitat shall be used at the discretion of the habitat service team. All assets not lent to the habitat shall be listed individually by type and value in a member's membership agreement. The habitat will not dispose of lent property without the member's permission, and will return it to if and when one ceases to be a member.										
122	I will/will not live in a habitat where: the State and corporations have given land and equipment as part of a common heritage contribution of networked habitats under a unified, global community operating standard.										
123	I will/will not live in a habitat where: people can by shares/titles without going through a membership process that includes a bylaw alignment checklist, 2 visits to the habitat for five days or more, and participate for 2 days in a work group or habitat team.										
124	Jurisdictional agreements										
125	I will/will not live in a habitat where: there is a larger State jurisdiction that determines, without my agreement, what is and is not possible within the habitat.										
126	Resource agreements										
127	I will/will not live in a habitat that: does not account for resources globally in decisioning.										
128	I will/will not live in a habitat where: anyone takes personal property to become habitat resources through violence.										
129	I will/will not live in a habitat that: does not share resource abundance through the network freely, after ensuring its habitat has sufficient credit to purchase products and services from the market as required for continuation.										
130	I will/will not live in a habitat where: there is any form of private property.										
131	I will/will not live in a habitat where: people can keep private property in their personal access areas.										
132	I will/will not live in a habitat where: there are three types of habitat access: contribution, common, and personal.										
133	I will/will not live in a habitat where: anyone takes habitat resources as personal property.										
134	Violation agreements										
135	I will/will not live in a habitat where: any violation of these agreements will lead to immediate and final expulsion of someone without activation of restoration services.										
136	I will/will not live in a habitat where: any violation of these agreements will lead to immediate activation of restoration services and a protocol that seeks restoration, but may lead to expulsion.										
137	I will/will not live in a habitat where: any violation of these agreements will lead to immediate activation of restoration services and a protocol that seeks restoration, and may not lead to expulsion.										
138	I will/will not live in a habitat where: any violation of these agreements needs evidence and expulsion may be proposed by any coordinating team member. The member shall have a meeting where they are provided the opportunity to answer accusations and explain the conduct. After the hearing, the member may be expelled by any other member if the evidence is sufficient.										
139	I will/will not live in a habitat where: any accusation of violation is addressed first with explanations of conduct by the accused.										
140	I will/will not live in a habitat where: less than three days is allowed before someone is required to leave the habitat's premises. Extensions of this period may be determined at the discretion of the local habitat global coordination team.										
141	Refusal of residency agreements										
142	I will/will not live in a habitat where: I (an individual in this habitat) cannot refuse entry to anyone who has not gone through the on-boarding agreement and orientation process for the habitat. Individuals have the "right" to refuse entry to community members that do not, or cannot, fit the habitat's operating "bylaws" rules (as currently specified).										
143	I will/will not live in a habitat where: I (an individual in this habitat) can refuse entry to anyone who has not gone through the on-boarding agreement and orientation process for the habitat. With the exception of when introduction overshoots any carrying capacity limit.										
144	Land and title agreements										

145	I will/will not live in a habitat where: there are regulations around a Land Trust lease. Land is leased and bylaws must be agreed upon.		
146	I will/will not live in a habitat where: the current owners of the land trust have a right of first refusal upon selling of a/the title.		
147	I will/will not live in a habitat where: titles go to heirs after death. The heirs may either sell the title or go through the agreement, on-boarding, and orientation process to live on the land.		
148	Personal property access membership service agreements		
149	I will/will not live in a habitat where: pre-existing assets remain the property of the member.		
150	I will/will not live in a habitat where: members are not permitted to use, spend, sell, exchange, or earn income on pre-existing assets while they are members of the habitat.		
151	I will/will not live in a habitat where: capital assets are preferably loaned or donated to the habitat. Property loaned to the habitat is used, maintained and insured (or not) at the habitat operating team's discretion and decision expense working group input. These assets are returned to the member upon permanent departure.		
152	I will/will not live in a habitat where: members may bring tangible personal property to the habitat for their own personal use so long as this property fits in their room or designated personal access areas. "Tangible Personal property" means "things" (like furniture, clothing, bedding, books, cassette tapes).		
153	I will/will not live in a habitat where: members can bring money and stocks and bonds.		
154	I will/will not live in a habitat where: pre-existing Petty Personal Property exists: This includes tangible personal property that in its normal use might be kept in a member's personal access space or carried on them, including but not limited to furniture, bedding, small tools and appliances, clothing, jewellery, watches, books, phonograph records, bicycles, phones, etc. A member may keep such property personal access dwellings or designated personal areas. The individual may lend such property to habitat team operations by drafting a terms of use (without any financial compensation), in which case the habitat will not dispose of it without the member's permission, except that the habitat may require the member to remove said item from public space, and may take it with him/her if s/he leaves.		
155	I will/will not live in a habitat where: pre-existing Grand Personal Property exists: This includes all tangible personal property that cannot in its normal use be kept in a member's personal access space or carried on their person. This includes, but is not limited to automobiles, trucks, motorcycles, trailers, tractors, and other vehicles, stationary power tools, and other large machinery. A member may not bring such property to the habitat without the Local Habitat Global Coordinator Team's acceptance for storage only. Maintenance is to be paid for by the owner. If the owning member keeps such property at the habitat during full membership, member must either donate it to the habitat or lend it to the habitat for the duration of the membership, for which the habitat will provide equivalent maintenance costs. Grand Personal Property may not be stored outside of designated areas. Any lent assets shall be for the duration of membership, and shall be interest-free to the habitat population.		
156	Personal access agreements		
157	I will/will not live in a habitat where: anyone is restricted in their access to open source software tools (e.g., encryption, etc.).		
158	I will/will not live in a habitat where: if I dwell in a landed dwelling with some surrounding personal access land, other persons are allowed to walk through my land if they are not creating pollution (sound or otherwise) or violate agreements associated with local sharing of personal access (i.e., no picking food growing for another's personal access). Personal access does not have to post a sign to prevent, only to allow others to eat.		
159	Human life phase		
160	I will/will not live in a habitat where: those in the education and leisure phase of their lives are expected to contribute.		
161	I will/will not live in a habitat that: has anyone in the leisure phase of their life.		
162	I will/will not live in a habitat that: has anyone in the education phase of their life.		
163	I will/will not live in a habitat where: there are custodial children of residents living.		
164	Human needs and preferences agreements		
165	I will/will not live in a habitat where: everyone's needs are not accounted for in an iterative master siteplan.		
166	I will/will not live in a habitat where: everyone's preferences for needs of habitat service objects are on file and transparent to all.		
167	I will/will not live in a habitat where: everyone's preferences for contribution to habitat service are on file and transparent to all.		

168	I will/will not live in a habitat where: a request not to be assigned a particular kind of shift will generally be honored, and is transparent to all.		
169	I will/will not live in a habitat where: residential members do not participate in the habitat's next master-plan by identifying their needs and preferences.		
170	Deadline agreements		
171	I will/will not live in a habitat where: coordinators may assign me tasks and/or deliverables with deadlines to complete because of my enrolled position on a team/group.		
172	I will/will not live in a habitat where: contribution work has deadlines, timed deliverables, quotas, key performance indicators, and a metrics dashboard for clear evaluation of performance, which may be used as a reputation module in scarce contribution enrolment positions by a contribution service team.		
173	I will/will not live in a habitat where: I will receive notifications about the deadlines of deliverables that are relevant to me.		
174	Coordination decision agreements		
175	I will/will not live in a habitat where: final decisions are taken by coordinators after following a decision protocol, and coordinators are in the role of coordinator, because they will accept information globally as well as have a sufficient understanding of the whole, unified system sufficient to resolve in a manner that aligns with a stated, social navigation system.		
176	I will/will not live in a habitat where: only users with coordinator roles can resolve comments (to deliverables) and approve final decisions (about deliverables). The options for comment resolution are: ACCEPT, PARTIALLY ACCEPT, NOT ACCEPTED, NOTED, DEFERRED. All resolutions also require a description of how and why the comment was resolved.		
177	I will/will not live in a habitat where: coordinators take final decisions, and where there is a hierarchical distribution of coordinators that have permissions to take final decisions.		
178	I will/will not live in a habitat where: final decisions are only by 100 percent consensus in a group or team with individuals having roles. If there is no consensus, then there is no next possible action, beyond individuals changing their roles to inquire and resolve that consensus becomes possible.		
179	I will/will not live in a habitat where: coordinators take into account in the integrated analysis and communicate transparency in relation to objections to decisions.		
180	I will/will not live in a habitat where: preference-type decisions (e.g., aesthetics) in plans for re-producing the habitat are only selected by 90 percent consensus, at least, of the whole residential population. If there is no consensus, then there is no next possible action.		
181	I will/will not live in a habitat where: contributing coordinators (users with coordinator roles) only have the database permissions to resolve comments and proposed changes.		
182	I will/will not live in a habitat where: decisioning is a process of creating protocols that resolve solution inquiry processes to optimize the global fulfillment of human need using working groups that produce standards, and operational habitat teams that operate material service support systems in the form of a habitat (a.k.a., city).		
183	I will/will not live in a habitat where: contributing coordinators are in the role of coordinator because they have a high-level awareness of the societal system's unified design, and hence, are more capable of integrating for the purpose of the project in a global-awareness way. The coordinator selects the comment or proposed change, clicks on resolve, selects the resolution type and identifies the motivation for the resolution. Only the coordinator can do for a group or team. The coordinator can select from an existing set of motivations to make the process faster or add a new motivation.		
184	I will/will not live in a habitat where: global coordination involves necessarily listening to and integrating in a non-contradictory manner the global context of market-State political decisioning.		
185	I will/will not live in a habitat where: global coordinators have preferential housing.		
186	I will/will not live in a habitat where: global coordinators (global coordinating contributors) get preferential access to local habitat residential dwellings, by location and/or size as the factor.		
187	I will/will not live in a habitat where: social economic matrix calculations are done to optimize integrations of resources and produce effective plans for next iterations of the local (and global) habitat service system.		
188	I will/will not live in a habitat where: every decision must come from a group/team of humans with 100% consent and no serious/derailing objectives. Without 100% consent or serious objections, no decision can ever be taken on an issue.		
189	I will/will not live in a habitat where: my contribution requires a coordinator or a user (personal/common access) to assign me a task with the expectation of it being completed, without my first seeing the task and agreeing to do it. Neither coordinators nor users can ever assign contributors tasks, only contributors can select tasks to complete.		
190	I will/will not live in a habitat where: to be a coordinator contributors must demonstrate 5 to 10 years of work in the discipline (subject matter) being coordinated.		

191	I will/will not live in a habitat where: enrolment into work positions follows a team formation protocol executed by the contribution service coordinator.	
192	I will/will not live in a habitat where: there is a contribution service system that uses a protocol to determine the pool of individuals available for all contributed work. Teams and groups may select, per protocol, from the pool of available people to fill any work description.	
193	I will/will not live in a habitat where: there are work descriptions for all contributed work.	
194	I will/will not live in a habitat where: a protocol to determines which individual contributor occupies a role on a specific team/group.	
195	I will/will not live in a habitat where: I am expected due to contribution service protocol to be part of a team where there is a flexible project role control structure where one work description exists at the project team-level that allows for flexibility of individuals as part of the team/group to change, create, and delete roles as they prefer. This flexible work description includes more than one possible role, and individuals' preference flexibility to choose different roles over time.	
196	I will/will not live in a habitat where: I am expected due to contribution service protocol to be part of a team where there is a fixed project role control structure with work descriptions specific to every fixed role.	
197	I will/will not live in a habitat where: I am expected due to contribution service protocol to be part of a team where there is a more flexible project personnel control structure where a team/group together via consensus selects another person for a role, from a pool of possible people.	
198	I will/will not live in a habitat where: there is a more fixed project personnel control structure where the coordinator selects and approves, or just approves, the change of personnel. Only a coordinator can approve the decision. Everyone on the team can vote, and the coordinator can overrule the vote.	
199	I will/will not live in a habitat where: I am expected due to contribution service protocol to be part of a team who has a coordinator with the ability to have final acceptance or rejection on approval and execution of a decision.	
200	I will/will not live in a habitat where: I am expected due to contribution service protocol to be part of a team who has a coordinator/facilitator meeting structure with a protocol that doesn't allow people to speak freely. Instead people talk in a circle of turns, wherein participants are expected to write items of note down before their turn to speak.	
201	I will/will not live in a habitat where: I am expected due to contribution service protocol to be part of a team who has a coordinator that can decide to remove, and then approve and execute the removal of a member of the group/team without consensus agreement by the group/ team, and the group/team may ask for an evaluated appeal of the decision with the next higher coordinator group/team in the global organizational structure. One/fewer minds decide when hours of time are more relevant.	
202	I will/will not live in a habitat where: I am expected due to contribution service protocol to be part of a team where anyone on the team may have the coordinator call a vote/poll to remove someone from team/ group. The agreement to remove must be 30% agree; wherein, the coordinator must then approve and execute the removal, and the group/team may ask for an evaluated appeal to the decision with the next higher coordinator group/team in the global organizational structure. Fewer minds decide when days of time are more relevant.	
203	<i>If, I will, then state necessary % of agreement to remove if different than 30%:</i>	
204	I will/will not live in a habitat where: I may be invited to contribute to a team/ group, by either the consensus of the group/team itself and/or its coordinator.	
205	I will/will not live in a habitat where: I am expected due to contribution service protocol to be part of a team where if there is any objection on the team/group to a decision, its acceptance, rejection, approval, or execution, there will be a vote/poll called by the coordinator to facilitate optimal resolution of the decision. The options on polls are: ACCEPT WITH REASON, OBJECT WITH REASON: MORE INFORMATION NECESSARY.	
206	I will/will not live in a habitat where: meetings about important working group and habitat team decisions do not start with a roundtable declaration of self and market- State affiliations.	
207	Masterplan production agreements	
208	I will/will not live in a habitat that: involves the sprawl of construction outside of the initial boundary master perimeter site-plan. Where the border returns to wild and caretaken nature. With the exception of specific work and recreation facilities positioned in the natural wild and planned for in a masterplan.	
209	I will/will not live in a habitat where: contributed work is not 99% transparent, where the 1% is just individuals working in their own personal, private workspace. All project work, including tasks, times, locations, agreements, information and object flows, decisions, metrics, results, and habitat service operations are transparent to everyone.	
210	I will/will not live in a habitat where: my residential family dwelling is less than 100m2 given its inside area.	

211	I will/will not live in a habitat where: all habitat services are monitored, operated, and reconfigured through a habitat service team to ensure fulfillment optimization. Personal access areas are operated preferentially by their personal identities.		
212	I will/will not live in a habitat where: more than 25% of the land surface can be occupied by construction.		
213	I will/will not live in a habitat where: more than 50% of the land surface can be occupied by construction.		
214	I will/will not live in a habitat where: material designs do not favor local, organic bio-construction materials (e.g., clay, wood, bamboo).		
215	I will/will not live in a habitat where: material designs favor regionally and/or nationally sourced materials.		
216	I will/will not live in a habitat that: has a yearly updated master-plan.		
217	I will/will not live in a habitat where: there are buildings larger than 3 stories.		
218	I will/will not live in a habitat where: personal dwellings may have any type of barrier, concealing or not (e.g., fence, hedge, etc.).		
219	I will/will not live in a habitat where: a community members' needs (and preferences), requirements (and services), and resources (and contributions) are not identified on a public access interface where all project lists are dynamically shown.		
220	I will/will not live in a habitat that: is being simultaneously simulated (accounting for information, objects, and animations) in a world building engine to ensure a more visual and coherent understanding of the habitat by all of its residents.		
221	Decision resolution agreements		
222	I will/will not live in a habitat where: polls (subject-surveys, -assessment, -inquiries, etc.) may be used to help a group/team decide. The options on polls are: ACCEPT WITH REASON, OBJECT WITH REASON: MORE INFORMATION NECESSARY, PROJECT SCOPE ALIGNMENT, SAFETY, ETC.		
223	I will/will not live in a habitat where: members will have up to ten days to give input or respond to a poll. Confidentiality only applies to aesthetic inquiry polls, and does not apply to any other type of poll.		
224	I will/will not live in a habitat where: all decisions that include concepts must have their concepts non-contradictorily defined first, before the decision can be finalized.		
225	I will/will not live in a habitat where: a visual model is used to resolve decisions with as little voting as possible.		
226	I will/will not live in a habitat where: a working group sets the average yearly performance (quality and output) for the coming year involving the development of a master habitat service site-plan. The habitat operating team coordinators, within those limits, may vary key performance indicators from week to week for common reasons. If, for any reason, the expected performance cannot or should not be maintained as planned, the teams work together to resolve an optimal solution. This master site-plan working group develops plans that are executed by habitat operations.		
227	Project coordination agreements		
228	I will/will not live in a habitat where: project coordination techniques, tools, and skills are used per community standards to ensure optimized operation of material life, technology, and exploratory support services.		
229	I will/will not live in a habitat where: all common needs, preferences, values, objectives, decision methods and models, and material resource configurations are identified together and iteratively standardized using the best known project coordination knowledge.		
230	I will/will not live in a habitat where: contributing coordinators coordinate projects and meetings in an effective and efficient manner, and if they do not, a team may use the contribution service to remove them from the role.		
231	I will/will not live in a habitat where: the habitat shares information and resources between habitats in the community network of habitats, before sale into the market.		
232	I will/will not live in a habitat where: there are controllers of common areas as anyone who forces subjectively preferential activities to take place at the expense of the scheduling of others' preferences for those areas. Where accessed is controlled via a higher community protocol involving prioritization based on need, preference accounting, and scheduling equity.		
233	I will/will not live in a habitat where: the role of the coordinator may reject (not accept) and overrule a decision achieved by consensus of the coordinator's team (regardless of the coordinators specific vote in a poll for consensus). The team may then appeal the decision to a more global coordinator, whereupon the vertical sub-system coordination team associated with the issue of concern will be called to a poll. The options on polls are: ACCEPT WITH REASON, REJECT WITH REASON.		
234	I will/will not live in a habitat where: coordinators may approve or reject deliverables because they do not meet plan requirements.		
235	I will/will not live in a habitat where: coordinators are accountable for communicating with other coordinators, reviewing deliverables completed by their team, and delivering deliverables.		

236	I will/will not live in a habitat where: all contributing groups/teams have an assigned/enrolled project coordinator that coordinates information and project activities for their sub-project with other appropriate ongoing projects following coordination standards.	
237	Contribution service coordination agreements (employment of service agreements)	
238	I will/will not live in a habitat where: work is accounted for (creditable) only if it is part of the regular habitat system or otherwise approved by an appropriate habitat coordinator as specific in a referable project plan.	
239	I will/will not live in a habitat where: everyone who is or will contribute is required to plan and record personal work in the service contribution system.	
240	I will/will not live in a habitat where: anyone other than the team's coordinator structure can monitor my direct working progress on information tasks.	
241	I will/will not live in a habitat where: the team's coordinator can monitor my progress direct working progress on information tasks.	
242	Contribution alignment agreements	
243	I will/will not live in a habitat where: information working groups resolve decision inquiries in order to plan the next iteration of the habitat service system to more optimally fulfill human needs for life, technology, and exploratory support services on a yearly basis, while accounting for global resources and needs, and local human contribution.	
244	I will/will not live in a habitat where: habitat service teams complete required tasks in order to operate the current habitat as planned, and to construct the next iteration of the habitat to plan.	
245	I will/will not live in a habitat where: there is an intersystem team of information working groups and habitat operation teams following standard protocols that determine new master plans and the budgeting of material, human, and financial resources. Yearly contribution budgets are based on an estimate of contribution availability identified by the planners the previous year. In the course of the contribution year, a population may change enough so that there is significantly more, or substantially less contribution than predicted. The decision planning working group resolves a solution as to whether any changes will be made in budgets due to population changes.	
246	I will/will not live in a habitat where: there is an intersystem team that prioritizes habitat activities via an issue resolution system based on three types of primary/first operational processes: incident and emergency response processes (incident and recovery plan), operations and maintenance processes (habitat operations plan), and strategic planning processes (develop the whole plan).	
247	I will/will not live in a habitat where: residential members in the contribution phase of their life will do work.	
248	Contribution service coordination agreements	
249	I will/will not live in a habitat where: I will be assigned labor/work by discretion of a contribution service coordinator and on the basis of four days assigned, seven days done (or other arrangement at the discretion of the work-team coordinator) each week for the period of five out of three of every four weeks. Priority is given to years and months of verified contribution to a discipline.	
250	I will/will not live in a habitat where: voluntary termination of contribution service work agreements consists of a public statement by a member that is resigning membership, and shall include the member's departure from the habitat. The effective date of termination shall be set by the member with the consent of the Residential Membership Coordinator, and shall be designated on the leaving document signed by the leaving member. If the member fails to set such a date, the date shall be set by the Residential Membership Coordinator.	
251	Contribution coordination service agreements	
252	I will/will not live in a habitat where: all final decisions about contribution are decided at the contribution service coordination level and always account for personal preference for contribution.	
253	I will/will not live in a habitat where: all team/group formation (who will join) is decided either solely by the project's instantiating coordinator, or by agreement without objection of the group/team, both of which must follow the community standards contribution service protocols, including interviews, date of preference statement, etc.	
254	I will/will not live in a habitat where: all work by enrolled humans has an associated and referential work description.	
255	I will/will not live in a habitat where: all coordinators supply team members with a description of the boundary conditions of their role and tasks, which does not get into detailed "what if" response planning.	
256	I will/will not live in a habitat where: all work description role-task openings are on a dashboard visible to all that includes individual contributors' preferences and all their past work metadata.	
257	I will/will not live in a habitat where: I can fill in and continuously update a contribution work questionnaire that publicly shows where I would prefer to currently work.	
258	I will/will not live in a habitat where: coordinators are accountable to show what work is approvable (can be approved) by the coordinator.	
259	I will/will not live in a habitat where: all work performance is measured via metrics associated with tasks, and is visible to the whole habitat population.	

260	I will/will not live in a habitat where: anything visible to the whole habitat population is visible to all habitats in the community network of habitats.		
261	I will/will not live in a habitat where: coordinators may disapprove of work to be done and/or being done by a contributor, causing termination of the task and/or whole role, and the contributor may appeal to a global contribution service coordinator, resolving a final decision.		
262	I will/will not live in a habitat where: coordinators facilitate self-direction in all contributors by accounting for their preference for contribution role, including a timeline, tasks, and resources. Individual contributors are expected to be self-coordinated in their completion of project tasks.		
263	Contribution agreements		
264	I will/will not live in a habitat where: I may work on a group or team with any other person who has voted for a party I disagree with.		
265	<i>If I will not, then I will state/give:</i>		
266	<i>The name of the political leader I vote for:</i>		
267	<i>All the name of the political projects I disagree with:</i>		
268	I will/will not live in a habitat where: I may work on a group or team with a person of any religious positions and religious project.		
269	<i>If I will not, then I will state/give:</i>		
270	<i>The name of the religious position I believe in:</i>		
271	<i>All the name of the religious projects I disagree with:</i>		
272	I will/will not live in a habitat where: my contribution must be on a working group or habitat team with someone with whom I have a disagreement of market-State political decisions.		
273	I will/will not live in a habitat where: every residential family contributes working hours to habitat team or work group operations.		
274	I will/will not live in a habitat where: uniforms are required to do contribution-type work at an information working-group level. Contributors to working groups must wear a uniform to work in physical contact with other working group members. On-duty information group personnel must be in uniform.		
275	I will/will not live in a habitat where: my access of the habitat as a user and/or contributor is calculated into a master habitat plan that requires a mandatory contribution of me of more than 10 hours a week.		
276	I will/will not live in a habitat where: I may be expected as a contributor to accept work assigned to me by my current team coordinator, as long as it does not violate community standards, and wherein, my preferences are considered; however, the final decision is that of some coordinator.		
277	I will/will not live in a habitat where: I can see all tasks that have been, will be, and are to be completed in order to sustain and improve human need fulfillment.		
278	I will/will not live in a habitat where: people responsible for maintaining habitat systems do not maintain those systems when there is resource availability.		
279	I will/will not live in a habitat where: uniforms are required to do contribution-type work at the habitat service operations level. Contributors on habitat service teams must wear a uniform to work. On-duty habitat team personnel must be in uniform.		
280	I will/will not live in a habitat where: all on-duty habitat team personnel (with no exception) must have a body camera turned on and recording. Except in cases of sensitive personal and security matters, the video and audio feed is near-synchronously, publicly available. In circumstances of sensitive personal and security matters, recordings may be restricted to relevant habitat team roles, and the specific habitat user (as in the case of a medical operation).		
281	I will/will not live in a habitat where: my contribution may be physical habitat operations.		
282	I will/will not live in a habitat where: my contribution may be information working group operations.		
283	I will/will not live in a habitat where: all habitat team operations (with obvious personal privacy exceptions) are video monitored.		
284	I will/will not live in a habitat where: I have to serve other users, as a waiter might do.		
285	Contribution service agreements		
286	I will/will not live in a habitat where: on those rare occasions when it is obvious that a worker does not get along with the rest of the team, or the work being done is unacceptable or unsafe, and the worker is unwilling or unable to improve, or other serious problems are present, it is the contribution coordinators unpleasant responsibility to remove the worker from the team. It is required that the member being removed from work be notified of the decision. The individual being removed may not appeal a global contribution service coordinated working group decision.		
287	I will/will not live in a habitat where: all of my ideas (conceptions) may be questioned and I will not respond with violence.		
288	I will/will not live in a habitat where: habitat teams continuously monitor habitat services for which they are accountable.		
289	I will/will not live in a habitat where: anyone can self-appoint themselves to any contribution position.		

290	291	I will/will not live in a habitat where: contributing members do work toward maintaining and improving the habitat, as well as being a source of personal service and satisfaction to users of all phases of their life.	
291	292	I will/will not live in a habitat where: contributing members work records are confidential.	
292	293	Habitat technology development and access level agreements	
293	294	I will/will not live in a habitat where: televisions, monitors, and other screens are not permitted.	
294	295	I will/will not live in a habitat where: there is an integrated object transport system directly into my dwelling that connects it to an object network service within the habitat.	
295	296	I will/will not live in a habitat where: I will take a medical life support vaccine if the local habitat medical life support InterSystem team has taken the transparent and evidential step of recommending that I do, except in cases of evidential medical exception.	
296	297	Openness access agreements	
297	298	I will/will not live in a habitat where: 50% of the habitat's operating software are not open source.	
298	299	<i>If, I will, then state % if different than 50%:</i>	
299	300	I will/will not live in a habitat where: all physical habitat access objects are not broken down by material composition on a spreadsheet and appropriately monitored in terms of location as they move through the habitat.	
300	301	I will/will not live in a habitat where: decisions about the habitat project are available to any member in the community network of habitats.	
301	302	Habitat service operations agreements	
302	303	I will/will not live in a habitat where: habitat service system downtimes are transparent to the population and always resolved.	
303	304	Construction specific agreements	
304	305	I will/will not live in a habitat where: all buildings are built with some form of bioconstruction.	
305	306	Genetic and belief specific agreements	
306	307	I will/will not live in a habitat where: with those who are not of my same ethnicity and/or religion.	
307	308	<i>Identify permanent ethnicity:</i>	
308		<i>Identify permanent religion:</i>	
		Medical financial agreements	
309	310	I will/will not live in a habitat where: the State pays all medical expenses.	
311	312	I will/will not live in a habitat where: the habitat association pays all medical expenses (either directly or through the association).	
312	313	I will/will not live in a habitat where: the individual pays all medical expenses (either directly or through their own insurance).	
313	314	Tokenization finance of local work agreements	
314	315	I will/will not live in a habitat where: work is done for direct wages or direct compensation of any kind.	
315	316	I will/will not live in a habitat where: the habitat (or community) is the member's employer; and the member is the habitat's (or community's) employee.	
316	317	I will/will not live in a habitat where: all work is compensated directly through wages or another form of sufficient direct compensation.	
317	318	I will/will not live in a habitat where: some people who are getting paid get paid more per hour than others (or, whatever reference, such as per hour, equates to payment).	
318	319	I will/will not live in a habitat where: I am a member-owner of a habitat network cooperative, and it is possible to get paid through a profit share model. Dividends are distributed to member-owners directly.	
319	320	Finance at entry agreements	
320	321	I will/will not live in a habitat where: incoming members have no medical or dental benefits for chronic illness or pre-existing conditions.	
321	322	I will/will not live in a habitat where: all income earned on capital assets must be turned over to the habitat.	
322	323	I will/will not live in a habitat where: applicants have two submit two years worth of tax returns, bank and brokerage statements to the habitat population to ensure that fees can be paid for at least two years.	
323	324	Habitat dwelling rental agreement	
324	325	I will/will not live in a habitat where: personal architectural dwelling usage access can be bought temporarily (leased).	
325	326	I will/will not live in a habitat where: private property architectural dwelling usage access can be bought temporarily (leased).	
326	327	Life phase agreements	
327		I will/will not live in a habitat where: people in the contribution phase of their life do a required share of their work on a working group or habitat team.	

		Education phase agreements		
328	329	I will/will not live in a habitat where: custodial parents of children consent to the education of their children by any resident contributing to exploratory education services following community standards.		
329	330	Contribution alignment How will you contribute agreements		
330	331	I will/will not live in a habitat where: all contribution (work) activities are done to meet the life, technology, and exploratory needs of the local habitat population.		
331	332	I will/will not live in a habitat where: all contribution (work) activities are done to meet the life, technology, and exploratory needs of the global community population.		
332	333	I will/will not live in a habitat where: my requirement of contributed work is more than 20 hrs per week.		
333	334	<i>If I will, then state the # of years if different than 20:</i>		
334	335	I will/will not live in a habitat where: my requirement for work before the leisure phase of my life is no more than 20 years.		
335	336	<i>If I will, then state the # of years if different than 20:</i>		
336	337	Contribution coordination how will your contribution be coordinated		
337	338	I will/will not live in a habitat where: my work on a working group or habitat team is coordinated by another person.		
338	339	I will/will not live in a habitat where: decisions about the habitat project are only taken by the residing habitat population, coordinated by contributing members to various habitat teams. There are no decisions taken about the habitat by people or systems outside of the habitat's direct member population.		
339	340	Tokenization (not contribution) of work agreements		
340	341	I will/will not live in a habitat where: labor credits/tokens are exchanged inside.		
341	342	I will/will not live in a habitat where: are personal service credit agreements.		
342	343	I will/will not live in a habitat where: are association service credit agreements.		
343	344	I will/will not live in a habitat where: may exchange credits/tokens with outside markets.		
344	345	I will/will not live in a habitat where: labor exchanged inside is transparently recorded in a transparent labor credit to working hour sheet.		
345	346	I will/will not live in a habitat where: any listed complete working hour of service to any of the three primary habitat service systems is not compensated for with some form of direct credit.		
346	347	I will/will not live in a habitat where: projects that require common heritage resources and will change the habitat in any significant way always come from and are operated through a contribution service organization that coordinates the enrolling and de-enrolling of identities into jobs/ work descriptions. Work in the habitat is only done through a contribution service organization of which everyone may not be a part.		
347	348	I will/will not live in a habitat where: any member can be given or earn labor credits that only apply to leisure activities, either on or off the habitat. Tokenization of work occurs only in the context of leisure (not education-type or contribution-type) activities.		
348	349	I will/will not live in a habitat where: one hour of work equals one credit, and credible sickness from work may or may not provide credits.		
349	350	I will/will not live in a habitat where: any residential member may "pay" another member for personal work, having credits subtracted from the buyers personal balance and added to the balance of the person who did the work.		
350	351	State income financial agreements		
351	352	I will/will not live in a habitat where: the residents receive a financial allowance from the habitat for usage to buy private property.		
352	353	State income financial agreements		
353	354	I will/will not live in a habitat that: accepts subsidy production and/or grant payments from a State.		
354	355	State income financial agreements		
355	356	I will/will not live in a habitat where: I will pay royalty or franchise fees. A royalty is an amount paid by a third party to an owner of a product, brand, or patent for its use. Royalty fees are sometimes paid to the "original" creator of a work for the use of that work.		
356	357	Habitat association income financial agreements		
357	358	I will/will not live in a habitat where: there are people who come to pay for workshops and local habitat experiences.		
358	359	Financial sale of share/property in habitat agreements		
359	360	I will/will not live in a habitat where: real-estate agents may be involved in any sales process.		
360	361	I will/will not live in a habitat where: sellers list their shares internally through the community for two weeks before advertising publicly.		
361	362	I will/will not live in a habitat where: there is anyone other than a shareholder or owner (or their child/ren) living in the habitat. There are no renters in the habitat, only owners as residents in the habitat.		
362				

363	Financial exit tokenization agreements (financial incentive to leave)						
364	I will/will not live in a habitat where: there is a leaving fund (as budgeted) available to any member who leaves the habitat.			I will/will not live in a habitat where: any business may use common areas and community-access equipment for its operation.			
365	Financial agreements			I will/will not live in a habitat where: businesses are allowed to operate on the land as long as they are legal and in compliance with local regulations and these bylaws and they don't pose a risk or a disturbance to other residents.			
366	I will/will not live in a habitat where: violation and expulsion do not lead to fair market-value compensation of the expelled individual(s) titled property. The title owner must sell the titled object(s) after a violation. The holding habitat may not sell the personal property (non-community property) of the violator. If the title owner refuses to sell, the habitat holding may sell the property on the person's behalf at fair market value.			I will/will not live in a habitat where: there is any form of token (credit, money, etc.) exchanged for products and services in the habitat.			
367	I will/will not live in a habitat where: people who decide to leave and have not violated a bylaw, are not financially compensated fairly for their departure. Here, the title will be sold to a new resident to the habitat by the title owner. The new resident must have gone through onboarding, orientation, and is not be refused by anyone. The individual may not sell objects composed of common heritage habitat resources. Here, the individual exists through the selling of the title.			I will/will not live in a habitat where: people pay to come visit the habitat and use some of its services.			
368	I will/will not live in a habitat where: all residents (meaning those that have a title for land and or own a home via title) have the obligation to pay a set of yearly [home/and owner] association fees. The association fees are calculated yearly based on the expenses generated to maintain and operate the habitat under market-State conditions.			I will/will not live in a habitat where: work in the local habitat is compensated for directly and financially, wherein for work, money goes to the worker. The work that is paid for may be done by a local habitat contributor or outside market-State service.			
369	I will/will not live in a habitat where: the income of sales produced through team habitat operations does not go equally to all residency association fees, which are based on an infrastructural and human requirements budget for equipment and materials from the outside market to sustain the habitat.			I will/will not live in a habitat where: common habitat access systems and products composed of common heritage resources can be sold for individual, personal financial profit.			
370	I will/will not live in a habitat where: productive habitat services are not put toward producing an abundance of materials that are sold into the larger market.			I will/will not live in a habitat where: anyone has financial debt.			
371	I will/will not live in a habitat where: material usage costs from the outside market-State (e.g., power, water) are shared in a cost pool by all residents and not paid per resident usage.			Social behavioral agreements			
372	I will/will not live in a habitat where: the income from the sale of abundant products (composed of common resources) into the market does not go equally to all residents token/financial accounts to make personal purchases in the market.			I will/will not live in a habitat where: other people who have different political positions and political projects.			
373	I will/will not live in a habitat where: there are personal businesses that use common heritage habitat resources to profit personally. There are personal businesses in the habitat that use common habitat resources.			<i>If I will not, then I will state/give:</i>			
374				<i>The name of the political leader I vote for:</i>			
375				<i>The name of the political project I disagree with most:</i>			
376				I will/will not live in a habitat where: other people who have different religious positions and religious projects.			
377				<i>If I will not, then I will state/give:</i>			
378				<i>The name of the religious position I believe in:</i>			
379				<i>The name of the religious project I disagree with most:</i>			
380				I will/will not live in a habitat where: all voting for political office in the larger jurisdiction is public to all in the habitat and wider community.			
381				I will/will not live in a habitat where: habitat resources may be used for abortion up to the day of pregnancy (after restorative counselling) and the ending of ones own life (after restorative counselling).			
382							
383							
384							
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391							

392	I will/will not live in a habitat where: anyone missing sufficient fulfillment of their life, technology, and exploratory support needs is in that state (of a lack of support fulfillment) because of their own direct action or inaction. For instance, breaking systems on purpose and not maintaining systems that are known to require maintenance.			
393	I will/will not live in a habitat where: residents dwelling in the low-density dwelling sector have gardens that must be maintained to clean standard by the residents themselves.			
394	I will/will not live in a habitat where: people can freely walk around naked.			
395	I will/will not live in a habitat where: anyone can walk around and use common habitat services naked.			
396	I will/will not live in a habitat where: anyone can be naked in and around their dwelling, and in designated common access areas.			
397	I will/will not live in a habitat where: people can have sex in public. The social behavior here is the replication of the species.			
398	I will/will not live in a habitat where: someone except in recreation or early childhood punches another person without serious harm under irritation. The social behavior here is the irritation.			
399	I will/will not live in a habitat where: there is physical violence or verbal harassment, including sexual abuse. Conflicts will be handled by the Habitat Conflict Resolution Team or by jurisdictional law officials if they need to be escalated to that point. The social behavior here is violence.			
400	I will/will not live in a habitat where: couples are having more children than the economic calculated carrying capacity for the habitat shows per current and next [master]plan, which is determined for the current habitat production system. The social behavior here is the replication of the species.			
401	I will/will not live in a habitat where: an individual may have more than two children in the habitat. The social behavior here is the replication of the species.			
402	I will/will not live in a habitat where: media depicting grotesque violence is stored in anyone's personal data storage. The social behavior here is another persons access of the information.			
403	I will/will not live in a habitat where: parents of children allow them to scream while playing outside of designated loud child play areas.			
404	Material cycling agreements			
405	I will/will not live in a habitat where: human waste is not composted as dry matter material after being collected from only dry matter toilets.			
		406		
	I will/will not live in a habitat that: does not compost 100% of organic materials (unless decided by a habitat ecological assessment team that it would be detrimental to the ecosystem and/or humans).			
	I will/will not live in a habitat where: any sort of synthetic waste (non cellulose) is burned outside of appropriately safe combustion facilities.			
	I will/will not live in a habitat that: has a landfill of waste.			
		408		
	I will/will not live in a habitat that: has a landfill of waste.			
		409		
	Material restriction agreements			
	I will/will not live in a habitat where: single-use plastics or packaging is used (where single-use plastics are used). This includes cutlery, agricultural plastic covers that aren't re-used, covering laundry items in plastic, plastic bags etc.			
	I will/will not live in a habitat where: products packaged in the market-State are removed from their packaging at entrance into the habitat. Here, capitalist packaging is separated and starts recycling at entry, and where necessary, packaged or repackaged in re-usable habitat containers. In special cases, items may be unpackaged on-site do to their incoming requirements for assembly (e.g., a heavy piece of machinery whose container is to be opened near where it will finally rest).			
	I will/will not live in a habitat where: the recycling of all materials is not coordinated and planned at the total habitat level. The habitat must provide easy access to recycling input points, must provide effective transportation, and must provide effective materials cycling.			
	I will/will not live in a habitat where: anyone brings in or uses industrial vegetable seed oils for human consumption.			
	I will/will not live in a habitat where: there is any usage of relatively non-toxic insecticides to kill ants and other pest-type insects inside architecture.			
		413		
	I will/will not live in a habitat where: there is the uncommon usage of low-toxicity pesticides and insecticides on the land and in greenhouses. The use of insecticide (and any other -icide) on the lands is only for extremely limited duration and only for extreme circumstances. An ecological assessment must be conducted prior to some planned duration of application.			
	I will/will not live in a habitat where: there is the use, ever, of chemical fertilizers, pesticides, herbicides, insecticides, and fungicides on the land and in greenhouses.			
	I will/will not live in a habitat where: herbicides are used to control plants on the lands.			
	I will/will not live in a habitat where: fungicides are used to control fungi on the lands.			
	I will/will not live in a habitat where: any product from the LBC Red List could be used.			

420	420	I will/will not live in a habitat where: all indoor air throughout the habitat is not measured for its quality regularly for safe occupancy, and issues addressed in order to achieve compliance with a safety standard (e.g., California Department of Public Health (CDPH) Standard Method, 2017.		
421	421	I will/will not live in a habitat where: cleaning protocols are followed that use cleaning products that do not comply with the EPA Safer Choice label, the Globally Harmonized System (GHS), or some international equivalent.		
422	422	Pollution agreements		
423	423	I will/will not live in a habitat where: any structure has mold growth, outside of appropriate laboratory settings.		
424	424	I will/will not live in a habitat where: chlorine is introduced into pools or ponds is an additive.		
425	425	I will/will not live in a habitat that: disposes of synthetic chemical additives without appropriate filtration into ecological bodies of atmosphere and water.		
426	426	I will/will not live in a habitat where: anyone throws trash on the land.		
427	427	I will/will not live in a habitat where: anyone can hold barbecues in designated, scheduled locations.		
428	428	I will/will not live in a habitat where: I have to be considerate of others in concern to sound and light, because this is a habitat (a "neighbourhood") where other people live.		
429	429	I will/will not live in a habitat where: there are other than orange and red lights at night outside of the inside of personal access dwellings, except during festivals and emergency situations.		
430	430	I will/will not live in a habitat where: there are bright white lights on after dark in the common environment, except during specific scheduled events or emergency situations.		
431	431	I will/will not live in a habitat where: loud events that require music or sound are always positioned in places that are sufficiently far away from the dwellings and designated meditative recreation areas that they minimize disturbance to human restoration and fauna.		
432	432	I will/will not live in a habitat where: loud sounds are present during the day, except on scheduled occasions in reasonably sound isolated areas where the sound will not impact other human work and recreation activities ongoing in the habitat.		
433	433	I will/will not live in a habitat where: there are loud sounds after dark, except at scheduled locations where they will never impact sleep and restoration areas.		
434	434	I will/will not live in a habitat where: fires are allowed outside of designated grills and firepits distributed across the land. Any other fire must be organized through a common decision protocol to ensure safety, access to land, and access to fire production resources.		
435	435	Signage and propaganda agreements		
436	436	I will/will not live in a habitat where: there is the optimization of signage to facilitate desired behaviours, including recycling, use of toilets, etc.		
437	437	I will/will not live in a habitat where: there is corporate propaganda (advertising and marketing) present in habitat.		
438	438	I will/will not live in a habitat where: there is political party propaganda (advertising and marketing) present in habitat.		
439	439	Festival agreements		
440	440	I will/will not live in a habitat where: there is not the presence of my preferential (cultural) type of festival using common heritage resources and habitat service contributions. These festival holidays are aesthetically planned for the habitat by a cyclical working group (sub-master planning festival committee) that coordinates the input of the habitat population and resolves the selection of a specific aesthetic and operational plan for each festival experience. The habitat will hold parties during times of the year, decided by the residents of the habitat.		
441	441	Consciousness altering substance usage agreements		
442	442	I will/will not live in a habitat where: there is alcohol produced and used.		
443	443	I will/will not live in a habitat where: anyone has access to alcohol (except in cleaning).		
444	444	I will/will not live in a habitat where: there is tobacco produced and used.		
445	445	I will/will not live in a habitat where: tobacco smoking is permitted indoors, or in any air-conditioned area.		
446	446	I will/will not live in a habitat where: smoking is permitted in personal and some common designated areas only, and any individual who smokes is responsible for cleanup of anything related to the action.		
447	447	I will/will not live in a habitat where: there is cannabis produced and used.		
448	448	I will/will not live in a habitat where: consciousness altering ceremonies are done in publicly open common areas where passer-bys may interact.		
449	449	I will/will not live in a habitat where: consciousness altering ceremonies are done in personal or scheduled common areas where passer-bys will not interact.		
450	450	I will/will not live in a habitat where: illegal substances are used.		

451	I will/will not live in a habitat where: illegal substances are sold.							
452	I will/will not live in a habitat where: abuse of molecules is not addressed by a Medical Resolution Team.							
453	Pet and stray animal agreements							
454	I will/will not live in a habitat where: there are dogs, including pet dogs and dogs that roam. I will take steps to remove stray dogs and remove people who take a dog as a pet.							
455	I will/will not live in a habitat where: visitors may bring and residents may accept visiting pets during the visitors scheduled stay. Permanent residence may not have pets.							
456	I will/will not live in a habitat where: people have pets of any type.							
457	I will/will not live in a habitat where: there are dogs as pets. Stray dogs are neutered and may be put down.							
458	Life support service agreements							
459	I will/will not live in a habitat where: anyone is missing sufficient fulfillment of their life support needs.							
460	I will/will not live in a habitat where: water is acquired in an appropriate manner so as not to overshoot or pollute sources and reserves. Reuse water where appropriate.							
461	Technology support service agreements							
462	I will/will not live in a habitat where: anyone is missing sufficient fulfillment of their technology support needs.							
463	I will/will not live in a habitat where: I have access to fiber optic speed internet.							
464	Material cultivation agreements							
465	I will/will not live in a habitat that: practices holistic (a.k.a., restorative/regenerative) cultivation practices.							
466	I will/will not live in a habitat where: annual crops are grown and cover crops are not used on those areas in off seasons.							
467	I will/will not live in a habitat where: there is a monoculturing of annuals that encompasses more than 10% of the habitat's cultivation land area.							
468	I will/will not live in a habitat where: any tree is cut down.							
469	I will/will not live in a habitat where: plans may include the cutting of ancient trees (older than 200 years or 1m in diameter). This is completely prohibited, unless proven via an ecological working group assessment to be required for ecological service purposes.							
470	I will/will not live in a habitat where: trees wider than 25cm in diameter will be cut in a masterplan.							
471	I will/will not live in a habitat where: future building is note done around trees larger than 25cm.							
472	I will/will not live in a habitat where: forested areas may be cut down, either for fiber (as in the case of eucalyptus grown forests) or for any habitat service system re-configuration. Forested areas shall remain forested forever, no exceptions.							
473	I will/will not live in a habitat where: 5% or more of the cultivation surface area is covered by non-productive species.							
474	I will/will not live in a habitat where: 99% of the cultivation system is optimized for food, fuel, and fiber production given available knowledge, resources, and local limiting conditions.							
475	I will/will not live in a habitat where: the planting of species does not account for individual need-preferences, as well as food, fuel, and fiber production.							
476	I will/will not live in a habitat where: trees will be cut down to optimize cultivation of food, fuel, and fiber, and make clearings for architecture and infrastructure that meet human needs for life, technology, and exploratory service support.							
477	I will/will not live in a habitat where: land cultivation fields are always at least partially planted with trees, either as windbreaks or full cover.							
478	I will/will not live in a habitat where: the amount of food, fuel, and fiber produced will be one of the measures tracking the success of the habitat as a project.							
479	I will/will not live in a habitat where: soil quality will be checked yearly, and any degradation found in the current state resolved in the next year's site re-configuration plan.							
480	I will/will not live in a habitat where: there is the regular tiling of the land allowed, except possibly in specialized circumstances after an assessment.							
481	I will/will not live in a habitat where: there are farm animals.							
482	I will/will not live in a habitat where: there is the cultivation of the bodies of livestock for food.							
483	I will/will not live in a habitat where: specific species of potential livestock animal are not eaten.							
484	If I will, then I must list the specific species (e.g., dog, horse, pig, etc.):							
485	Material transportation agreements							
486	I will/will not live in a habitat where: transportation roads on the land are made with asphalt.							

	I will/will not live in a habitat where: vehicles of any type larger than a golf cart are forbidden in the habitat, unless they are using the service roads (if present) for deliveries and emergency priority uses. All general transportation on the land must be done by an electric vehicle no larger than a golf cart, by bike (electric or not), by foot, or by animal (e.g., horse).		
487	I will/will not live in a habitat that: has rapid transport vehicles larger than a golf cart or are not forbidden in the habitat, or in parts of the habitat.		
488	I will/will not live in a habitat where: there are electric vehicles larger than golf carts used for personal-access transportation.		
489	I will/will not live in a habitat where: non-functional private vehicles must be repaired within two weeks, afterwards they will be removed from the habitat at the private owners expense.		
490	I will/will not live in a habitat where: there are electric vehicles larger than golf carts used for common-access transportation.		
491	I will/will not live in a habitat where: there are electric vehicles larger than golf carts used for common-access transportation.		
492	Exploratory support service agreements		
493	I will/will not live in a habitat where: my essential recreational activities are possible now because they are in the current masterplan.		
494	<i>List the recreational activities:</i>		
495	I will/will not live in a habitat where: anyone is missing sufficient fulfillment of their exploratory support needs.		
496	Dwelling occupancy agreements		
497	I will/will not live in a habitat where: there are single family dwellings only occupied by one person.		
498	Habitat equipment agreements		
499	I will/will not live in a habitat where: I do not have common or personal access to a drying machine.		
500	I will/will not live in a habitat where: I do not have personal access to normal household electrical appliances: dishwasher, hot water at all faucets, refrigerator, freezer, oven, stovetop, microwave (or some object that functions in these ways).		
501	I will/will not live in a habitat where: I do not have common-scheduled access to a common kitchen(s).		
502	I will/will not live in a habitat where: I do not have personal access to the following machines.		
503	<i>List the machines (e.g., infrared sauna, icebath, red therapy body lights, etc.):</i>		
504	I will/will not live in a habitat where: I do not have common access to the following machines.		
505	<i>List the machines (e.g., infrared sauna, icebath, red therapy body lights, etc.):</i>		
506	Weapon equipment agreements		
507	I will/will not live in a habitat where: there are guns for hunting, riflery (recreational sharp-shooting), and/or any animal death accessible as common access (with specialized skill & handling access conditions).		
508	I will/will not live in a habitat where: lethal weapons are allowed to be carried and used by appropriate habitat service personnel.		
509	I will/will not live in a habitat where: lethal weapons are allowed to be personal access stored in dwellings.		
510	I will/will not live in a habitat where: non-lethal weapons are allowed to be carried and used by appropriate habitat service personnel.		
511	I will/will not live in a habitat where: lethal and non-lethal weapons are allowed to be carried openly or exposed in non-weapon-specific common access areas.		

NOTE: It is possible for a single habitat to have different bylaws for different residential sectors.

2.9.3.1 Agreed listing of all personal assets and personal health reports

A.k.a., Schedule of assets.

List all personal assets:

1. Assets to be lent by member to habitat during membership (to be lent to the habitat during membership, without interest or other compensation for the use thereof):
 -
 -

A. Schedule and conditions for returning assets lent to the habitat by the members:

 -
 -
2. Assets to be retained by member during membership:
 -
 -
3. Outstanding debts of member:
 -
 -
4. Health reports of member:
 -
 -
5. Unearned income of member:
 -
 -

This schedule of assets supersedes any previous schedule

of assets attached to this membership agreement.

Applicant Identity
Legal Name: _____
Date: _____

2.9.3.2 Full signatory agreement

This Agreement supersedes and replaces any previous membership agreement made between Applicant and a habitat.

Applicant, desiring to affirm membership in the habitat as a _____ resident / visitor _____ member and replace and supersede existing membership agreement with this agreement, hereby executes this membership agreement as of this day of _____,

This Agreement and Applicant's provisional membership begin as of the day of earliest arrival.
Date: _____

Applicant Identity
Legal Name: _____
Date: _____

Witness for habitat (a global coordinating residential member), video recorded and available to the population.

Witness Identity One
Legal Name: _____
Date: _____

Witness Identity Two
Legal Name: _____
Date: _____

Video Record Location
URL: _____
Duration of storage: _____

2.10 State constitution[al agreements]

A.k.a., Declaration of State constitution, the constitution, article-statements of rules and instructions, "rules of the game", article of governing principles, system of rules, code of conduct, legal agreements, rule of law, contractual agreements, charter, control of organization, the law of the land, legal contractual agreements about the use of power and force equipment, articles of constitution, declaration of conditions, public agency transition agreements.

A constitution is a fundamental and supreme legal document that establishes the framework for the organization and operation of a State ("governmental authority"). A constitution serves as the foundation for the entire legal system of a [democratic] State (i.e., nation, country). The State, herein, is the legal[ized] "authority"

and represents the legal system of a territory. In this way, "jurisprudence" as the basis of law, is the basis of the State. Jurisprudence represents the value of 'justice', and is the concept of what is "right to consider as justice" -intelligence (*prudence*) justice (*juris*), intelligent justice (a.k.a., restorative and distributive justice).

A constitution document is a legal State document setting forth key rules (and rights) determining what is and is not permissible at a fundamental level. Generally, a constitution is considered the fundamental "law of the land" (i.e., the base law of a territory).

A constitution typically includes the following sections (in its creation and regulation of the State):

1. Identifies the structure of the State.
2. Defines the powers and responsibilities of the branches of the State.
3. Defines the relationship between the State and the citizens.

A constitution[al declaration of unified human rights] is a legal-State control measure. A constitution represents a formal agreement between the citizens and the government, establishing the framework for the governance and enshrining a cohesive and mutually advantageous set of human rights granted by the governing authority. A constitution is a contractual declaration between a citizenry and the governmental-State. This declaration is a "living" list of the inalienable rights and protections inherent to all of Humanity never fully being complete as long as Humanity exists within a State. As new rights become apparent and need to be protected or for governmental powers to be limited in order to protect those rights in specific ways, then they should be added to this declaration. The constitution herein is entirely composed of a universal declaration of human rights.

Here, there is a "constitution", sub-composed of:

1. Articles form the sub-categories of the constitution.
2. Statements of principles and of rules ("rights") form the body of articles.

Many constitutional (project initiation) documents are organized in the following way:

1. Pre-amble (introduction and overview; setting of tone and context).
2. Articles of powers formation (a.k.a., "branches of power", "separation of power[-over-other] organizations", "checks and balances").
3. Articles of human rights.

2.10.1 Constitutional list of human rights [articles & statements]

A.k.a., Constitutional rights agreements, the governmental declaration of the unified rights of humanity (DURH), articles of rights.

The declaration is sub-categorized by a set of articles that ensure that all humans have their "rights" sustained:

1. (A) Fundamental [articles].
2. (B) Limitations of government [articles].
3. (C) Interdependence and sustainability [articles].
4. (D) Humanity and equity [articles].
5. (E) Justice and compassion [articles].
6. (F) Education [articles].

The following declaration of a unified list of human rights is adapted from:

- *Declaration of the Unified Rights of Humanity.* The Interstellar New Deal. Accessed: March, 20 2020. [interstellarnewdeal.global]

2.10.2 A – Fundamental Articles

2.10.2.1 Article 1

Everyone is entitled to all the rights and freedoms set forth in this declaration, without distinction of any kind, such as:

1. Gender identity, sexual orientation, sexual identity, romantic identity, familial or other similar close interpersonal arrangements, or any expression thereof;
2. Race, color, gender, language, religion, ethnic, political or other opinion, national or social origin, property, birth or other status;
3. Health, medical, physical, mental, psychological, physiological, or disability status; or
4. Other similar traits, status, and distinctions.

Furthermore, no distinction shall be made on the basis of the political, jurisdictional or international status of the country or territory to which a person belongs, whether it be independent, trust, non-self-governing or under any other limitation of sovereignty.

2.10.2.2 Article 2

1. No one shall be held in slavery or servitude.
2. Human trafficking and enslavement in all forms whether overt, hidden, or institutional shall be prohibited.

2.10.2.3 Article 3

All natural resources on our planet of origin, Earth, and all throughout the universe are declared as a common

heritage to ALL of Humanity. Such resources should be used for the betterment of all Humanity and not just a chosen FEW.

2.10.2.4 Article 4

1. Everyone has the right to take part in the government, directly or through freely chosen representatives.
2. Everyone has the right of equal access to community (public) service.
3. The will of the people shall be the basis of the authority of the government; this will shall be expressed in periodic and genuine elections which shall be by universal and equal suffrage and shall be held by secret vote or by equivalent free voting procedures.

2.10.2.5 Article 5

Everyone has the right to access to information about the activities of governmental bodies and to openly and freely monitor them. Governmental processes should be as open and transparent as possible for the information of its citizens and so it may be held accountable.

2.10.2.6 Article 6

Everyone has the right to petition for a governmental redress of grievances.

2.10.2.7 Article 7

Everyone is entitled to a social and international order in which the rights and freedoms set forth in this Declaration can be fully realized.

2.10.2.8 Article 8

Nothing in this Declaration may be interpreted as implying for any nation, entity, group or person any right to engage in any activity or to perform any act aimed at the destruction of any of the rights and freedoms set forth herein.

2.10.2.9 Article 9

Everyone is entitled to use any technology they want to know anything that can be discovered about themselves and their personal environment.

2.10.3 B – Limitations of Government

As a part of the protected rights established herein in this Declaration, the Government shall have additional explicit limitations related to those protected rights:

2.10.3.1 Article 1

The Government, in all forms, shall be prohibited from:

1. Making any law establishing an official religion or belief in or for a nation or peoples, or granting preferential treatment to one religion or belief over

- others;
2. Restricting the free practice of religion unless it conflicts with the rights and protections established in this Declaration.

2.10.3.2 Article 2

The right to vote is inalienable. The Government, in all forms, shall be prohibited:

1. From preventing a citizen from voting due to non-payment of a poll tax or any other tax, fee, fine, or compensation, or any other means;
2. From engaging in any activity or creating a policy in order to prevent or limit a citizen's ability to vote.

2.10.3.3 Article 3

The Government, in all forms, shall never pass a law granting businesses, organizations, or other artificial entities status equal or near equal to humans, nor shall they gain the rights or qualities of such, for this is an anathema to equality, freedom, and democracy. The Government represents the people and not artificial legal or social entities.

2.10.3.4 Article 4

The Government, in all forms, shall never pass a law to which they are not also accountable and shall NOT be immune from prosecution of any kind in a court of law. A Government that cannot be held accountable is an anathema to open and ethical society.

2.10.3.5 Article 5

The Government, in all forms, shall never pass a law which insulates themselves from their Citizens, for an insulated political body is antithetical to equity and humanity.

2.10.3.6 Article 6

The Government, in all forms, shall never pass a law which purposefully demands, requires, or suggests the ending the life of any human.

2.10.3.7 Article 7

The Government, in all forms, shall never pass a law which purposefully intercedes itself between a doctor and their patients, nor shall it attempt to legislate care.

2.10.4 C – Interdependence and Sustainability

2.10.4.1 Article 1

1. Everyone has the right to a nationality.
2. No one shall be arbitrarily deprived of one's nationality nor denied the right to change one's nationality.

2.10.4.2 Article 2

1. Everyone has the right to freedom of movement and residence within the borders of each nation.
2. Everyone has the right to leave any country, including one's own, and to return to one's nation.

2.10.4.3 Article 3

1. Everyone has the right to seek and to enjoy in other nations asylum from persecution.
2. This right may not be invoked in the case of prosecutions genuinely arising from non-political crimes or from acts contrary to the purposes and principles of this Declaration.

2.10.4.4 Article 4

1. Everyone has a right to enjoy access to the holistic, clean, and protected natural world including air, water, plants, animals, and green spaces, etc.
2. Everyone has the right to clean air, clean water, and unadulterated and healthy food.

2.10.5 D – Humanity and Equity

2.10.5.1 Article 1

All human beings are born free and equal in dignity and rights. They are endowed with reason and conscience and should act towards one another in a spirit of support and service.

2.10.5.2 Article 2

Everyone has the right to life, liberty and security of person.

2.10.5.3 Article 3

Everyone has the right to recognition everywhere as a person before the law.

2.10.5.4 Article 4

Everyone of the Consensual Age, without any limitation due to race, gender expression, sexual orientation, nationality, religion, or socioeconomic status, have the right to marry and to found a family. They are entitled to equal rights as to marriage, during marriage and at its dissolution.

1. Marriage must be entered into only with the free and full consent of all of the intending spouses.
2. The family is the natural and fundamental unit of society and is entitled to protection by society and the Government.
3. Each family may choose the definition of their familial arrangement within the constraints of consent and the rights contained within this Declaration.

2.10.5.5 Article 5

1. Everyone has the right to own property alone as well as in association with others.
2. No one shall be arbitrarily deprived of one's property.

2.10.5.6 Article 6

1. Everyone has the right to freedom of thought, conscience and religion; this right includes freedom to change one's religion or belief, and freedom, either alone or in community with others and in public or private, to manifest one's religion or belief in teaching, practice, worship and observance.
2. No one may be compelled to religious belief or non-belief, nor to think or believe that which they do not.

2.10.5.7 Article 7

Everyone has the right to freedom of opinion and expression; this right includes freedom to hold opinions without interference and to seek, receive and impart information and ideas through any media and regardless of frontiers.

2.10.5.8 Article 8

1. Everyone has the right to freedom of peaceful assembly and association.
2. No one may be compelled to belong to an association.

2.10.5.9 Article 9

No one shall be subjected to arbitrary interference with one's privacy, family, home or correspondence, nor to attacks upon one's honor and reputation. Everyone has the right to the protection of the law against such interference or attacks.

2.10.5.10 Article 10

Everyone, as a member of society, has the right to social security and is entitled to realization, through national effort and international cooperation and in accordance with the organization and resources of each nation, of the economic, social and cultural rights indispensable for one's dignity and the free development of one's personality.

2.10.5.11 Article 11

Everyone has the right to rest and leisure, including reasonable limitation of working hours and periodic holidays (with pay as long as economic systems exist).

2.10.5.12 Article 12

1. Everyone has the right to a standard of living adequate for the health and well-being of himself and of one's family, including food, clothing,

housing, education, medical care and necessary social services, and the right to security in the event of unemployment, sickness, disability, widowhood, old age or other lack of livelihood in circumstances beyond one's control.

2. Parenthood and childhood are entitled to special care and assistance. All children, regardless of birth circumstances, shall enjoy the same social protection.

2.10.5.13 Article 13

Universal access to healthcare and related technologies and innovations is human right and should be free for all.

2.10.5.14 Article 14

1. Everyone has the right freely to participate in the cultural life of the community, to enjoy the arts, creative expression, and to share in scientific and technological advancement and its benefits.
2. Everyone has the right to the protection of the interests and rights resulting from any scientific, literary or artistic production of which they are the author.

2.10.5.15 Article 15

1. Everyone has duties to the community in which alone the free and full development of one's personality is possible.
2. In the exercise of one's rights and freedoms, everyone shall be subject only to such limitations as are determined by law solely for the purpose of securing due recognition and respect for the rights and freedoms of others and of meeting the just requirements of ethics, public order, and the general welfare in a democratic society.
3. These rights and freedoms may be, in no case, exercised contrary to the 7 Philosophical Pillars for Peace within Humanity.

2.10.5.16 Article 16

1. Everyone has the right to form and to join trade unions for the protection of one's interests.
2. Everyone has the right to form cooperatives so that all may work and share in the benefit from such work together.
3. Everyone has the right to work, to free choice of employment, to just, favorable, and safe conditions of work.

2.10.5.17 Article 17

As long as economic systems plague Humanity:

1. Everyone, without any discrimination, has the right to equal pay for equal work.

2. Everyone who works has the right to just and favorable remuneration ensuring for himself and one's family an existence worthy of human dignity, and supplemented, if necessary, by other means of social protection.
3. Everyone who works has the right to protection against unemployment.

2.10.5.18 Article 18

Every person or organization of business, large and small, has the right to trade and pursue business in an atmosphere of freedom from unfair competition and domination by monopolies at home or abroad.

2.10.6 E – Justice and Compassion

2.10.6.1 Article 1

No one shall be subjected to torture or to cruel, inhuman or degrading treatment or punishment.

2.10.6.2 Article 2

All are equal before the law and are entitled without any discrimination to equal protection of the law. All are entitled to equal protection against any discrimination in violation of this Declaration and against any incitement to such discrimination.

2.10.6.3 Article 3

Everyone has the right to an effective remedy by the competent national tribunals for acts violating the fundamental rights granted him by the constitution, law, or this Declaration.

2.10.6.4 Article 4

No one shall be subjected to arbitrary arrest, detention, punishment, or exile.

2.10.6.5 Article 5

1. Everyone is entitled in full equality to a fair and public hearing by an independent and impartial tribunal, in the determination of one's rights and obligations and of any criminal charge against him.
2. Everyone charged with a penal offense has the right to examine all evidence and witnesses without prejudice.

2.10.6.6 Article 6

1. Everyone charged with a penal offense has the right to be presumed innocent until proven guilty according to law in a public trial at which they have had all the guarantees necessary for one's defense.
2. No one shall be held guilty of any penal offense on account of any act or omission which did not constitute a penal offense, under national or international law, at the time when it was

committed. Nor shall a heavier penalty be imposed than the one that was applicable at the time the penal offense was committed.

2.10.6.7 Article 7

1. Everyone shall be protected against self-incrimination and double jeopardy.
2. Everyone has the right to a speedy public trial by jury, including the rights to be notified of the accusations, to confront the accuser, to obtain witnesses and to retain counsel.
3. Everyone has the right to be protected against excessive fines and excessive bail, as well as cruel and unusual punishment.

2.10.6.8 Article 8

Everyone shall have the right to competent counsel. In the event a defendant cannot obtain competent council by one's/her own efforts then appropriate legal representative shall appointed as counsel for one's/her use.

2.10.6.9 Article 9

Everyone shall have the right to appeal decisions handed down at trial by a process defined by law.

2.10.6.10 Article 10

Actions which are consensual in nature should not be construed or named as crimes for there is no victim (such a sex work and personal drug use).

2.10.6.11 Article 11

1. The right to life is just as important as the right to death. In a society filled with compassion, justice, and support, a person should not desire to end their existence. For such things to happen lays bare a failure of society.
2. However, a person who is set on ending their existence, especially in cases of suffering due to disease and other malady, shall not be impeded. It shall be supported and protected as wholly as all other actions within Humanity are.

2.10.7 F – Education

2.10.7.12 Article 1

1. Education is a human right in all its various forms.
2. All education shall be universally free including pre-elementary, elementary, high school, university/college, technical and professional schools and apprenticeships to maximize the growth and realized potential of each individual, their happiness and enlightenment, and therefore an equivalent benefit to all of Humanity.

2.10.7.13 Article 2

Education shall be directed to the full development of the human ability and to the strengthening of respect for human rights and fundamental freedoms as laid forth in the Declaration. It shall promote understanding, tolerance and friendship among all nations, ethnic, and religious groups, and shall further the activities of Humanity for the maintenance of peace.

2.10.7.14 Article 3

Everyone has a right to have universal, unfettered, and unadulterated access to scientific information and all other knowledge areas known to Humanity. Access to information about oneself and one's society is a human right

2.10.7.15 Article 4

1. The freedom of the press shall be inalienable because a free press is responsible for holding a corrupt person, organization, or government accountable; and is a powerful tool for educating the populace.
2. A free press shall be open, informed, fair, ethical, and balanced in all ways otherwise it may become a tool for propaganda or manipulation against public interest.

2.11 Partnership agreements

A.k.a., State-recognized entities, declaration of legal organizational status, partnership contract, economic contract, partnership model, partnership legal agreements, private entity agreements, articles of incorporation, corporate status, legal interfaces for transitional habitats, State compliance agreements, State compliance documentation, private transition agreements.

A partnership is a legal arrangement that allows two or more people to share productive [economic] relationships. Economic partnerships are a set of contractual legal agreements that deliver goods and services to the population. The partners are the "owners" of the contents of production. In general, partnerships must be registered with the local authority for a given territory. However, in some cases in some jurisdictions, it is not compulsory to register a partnership with the State. A partnership is essentially a legal licensor structure. Fundamentally, a partnership is a contractual property association.

NOTE: All enforceable contracts have dispute resolution at the end of them, and the final arbiter in all cases of dispute resolution, within any territory, is the "State".

It is important to note here that different States have different legal frameworks around partnership/associations. Different States can have quite distinct

legal frameworks and what entities (partnerships/associations) they recognize as "real" entities (as in, State-recognized entities). Typical categories of State-recognized entity include, but are not limited to: corporations, trusts, religious organizations, private membership associations (PMAs), and unincorporated entities. Different legal frameworks result in different regulatory circumstances for people who desire to cooperate as a partnership/association.

Registration of a partnership with the State (e.g., "notary public"), typically involves some combination of the following:

1. Publicly publishing a business plan.
2. Filling out a State form.
3. Filing articles of incorporation and/or bylaws with the State.
4. Filing a business plan with the State.

Note: During and after registration, compliance with regulations and requirements is essential, to ensure the safe operation of the partnership.

The categorization and recognition of a partnership association's legal status, capabilities, and obligations under state law can significantly affect its operations and activities. The common categories of partnership agreement as recognized by the State include, but are not limited to:

1. Is the association/partnership a:
 - A. Legal personality - an association with "legal personality" can act as a single entity legally distinct from its members. Typically, this enables the association to own property, enter into contracts, and sue or be sued in its own name
2. Can the association/partnership:
 - A. Own property.
 - B. Enter contracts - an association recognized as a legal entity can enter into contracts and agreements as an individual would.
 - C. Be part[y] of lawsuits - an association can initiate or defend itself in legal proceedings.
 - D. Engage in profit-making activity - engage in the sale of goods and services (commerce).
 - E. Engage in politically influential activity (e.g., lobbying).
3. Is the association/partnership free of coerced obligation for State internal revenue (i.e., does the organization / members have to pay tax):
 - A. Association is tax exempt for donations - no tax paid for donations.
 - B. Donated deductions - a donator can deduct the donation from his/her taxes due.
 - C. Tax exempt for income/revenue - no tax paid

- from non-donation income (e.g., sales).
- D. Tax exempt for trade inside the association.
4. Is the association/partnership required to follow all statutory regulations for the statute-controlled and licensed industry (i.e., legal compliance requirements; which are typically reduced through private membership organizations)? Associations must generally comply with statutory regulations relevant to their activities. However, Private Membership Associations (PMAs) may operate under different rules, potentially reducing their regulatory burden. This can include specific industries where licensing and direct regulation are typical. The extent to which PMAs are exempt from certain statutory regulations can depend on the jurisdiction and the nature of their activities. Notably, PMAs still must adhere to laws applicable to all entities, such as those concerning public safety and discrimination.

The distribution of goods and services is a fundamental aspect of society's functioning, carried out by a set of production services. In community, production produces objects necessary to construct and operate a distributed network of human habitat services. In the early 21st century, however, goods and services are delivered to the population by means of a production system separated into the following sectors:

1. **The State** operated by a political-/market-based government. The State is a reified entity representing a territorial population of people, "citizens".
2. **The market** operated by countless private [business]partnerships made between real people and between reified entities representing groups of real people.
3. **Public-private partnerships**, where the State and market work contractually together to provide goods and services. A cooperative arrangement between the State (public) and market (private) sectors, for the public good.

INSIGHT: *The State constitution is also a partnership between the State-government and the public-citizens.*

During transition to community, it is possible to have the following organizations produce and deliver goods and services:

1. **Public-private partnerships** operated by a combined effort on the part of public (State) and private (market) entities:
 - A. **The State** operated by a systems science-based government. Public sector agencies (ministries, legislatures, judiciaries, etc.) have the information collection, societal standardization,

and economic calculation function . Here, it could be said that the function of the State is to collect information, to standardize, and to calculate.

1. State non-commercialized services (i.e., free public services; no profit).
 2. State commercialized services (i.e., low cost public services; profit).
- B. **The market** operated by few competing cooperatives (a.k.a., cooperative partnerships). Private sector worker cooperatives have the production function in the economy. Here, it could be said that the function of the private sector is to produce habitats, and therein, personal, common, and team access items/objects.
1. Private production cooperatives (user-producer organization; not profit based for members).
 2. Competing private production cooperatives (separate "prosumer" organizations; profit-based, because the cooperatives are competing with one another).

At a basic level, in any society, there are the following types of partnerships (a.k.a., agreements):

1. Asset partnerships:
 - A. Land asset partnerships.
 - B. Production asset partnerships.
 - C. Dwelling asset partnerships
 - D. Private member services partnerships.

It is relevant to clarify here that in the market-State, everything is considered an "asset". Hence, there are :

1. Land assets (and hence, land partnerships). The fundamental land asset partnership is a State, which has complete control over a "territory" of land.
2. Means of production assets (and hence, production partnerships).
3. Private assets.
 - A. Family trust assets/partnerships.
 - B. Dwelling assets/partnerships.
4. Service assets (as in, a private membership associations, PMAs).

Within and during transition to a community-type society, the following partnership access agreements may be used (note: here, the term "asset" is replaced with "access"):

1. Land access partnerships.
 - A. State land access partnership.
 - B. Land trust access partnership.

2. Production access partnerships.
 - A. Information standards production partnership.
 - B. Habitat service production partnership.
3. Dwelling access partnership.
4. Common [service] access partnership.

2.11.1 Partnerships types

The community and market-State present two different visions (dimensions/requirements) on what a partnership is:

- 1. Common agreement, common partnership:**
There are common (community) agreements that are the underlying structure of the “partnership” between individuals who exist in common, with common needs and life phases, with access to a common heritage of information and physical resources.
- 2. Market-State agreement, market-State partnership:** There are market-State (private-public) agreements that are the underlying structure of the “partnership” between legal property owning individuals who exist to trade property, and make profit, to continue to trade property. A partnership can have a chief executive officer (CEO), president, director, etc., who takes final decisions.
 A. **Corporation-type businesses** (e.g., (cooperative, non-profit, S code, C code, etc.; i.e., not sole proprietorship): are required by law to have a “board of directors”, or “board of trustees”. The board are the legal people who are enrolled and accountable for control over the business [assets].

2.11.1.1 Potential community-orienting partnerships

Potential community orienting partnerships include, but may not be limited to:

- 1. Land partnerships (lands):** Partnerships over land.
 - A. *Land is in the trust of humanity.*
 - B. **The land trust association** controlled by a board of trustees. The trustee team ensure community standards are applied throughout the land.
 1. A partnership about the trade and usage of land; partner over land.
 2. Show the *land trust agreements.*
- 2. Asset trust partnerships (trusts):** Partnerships in concern to having assets entrusted to a third party or standard.
- 3. Production partnerships (corporate articles):** Partnerships over what, where, and how production occurs.

- A. *Production occurs for residents living on the land.*
- B. **The production association** the production and means of production (that provide both for the community itself, and for profiting from the market to sustain and duplicate community).
 1. A partnership about the trade of oneself as labor for a wage used to buy priced goods and services; partner over production.
 2. Show the *production agreements.*
 3. Show the *contribution agreements.*
- C. In association with production, there is:
 1. Contribution (teams and work groups).
 - i. Standards working groups.
 - ii. Habitat teams.
 2. Production & distribution (industrial habitat network).
 - i. Habitats actualizations.
 3. Usage (user access to habitat network).
 - i. Habitat residency (live-in).
4. **Residency partnerships (dwelling partnerships):** Partnerships over where one resides/dwells and common assets.
 - A. *Residents are living on the land.*
 - B. **The dwelling association** (a.k.a., condominium association, home owners association, habitat association) controlled by a board of directors who ensure the effective coordination of and compliance with habitat residency agreements.
 1. A partnership about life in a dwelling, and about the trade of dwellings and related assets; partner over habitat.
 2. Show the *habitat residency agreements.*
5. **Distributed autonomous partnerships (smart contracts):** Partnerships over a for-purpose organization where decisioning is distributed over the population and automated transparency via smart code.
 - A. **The distributed autonomous association** the distributed recording of and control over the means of production of data.
 1. A partnership about how decisions are taken and trusted.
 2. Show the *network and decision protocol agreements.*
6. **Artificial intelligence partnerships (rights):** Partnerships with an artificial general intelligence to extend, optimize, and enhance calculation and robotic work toward human need fulfillment.
 - A. **The autonomous intelligence association** the production of the services of coordination, calculation, intelligence, and roboticization (mechanization) for human need fulfillment.
 1. A partnership about how a secondary intelligence, more-than-human intelligence,

- facilitates human need fulfillment.
2. Show the *intelligence agreements*.

2.11.1.2 Market-State partnerships

A.k.a., *Private property and public authority partnerships*.

In the market-State, partnership structures may be constructed between owners, via the use of written and legally registered contracts, to develop productive operational relationships between:

1. Private entities (private partnership):

Contractual agreements between private entities (civil contracts of association).

- A. Legal private property owners may partner with one another.
- B. A group of legal private property owners may become a legal private property owning entity itself, with the same rights as individual humans.

2. Public-private entities (public-private partnership):*

Contractual agreements between State organizations (a "public agency") and private entities in participation to deliver a product.

- A. Legal private property owners partner in a contract with the State to produce.

3. State as one entity in partnership with itself.

A. Producing free access to [public/habitat] services (i.e., service is available for free).

1. State pays for workers and resources to produce services offered free to the public.

B. Producing access for profit (i.e., service is only available if paid for).

1. State pays for workers and resources to produce services that the public must pay for to access.

**Note that most infrastructural services in most nations are of a public-private partnership or a State-owned business formation.*

Societal productive economic partnership could also be presented in the following way, starting with a State's constitution:

1. **State-public partnership** a State-public partnership is a contractual agreement [set] between the State (as a reified entity who represents the public, and the actual public population who are known as, "citizens").
- A. The primary State-public contract agreement document is known a State constitution.
- B. The State provides services state in the constitutional contract free to the citizenry.
- C. The State creates rules for trade.
- D. The State creates a State owned business for

conducting trade (commerce).

E. **State commerce partnership** where the State is a single partner entity that does business in the market. Herein, the reified State owns the single share.

2. **Public-private partnerships** is a contractual agreement [set] between the "public" sector, represented by the State-government, and the "private" sector, represented by privately owned partnerships.

3. **Private partnerships** are those where the share of ownership of the partnership organization are owned by private individuals.

A. Clarification: there are also public corporations, which are private partnerships where the share [of ownership] are offered to the public and traded (in the market on a "stock exchange" platform.

A private-private partnerships is a contractual agreement [set] between two or more legal private property holders for some type of economic activity). Of which, there are three societal categories of production:

1. Production for direct user demand and no profit.
2. Production with profit, for profit maximization.
3. Production with profit, for social benefit over profit maximization.

In a public-private partnership (PPP), the private (market) sector is tasked to perform some service usually/Previously performed by the public (State) sector. In other words, public-private partnerships are contractual agreements between a ministry/agency of the State and one or more private partnerships in the delivery of goods and services. This partnership is usually constructed in documentation form as a contractual PPP agreement, wherein representatives of the private partnership entity and representatives of the State sign their individual agreement.

There are benefits to a societal project when the market and State are working together through a PPP contract. These benefits include, but may not be limited to:

1. To increase the financing available by making private sector investment possible, while also having a State funded budget.
2. To increase information sharing, system interoperability, and societal standards adoption for good production.

Grants and subsidies are temporary public-private partnerships where the government selects to what private partnerships to provide direct State funding. The government can also give a State tax break to private production partnerships it wants to incentivize the work

of. Tax breaks could also be considered a partnership, because it isn't charging (or is charging less) for having the partnership operate in its territory.

Public-private partnership contract types include, but may not be limited to:

1. Build operate transfer agreement (BOT) State transfers production of some deliverable to the private sector. Once the production is complete, it will be taken over by the State.
2. Build own operate transfer agreement (BOOT) State transfers production of some deliverable to the private sector. Once the production is complete, the privat sector will operate the production. At some specified point in the future, the State will take over operation of the production.
3. Build and operate agreement (BO) a private organization builds, owns, and operates a production facility with encouragement by the government (e.g., tax breaks), but no direct funding.
4. Design, build, operate, maintain agreement (DBOM) a partnership that procures project components from the private sector in a single contract with financing directly from the public/State sector. The State retains ownership and significant oversight of the project (operations), through the terms defined in the contract.
5. Design, build, operate, transfer agreement (DBOT) a single private contractor is hired to design, build, and operate a project on behalf of the State, before transferring the operations and maintenance back to the State after an agreed period of time. DBOT is a variation of the Bot agreement model, but in the DBOT model, the contractor designs as well as builds the project.
6. Design, build, finance, and operate agreement (DBFO) the private sector finances the project and leases it to the State for an agreed upon period of time after which the development reverts to the ownership of the State. The private sector is awarded a contract to design, construct, finance, and operate a project. For performing its obligation under agreement, the private sector may be paid by the government or paid by fees collected from the projects end users. The State retains ownership of the project.
7. Rehabilitate, operate, and transfer agreement (ROT) private sector is contracted to refurbish, operate, and/or maintain a State production facility, for a period of time, after which the title for the facility is transferred back to the State.
8. Equity partnership agreements the State provides equity to a private partnership through a trust fund

partnership.

A state-owned [enterprise/commercial] partnerships (a.k.a., public sector enterprise, government owned enterprise government owned corporation, industrial nationalization, State owned corporation, etc.) is a State owned business ruled entity that can participate in commercial activities, with some combination of the following parameters:

1. Full or partial State ownership.
2. Full or partial State funding.
3. Full or partial State control.

Effectively, it is an organization owned by the State, and operating under the same rules as a private partnership. A State owned commercial enterprise works in commerce on behalf of the State. Like all commercial organizations, State-owned commercial partnerships must necessarily make a profit, or cease to exist. In many developing countries, governments create State owned enterprises in needed public service sector areas to grow and improve the areas of the economy (e.g., transport, electricity, electronics, water, banking, etc.). In many cases, State owned enterprises do not make sufficient profits to cover their expenses and must receive directly budgeted funds from the State. These are typically sectors of the economy essential for human need, and where the public doesn't feel that profit maximization should occur. In this context, private partnerships are seen as existing solely for the purpose of making profit, whereas public enterprises exist to provide essential human services, while profiting in some form to continue to provide services. These organization are often found in sectors of the economy where there is the potential for significant danger and the necessity of significant "public" oversight, such as nuclear electrical power production. These organizations are generally created by the government of a State to have significant control and/or influence in a sector [of a developing] economy. They are supposed to provide essential services. Effectively, State owned partnerships are business, which provides the State business with the same rights and rules as private business, to do commerce and provide essential services. State owned enterprises are often put in completion with purely private sector partnerships.

Table 2. Partnership service type in relation to payment for service and profit.

Service Type	Payment required for service	Must have profit
Private partnership	Yes	Yes, dependent on profit
Public-private partnership	Yes	Yes, dependent on profit
State-owned production	Yes	Yes, but not completely dependent upon profit

Citizen-service partnership	No	No, not dependent on profit
Cooperative	Yes or No	If Yes, then it must be redistributed to the cooperative; if no, then No profit

It is important to clarify here that State owned businesses are separate in conception and operation from State departments (agencies, etc.). The enterprise managers and board of directors are the accountable parties at State-owned enterprises. State departments provide services free to other State departments and to the public. If the service or deliverable is not provided for free, then there is profit, and entity is a State owned commercial enterprise, and not a State department. State departments provide free services; commercial departments sell services.

NOTE: Governmental departments (State departments) are organizational units used to perform a specific service, or group of similar services, for free. State departments are responsible for implementing public policies. In concern to economic activity, State departments are responsible for providing (to the public) physical, social, and administrative services...to meet the needs of the public. These departments are "headed" by public administrators who implement State-government policies. Ministers are the political heads of State departments. Most ministers are appointed by presidents.

2.11.2 Legal partnership compliance mechanisms and documentation

A.k.a., Partnership contracts and legal partnership plans.

There are two principal legal compliance documents for operation with the State in concern to a partnership (i.e., State identification and registration documentation of a legal entity):

- Articles of incorporation** (a.k.a., articles of organization, legal production organization description, articles of formation, certificate of formation, definition of project, description of entity purpose, constitution, construction documentation) purpose, mission, direction, and productions of the partnership.
- Bylaws** (a.k.a., rules, operational agreements) are the rules for the operation of the partnership; they outline how power is exercised. The coordination and control system is explicit and integrated into the entity's legal structure, which is information needed by the State, because the State is the final market-State arbiter when there is dissatisfaction. Note: In some cases, articles (definitions, reasons) and bylaws (rules, procedures) are combined into one document.

3. Business plan generally, an internal document that describes and explains all particulars about the operation of the business, and how it is expected to make a profit. Business plans are not generally considered part of the legal structure of the business and do not have to be registered with the State.

Bylaws work in conjunction with the articles of incorporation to form the business's legal identity. All organizations are formed within State-legal jurisdictions/territories [of operation], because all geo-locations on the planet are divided into separate national categories. Declarations of legal organizational status are that which create market-State partnerships. Partnership documentation informs the State that some type of operation is occurring. It is a legal document that will be filed with a Jurisdictional Division of Corporations (the filing may or may not be compulsory). It sets forth the very basic and most important details about the corporation, including:

1. Reason for existing (as in, articles of incorporation). It includes the structure of the organization.
2. Internal governing rules (as in, bylaws). The fact that there are members of the corporation, and the criteria for membership will be set forth in the bylaws. And, how members meet, decide, and come and go.
3. Rules about the dissolution of the corporation, that the assets must be distributed via some procedure.

In-corporation simply means that an organization is contractually being incorporated (included) in State [economic] production information awareness; it has become a "legal" organization (a State registered and licensed entity). There are many recognized types of legal organization (as organizations that have made contracts with the State). For relative safety, the market (requires) the State to legalize (approve, accept, authorize, and oversee justice over) any economic organizational intervention in the real world.

In general, the following are sub-classes of [in-] corporation. A "foundation" gives grants to other organizations based upon some funded pool of financial resources. A foundation does not have members; it is not a member organization; it is a user organization. "Service" connotes an organization that provides some direct service. An "association" implies a membership organization. An "association" has members. A "business" has consumers. An "institute" has users/members and has an educational or research component. A "center" has a physical place where the organization provides its services or otherwise performs its functions. "Corporation" means in-corporation into the economic activities of the State, with State oversight, and State property enforcement and collections, agencies. "Cooperative" is most closely aligned with production in

community, where there is no profit incentive, and the producers are also the users. "Association" is the most general of these, simply meaning a group of people gathered for a common [economic] purpose. "Academy" would seem to have an educational structure at its base. "Institute" is a more esteemed version of "association" that may have a particular directive, depending on its purpose (which, is generally educational or research in nature). States often view non-profits (a.k.a., non-governmental organizations, NGOs) as organizations that are supposed to work on public/social welfare projects, expand the reach of the State, and do work [for human service] the government is unable to fulfill at the moment. Not-for-profits necessarily must make a profit, but these profits can only be used for activities such as carrying out the day to day work of the organization (and maintain mission congruity). A for-profit operates for the financial profit or personal gain of its owners, in general. Sometimes this direction is even written into the legislative code surrounding the construction of these entities. For-profits have the option to reinvest their profit, keep it as a store of wealth, or distribute it to others (as in, luxury and other purchases).

Fundamentally, associations, foundations, trusts, condominiums, home owners associations, etc., are all just synonyms for State [in-]corporations. All of these synonyms require organizational work to create and maintain. Compliance with the State is mandatory.

Within the context of profit, there are essentially three types of legal organization:

1. **For-profit partnerships** partnership to make a profit, and offer a wanted good/service.
 - A. **Non-profit partnerships** are still a for profit organization, and offer a needed good/service, which gives them State privileges.
 - B. **Cooperative partnerships** a distributed ownership model:
 1. **Worker cooperative:** The customer and the owner are members and/or workers.
 2. **Consumer cooperative:** The customer is not a member or a worker (i.e., the cooperative sells a larger market than just the cooperatives laborers/members). Profit is shared.

A non-profit organization (NFP, NPO) is a legal entity organized and operated for a collective, public or social benefit, in contrast with an entity that operates as a business aiming to generate a profit for its owners. A non-profit is subject to the non-distribution constraint: any revenues that exceed expenses must be committed to the organization's purpose, not taken by private parties. A for-profit generates revenue that benefits private interests such as the owner(s) of an organization or business, or its shareholders. In contrast, the main goal of a non-profit is to benefit the public. Non-profits do not focus on the financial gain of any one person or

group of people. In general, non-profits may not attempt to influence legislation. Some countries strictly limit any influence on political campaigns.

IMPORTANT: Every type of partnership (organization), because they exist in the market, has to bring in more financial income than expense (relative to a pre-funded pool); in other words, they have to make a profit, or the partnership (organization) closes/ends.

Legal inquiry and resolution around a State-incorporated organization involves:

1. What is the type of organization?
 - A. What is the purpose of the organization (i.e., articles of incorporation, or equivalent)?
 - B. What is the control structure of the organization (i.e., bylaws, or equivalent)?
 - C. What is the ownership type?
 - D. Can it issue shares?
 - E. What type of fulfillment deliverable does it provide?
 - F. What are the incentive signals?
 - G. Is there State oversight, and if so, how much?
 - H. What method of delivery of the product of economic production?
 - I. Are there benefits to the completion of human need through the continued existence and operation of the organization?
 - J. What is the presence of profit and what is the profit orientation of the organization?
 - K. What is the State taxability of the organization? Does the organization want to pay tax to the State (is the State a beneficial coordinator as well as a beneficial arbiter of common heritage resources and production services)?
 - L. What is the ability of the organization to influence political campaigns?
 - M. What is required for maintenance of the organization on a yearly basis?
2. Where is the organization registered?
3. How was the organization registered?
4. Who is liable for the organization?
5. When are they liable and in what context?
6. What actions must the organization take to stay in compliance with the State(s), its directives?
7. Can smart contracts and issued tokens be used in place of lawyers and paperwork?

Note, a tax entity is how the internal revenue State taxation system sees a registered partnership (a.k.a., business, enterprise, market entity, etc.). Subsequently, this reflects how a business will be taxed. Tax entity examples include C (chapter of code) Corporations, S (chapter of code) Corporations, sole proprietorships, etc. Legislative code defines

these organization types, and their requirements for compliance. Legal [human property owners] entities have a choice about what tax entity they want to identify as.

2.11.3 Private member association partnership

Private member associations (PMAs) are partnerships that serve the specific interests of their members. PMAs provide a framework for exclusive, member-driven interaction and benefit. This framework extends into various sectors, adapting the concept to suit specific needs and interests while operating under a common principle of autonomy and member governance. Membership is typically exclusive, based on the association's criteria, and offers access to the association's services, facilities, or information not available to the general public. There isn't an ownership of physical property in the traditional sense (like in condos or co-ops), but rather a shared interest or benefit from the association's activities. Unlike homeowners associations (HOAs) or condominium associations (COAs), which focus on property and residential management, PMAs can have various focuses, including but not limited to, health and wellness, social clubs, and education. Here, civil code typically allows for the establishment of private member associations.

The characteristics and benefits of PMAs include:

1. **Regulatory autonomy:** PMAs, including their sector-specific variations like PHAs and PEAs, operate with a degree of independence from state policies that regulate public interactions, provided they don't pose a substantial harm or clear and present danger. This autonomy allows for innovation and customization of services according to members' needs.
2. **Exclusive membership:** Membership criteria are set by the association, ensuring that services and benefits are tailored to a specific community of members who share common interests or values.
3. **Shared interest or benefit:** Unlike HOAs or COAs, which are tied to [market] property management, PMAs focus on shared benefits or interests, whether it's healthcare, education, faith, or another unifying theme.

Private membership associations (PMA) allow people to provide services without having to follow all the State policies regarding citizenry interaction in the market. As long as the association is not causing a clear and present danger or substantial harm, the government cannot intervene.

PMAs have their equivalent in other sectors of society.

1. Private Healthcare association (PHA).
2. Private education association (PEA).
3. Faith based organizations (FBO). Here, "faith" is typically, loosely, defined.

Typically, outside of private membership organizations, healthcare and education organizations are highly regulated and licensed by the State. They are highly regulated because they both relate to the safety and perpetuation of the State.

2.11.4 Trust association partnerships

Trusts in certain jurisdictions can provide strong asset protection features against creditors, lawsuits, and other financial risks. An offshore trust could be established to hold assets and offer financial protection. The trust could own the corporate partnership organization and possibly the private membership association (PMA), depending on legal structuring. An offshore trust could purchase the land and other assets, safeguarding the community's primary asset(s) from direct legal challenges and providing a layer of financial opacity that can deter potential litigants or creditors. Then, a 508(c)(X) organization, as a subsidiary or affiliate of the trust, could be designated as the operational entity for the land, managing its use for religious, educational, and communal activities. For instance, a 508(c)(1)(A) organization, as a subsidiary or affiliate of the trust, could be designated as the operational entity for the land, managing its use for religious, educational, and communal activities. This setup utilizes the religious organization's tax-exempt status for activities and transactions directly related to its mission.

Here, the PMA manages the internal economy of the community, including the allocation of resources, labor contributions, and the development of products or services. It operates under the umbrella of the 508(c)(1)(A) for religious or spiritual activities but maintains a distinct role in community governance and daily operations.

For trading with the outside world, the community could establish a cooperative or another legal entity that interfaces with the broader market. This entity could handle sales of products or services, purchases of external goods, and any other market interactions, ensuring that the core entities (PMA and 508(c)(1)(A) organization) remain insulated from commercial risks.

It is relevant to note here that civil law systems traditionally do not recognize trusts in the same way as common law systems do. However, similar structures can be created through "fiduciary" conditional contracts ("fiduciary agreements") where assets are managed by one party for the benefit of another; these resemble the function of trusts.

2.11.4.1 The land trust association partnerships

A land trust could entrust land to community standards. Here, the common heritage land is "placed" in a legally

documented organization for trusting that the land will be used for community-type habitat network purposes (i.e., used for community standards). A community-type society land trust is essentially a document that details how the land will be stewarded (guided) into an increasingly community-type configuration. Wherein, the land is directed by community standards to produce habitat services. Traditionally, land trust exist for conservation purposes. However, in this case, the land trust exists for community standards [alignment] purposes, not only conservation-level ones. Generally, land trust organizations focus on nature education, public recreation, watershed cleanups, forestry preservation, etc. Depending on the goals and activities of the specific organization, a community land trust may or may not be reasonably identified as a land trust in the conservation sense.

Here, the land is entrusted to community standards, with oversight by the board of trustees, who are in the role of directors. The land trustees/board of directors approve iterative masterplan zoning decisions aligned with community standards. The individual board members of the trust (a.k.a., coordinator team) form a well-functioning decisioning team/body that understands the standards, and approves decisions.

Here, the community standard becomes the land trust standard; because, the land is the common physical heritage and the standard is the common information heritage.

NOTE: *For-profit land development companies and individuals can and do establish land trusts as title-holding State registry vehicles/documents to hide the identity of property owners from the public, avoid probate (court-based will proceedings), facilitate ownership changes, or serve other non-conservation purposes.*

2.11.5 Dwelling association partnerships

Dwelling associations encompass a variety of forms of collective living arrangements. There are slight differences between condominium associations, home owners associations, and cooperative associations in concern to ownership, governance, and legal framework:

1. Ownership:

A. Condominium ownership association:

Individual ownership of units within a larger property, with common areas jointly owned by all unit owners.

B. Home ownership association:

Members own shares in a cooperative corporation, which in turn owns the property. Ownership shares grant the right to occupy specific units.

C. Cooperative dwelling ownership association:

Members own shares in a cooperative corporation, which in turn owns the property. Ownership shares grant the right to occupy

specific units.

- D. **Time-share associations:** Individuals own the right to use a property for a specific period each year, rather than owning the property outright.

2. Governance:

- A. **Condominium ownership association:** Managed by a board of directors, typically composed of residents. The board oversees common area maintenance, budgeting, and community standards.

- B. **Home ownership association:** Similar to condo associations, HOAs are managed by a board of directors elected from among the residents. The board's responsibilities include enforcing covenants, conditions, and restrictions (CC&Rs), managing community finances, and maintaining common areas.

- C. **Cooperative dwelling ownership association:** Governed by a board of directors elected by co-op members. The board has significant control over membership approvals and community operations.

- D. **Time-share associations:** Managed by an association or a management company, focusing on maintaining the property and scheduling occupancy.

3. Legal framework (a.k.a., legal mechanism and documentation):

- A. **Condominium ownership association:**

Governed by condominium documents that may grant the association the right to approve sales or leases, with such powers exercised under non-discriminatory, legal standards.

- B. **Home ownership association:** Operates under covenants, conditions, and restrictions (CC&Rs) along with state and local laws, focusing on community welfare and property values.

- C. **Cooperative dwelling ownership association:** Operates under cooperative laws, with proprietary leases or occupancy agreements defining the rights and responsibilities of members.

- D. **Time-share associations:** Governed by time-share agreements and applicable state laws, outlining use rights, maintenance fees, and exchange options.

2.11.5.1 Condominium and home owners association partnerships

A.k.a., Homeowners association (HOA), home owners association (HOA), housing association, condo association, condominium ownership association (COA), dwelling association, residency association.

Traditionally, a condominium—commonly referred to as “condo”—is generally a form of housing and other “real property” identified as a parcel of real estate that is individually owned among a collective. Unlike a cooperative, a condominium unit is real[estate] property, akin to a single-family home with shared amenities. If “you” own a condo, “you” have a deed to a parcel of real property (land— even if that ‘land’ is air-space), just like “you” do if you own a single-family home. Condominiums and home owners associations (HOAs) are the same dwelling category association. Condominiums simply represent condominiums (a.k.a., apartments, condos), while HOAs represent houses. In both cases, the purpose of the association is to ensure that common areas and community facilities are being well taken care of, are budgeted for, and are coordinated based on legal and local standards. The positions of the board of directors of the association are typically composed of current residents.

Assuming a legitimate reason to not to want to approve a buyer, then the condominium association document will dictate what direction the board can take. Condominium documents may provide the association with an approval right in regard to the sale or lease of a condominium unit. And since the association is responsible for the operation of the condominium, such approval rights are related to supporting the safety and welfare of the residents of the association as stated in a bylaw agreement list. Importantly the association is provided the right to refuse a purchaser without being obligated to provide an alternate purchaser. Also, typically, the association itself cannot purchase the unit.

It is important to note that such rights are still subject to State legal acts/statutes that expressly prohibit discrimination in housing based on an explicit list of discriminations. State constitutional-policy-law documents of rights protect people from discrimination when they are renting, buying, or securing financing for a home. Every citizen has the right to fair housing options. In general, it is illegal to refuse to sell or rent to any person because of their race (genetic ancestry), color (of skin), religion (love), sex (gender), or national origin (birth ancestry). Fair housing also refers to the residency agreements of a habitat; agreements that people are free to choose as determinants of life in a local habitat with others who share preferences for similar conditions, aesthetics, and activities.

The potential structure of a condominium association to facilitate transition to community may involve:

1. The condominium association is a plot deeded area on/in the land trust. There are individual owners of plots (personal access) and shared ownership of common access zones/plots.
2. A Declaration of Condominium document establishes:
 - A. The condominium form of ownership for a

- particular multi-unit dwelling landscape.
- B. Articles of incorporation for the association, which establish the association as the corporate entity responsible for the operation of the condominium.
 - C. The bylaws of the association, which set forth the manner of governance of the association (these are the rules and regulations for the condominium, which set forth the do's and don'ts (I will's and I will not's) of living in the condominium property).
 3. When a purchaser agrees to the sale and becomes a deed holder, s/he is considered a resident, who must obey the rules of habitat residency as configured by the condominium [habitat association] board (approvers/voters). The purchaser is subject to the declaration and bylaws, which have been recorded prior to the deed being given. Often the rules cover issues, such as, leasing the unit for shorter periods than stipulated in governing documents, leasing to a commercial business, or failure to pay association dues. If unit owners fail to abide by the bylaws, they can be subject to litigation, often at their own expense. Residents can be assessed penalties and attorney fees, late fees, fines, and police eviction.
 4. If a condominium unit owner does not fulfill his or her financial and residential obligations [to the habitat association], the association may file a lien and foreclose against the unit through the State courts. When the foreclosure is complete, the unit is offered for sale at auction and ownership is conveyed to the successful bidder. If the association acquires title through this process it is entitled to obtain a Writ of Possession, forcing the previous unit owner to leave. Removal of voting rights (if present) could be an early step in the obligation transition process.
 5. Upon the current owner's death, the property interest automatically transfers to an owner's heirs, who must complete the habitat residency agreement or must sell if at reasonable cost (not over 10% of what they paid to eliminate speculation) to someone who has completed the residency profile; and (iii) the property interest continues until the current holder dies without heirs, upon which time it is sold by the association at reasonable cost to someone who has completed the residency agreements.

2.11.5.2 Dwelling cooperative association partnerships

A.k.a., Housing co-op, housing cooperative, etc.

Housing cooperatives offer members ownership

interests in a residential community. Unlike condominiums, where individuals own specific units outright, co-op members own shares in a corporation or have membership certificates that grant them the right to occupy a unit. Ownership in a housing co-op is typically represented by shares in the cooperative corporation or a membership certificate. This comes with a proprietary lease or occupancy agreement that gives the member the exclusive right to use their unit. Housing co-ops are governed by a board of directors elected by the members. This board has significant control over the operations of the co-op, including the approval of new members. This contrasts with condominium associations, where the board has less control over who can buy units. Co-op boards can reject applicants based on various non-discriminatory, legal reasons, reflecting the cooperative's emphasis on community cohesion and financial stability. Whereas a co-op board can turn down an applicant for various reasons, condos have less control over the process. To this end, the bylaws would have to grant the board with non-discriminatory, legal powers of oversight. Boards do have the right to accept or reject buyers for legitimate reasons.

2.11.6 Production association partnerships

A.k.a., Production association partnerships, worker cooperative association.

There are three general types of economic production partnerships:

1. Partner for profit (e.g., C and S corporations).
2. Trust is a partnership for heritage security.
3. Partner for profit and good works (e.g., B corporation, non-profits, non-governmental organizations, foundations, etc.).
 - A. U.S.A.-Based 501(c)(3) is a charitable organization and a structure that does not allow lobbying.
 - B. U.S.A.-Based 501(c)(6) is a development and incentivizing structure that does also allow for lobbying.
4. User-producer partnership where there is no profit (i.e., worker cooperatives).
 - A. Worker cooperatives that compete (typically inclusive of labor hour tokens and priced objects/services).
 - B. Worker cooperatives that cooperate.
 1. Worker cooperatives that cooperate and are their own State.
 2. Worker cooperatives that work under the oversight of a State.
 3. The worker cooperatives the one office and one factor of the production of the State.

NOTE: A for-community-purpose corporation model uses a multi-partnership structure to

direct profit into the development, duplication, and spreading of community.

All business partnerships must account for legal-State responsibilities (a.k.a., legal accountabilities). In a business partnership the owners/directors of the partnership hold legal responsibility for the organization's compliance with federal, state and local regulations.

In community, it is possible to have a for-profit business association where:

1. The profit goes to the operation and duplication budget of the habitat.
2. The dwelling (condo/home) association fees are paid for by the for-profit cultivation business firstly.
3. Then, additional profit goes for duplication and spreading of community.

A production partnership for the transition to and operation of a community-type society must account for:

A self-sustained living environment with a focus on communal living and shared resources, while ensuring maximum asset protection and minimal State and market interference, involving a complex legal and financial structure. The aim is to create a system that protects common [heritage] assets, minimizes external interference, and promotes the welfare and sustainability of the community.

2.11.6.1 For-profit production-commercial corporation partnerships

A.k.a., Commercial production partnership, partnership agreements, partnership contracts, articles of incorporation, joint operation of business for profit.

In order for two or more individuals to come together to jointly operate a production-sale business for profit, they must create a document called a "contract". There is a contract type called "Articles of Incorporation" that establishes ("creates") the business organization. Note that not all commercial partnerships start with an "articles of incorporation" document. The use of articles of incorporation is specific to corporation-type commercial partnerships; however, many non-corporation commercial partnerships still use them to make the organization clear. Regardless, the terms and conditions of the partnership arrangement [legal-contractual] agreement typically include:

1. Name.
2. Purpose.
3. Registered agent(s).
4. Authorized stock conditions.
5. Dissolution conditions.

Hence, a template for the Project's for-profit corporation could be (using "widgets" as the example):

1. Article I: Name
 - A. The name of the corporation shall be [Company Name] ("Corporation").
2. Article II: Purpose
 - A. The Corporation is organized for the purpose of engaging in the business of manufacturing, distributing, and selling widgets, and to engage in any lawful business or activity related to or connected with the foregoing, for which corporations may be organized under the applicable laws.
3. Article III: Registered Office and Agent
 - A. The registered office of the Corporation shall be located at [Registered Office Address]. The name of the registered agent at such address shall be [Registered Agent Name].
4. Article IV: Capital Stock (Optional)
 - A. The total number of shares of capital stock that the Corporation shall have authority to issue is [Number of Authorized Shares], consisting of [Number of Common Shares] shares of common stock, par value [Par Value of Common Shares] per share.
5. Article V: Incorporators
 - A. The names and addresses of the incorporators of the Corporation are as follows:
 1. [Incorporator Name], [Incorporator Contact]
 2. [Incorporator Name], [Incorporator Contact]
 3. [Incorporator Name], [Incorporator Contact]
6. Article VI: Initial Directors
 - A. The initial Board of Directors of the Corporation shall consist of [Number of Initial Directors] directors. The names and addresses of the initial directors are as follows:
 1. [Director Name], [Director Contact]
 2. [Director Name], [Director Contact]
 3. [Director Name], [Director Contact]
7. Article VII: Bylaws (Procedures and Rules)
 - A. The Bylaws (Procedures and Rules) of the Corporation shall be adopted by the Board of Directors and may be amended or repealed as provided therein.
8. Article VIII: Indemnification
 - A. The Corporation shall indemnify any person who was or is a party or is threatened to be made a party to any threatened, pending, or completed action, suit, or proceeding, whether civil, criminal, administrative, or investigative, by reason of the fact that he or she is or was a director, officer, employee, or agent of the Corporation.

9. Article IX: Dissolution

- A. Upon the dissolution of the Corporation, the assets shall be distributed for one or more purposes or to one or more parties.

10. Article X: Effective Date

- A. These Articles of Incorporation shall be effective upon filing with the appropriate state authority.

11. In Witness Whereof, the undersigned incorporators have executed these Articles of Incorporation on [Date].

2.11.6.2 501(c)(3) Corporation partnerships for a non-profit charitable organization

A.k.a., Not-for-profit production partnership, non-profit (NP), not-for-profit (NFP), nonprofit institution, nonprofit organization (NPO), non-governmental organization (NGO), charitable partnership, nonprofit charitable collaboration, etc.

The purposes for which a 501(c)(3) corporation are organized are exclusively charitable and educational within the meaning of Section 501(c)(3) of the United States Internal Revenue Code of 1986, or the corresponding provision of any future United States Internal Revenue law. These organizations are intended for serving public purposes. They can also be involved in testing for public safety, fostering national or international amateur sports competition, or preventing cruelty to children or animals, or other social welfare projects. Examples of 501(c)(3) organizations are charities, religious entities, educational entities, scientific entities, literary entities, social work entities, organizations that test for public safety, and amateur sports organizations.

501(c)(3) organizations occupy a unique position within the landscape of U.S. tax-exempt entities:

1. **Approval required tax-exempt status:** 501(c)(3) entities must apply to the US IRS for tax-exempt status by filing form 1023 (or form 1023-ez for smaller organizations). This process includes detailed reviews of their finances, operations, and compliance with non-profit regulations.
2. **Annual information returns required:** 501(c)(3) organizations are generally required to file form 990 annually with the US IRS, disclosing financial activities, operations, and other significant information. This requirement enhances transparency and accountability, allowing public access to their financial and operational information.
3. **Limited applicability of religious protections:** While religious 501(c)(3) organizations enjoy certain protections similar to 508(c)(1)(A) entities, the broader category of 501(c)(3) includes many organizations where religious autonomy and

associated legal protections may not apply.

4. Member-based focus vs. public benefit:

A. Public benefit: 501(c)(3) organizations are required to operate primarily for the benefit of the public rather than serving the exclusive interests of members. This public benefit requirement is a fundamental difference from the membership focus of 508(c)(1)(a) organizations.

5. Limitations on commercial activities:

Similar to 508(c)(1)(a) organizations, 501(c)(3) entities are subject to UBIT for income generated from activities unrelated to their exempt purposes. However, the restriction against significant commercial activities is enforced under the premise of maintaining their primary focus on exempt purposes rather than profit-making.

6. Limitations on political and legislative activities:

501(c)(3) organizations are prohibited from participating in any campaign activity for or against political candidates. They are allowed to engage in some lobbying activities, but these must not constitute a substantial part of their activities.

7. Regular reviews and public scrutiny:

Regular reviews of operations, financial practices, and compliance with exempt purposes are necessary. The requirement for transparency and the public filing of form 990 allow for external scrutiny, promoting accountability. State regulations around non-profits exist to ensure the money (and organizational resources) are going to the stated “public” cause. These regulations also help to ensure donors that their money is going to the stated cause. In general, non-profits convey a higher standard of transparency.

Contributions to 501(c)(3) organizations are typically tax-deductible for donors. The organizations themselves are exempt from federal income tax. As a 501(c)(3) organization, the Corporation may take on tax-deductible donations to advance its services to humanity. Contributions to 501(c)(3) corporations are eligible for an income tax deduction, if the contributor qualifies [in terms of whatever the government claims to qualify]. The corporation can use donations to promote (advertise), to distribute the socio-technical standards, to pay for work, and to pay for habitat construction and operation. Private foundations, corporations and individuals can easily distribute grants to non-profit organizations, and the Project can take advantage of these to support development.

If a corporation is a non-profit based in the United States, then it has specific jurisdictional rules that must be adhered to. These “non-profit” corporations cannot (and has to be very careful about) using resources for political purposes, or to support any political candidate

or party. The corporation cannot participate in political campaigns. These activities are not allowed for a U.S. based not-for profit. These restrictions extend to the inability to even link to a political party or candidate on the organization's website. In the United States of America non-profit 501(c)(3) corporations cannot explicitly participate in politics. Strangely, this is no problem for for-profit corporations; they are allowed to participate in politics, most often (in the U.S.A.) through lobbying.

Typically, for this types of corporation, no part of the net earnings of the corporation shall inure to the benefit of or be distributed to its members, officers, directors, or other private persons, except that the corporation shall be authorized and empowered to pay reasonable compensation for services rendered and to make payments and distributions in furtherance of the purposes set forth in its founding document. No substantial part of the activities of the Corporation shall be the carrying on of propaganda, or otherwise attempting to influence legislation, and the Corporation shall not participate in, or intervene in (including the publishing or distribution of statements), any political campaign on behalf of any candidate for public office.

If a 501(c) Corporation pays people in countries other than the United States of America, then it must significantly vet (analyze and know) the person, people, or organization being paid. This is to ensure the transparency of money transfer; to ensure that is not being used irresponsibly (because it is a non-profit) and/or for criminal purposes. A service provider (someone being paid with Project money) should expect to be highly inquired into to ensure that they qualify as a suitable and legal service provider (as described in U.S.A. code).

Charitable non-profits (also known as public charities) generally receive money through donations, and also from grants from foundations or state and federal governments. These non-profits can also sell services or products. For example, many charitable non-profits receive income from fees for services (e.g., magazine subscription, workshop), tickets for performances or conferences, or from selling merchandise (e.g., magazines, books, apparel). In specific, charities are funded in various ways, such as running fundraising campaigns, patrons, applying for grants, holding events, and receiving bequests through the estates of deceased supporters. While non-profits are sometimes allowed to earn unrelated income without losing their non-profit status, they have to pay taxes (called UBIT) on it.

Notwithstanding any other provisions of the Articles [of incorporation] for a corporation of this type, the corporation shall not carry on any activities not permitted to be carried on by a corporation exempt from Federal Income Tax under Section 501(c)(3) of the Internal Revenue Code or corresponding provision of any future United States Internal Revenue Law.

NOTE: *It should be noted that “not-for-profits”*

are still, actually, for profit organizations (i.e., in general, they will accept money from the public, and in fact, must do so, in order to survive as a "business").

Within this structure, the governing body is a board of directors. The board of directors generally has to meet once a year. This is a monetary coordination structure that allows for the payment of some services, as decided by a board. In this way, the board designates project coordinator teams/committees to coordinate sub-projects for the organization.

CLARIFICATION: A "foundation" would be a better legal word for an organization that has no need for an external source of money, because it is fully funded already (or, can print its own funds).

2.11.6.3 501(c)(6) Corporation partnerships for a business league or chamber of commerce

A.k.a., Industry collaboration partnership, etc.

501(c)(6) organizations are formed to serve and promote the common business interests and standards of their members. Unlike 501(c)(3) organizations, which are primarily focused on charitable, religious, educational, or scientific purposes, 501(c)(6) entities are geared towards improving business conditions and promoting industry standards. Similar to 501(c)(3) organizations, these entities must not be organized for profit or benefit any private shareholder or individual. Examples of 501(c)(6) organizations are business leagues, chambers of commerce, real estate boards, boards of trade, standards setting organizations, professional sports leagues (not organized for profit), and associations of persons having a common business interest. By effectively representing the interests of specific industries or professional groups, 501(c)(6) organizations can have a significant impact on public policy and regulation. They can advocate for legislation and regulations that benefit their members, influencing the economic and professional landscape.

501(c)(6) organizations occupy a unique position within the landscape of U.S. tax-exempt entities:

1. **Lobbying the State and advocacy:** 501(c)(6) organizations can lobby the State (government) to change public policy [toward a community-type configuration of society]. These organizations are allowed to lobby the government for changes in public policy without jeopardizing their tax-exempt status. This makes them powerful tools for industries and professions to influence legislation and regulatory practices that affect their fields.
2. **Limited tax-exempt status:** Donations to 501(c)(6) organizations are not tax-deductible as charitable "gift" contributions for federal income tax purposes (which, is supposed to reflect their focus on

business and lobbying activities, rather than charitable work). However, membership dues and other expenses related to the business purpose of the organization may be tax-deductible as business expenses. In this way, members can often deduct dues and other related expenses as business expenses on their tax returns. This is because the payments are considered to contribute to the operation of the member's business by promoting the industry or profession as a whole. It is important for members to note that there may be limitations on the deductibility of expenses related to lobbying. The IRS requires detailed reporting on lobbying activities, and businesses may need to adjust their deductions accordingly.

2.11.6.4 508(c)(1)(A) Corporation partnerships for a religious organization

A.k.a., Religious partnership, churches, religious organizations, etc.

A 508(c)(1)(A) organization refers to a specific classification under the United States Internal Revenue Code (IRC) for churches, their integrated auxiliaries, and conventions or associations of churches.

508(c)(1)(A) organizations are similar to 501(c)(3) organizations, and unique in several ways:

1. **Automatic tax-exempt status:** Unlike 501(c)(3) organizations that must apply to the IRS for tax-exempt status, 508(c)(1)(A) organizations automatically qualify for tax exemption without the need to file an application. This is because they are considered inherently religious organizations that are constitutionally protected from government interference.
- A. These organizations, in the United States, automatically qualify for tax-exempt status without needing to apply to the United States Internal Revenue Service (IRS). This exemption from filing an application with the IRS shields them from the scrutiny that typically accompanies the application process for 501(c)(3) status, including detailed reviews of their finances, operations, and compliance with non-profit regulations.
- B. These organizations are not required to file U.S. IRS Form 990, the annual information return that most tax-exempt organizations must submit to the IRS. This exemption reduces administrative burden and limits public exposure of their internal financial operations.
2. **Limited reporting requirements:** 508(c)(1)(A) organizations are not required to file annual information returns (Form 990) with the IRS, which

is a requirement for most 501(c)(3) organizations. This exemption is based on the principle of separation of church and state, aiming to minimize government oversight over religious activities.

3. **Religious autonomy:** These protections affirm the autonomy of religious organizations in managing their internal affairs, doctrine, membership, and religious practices without government intrusion. This autonomy supports the broader constitutional commitment to religious freedom and the diversity of religious expression.
 - A. These organizations have a certain degree of latitude under the “ministerial exception,” a legal doctrine that exempts them from anti-discrimination laws in employment regarding the hiring and firing of ministers and possibly other employees who perform essential religious functions. This is based on the premise that religious institutions have the right to decide for themselves, free from state interference, matters of church governance as well as faith and doctrine.
 - B. Under the United States Religious Freedom Restoration Act (RFRA), the government must demonstrate a compelling reason to burden an individual’s or entity’s religious practice and do so in the least restrictive means possible. This provides a strong layer of protection against state actions that might inadvertently or otherwise infringe upon religious practices.
 - C. The United States Religious Land Use and Institutionalized Persons Act (RLUIPA) protects religious institutions from discriminatory and burdensome zoning laws, providing them with greater flexibility in the development and use of their properties for religious purposes.
4. **Member-based focus:** These organizations are primarily religious in nature and are often structured around a membership model where services and benefits are provided exclusively to members. The membership aspect underscores the private, rather than public, nature of these organizations. Here, the limited reporting requirements offer a higher degree of privacy and autonomy from government oversight.
5. **Limitations:** The primary limitation is that these organizations must strictly adhere to their religious purpose and cannot engage in significant commercial or non-religious activities without risking their tax-exempt status. Furthermore, their activities must be directed toward and benefit their members rather than the general public.

Compliance with a 508(c)(1)(A) categorization requires:

1. Complying with religious purpose:

- A. **Clear religious objective:** The organization must have a clearly stated religious purpose, which is reflected in its governing documents (such as its bylaws or constitution). This purpose should guide all of its activities and operations.
- B. **Religious doctrine and practices:** Activities conducted by the organization should be in alignment with, and reflective of, its religious beliefs and practices. This includes worship services, religious education, prayer meetings, and other forms of religious expression.
- C. **Religious/ministerial activities:** Many 508(c)(1)(a) organizations engage in ministerial activities such as pastoral counseling, religious ceremonies (weddings, funerals, baptisms), and missionary work. These activities should directly relate to the organization’s religious mission.

2. Limitations on commercial activities:

- A. **Incidental business activities:** While some level of commercial activity might be permissible, these activities must be incidental to the organization’s religious purpose and not its primary focus. For example, selling religious books or items could be seen as an extension of religious practice, whereas operating a general bookstore would likely not.
- B. **Unrelated business income tax (UBIT):** If an organization regularly engages in business activities unrelated to its religious purpose, it may be subject to UBIT on the income generated from these activities. Maintaining a clear separation between religious and commercial activities is crucial.

3. Activities benefiting members vs. the general public:

- A. **Primarily member-focused:** The benefits provided by the organization should primarily target its members. This includes religious guidance, community support, and educational programs about the faith.
- B. **Community outreach and public service:** While serving the general public is not the primary mission, activities such as charitable work, disaster relief, and community service that are in line with the organization’s religious beliefs and benefit the wider community indirectly can still be part of its operations, provided they support the religious mission.

4. Monitoring and compliance:

- A. **Documentation and record-keeping:** Maintaining detailed records of activities, financial transactions, and decisions made by the governing body is essential for

demonstrating compliance with tax-exempt status requirements.

- B. Regular reviews:** Organizations should regularly review their activities and operations to ensure they remain in compliance with their religious purpose and do not engage excessively in non-related commercial activities.

Private membership associations (PMAs) registered as 508(c)(1)(A) organizations typically operate under a set of bylaws or a constitution that outlines their religious purpose, membership requirements, and governance structure. They may offer a range of services to their members, including religious instruction, worship services, and community support activities. The governance is usually overseen by a board of directors or trustees who are responsible for ensuring the organization's adherence to its religious mission.

Globally, the concept of forming a project as a religious organization to develop a community-type society taps into the universal notion of religious freedom, a principle recognized in many countries around the world, either constitutionally or through human rights declarations. Such an approach leverages the special status that religious entities often enjoy, including protection from government interference, potential tax exemptions, and a certain degree of autonomy in governance. This is rooted in the broader understanding that religious freedom is fundamental to human dignity and individual liberty, allowing people to live in accordance with their beliefs. In nations where religious freedom is upheld, projects aiming to establish community-type societies under the umbrella of religious organizations can benefit from these protections and freedoms. They operate in a space where their religious identity provides both a framework for community life and a shield against external encroachments, facilitating a unique environment for their members to pursue spiritual and communal goals in harmony with their values and beliefs.

In the Constitution of the United States of America, the religious freedom principle is deeply embedded in the First Amendment, which provides two key provisions related to religion:

1. **Establishment clause:** The "Establishment" clause prohibits the government from making any law "respecting an establishment of religion." This has been interpreted to mean that the government cannot establish an official religion, nor can it favor one religion over another or religion over non-religion. This clause is a cornerstone of the separation of church and State in the United States, ensuring that religious organizations can operate independently of government control or influence.
2. **Free exercise clause:** The "Free Exercise" clause complements the Establishment Clause by prohibiting the government from making laws

"prohibiting the free exercise" of religion. This clause protects the right of individuals and organizations to practice their religion freely, without government interference, as long as these practices do not violate public morals or the common good. It ensures that religious organizations can conduct their affairs according to their religious beliefs and practices.

A. Navigating the intersection between religious practices and market-State regulations presents potential challenges, particularly when these practices come into conflict with laws designed to protect property and other "right" in the market. The phrase "as long as these practices do not violate public morals or the common good" refers to a principle in U.S. law that, while religious freedom is broadly protected, there are limits to this protection when religious practices conflict with market-State practices and public safety, health, or welfare. This principle is not uniformly defined and can vary by context, leading to complex legal interpretations and rulings. The determination of what constitutes a violation of public morals or the common good often involves adjudicating market-State interests, public safety, and religious freedom. The commonly cited as unacceptable public moral behaviors typically include: polygamy, child labor and neglect, and animal sacrifice.

2.11.6.5 Cooperative association partnerships

A.k.a., Co-op, cooperative production association, limited liability cooperative association, cooperative membership organization, limited cooperative business.

Cooperatives can function in various capacities, including both production partnerships and dwelling associations. Production partnership cooperatives are formed by producers or workers. Members own the cooperative collectively, sharing in the profits and decision-making processes. This setup encourages equitable distribution of income, better working conditions, and a focus on community welfare and sustainable practices. In a cooperative (co-op), members of the cooperative have a share of stock in the corporation, or a membership certificate evidencing their ownership interest. Cooperatives are controlled by their owners. A cooperative is an autonomous association of persons united voluntarily (without coercion) to meet their common economic, social and cultural needs and aspirations through a jointly owned and democratically-controlled enterprise. For community, that production of met economic, social, and cultural needs is a network of community-type habitat service systems where the population live in a condition of global need fulfillment and ecological restoration. Cooperatives are typically

registered under specific cooperative laws that recognize their unique purpose and structure, allowing them to operate in a manner that serves the interests of their member-owners.

In the market-State, where there is price and payment, a limited cooperative legal structures may be formed to use/transact money, and to facilitate transition to community. In a limited cooperative, members usually receive limited compensation, if any, on capital subscribed as a condition of membership and or role-occupation. Then, members allocate surpluses for any or all of the following purposes: developing the product (e.g., duplication of the habitat), developing the market (for community), keeping some in reserves (for safety margin).

2.11.7 The distributed autonomous organization association partnership

A.k.a., Distributed autonomous organization (DAO), distributed ledger accounting, digital ledger (distributed autonomous organization) technology.

Distributed autonomous organizations are internet-native organizations (with a control structure that is) collectively owned and managed by their members. The distributed ledger is a cryptographic technology, useful for keeping records and determining agreement. A DAO is a member owned and member distributed (smart contract) protocol-based organization. A DAO uses a secure digital ledger technology to track all the transactions of the members across the Internet. Blockchain technology uses a technique which is called trusted timestamping to eliminate counterfeit transactions. Basically, it is a system of hard-coded rules that would define all the actions that take place in the organization. Distributed ledger technology may be used to automate some aspects of voting and transacting. Alternative names for distributed autonomous organization technology include, but are not limited to:

1. Uncorruptable record keeper.
2. Distributed ledger accounting.

Core characteristics of DAOs include:

1. Member ownership and distribution: DAOs are fundamentally democratic structures where ownership and control are distributed among its members. This is often facilitated through tokens or smart contracts, with each member's stake or contribution directly influencing their voting power or decision-making authority within the organization.
2. Decentralized leadership: Unlike traditional organizations, DAOs operate without centralized leadership. Decisions are made collectively, based on predefined rules encoded in smart contracts or

through member voting, ensuring that all actions reflect the consensus of the community.

3. Blockchain technology: DAOs leverage blockchain technology for operation, utilizing a secure digital ledger to record all transactions and interactions transparently. This technology ensures that every action taken within the DAO is verifiable and tamper-proof, promoting trust among members.
4. Trusted timestamping and distributed ledger: The use of blockchain technology allows for trusted timestamping of transactions, eliminating the risk of counterfeit interactions. The distributed ledger, maintained by all members of the blockchain, further enhances security and reduces the need for intermediaries.
5. Automation via smart contracts: The decision-making process within a DAO is often automated through smart contracts, which are self-executing contracts with the terms of the agreement directly written into code. These contracts automatically enforce and execute the agreed-upon terms, reducing the need for manual oversight and increasing efficiency.

DAOs have the potential to significantly impact societal structures and community organization by:

1. Enhancing local coordination: By enabling a token-based form of coordination, DAOs can facilitate local-level customization and cooperation-building, allowing communities to tailor solutions to their specific needs and contexts.
2. Fostering residency consensus: DAOs can coordinate residency agreements and contributions, making it easier for communities to organize and manage shared resources, spaces, and initiatives based on collective decision-making.
3. Enabling societal-level contextualization: Through the collective and transparent decision-making process, DAOs can help align community initiatives with broader societal goals, ensuring that local actions contribute to global sustainability and well-being.

It is important to note here that blockchains are technically not databases; they are only ledgers. A ledger, in and of its, is a recording of transactions (not a database). Hence, lets say, for instance, someone steals money from "your" account. In a normal and traditional database, the database administrator can simply reverse the theft, and "you" will get your account and/or money back. In a blockchain system, because it is an immutable ledger (not database), if someone steals "your" money, the change cannot be reversed -- the theft cannot be reversed; because, the blockchain is not a traditional database, it is an immutable (unchangeable) ledger (an

unchangeable record of transactions). The admins of the network can do nothing to help the person who has been stolen from.

A distributed autonomous partnership may be understood in the following ways:

1. As a technology that enables extended functionality using hardware, software, and cryptographic algorithms.
2. An organization grouping of people and machines.
3. A decision [smart contracted] encoded protocol(s):
 - A. Decentralized has members that have a say in decisions.
 - B. Financialized has a financial layer: with a digital coin that is decentralized in that there is no central bank or owner of the currency.
 - C. Decided decisions are finalized through votes (with the properties of quorum , # of voters, and unity, % of agreement) and pre-coded procedures.
 1. Every vote or action that takes place is represented in the form of a transaction in the blockchain.
 - D. Autonomous in that it is highly automated based on a set of rules/instructions written into code (smart contracts). Decisioning is automated.
 1. All work under DAO technology conditions is organized as "work description" proposals, which are presented as coordinated projects that use (or, are to use) common heritage resources.

In concern to the financialization function of the distributed ledger technology, there are two real and two abstract layers to the financial system:

1. The [abstract] individual wallets (token bank accounts) of every individual that hold a common token.
 - A. The [abstract] token fee for recoding a transaction/action (the first action being the creation of a token).
 - B. The real electrical power requirements for production for every transaction/action.
 - C. The real marginal/fixed production of the technical computer units for computation.
2. The members who take action or place votes are represented by their [wallet] address, or just, their encrypted ident address. Each member gets an encrypted ident token that acts as:
 - A. A share in the DAO.
 - B. A vote in the DAO to take a specific decision.

Decisioning options include, but are not limited to:

1. The more tokens an address has, the more control that address has over the organization (DAO).
2. The more tokens an address has, the more access it has to organization's production deliverables (a.k.a., token utility).
3. There are personal, non-fungible tokens that give an address access to decisions and contribution coordinated actions (e.g., roles/badges; a.k.a., token governance, token control).
4. The DAO can also raise funds (fiat money) through crowd-sourcing, by issuing tokens to anyone who is paying the money.

In general, a DAO does not have a typical management structure or board of directors and it is based on an open-source code. Herein, there is the code that forms the distributed ledger technology system itself, and then there is the application (smart contract) code that uses the ledger as a hosted service platform. Smart contracts are software code that run on a blockchain. Smart contracts are determined as self-executable codes that run after certain conditions met. Organizational governance/control systems (most commonly known as DAO's) are created through rules of governance/control, which are coded in "smart" contracts. These contracts cannot be changed unless voted on [some percentage of] the DAO token holders. These codes are written based on agreements (a.k.a., contracts) between mistrusting parties. Smart contracts are a digitized formation of agreement among untrusted parties. By the time of submission and after smart contract codes are stored on the blockchain, they cannot be revoked. Hence, it is imperative to test and be sure of the codes' functionality by overcoming any ambiguity before deploying the codes. It is essential to develop smart contracts in an auditable manner for verification purposes and to log all events during the running time. The software should provide a transparent contract identification, prioritization, and decisioning environment. A smart contract is a self-executing "contract" with the terms of the agreement (rules) between identities written into lines of code that resides on the blockchain and is aware of the blockchain. In a way, smart contracts are computerized [transaction] protocols that execute the [operational] terms of a contract. Smart contracts are stored on-chain. Smart contracts are essentially programmable (business) agreements that allow for automatic execution of actions according to an agreed protocol. Summarily, smart contracts are self-executing, business automation [software] applications that run on a decentralized network, such as blockchain. Smart contracts are software [code/programs] stored on a blockchain that run when predetermined conditions are met.

A rule-set is required to process issues/tensions. Blockchain is a way of encoding rules in tools that help express transparency and facilitate decisioning. Community requires a rule-set that allows for emergent

community-type (and oriented) choices to appear when engaging the rules. Smart contracts are an agreement layer on-chain that references (interoperates) with off-chain systems. Some decisioning will be on-chain, and other decisioning will be off-chain. Smart contracts are just software code that happens to run on the blockchain and is blockchain aware. In this case, the word "contract" is just software code with a label (designator) that allows it to be engaged and viewed. Often, engagement first comes through the connecting of an individual's wallet. It could be said that the blockchain is where contractually aware code sits ready to be engaged for some specific function.

On-chain control (i.e., coordination and decisioning, "governance") refers to the [project] control processes that happen directly on the blockchain based on blockchain aware software code. On-chain decisions are automated. The decisioning process happens directly over the InterNet project based on a set of rules within code on the blockchain.

Alternatively, off-chain [project] control finalizes decisions outside of software protocols on the blockchain. In the market-State, this type of decisioning is hidden most of the time, because there is competition (a function in the market-State). In a community-type organization, off-chain decisioning is transparent, accountable, visualizable, and understandable/explainable by standards.

The following questions facilitate an understanding of what type of DAO partnership might be most appropriate:

1. Are contracts code that is stored on-chain?
 - A. Yes, the program uses smart contracts.
2. Will other contracts and data content be stored on-chain?
 - A. Yes, non-smart-contracts will exist and will be listed on-chain. Other data may be referenced on-chain. Some data may be stored on-chain.
3. What content will be stored off-chain?
 - A. All files larger than X mb of data will be stored off-chain.
4. Will the DAO be a website and/or app?
 - A. If yes, what's the purpose of it, and what tools will be used to built it?
 1. As a website/app, it will distribute the standards and to facilitate development of the standards.
 2. As a website/app, it will act as a community-habitat residency program.
 - i. Personal profile.
 - ii. Habitat profile.
 - iii. Production profile.
 - iv. Contribution profile.
5. Where will documentation be centralized?
 - A. The documentation will be centralized to a

website/app.

- B. The editing to the documentation will be centralized to [coordinator] roles who coordinate Internet data storage and web interfacing.
6. How will content be distributed?
 - A. The content will be distributed via the website/app.
7. What tools are used for maintaining documentation?
 - A. A set of open and closed-source software solutions are used to develop the documentation set.

3 [List] Controls

The strategic transition plan includes

1. Project purpose instantiation and control.
2. Project decision control.
3. Key metrics and objective results.

3.1 Project purpose control [the vision]

A.k.a., Project initialization.

IMPORTANT: *The content here is directly related to the Direction Article in the Project Plan, as well as the System Overview.*

The purpose of the Project is controlled by a set of community standards that form a 'science plan':

1. The purpose/intention of the project is to develop a community network of habitats that share resources and optimally fulfill the human needs (and preferences) of their residents. The objective is [global] human need fulfillment, facilitated by ecological service regeneration.
 - A. Identify residency profiles and agreements [as a service].
 - B. Facilitate and motivate education [as a service].
 - C. Facilitate and coordinate contribution [as a service].
 - D. Construct and re-materialize the urban environment into one representational of community standards:
 1. Transition existing municipalities and regions into community habitats and regional community habitat networks.
 2. Acquire land/territory and build community-type habitats through community standards and decision master planning.
 2. How will the purpose/objective be met at a high-level:
 - A. Coordinate contribution and decisioning.
 1. Of motivated, educated people.
 - B. Surveys and data analysis.
 1. Of resources, people, skills, and knowledge.
 - C. Develop standards.
 1. And publish standards.
 - D. Educate.
 1. For awareness and contribution support.
 - E. Build habitats.
 1. Locally customized community-type.
 - F. Acquire residency.
 1. In a community habitat.
 - G. Co-operate a community network of habitats.
 1. Based on a common standard.
 - H. Facilitate the transition process for all residents
- of our planet.
1. Based on a common standard.
 3. This Project is unique in that it is based on a set of open socio-technical standards that enable the potential for individual residency in a globally cooperative Community network of human need fulfillment service habitats. It is unique in that it proposes a vision beyond markets, trade, currency, reciprocal exchange, and even, State coercion. This Project is similar to others in that seeks to distribute preference-oriented decisions to local habitats, which are customized to local preferences, and need-oriented decisioning, which involves access to resources globally, to the global habitat service system (GHSS). Categories of need that are sought fulfillment to at the global level may, and may not have, individual preference at the residency level of any individual habitat where the local population decides customization (in conjunction with community values>objectives>requirements).
 4. This Project exists to bring a community-type configuration of society, informed and operated through a set of community standards, to the human population of this planet. Our team is working for this purpose.
 5. This Project exists to solve the problem of global human need fulfillment without trade and without State coercion.
 6. If this Project is successful, human well-being will flourish among the global population as the ecological services of the earth are regenerated.
 - A. Humans will agree to a set of community-habitat residency agreements.
 - B. Humans will move into residence in community-habitats.
 - C. Humans will contribute to the societal information system that supports human fulfillment in community-habitats.
 7. This project requires contribution to the following roles (and their accompanying work descriptions):
 - A. Coordinator.
 1. Project coordinator.
 - B. Information working group member.
 1. Societal Specification Standard Working Group.
 - C. Decision working group member.
 1. Decision Service System Team
 - D. Habitat team member.
 1. Habitat Service System Team
 - E. Transition team member.
 1. Societal Transition Service Team.

3.2 Project decision control [the decisions]

A.k.a., Project control, decisioning, controller, contribution control.

The project is controlled, in large part, by explicit rules, encoded in software (on-chain) or formal agreements (off-chain), accessible to everyone at all times. These rules "bind" everyone to the same organization no privileged classes; no one outside the rules. Herein, no one has coercive power over any other person or over the rules themselves; authority is distributed systemically.

How are issues about society processed?

Issues about society are processed by roles, inclusive of machines and humans. Roles process issues to produce functional operative systems (solutions) for the issue of human need fulfillment:

1. Software/machine code [for a role/function].
2. An individual human [for a role/function].
3. An issue (a.k.a., tension, problem statement, etc.).
4. A solution (a.k.a., proposal, specification, plan).

Roles (contributions) exist to do activities that often involve decisions:

1. A role has a bounded decision space. It has control (rights/permission/authority), limits, accountabilities/responsibilities, and expectations. Roles come with [project] controls.
2. Work description agreements (proposals) identify what roles have what abilities (permissions, rights, authorities, etc.).

How is someone selected for a role? Who controls, approves, ratifies, and/or executes the decided selection of someone to a role?

The selection of someone to a role may involve one or more of the following [Project] control roles:

1. Contribution service automation.
2. Project coordinator.
3. Group/team [of experts].
4. Everyone.
5. Some combination of the above.

What roles are required to complete the purpose of the Project? What critical roles do you need in order for the organization to operate successfully?

In community, there are the following top-level functional categories of roles:

1. InterSystem service team.
 - A. Contribution service team.
 - B. Coordination service team.

- C. Working group service team.
- D. Habitat operations service team.
2. Transition service team.
 - A. Market service team.
 1. Money service team.
 - B. State service team.
 1. Policy service team.
 - C. Public service team.
 1. Relationship development service team.

What are the non-functional categories of role?

It is possible to have the following roles (i.e., there are four categories of project decision control in the context of roles):

1. Automated use of tokenization software program/protocol.
2. Individual role.
3. Group of [experts] role.
4. Everyone role.

How is it possible to agree to the selection or roles, individuals, proposals, and tensions?

It is possible to agree to the selection of roles, individuals, and issues/tensions:

1. Individual only one person must agree to the ratification of a role and/or proposal/tension.
 - A. Does the selection of person for a role require just one person to agree?
 - B. Does the selection of an issue/tension/need require just one person to agree?
2. Group of [expert] roles only the team must agree to the ratification of a role and/or proposal/tension.
 - A. Does the selection of person for a role require the whole group?
 - B. Does the selection of an issue/tension/need require the whole group?
3. Everyone everyone must agree to the ratification of a role and/or proposal/tension.
 - A. Does the selection of person for a role require everyone to ratify?
 - B. Does the selection of an issue/tension/need require everyone to ratify?

Voting involves the following elements (a.k.a., democracy):

1. **Users** human token holders.
2. **Proposals** projects.
3. **Vote parameters** that can be set to context.
 - A. **Vote unity (minimum vote acquisition)** minimum percentage a vote (on a proposal) is required to pass. In other words, how many

- users need to be in support of something for it to pass.
- B. **Vote quorum (minimum number of voters)**
a minimum number of users that need to vote on something in order for it to pass. How many people need to vote, say “yes” to a proposal.
4. **Education parameters** that can be understood, shared, and applied.

3.2.1 Decisioning with two stakeholder groups

There are two user-type groups (“stakeholder” groups) when modeling decisioning in community:

1. [Users] Land trustees shareholders (i.e., residents of a local habitat can participate in the following decisions):
 - A. State residency agreements, needs, and preferences (demands).
 - B. Amend the certificate of incorporation, land trust, or residency by-laws (where State is present).
 - C. Adopt the annual budget.
 - D. Inform through preference and vote on the choice of a 3-5 year locally customized habitat master-plan.
 - E. Hiring, terminating or amending contracts.
 - F. Sale or other distribution of assets (into the market).
 - G. Monitoring activities.
 - H. Borrow and lend money (into the market).
 - I. Approve new local/regional production proposals.
2. [Contributors] InterSystem team contributors (i.e., contributors to an information system and contributors in the habitats who can participate in the following decisions):
 - A. All standardization and operational decisions.
 - B. Implementation and following through with the residency agreements, and all service design and service operation final decisioning.
 - C. Coordination of projects, roles, work, and information/material activities toward human need fulfillment.
 - D. Execution of service support tasks in a real-world (concept-object) system.

3.2.1.1 Distributed ledger decisioning

The following is how software encoding of decisions (as “governance”) may occur:

1. What types of decisions will require community consensus (e.g., new hires, technical proposals)?
 - A. Changes to the habitat residency agreements.

2. Will hard or soft consensus be used, or both? Hard = on-chain and soft = off-chain.
 - A. Both.
3. How will you ensure the organization can take decisions on a reasonable timeline?
 - A. Appropriate coordination.
 - B. Appropriate screening.
 - C. Appropriate orientating.
 - D. Appropriate funding.
4. What tools will be used for gathering both on-chain and off-chain consensus? (e.g., Discourse, Tally).
5. How will ownership be distributed?
6. Will there be a coordination hierarchy within the organization?
 - A. There is a coordination hierarchy based on issue prioritization and on the objective technical hierarchy present in a socio-technically advanced society. In some decision cases, the approval of a coordinator is necessary, and in other decision contexts, there is no coordinator approval of a decision.
7. Of those roles, which will require paid full-time staffing vs. paid part-time vs. volunteer contribution?
 - A. Those who are part of the contribution service system may be paid in fiat, tokens, or not be paid at all.

3.3 Project participation control [the participations]

The project control functions of the organization are:

1. Communication function:
 - A. Administration (moderation) is important in communications channels. Communication channel administrators (moderators) can do things like: delete messages, invite, ban, or suspend people (accounts) who violate the server’s decision rules. The best administrators (moderators) are knowledgeable of how co-operative communications occur, and also, what communications harm co-operation.
2. Coordination function:
 - A. Coordination is important to organize and link real-world contribution (work/labor) to human fulfillment actions. Coordinators coordinate actions by those in agreement to contribute effort (and resources). Coordinators follow coordination protocols developed within a set of societal operation standards. Coordinators integrate, communicate, and otherwise, control work inputs and outputs.
3. Decision function:

- A. Decisioning for roles (work positions) and for re-configuration of the informational/material environment involves a globally standardized decision system with local habitat-user customization objectives. Decisions are explained by the standards, which are available to all.
- 4. Residency function:
 - A. Using the socio-technical services of habitats for personal and common access.

3.4 Solution master plan control [the coordinations]

This project necessitates a living master societal standard. Therein, a master plan is a documented vision and the steps for how to achieve it. The master plan for a vision may be broken down at a high-level into the following sub-plans, which will need to be controlled:

- 1. A business plan (a.k.a., market-interface plan)**
identifies the vision and objective conjunction with market-State decisioning and the input and output of [business/trade] tokens. This is a market-State transition plan. In community, because there is no business, the business plan is located in the Project Plan as a plan for the execution of a transition from the market-State to community.
- 2. A State plan (a.k.a., public policy plan, State-interface plan)** identifies how the State will use its power-over-others and resources to facilitate the transition to a community configuration of society. Public policy is what governments do, why they do it, and what difference it makes to society (i.e., humanity and the ecology).
- 3. A science plan (a.k.a., societal specification standard)** the societal specifications standards are the science plan. The science plan of any society has four sub-systems: a social system, a decision (economic) system, a material (spatial) system, and a lifestyle system.
- 4. A communications and relationships plan**
identifies how to communicate understanding and alignment, how to communicate effectively, and how to develop relationships that lead toward useful contribution and residency move-in. It details what communications channels, systems, technologies, and methods are used to effectively and efficiently communicate. This is applicable not only in concern to transition, but within contribution to, and residency in, community itself.
- 5. A spatial plan (a.k.a., architectural-engineering plan)** the physical master plan; how the physical will look, how it will be constructed, and how it will operate. Every habitat has a master plan that

is designed, developed, selected, and operated. This is often just called a "master plan". This plan includes architecture and engineering of object information models (e.g., BIM). A spatial plan is another term for a master plan for a local habitat. In community, these plans are located in the Material System as plans for habitats. A master spatial plan is an engineering ("policy") document that guides the physical development of a community.

CLARIFICATION: *The plans must be integrated and planned as one, as a unified whole. They are all interdependent on one another. In application, the science plan (i.e., societal specification standard) includes all other plans/standards. The market-State interface plan is part of the Project Execution plan/standard, and the spatial plan is part of the Material System standard.*

4 [List] Objectives

The planned objectives of the project to develop and operate a community-type society are:

1. Planning objectives:

- A. The whole global socio-economy (and in particular, national economies) can be planned to optimize common human need fulfillment and preference, given current intelligence/planning mathematics and technologies.
- 1. All resource allocations, work, and roles can be planned to optimize free access to human need fulfillment, given current project data.

2. Coordination objectives:

- A. Effort and resources can be brought together in time and place, without conflict, and given contribution procedures and information transparency.
- 1. All communications and tasks can be effectively coordinated within teams, between teams, as well as, between teams and everyone.

3. Standardization objectives:

- A. All relevant data about the intention, the operation, and the possible configuration of society must be formed into a living societal [systems] standard. The standard must include:
 - 1. What is the socio-technical need/issue?
 - 2. What are the standardized objectives (a.k.a., non-functional objectives, requirements encoding values).
 - 3. What is needed to make the change to the full usage of the standard? ***A transition proposal.***
 - 4. How long it should take? ***Calculated and dynamic.***
 - 5. Who would best generate the changes? ***Skilled contributors.***
 - 6. Assess the changes to the system to determine alignment with the standard. ***Multiple productive feedback loops.***

4. Habitation objectives:

- A. All relevant data about the operation and usage of a local habitat.

5. Education objectives:

- A. To educate and train the population on community values and behaviors, as well as an understanding of the operation of a community-type society.
- B. To facilitate an understanding that in community, an economy is a process of user [resource] contribution, and therein, cooperative decisioning.

- C. To facilitate the populations realization that the standards are now sufficiently complete to start transition operations to community at the national level.

A simplified view of planning objectives during transition is economic security, the removal of financial interests, and a mixture of education and infrastructure development:

1. Maintain a state of ***economic security*** to alleviate a lot of the stress and free time. Economic security could come in the form of a universal basic income, desirable job at normal wage, or in the form of socialized services where the State pays.
2. Reform the political decisioning process.
 - A. Remove the ***financial interests*** from the decisioning making process. Need to remove market forces from. Remove corrupting mechanisms from decisioning.
3. Perform a mixture of ***education and infrastructure development*** to develop habitats with operational working groups and habitat teams.

Herein, some significant milestones are likely to be:

1. All scientific literature are declared world heritage.
2. All resources are declared world heritage.
3. No more private interest to trade (habitat systems are fungible).
4. Economic cybernetics (resource production input-output matrix calculations).
5. Habitats with personal and common access classifications outnumber cities/villages with competitive class classifications (i.e., employer, employee, consumer).

4.1 User objectives

The user objectives of the project to develop and operate a community-type society are:

1. Link work to consumption through resources and production (i.e., link consumption to resources usage):

Work is necessary for production. Work can be either contribution or wage labor. Production is necessary for consumption. Production is work (machine and human). Consumption is necessary for need fulfillment. Consumption necessitates productive work. Individual consumers in community have a requirement to know how much work and how many resources are connected with their consumption. In capitalism, money is connected to work, and therein, it is obvious that there is work connected to consumption/

production. Additionally, the resources and work that went into production are sometimes secret and generally not transparently presented. Alternatively, in community, goods and services are free (no money or trade), and yet, there is still work connected to consumption/production. In community, where objects and services are free, the work should be made obvious (by being presented) continuously as well as at the time of user access. The corruption of human fulfillment inherent in the market-State ends by linking the user to production through contribution, by direct individual user accounting, and unified habitat planning while accounting for human needs and ecological limits (Read: planning in-kind). If people want to steer the economy for themselves, they have to know how much work is connected with their consumption, otherwise they cannot take a rational decision. If the working time calculation for consumption is skipped, then nobody knows how much work is connected to how much production (how many goods provided for free). The labor time will be recorded for planning purposes and the information will be visible to consumers (users). In all situations, the link between the product, the producer, and the user, is maintained through a [digital blockchain] ledger. This objective necessitates the collection of data, the sharing that data at the time of consumption, and the continuous education of people about the data. Anywhere there is information transfer, resource movements, and habitat access, there can be a logged/recorded on the block chain.

2. Develop integrated materials-based habitat service system

Design, construct, and operate integrated habitats with effective and efficient transportation systems that include object delivery services that are automated and use as little material and power as required.

4.2 Efficiency objectives

The rapidness with which society can be transformed to one of community is limited by the core factors of:

1. Raw resource availability and accessibility.
2. Power (energy and electricity).
3. Education (contribution, skill and education).
4. Safety (sustainable decisions).

The three habitat service systems (Read: life, technology, and exploratory) are ubiquitous to every society's material system. Therein, power and education sufficiency can make the process of transitioning from

market-State services to a community-type habitat service highly safe, orderly, and efficient.

4.3 Education objectives

Education, it is a basic concept (support service necessary) to change society.

Education objectives include:

1. Facilitation of the overcoming of limiting beliefs about one another and the potential for societal cooperative fulfillment at the global level:
 - A. In the early 21st century, many people have internalized a set of beliefs about society and what is possible that is significantly limiting and false in relation to what is actually possible -in terms of global human fulfillment being highly possible.
 1. If it's free, it's not good quality is one significant belief of highly capitalist environments. This belief fails to consider how everyone in society ought to have good quality objects and well-being.
 2. If there is no authority, people will inherently behave immorally. This belief fails to consider common human contribution to global human fulfillment.
 3. Transition in the view of consumption from users, and away from profitable customers. In other words, transition away from citizens being profitable customers to individuals being users.
2. Education leads to an individuals ability to contribute to societal evolution and shall be incentivized propagandistically as well as subsidized by the State and market:
 - A. Facilitate the population's intrinsic motivation to learn about this direction.

Education alone cannot work, because education alone has never solved any substance of abuse problem. Others can attempt to educate all the abusers, but if there is a bio-chemical drive to abuse a substance(s), education alone is not sufficient to get past that. The notion that a group of people can "teach" people about community, politics, profit, or even what is in their food, and that will be enough, is inherently flawed. And, there are thousands of examples throughout history to show that such action has not worked, including alcohol, opiates, petroleum combustibles, and profit. In order to be effective (or, as effective as possible), the environment must simultaneously change while providing education (Read: demonstration; often erroneously called, "teaching"). This state is likely to provide the best conditions for contribution and transition.

QUESTION: For transition to community to be complete, is education necessary for everyone (or, approximatively everyone)? The answer to this question contains complexity. Firstly, community is a continuous evolutionary operation, and so, it is never complete. Secondarily, community is a societal [systems] state where individuals are globally, and commonly, fulfilled. Fulfillment comes through work on standards and within a material habitat service system. For a community-type habitat service system to operate effectively, there must be sufficient knowledgeable and skilled contributors, and the whole user base must follow community protocols derived from community values. Just like society in the early 21st century, there is a baseline set of knowledge and skills that someone must have to live in a community-type society.

4.4 Construction objectives

Construction objectives include:

1. Construct a community-type societal information systems standard from which a habitat service system network in community may be so constructed.
 - A. Produce a societal specification standard.
2. Construct a habitat service system that has adopted community standards as its framework for societal configuration.
 - A. Produce a network of operating and locally customized habitat service systems (a.k.a., cities) that share resources and contributions.
3. Operate, simultaneously, a habitat service system at the locally customized and globally common levels.

4.5 Transition objectives

This project exists to create the informational and material conditions to transition to, and to operate, community at the societal scale. Note that herein, an objective is effectively a value orientation, the core three of which are: freedom, justice, and efficiency (in community).

The transition values are necessarily inclusive of freedom, justice and efficiency:

1. **Safety:** Safe formalized transition; improving upon freedoms and social justice, and making production and usage changes slowly and safely.
 - A. **Communication (thinkable access):** Usage of precise language and behaviors. This objective is necessary for teamwork, for contribution and working together.
 - B. **Transparency (visualizable access):** Visibility of actions and communications to all. Ensuring

trust and clarity to all involved. When there is no transparency, internal [competitive, self-interested] politics are likely to be significantly active, which is disadvantageous to contribution/cooperation. This objective is necessary to maintain trust, and thus, restorative justice.

- C. **Rational access (user [technology] access):** People consume-demand-use what they need, and do not hoard or irrationally over-consume. People are not triggered to consume-demand more through propaganda, advertising and marketing. People contribute where there is a need and an intrinsic desire. People access where there is a need and an intrinsic desire. This objective is necessary to maintain efficiency, and thereby, everyone's effective access (to "concrete" habitat products).
- D. **Production access (contribution [technology] access):** Transparency and usage of safe materials and standards, and under safe conditions and following all safety procedures.
2. **Motivation:** The will to do work for community.
 - A. Re-engagement of individuals' **intrinsic sense of motivation** to contribute and to be more fulfilled. This means that there must be meaningful work.
 - B. Inspiration to take State political action. Engagement of "**political will**" to create and operate community.
 - C. Inspiration to take market political action. Engagement of "**market will**" to operate through community values.
 - D. **Extrinsic motivation** using available resources and finances to incentivize better behaviors and better materializations by funding resource flows into a community-type [standard] configuration.
3. **Development:** the deliverables are fulfilled humans living in habitats based on community standards.
 - A. **Human development** via education.
 1. Humans become informed on real world societal information and practice skills.
 - i. Humans orient to view free access via competent contribution as preferred over private and State property.
 - ii. Good conditions are created to facilitate the transition of people and resources into a community-type configured-standard of society.
 - B. Community-type **standard** is produced via working groups that do research, analysis, synthesis, etc.
 - C. Community-type **habitat service systems** are

produced via habitat operations teams.

Because of the scale of the transformation, the speed, we have to work with all the levers of change in early 21st century society (e.g., political, economic, social) simultaneously. Transition teams will engage with cities, politicians, industry and the public. All the these initiatives build on one another to facilitate a safe transition.

The objectives of the transition phase include, but may not be limited to:

1. Transition the market from its characteristics under conditions of competition and scarcity to an organization [of people and objects] that contribute and collaborate to produce access to products and services that meet real human needs in the most effective and efficient manner possible given what is known and available.
 - A. The reduction and eventual elimination of trade. People don't really want credits (e.g., money), they want access to things that credits (e.g., money) provides.
 - B. The producers do not exchange their products.
 - C. The users do not exchange products.
2. Transition the State from its characteristics under market conditions to an organization [of people and objects] that coordinates the economy of society for global human fulfillment. Transition society's realized social, decision, material, and lifestyle systems from organizations that create and sustain (enforce, and perpetuate) competition, trade and authority, to those that create and sustain human fulfillment. Because, the State operates social safety services [for citizens/the public] in the 21st century, it is possible through an aligned government/political party, to begin taking upon it the role of the cooperative coordination of the economy, creating and enforcing laws of cooperation [toward global human need fulfillment]. The primary function of the State is to create/delete and enforce laws (decisions "governing" all people in the jurisdiction):
 - A. The State can reduce and eliminate laws that enforce competition. A State that reduces compulsory laws of competition. In the market-State, the State creates and enforces compulsory laws of competition.
 - B. The State can create and update laws that enforce cooperation
 - C. Build a legal property system that isn't susceptible to expropriation of objects, services, etc., by individuals and organizations that will reduce sharing and cooperation.
- D. Government becomes about coordination instead of control, about administration of coordination of access (instead of about regulation of separate competing entities). Then all of the manifestations of power become about service toward coordination [of global access fulfillment], instead of about control of populations.
- E. Any person can be put on trial for their actions taken if they cause misery/harm, including officers of the State (including politicians) and officers of businesses (Read: officers of a company; e.g., president, CEO, etc.).
3. The reduction and eventual elimination of coercion (power-over-others). People do not want a system that consolidates the power of those in power enriching them continuously over others; instead, people want to contribute to their own and others fulfillment.
 - A. Structural [societal system] coercion a system that creates classes, the "capital" owning and "political" deciding class, the "labor" working class, and the "silent" impoverished class. If workers do not trade for access, then they will fall into the impoverished class -a threat embedded into the structure of society where trade under conditions of competition and scarcity leads to private accumulation and enforced regulation. The simplest form of trade is that of labor hours for credits which are spent on objects/services whose price includes the number of working hours that went into it, and then, the credits are deleted from existence.
 - B. State legal coercion a system that threatens harm when laws decided by the political/authority class are broken.
4. Transition of a societal access system based on property to one based on three forms of access, which are coordinated into existence through cooperative, coordinated, and contributed organizations of individuals.
 - A. Money is an unmistakable form of property, and is abolished with all property. Under social-State conditions, money may be transitioned to a purer credit-type access system where labor is traded for credit, and credits for purchasable access (whereupon, the credit is deleted).
5. In the market-State, the vitals (food, water, etc.; basic human life and other support needs) are only distributed and produced for money. During the transition the production and distribution of these vitals (for human life support) will occur via a global habitat contribution-access service network with local configurations of habitat service system

- customized to the preferences of habitat local populations.
6. Educate the population that the standards for a moneyless and Stateless society are sufficiently developed to start its construction, transitioning early 21st century society from the market-State to Community. Facilitate an understanding and realization that there is a referable societal standard that sufficiently describes the conception and explains the operation of a community-type society, as in, a society without:
 - A. The market (trade, money, credits). A "moneyless" society.
 - B. The State (authority, coercion).

A safe and intelligent transition to a community-type society ought to be:

1. Available, in a planned manner and over time, to all.
2. Affordability, in that while the global market still exists, people can afford access to objects and services that are not yet operative in the community network of habitats.
3. Acceptability, in that people ought to be aware of the type of society they are moving in (Read: transitioning to) so that they have full awareness around where they come from and where they are going.
4. Backed up with policy changes at the State level by governments aligned with creating community at the societal scale. Herein, governmental/State policy could make certain things more affordable and certain things less affordable.
5. Backed up with capital-based production transitioning to cooperative (transparency-based) production.
6. Backed up with a societal standard that is sufficiently complete and includes a project plan that will allow a union of States to phase out trade and switch from State oversight of a market to full community operations.

The simple transition objectives and possible indicators:

1. Increase the population on the planet living in community:
 - A. How many habitats are in the community network?
 - B. How many habitats are there in relation to the planetary human population?
 - C. How many people are living in the residential community network of habitats?
 - D. How many people are contributing?
 - E. How many common human needs are fulfilled, and how prevalent is well-being?

2. Decrease the population of the planet living under market-State conditions:
 - A. Is there a reduction through to complete elimination of trade, replaced with community coordinated access? Is there still price-employment?
 - B. Is there a reduction of coercion, replaced with certainty of access? Is there still government-police?

4.6 Measurement of progress

The measurement of movement toward the direction, creation and operation of community can be sub-divided into a set of community-oriented metrics for each societal system. Many of the factors/metrics noted here are discussed in greater depth in the Direction section of the Project Plan. They include, but are not limited to:

1. An account of the trend of global human need fulfillment free of exchange or coercion.
2. An account of the trend of the reduction in necessary working hours (or, years of duration).

One of the primary goals of community is global human need fulfillment (without trade or coercion):

1. Social System.

- A. How complete is the societal information system (Read: social information access database)?
 1. Criteria, metrics, and requirements for optimized working group operation.
- B. How well are community [social] conceptions and their reasoning's (including, values) understood?
 1. Criteria, metrics, and requirements for optimized education.

2. Decision System.

- A. How effective are decisions at meeting global human need fulfillment, without trade or coercion?
 1. Criteria, metrics, and requirements for optimized decisioning.

3. Material System.

- A. How effective are habitat operations at meeting global human need fulfillment, without accident or failure?
 1. Criteria, metrics, and requirements for optimized habitat operations.

4. Lifestyle System.

- A. How often does the population experience flow?
 1. Criteria, metrics, and requirements for optimized flow.
- B. How deeply does the population experience restoration?
 1. Criteria, metrics, and requirements for

optimized restoration.

5. Alignment with direction may be measured by touchpoints. It is important to identify touchpoints to show feasibility. Hence it is necessary to document a map, a navigational map from the following may be developed:
 - A. From **concept-to-geometry** is a **concept map**. These concept model maps are often called "**figures**".
 - B. From **geometry-to-terrain/landscape** is an architectural terrain map.
 - C. From **terrain/landscape-to-service/fulfillment** is a habitat service sector map.
 - D. A **service/fulfillment design for access** to the:
 1. Global information fulfillment system, and the
 2. Global physical fulfillment system.
 - E. The documented operational procedures of the:
 1. Habitat service team involves operations within an integrated habitat service team, where all are working for the local, region, and global common good.
 - i. The people, primarily doing physical technical work as coordinated technicians (given that all physical work requires some informational work done simultaneously).
 2. Working groups involve operations within a global/planetary open source coordinated working group structure where a unified standard for global human need fulfillment is documented and ready to be actualized by habitat service teams and knowledge seekers (a.k.a., learners).
 - i. The people, primarily doing informational work to develop standards and a knowledge base of useful fulfillment information.

5 [List] Work deliverables and tasks

Work, separated into tasks, is completed by teams. The following lists identifies the top-level tasks that require completion to deliver the societal system:

1. **Societal standard working groups (societal engineering development team):**
 - A. Update standards continuously with periodically published revision.
 - B. Continued development and error correction of the existing standards. This includes integration of a continuous 'literature review' of the standards and new literature.
 - C. Translation of the standards into other languages.
 - D. The existing specification standard for a community-type society includes:
 1. The System Overview Standard.
 - i. The written documentation part.
 - ii. The video animation part.
 - iii. The VR community simulation part.
 2. The Project Plan Standard.
 - i. The written documentation part.
 1. The plans.
 - a. The lists (spreadsheets).
 - ii. The software project coordination system part.
 3. The Social System Standard.
 - i. The written documentation part.
 - ii. The software part.
 - iii. The data storage and search part.
 4. The Decision System Standard. There are two principal parts to the decision standard:
 - i. The written documentation part.
 - ii. The software decision system part, including all mathematical modeling and software programming. The mathematical modeling and software programming of the decisioning system.
 5. The Material System Standard. There are four principal parts to the material standard:
 - i. The written documentation part.
 - ii. The spreadsheets part.
 - iii. The CADand BIM-based drawings for the integrated city system (including architecture, engineering, cultivation, etc.).
 - iv. The 3D visually modeled clash-free and metadata populated representation (a.k.a., "digital twin") of the integrated city system.
 - v. Integration of the 3D representation into a simulation engine for clash-free operation over time, virtually simulating all socio-technical aspects of the society.

- 1. VR Community habitat experience.
- 2. VR Museum gallery experience.
- vi. The software user interface.
- 6. The Lifestyle System Standard.
 - i. The written documentation part.
- E. Maintain and deliver education curriculum (with the standard as the “textbook”):
 - i. Development and training of a large language inquiry [computational transformer functioning; AI] model of documentation (including the standards, figures/models, and website).
 - ii. Courses of project study:
 - 1. Two day curriculum.
 - 2. One week curriculum.
 - 3. One semester curriculum.
 - iii. Children’s readable books.
 - iv. Fictional books and films.
- 2. **Habitat InterSystem operations team (habitat service system team):**
 - A. Operational team roles are filled by accountable and capable members.
 - B. The life support service team has sufficient:
 - 1. Enrolment (membership).
 - 2. Documentation (knowledge).
 - 3. Procedures (skills).
 - 4. Technology (material tools and resources).
 - C. The technology support service team has sufficient:
 - 1. Enrolment (membership).
 - 2. Documentation (knowledge).
 - 3. Procedures (skills).
 - 4. Technology (material tools and resources).
 - D. The exploratory support service team has sufficient:
 - 1. Enrolment (membership).
 - 2. Documentation (knowledge).
 - 3. Procedures (skills).
 - 4. Technology (material tools and resources).
- 3. **Project coordinator team (societal project coordination team):**
 - A. This team is composed of all project coordinators.
 - B. Coordinators are points of contact for working group members and perform integration and synchronization tasks for the project.
 - C. This team organizes an annual conference/event for the whole working group team and between organizations/projects that share this similar direction to analyze, integrate, refine and re-finalize (re-commit) the most up-to-date version of the standards.
 - D. **This team** attends conferences, seminars, and other events related to your project
- and network with people who share similar interests. This can help you promote your website and gain more visibility.
- E. This team continues development of the project’s (i.e., organizations) operational procedures and website to ensure accuracy with the evolving standards.
- 4. Project education team (societal orientation team):**
 - A. Facilitates understandable experiences. Development and hosting of a large language model for inquiry and discovery (learning) into the standard[s of society].
 - B. Facilitates educational experiences. Development and hosting of educational courses.
 - C. Facilitates future contribution. Development and hosting of educational-contribution oriented media.
- 5. Project orientation team (societal on-boarding team):**
 - A. Facilitates/conducts structured on-boarding experiences into contribution (i.e., on-boarding onto the InterSystem Team).
 - B. Facilitates/conducts structured on-boarding experiences into habitats (for residency, living in a habitat).
 - C. Develop and maintain an orienteering guidebook to simplify understanding, facilitate behavioral change, and provide appropriately relatable community life-case (i.e., user case) events.
- 6. Project habitation team (societal residency team):**
 - A. Habitat residency program Develop and maintain a habitat residency program for screening, documentation, orientation, and for entrance into community. Conducts screening, orientation, and administration activities for contribution service and habitat residency. The habitat residency program is social profile network that allows users to make agreements, complete surveys, and maintain a profile (personal and professional/contribution).
- 7. Relationship development team:**
 - A. Inter-Project relationships** Develop inter-project lines of communication and identify points of similarity and difference.
 - 1. Attend inter-project conferences perceived of and functioning as integration points between all groups and individuals working toward this common direction.
 - 2. Combine projects into one partnership and enter competitions related to this direction.
 - B. Media relationships:** Develop and distribute

press releases globally. These relationships are often initiated through the sending of a press release or first person contact. Respond to and attend interviews and requests for lectures (most of which will come from responds to press releases).

- C. **Advertise and promote (a.k.a., marketing, propaganda):** Pay for advertising, and request from social groups (and project chapters) the promotion of what is possible. Place audience centric advertisements on social media, audience centric. What is trying to be achieved through advertising? What is the audience? How will the audience be attracted? What is the next step to give them after having their attention?
 - 1. Advertising media placing advertisements in media, including social and physical media in order to promote awareness of what is possible.
 - 2. Social group promotion using social chapters and groups to promote awareness of what is possible.
- D. **Selectively distribute standards:** Distribute the standard with a tailored letter to a specific individual or organization. This is a means of intentionally discovering new relationships.
 - 1. The standards, with an accompanying and tailored press release shall be sent to the following entities, for the purposes of informing them of the project's current state of existence (and, if appropriate, requesting their support; requests of support are sometimes not appropriate):
 - i. Subject matter experts.
 - ii. Influencers (social influencers).
 - iii. High-net worth individuals.
 - 1. To demonstrate to high-net worth individuals that this is a globally workable direction and that financial support of this direction is likely to return a benefit for their investment in global human fulfillment.
 - 2. Because if there is a collapse or catastrophe that happens to humanity on planet earth, and a population of people are likely to restart society, these standards ought to be in the hands of those most likely to survive the catastrophe, wherein they could be used to restart society again from a better foundational point than before. More simply said, get the standards in the hands and shelters of those with wealth who have the likely ability to

restart society again if a calamity strikes the planet.

5.1 Education, development, and collaboration deliverables

The following is a list of the societal interface deliverables for initial development of a community-type society:

1. **Social awareness materials:**
 - A. Marketing image assets (including, professional images; and excluding, meme-type images).
 - B. Marketing video assets (including, short videos and movies).
 - C. Marketing audio assets (including, podcasts and interviews).
 - D. Marketing virtual reality assets (including, VR simulations and games).
2. **Social awareness events:**
 - A. **Lectures and presentations** (including, public and private).
 - 1. Real-time presentations (including, streaming and face-to-face).
 - 2. Recorded presentations .
 - 3. Specialized presentations (including, non-discloseable private meetings).
 - B. **Conferences and development workshops:**
 - 1. Conferences hosted.
 - 2. Conferences attended.
 - 3. Conferences available, reason for not attending.
 - C. **Financial relationship development to influence:**
 - A. Financial persons relationship development.
 - B. Financial resource relationship development.
 - C. Estimation of total financial resources.

To effectively bring a community-type society to the awareness of the market-State population and efficiently transition society to one of community, the following deliverables are necessary::

1. **The legal-State contractual agreements list:**
 - A. Contributor license agreement.
 - B. Organizational license agreement.
 - C. Business license agreement.
2. **First-hand virtual demonstration experience:**
 - A. Scheduled demonstration event held by project coordinators:
 - 1. A virtual reality tour of a simulated community city.
 - 2. A virtual reality tour of a community-type museum learning environment.
 - 3. Access to the specifications and all available supplemental materials.
 - B. Free online access to virtual reality

demonstration experiences.

3. Artificial intelligence tutor and development experience:

- A. A chat-bot, artificial intelligent tutoring agent that knows all about the standards for a community-type society and can answer any question about society in the context of the standards as guiding documentation.
- B. An artificial intelligent collaboration agent that can be used to in real-time change a copied version of the content in the standards, make changes to it decided between itself and the working group member(s), and record changes so that they can be committed in the future.

4. Conferences, forums, and workshops:

- A. Have a yearly conference-type event held between organizations that share this similar direction that functions for relationship development (networking), motivation renewal, and information sharing/integration.
- B. Have a mastermind conference. A transition team will put together one or more mastermind conferences with representatives from the diverse and relevant fields of societal sciences to develop a complete socio-technical city-societal solution to the metacrisis of the early 21st century society. The result of the mastermind session should be the production of a significant milestone in the creation and transition to a community-type society.
- C. [Attend conference] Attend and give speeches at other conferences on related topics.
- D. Attend conferences to network in order to find others who desire to contribute to particular articles in the standard.
- E. Attend conferences to acquire information to improve articles in the standard.
- F. Have working group "mastermind" conferences.

5. Promotion:

- A. **Use social media platforms:** Share the project on social media platforms. Use hashtags and keywords that are relevant to the project.
- B. **Collaborate with like-minded websites/projects:** Identify websites or organizations that share similar goals and values, and collaborate with them to cross-promote each other's work.
- C. **Search engine optimization:** Optimize the website for search engines by using relevant keywords and tags that people are likely to search for.

6. Social marketing materials:

- A. **Podcasts and interviews** with others who could facilitate the evolution of the specifications and with whom a relationship would be useful

for the formation of the community network. These serve two purposes: 1) To remove contradictions and fill in the gaps in our proposal through discussion with others. 2) To facilitate in sharing of the system and possibly get others involved.

- B. A **fictional story (i.e., novel)** of life in a community-type society.
- C. A **video or board game** as a learning and sharing tool.
- D. **Continued development** of:
 - 1. The website.
 - 2. The frequently asks questions (FAQs) section of the project.

6 [List] Risks and concerns

A.k.a., Project concerns, project risks, reduction factors list, project threats list, harm list, project risk factors, negatives list, negative risk list, risk list, threats list, negative influences list, risk register, hazard list, vulnerability list, potential harms list, negative impacts list, challenges list, negative probabilistic constraints list, negative issues list, stresses list, chaos list, danger list, bad events list, loss events list, risks during execution of transition, defense list, hindrances list, vulnerabilities list, exposures list, susceptibility list, obstructions list, tactical challenge list.

A risk list is a list of potential risks, including identification of sources that could interject risk into a project. A risk list lists potential risk events (in more or less detail). Take note that many of these risks are interconnected, because they relate to individual human beings, who live in an interconnected environment with other human beings. A risks list identifies what might go wrong in the project (or project situation) in terms of scope, time, quality, and quantity, and attributes the issues to internal and/or external causes. Mitigation strategies should accompany all risks (i.e., this is a list of those things a community-type society, and transition to it, must change and/or defend from). A risk can by anything from a light hindrance of the projects objective to a serious risk to a project mere continuance.

The following risks will likely be present during the transitioning from a marketand State-based societal system to a community-type society. These risks will require mitigation plans and defensive operations to minimize or eliminate their possible impact on transition and on the operation of community.

The biggest risk is always becoming adapted (a.k.a., attached, conditioned) to a harmful [belief] system.

"We want to change the system, we don't want the system to change us."

In society, there are the following risks:

1. Individual selfish interest risk. In other words, the perception and life expedience that work is to be done only for the self; these type of societies typically use money. There is also community work and life experience where work is to be done for others, and therein, for the self (i.e., an optimized self may be realized).
2. Participating in the State and the market can transform social movements in negative ways, like becoming more authoritarian, having more social drama and financial conflict, becoming more hierarchical, becoming more bureaucratic (Read: "slow and obfuscated").
3. Participating in the market can lead to groups of

- cooperatives competing against one another.
4. There is a public (citizen) self-interest risk where individuals compete against one another for:
 - A. Education granting access higher complexity, greater reward (money/token) paying jobs. In order to overcome this risk.
 - B. Access to commercial products and services because of the money/token.

There are lots of entrenched interests in the market-State with a whole host and great diversity of professions, belief systems, lifestyles. There are employee unions and political parties. There are small businesses and international corporations. There are investors and family benefactors. There are property associations and laws. There are normative cultures and incentives. Employees don't want to lose their jobs and employers don't want to lose their profits (to pay employees and themselves). Those with power-over-others (as in, authority and property) are highly unlikely to release their attachment to it until they are shown a better way. There are ways in organizations emergent in under market-State conditions wield power and influence, and they may want to delay or prevent the deployment of community specification standards and habitat environments that would replace their jobs and restructure society. There are regulations, and bureaucracies take a while to change. Public education takes time to change. Even if there was a large amount of pressure to remove barriers to reconfiguring society more greatly toward community, the actual change could still take a century. There are many (thousands) of bottlenecks all over early 21st century society that are going to slow down the transition, potentially, dangerously so. A strategic intelligence approach to the adoption and execution; during the "take off" of a community-configuration of society it is likely better to use strategically applied central intelligence and agency, rather than assume it will emerge from an ignited (war, fast) or "slow" (no flow, assuming the "other" will do it) in order to safely complete the transition.

The primary categories of risk in any society are:

1. Misuse risks some things we can do with technologies are misuses of the technology (because they put people and or other technology in harm). Some things we can do to others are harmful to them. Misuses are intentionally harmful events.
2. Accident risks sometimes we make mistakes in movement, knowledge and training, or just ignorance and cause a harmful events. Accidents are a harmful event.
3. Physical structural risks because of environmental decay and the nature of a resource recycling planetary system, architectural structures will

- decay and become unsafe over time. Architecture can also be designed improperly and pose an accident risk. Human built structures can cause harmful events.
4. Social structural risks sometimes because of socio-technical relations and historical configurations of people and objects in the environment, social structures can cause harmful events.

6.1 Simplified risk categorization by societal sector

Because this is a societal transition process, there are a mixture of risks that must be planned for. Risks may be categorized into the following market-State sectors of society (*The Global Risks Report, 2024*):

1. **GeoPolitical:**
 - A. Lack of political will (to improve society).
 - B. Presence of war and terror.
 1. InterState conflict.
 2. Internal State (national) conflict.
 3. State collapse.
 - C. Ineffectiveness of multilateral institutions.
 - D. Ineffectiveness of State adoption of community standards.
 - E. Biological, chemical, or nuclear hazards.
 - F. Structural/systemic corruption within the market-State.
 - G. Regulatory challenges, compliance burdens.
 - H. Erosion of human rights.
 - I. Failure to adopt community standards.
2. **Public:**
 - A. Misinformation and disinformation.
 - B. Education, skill and intrinsic motivation gaps.
 - C. Erosion of social cohesion, social unrest.
 - D. Severe mental health deterioration.
 - E. Infectious diseases.
 - F. Chronic health conditions.
 - G. Negative public perception, common direction damage.
 - H. Social inequalities.
 - I. Illegal voluntary migration and involuntary migration.
 - J. Property damage, safety incidents.
 - K. Failure to understand community standards.
3. **Economic:**
 - A. Disruptions to critical infrastructure.
 - B. Disruptions to systematically important supply chains.
 - C. Economic downturns, inflation/deflation, market instability.
 - D. Employment disruptions and labor shortages.
 - E. Cost of living crisis.
 - F. Debt and asset bubble crises.

- G. Legal disputes, liability issues.
 - H. Contractual disputes.
 - I. Failure to develop community standards.
4. **Environmental:**
- A. Environmental damage incidents (pollution).
 - B. Extreme weather events.
 - C. Non-weather related natural disasters.
 - D. Biodiversity loss and ecosystem collapse.
 - E. Natural biological resource shortage.
 - F. Natural mineral resource shortage.
 - G. Failure to apply community standards.
5. **Technological:**
- A. Adverse outcomes of frontier technologies.
 - B. Adverse outcomes of artificial intelligence.
 - C. Censorship and surveillance.
 - D. Technological power concentration.
 - E. Digital inequality.
 - F. Breakdown of critical infrastructure.
 - G. Cybercrime and cyber insecurity.
 - H. Failure to develop technology aligned with community standards.

It is important to note that these risks are interconnected and influentially related to one another within society.

6.2 The risk format

The names of risks are typically written as short sentences or sentence fragments.

The risk set includes:

1. The risk to this project is some hindrance or negative event occurring.
2. To be a risk, there must be a possibility, potential, likelihood, chance, prospect, etc., of a hindrance or negative event occurring.

Examples of risk list identification statements are (A risk list includes at least the following data:

1. Name the risk.
2. Describe the list.
3. State how likely the risk is to occur.
4. State the harm and consequence that is likely to occur.
5. State how to recover from the consequences.
6. State how to mitigate the realization of the risk (as a vulnerability).

The risk naming and likelihood identifications are usually written in the following textual format (here, there are many ways of saying the same thing, i.e., they all state the risk and its likelihood):

1. The risk to this project is that there will be [an

annoying hindrance to serious incident, vulnerability]

- ...
 - A. The likelihood that there will be a[n *annoying hindrance to serious incident, vulnerability*] ... is x.
 - B. The consequences are ...
 - C. The recover procedures are ...
 - D. The mitigation controls are ...
2. The risk to this project is the event that there is a ...
- A. The likelihood of the event of ... is x.
 - B. The consequences are ...
 - C. The recover procedures are ...
 - D. The mitigation controls are ...
3. The risk to this project is the occurrence of [*an annoying hindrance to serious incident*] ...
- A. The likelihood of the occurrence of ... is x.
 - B. The consequences are ...
 - C. The recover procedures are ...
 - D. The mitigation controls are ...
4. The risk to this project is the vulnerability (exposure/susceptibility) that there is a ...
- A. The likelihood of the vulnerability of ... being realized is x.
 - B. The consequences are ...
 - C. The recover procedures are ...
 - D. The mitigation controls are ...

6.3 The risk list

A.k.a., The concerns list, the hindrances list, the vulnerabilities list.

The following is a list of potential risks to the project and the realization of a community-type society.

6.3.1 Possessiveness and pre-existing investment

A.k.a., Structural scarcity inertia.

People in the market, even those contributing the common direction of community development, are highly possessive of "their" work, which inhibits future work, collaboration, and overall efficiency. In the early 21st century, conflicts occur individually, interpersonally, and socially given the reactions to threats created by scarcity. Understanding basic human psychological needs (i.e., safety, security, belonging, respect, love, and self-actualization) is essential. Many negative reactions to our common direction are based in fear and sadness regarding the effects and consequences of scarcity.

In a capitalist economy, people therein are invested in the capitalist economy. People are (and have become over time) *invested*, in both a financial (material) and psychological (perceptual) sense. Investment has two sides:

1. The "**principle**" is the amount of money given as a set amount in expectation of more in return.

2. The "**interest**" is the amount of money returned after the principle is returned.

Investments gather rents. There are those who own property, and there are those who rent it. The ones who rent it out literally lord over those forced to rent it those who own property literally rent it out to those forced to rent it. The more rent one can receive from the property one owns the greater the property's value, which becomes important when one wants more money and wants, therefore, to invade the principle to buy something new or buy something big.

6.3.1.1 Psychological investment in the market

People don't "have to have" careers in the market; the market forces people into 'careers' (as labor for money) in order to live (versus sharing common access). A 'career', often, though not always, becomes someone's socio-economic, egoic identity. Some human-manual tasks (jobs) are [f]actually necessary, and the people who do those jobs often find purpose and meaning through their work.

The existence of necessary, purposeful jobs in the market can confuse the issue of there not being the need of an exchange for money in order to live. The market, in terms of the conception of 'to live', does not differentiate between tasks necessary to meet human needed fulfillment (i.e., to live) and those tasks unnecessary to meet human needs (e.g., all financial tasks).

INSIGHT: Conscious can become embedded in a structure of limitation of potential, and to reorient beyond the limitation requires conscious separation of one's egoic identity from that that is composing its own [mental] limitation.

6.3.1.2 Class

Investment in a superiority category egoic complex can hinder understanding. The class-ism (socio-economic) mental model blinds the observer to the presence of what is actually [a human] need for a fulfilling relationship, and not market-drama. The encoding of classism into thinking "blinkers" human needs out in principle. There is no superiority when all have common needs in an environment where common heritage resources can be coordinated to effectively meet human need demand.

6.3.1.3 Markets

Where human need depends on market access, social life activity becomes structured as a series of zero sum competitions over the rewards the existing social structure provides. That which has real life value includes: healthy children and adults, the free development of cognitive and imaginative capabilities across educational levels, meaningful and life-valuable work, beauty open to the experience of all, democratic political systems, free time experienced as an open matrix of possibilities for life-valuable self-expression.

Market rationality states that what is optimal is self-

maximizing choice, which always equates to, more money value for the 'self' is good. For example, higher wages for someone is good because the best of all possible worlds is a money price gain for the exchanges. In total, it equals, self-multiplying money sequences to feed even more money to the top. The multiplication of money sequences is the ruling growth system, with no committed life functions, generating as is observable things which are disposable.

As an information set, the 'market' category can include several information sets:

1. The 'ecology' (ecosystems and organisms, including humans).
2. The 'economy' (profits and the drive to accumulate capital).
3. The 'social economy' (paid and unpaid labour, human and social resources and relationships).
4. The 'social authority' (political, States, governance, and, power over others).

6.3.1.4 Trade

In community, humankind can automatically dump money out of the definition of need, as well as value and approach, since there is no money in the real world (i.e., it is not an actualized or actualizable existent entity). Everything is free of money, free of trade, in actual existence. Nothing has a monetary value attached to it; and there is no need for trade when there is cooperation. In a community-type society, the concept of 'value' refers to an orientation to life, or a dis-orientation to life fulfillment, wherein measurement values (numbers and then logical mathematics) produce efficient services. Hence, in community, all services (and products therein) 0 in the encoding of the concept of trade (i.e., are \$0, 0 dollars). Among community, there is no way to define wealth in the context of a currency since everyone's possessions are essentially \$0.

Technically speaking, everyone has access to the same amount of everything; it is just whether or not they are using it or in possession of it at a certain time, and thus, access becomes the new definition of 'wealth'. If someone has access to everything, just as much as everyone else, someone would not likely say "I'm wealthy" (as an identification), because then everyone could say the same thing. If everyone has access to everything, then if one person can say they are wealthy, so can everyone, and thus the defining line between wealth and poverty is nullified. Hence, the terms wealth and poverty as material fulfillment [through the market and State] are obsolete and unusable (i.e., will cause instability in fulfillment when encoded).

6.3.1.5 Competitive advantage

In competition, every major competitor manoeuvres to a position of relative advantage (over other human beings). Take any State military, and they are manoeuvring

across all six (or seven) known domains of operations (land, sea, air, space, cyber, human, and etheric-biophysics) in order position themselves such that they have advantages over the other humans organized into States. Multi-domain operations. This type of behavior, seeking and taking competitive advantage over others is innately antagonistic against our common human fulfillment and is likely to perpetuate conflict (aggressive division). Not joint interdependence, but joint integration toward something that is meaningful for all of humanity. In the conflict between States (and highly organized dogmatic belief systems) all of humanity are pawns (fodder) for the actions of the State actors. They do this in order to dominate their "adversaries", who are just other common humans. In this type of environment, anything and everything can be used as a weapon, which makes maintaining a state of human fulfillment difficult, because of the unpredictability of behaviors and objects, and thus, unpredictability of fulfillment. In part, the reason for going to war has never changed, and the maintaining of competitive advantage over others naturally produces conflict (war) because people are not cooperating for mutual benefit. Therein, humans with commonality are trying to undermine one another. Those who are the generators of these types of conflict often say, "The most important deception is to convince you that you are not in conflict" [with State actors, who are based upon conflict]. What actually divides us is acting toward competitive advantage over others and not acting toward our common unity.

6.3.1.6 Capital

A.k.a., Assuming capitalism, risks due to assuming the belief that "capital" as the means by which a society is built.

The problem, however, is that utility functions and the relations established between the agents who pursue them in a free market are abstractions that cannot tell us what the consequences are for the natural field of life support and the social field of life development which in reality the capitalist market presupposes.

Capitalism makes a variety of definitional and factual claims, one of the most significantly impactful being the following:

1. Without capitalists there would be no jobs.
- A. Nothing would get done; wanted goods and services would not get delivered.

One question to this claim, that reveals the belief encoding, may be: What exactly are capitalists doing at their jobs that could not be done without the capitalists? The honest answer is everything, because the workers do the actual work [of fulfillment, the tangible], and the capitalists manage the finances (the intangible resources).

The problem with capitalism is that it comes with the illusion that productive work is being done (when, that

work which is being done by capitalists, or some of their employees, has no benefit to real human fulfillment). Of course, in some cases, the capitalist is also the worker. The power dynamic is obfuscated in capitalism, because decisions that affect everyone are made in secret (i.e., via a closed source approach). Actions can easily turn away from the trajectory of mutual human fulfillment when secrecy and competition is incentivized.

Entrepreneurs and other capitalists are heavily invested (financially and psychologically) in the market-State system. They are invested financially by definition of them being active capitalists. They are invested financially and psychologically in the State in the hopes that it (the State) will protect their access to their property.

In the financial sense, a financial investment is an asset (object of claimed existence) that someone (or some group) puts money (or, property) into with the hope (attached expectation) that it will grow (or, appreciate) into a larger quantity of money. More simply, an 'investment' is the hoped growth of an intangible, and in a market-based societal system, it is the hoped growth of an abstract reification (Read: money) upon which real, material human requirements depend.

NOTE: *The fallacists fallacy Just spotting a fallacy doesn't make an argument automatically wrong, "well I see a fallacy therefore it is wrong", may be a false statement about the claim. The presence of a fallacy simply means that further fact check and examination are required.*

Working class people, by definition, work in the capitalist economy. Not everyone who works in the capitalist economy may define work through capital, but people brought up in the capitalist economy without experiencing a societal system that doesn't encode 'capital' may have a challenging time visualizing a society that works without 'capital'. This perceptual filter (that of 'capitalism') through which "working class" people are likely to see society is likely to obscure the understanding of a society where everyone is "respected" by having their human requirements met optimally without the presence of the socio-economic requirement to work for an exchange.

People who care about the work they do will try to do it better than specification. People who are forced to do work or otherwise aren't interested in the work will generally do the work below specification (because it is easier and they don't care about the final product). Do something because it is good for you and for others, not because it is good enough.

The capitalist State is more than a collections of leaders, it is an institution with rank upon rank of underlings waiting for their chance to lead and maximize their individual profit, and it is woven it to the fabric of early 21st century society.

NOTE: *Capitalists and stock holders are financial investors.*

6.3.1.7 Labor

Labor is the renting [out] your a subject's physical body in order to acquire an artificial intangible which must be used to access fulfillment services and products. Working to fulfill dictated requirements for access. Therein, a labor market is a place where people exchange and compete for exchange (buy and sell) their labor "value". Historically (in the market), a portion of that sale goes to the seller, and a portion goes to the labor market owner/judge (i.e., the State or land-lord). Then, when the laborer works, a portion of each workday goes toward the market owner, for which there is a hierarchy (the employer and then the State). The capitalist takes the surplus profit of the labor.

In part, the job of 'police' (as a labor-market position) is to keep the jurisdiction a safe place for the competing market-players to trade and do other commerce.

Note here that Adam Smith also conceived of "work" as dis-utility what someone has to sell into another's property in order to survive. Whereas, cooperative work is utility (i.e., enabling of fulfillment).

6.3.1.8 Scarcity

It is important to state clearly that the nature of any economic structure is to manage scarcity, and generally speaking, scarcity will always exist to one degree or another regardless of any economic approach. In other words, one could argue that solar power (the sun) is a scarce resource when thought about in a "cosmic" time relationship. In an NLRBE, the goal is to employ efficiency in order to minimize "relevant" scarcity to such an extent that within the general functioning of society, no shortage of anything is noticed by the population and all needs are met. So, scarcity is indeed always within the realm of possibility, though its reality can be difficult to discern depending on the context in which it's viewed. In the market system, since scarcity is preferred by the economic structure on various levels, deciphering what our true technical potential is can be challenging. This is not a post-scarcity system; it is a post artificial scarcity system.

Scarcity was addressed we can get rid of most of the artificial forms of scarcity that we see today and that are imposed on us by authority and competitive market conditions.

Life necessity itself and depends on producing scarcity to extract private profit, this system is a-priori structured against sufficient life goods provision for society.

6.3.1.9 Wealth

The idea of "wealth" has different meanings in different types of society:

1. The market-based definition:

- A. Wealth means property. Wealth is material accumulation out of nothing; the abstract intangible mental construct called "debt" and its common operational

named encoding, "currency" or "money" (transactional relationships also seen as use in exchange value, and one of its institutional operationalizations is Advertising (also, from the less dystopic to the very dystopic named categories: Marketing, Social Engineering, Cultural Engineering/Conditioning, Mental Programming, Ministry of Truth and Propaganda).

2. The State-based definitions:

- A. Wealth means power-over-others. Wealth is power out of nothing, through force and coercion.

3. The community-based definition:

- A. Wealth means completeness of access to human need fulfillment.
- B. Wealth is material resources and the operative ability to use them for the creation and regeneration of life fulfilling relationships (toward ever greater life fulfillment, and together, life capacity). *Can there be wealth if there is no access and ability to construct therein?*
- C. Wealth is having fulfilling human relationships, and a deep and universal connection, environmental nature. *Can there be wealth if there is no significance to human relationships?*
- D. Wealth is sustainable and abundant outputs of life serving ecological processes (common heritage) that access [to services] common to all individuals in relationship, and are [in part] coordinated by humankind (within a network of integrated city systems) to serve the processes required to generate and sustain fulfilling human relationships amongst one another, and with a natural[ly wild] ecology. *Can there be wealth if there is no certainty of access to resources, services and products required for human survival and flourishing?*
- E. Wealth is an active deep sense of emotive connection, by recognition of similarity and universal nature, as experienced by each individual for the other in a common[ly thought responsive] and shared environment. *Can there be wealth if there is no emotion connection experienced by the individual encoding the concept?*
- F. Wealth is a measure of what one individual in the population has access to compared to any other individual (i.e., lack of, access to resources and services for, desired fulfillment). *Can there be wealth if it is only measured against a state of lack?*

In a society where emergence is recognized a principle

of the societal system, there can be no [structurally encoded] ability to accumulate "wealth" as material resources [at the expense of another]. Instead, 'wealth' is viewed as a common heritage, wherein one individual's 'wealth' is everyone's wealth (cooperative ephemeralization). A societal system that advocates for individual accumulation of "wealth" must have power structures, and those structures can be abused, will be abused.

DEFINITION: *'Relative wealth' refers to how individuals compare to each other in concern to access to potential (but not recognized) fulfillment services. 'Absolute wealth' refers to how much access every individual has. The term, relative wealth, refers to how every individual compares to the other in access to all available services and potentially available services.*

6.3.1.10 Irrational demands

A.k.a., Self-centered socio-economics.

There is a risk during the transition phase (and also each individual's orientation phase) that objective need weightings (for demand) may fluctuate irrationally as a result of intentional, as well as unconscious, manipulation by individuals due to their own fluctuating value orientations (from the past market-State to community values).

Irrational demands include demands for systems that meet needs that are not rational, given a set of objectives. For example, the inaccurate association of freedom with ownership of a car, when in a given population density, that which would be experienced as most freeing would be some other system of transportation, and not the ownership of a car.

6.3.1.11 Authority [commands]

A.k.a., State-centric socio-economics.

Somebody who believes that using the power of the State (and its enforcement sub-structure, law enforcement) to address problems in society (e.g., drug abuse), even if they are well intentioned and operating from a sense of personal honor and morals, and they are in no ostensible way crooked, they are nevertheless doing enormous damage. The State (with the core function to monopolize violence) should not be used to victimize (structurally or otherwise) people for someone else's benefit. There should never be a lack of skepticism of authority, since the only true authority to a self-integrating human being is self-verification.

6.3.1.12 Democracy [rationalizes]

A.k.a., Social-State socio-economics.

'Democratic' societies can tend toward mistaking involvement for participation. They seem to think that, because they get to vote, that they are involved in government, when, all the while, someone else gets to

choose (or, at the very least, significantly influence) who gets to run, what they can do when they get into office, and whether they can get re-elected. Socioeconomic status should not be a deciding factor in the volume of one's voice in a society the strength of one's ideas should. Citizens should be able to participate in the solution-making business, not just delegate their power to a representative that then becomes part of a professional political class that has so much stake in the system that they can't afford to change (or fix!) it. Further, on the voting end, weighing in on issues one knows nothing about is detrimental most organizations know this, but apparently we throw this idea out the window when it comes to governance! This turns legitimate issues into shouting matches and popularity contests.

The democratic perception mistakes participation for representation and contribution for employment. Under a representational system, one person (elected or not) takes decision [from a place of authority] for all/many. There can be levels to authority, and certainly are levels to access in any society.

Adopt one side or the other in sustained elaboration of the one or the other position in decisioning, frequently leads to an ignoring of the common life-ground that life-value that all understanding begins with that is, that life is good, and is better the more coherently inclusive its life-fields and ranges in thought, felt being, and action.

Here they incorporate in their unity opposing life values only by conceptually constructed reification of a non-person as a person—a metaphysical inversion that has oppressed the world at different levels.

What is morally deranged is that the rights of non-persons and their interests override the life interests of real persons in the name of life. The life-value onto-ethic recognizes the disorder, and grounds in human life as coherently conceived.

Instituted exclusion of the common life ground and interest follows logically from the atomic division of interests into competing rights in automaton self-maximization—the life-blind value syntax of the age. Slogans of “individual and consumer differences and choice” and “what is a need to some is a want to others,” the absence of any ground of understanding of humanity’s ultimate directive meaning defines the age. Postmodern, relativist and sceptical theories of all kinds explicitly or tacitly refuse to accept any universal good or necessity at all.

In the background, for over 2500 years philosophers have largely avoided the issue of universal life needs and any common life-ground of moral meaning. Economists in particular have systematically conflated needs and desires with no recognition of their ultimate distinction by life necessity itself.

Some societies recognize the life ground and human needs as an alternative, and just select differently, and others do not even recognize an alternative to their non-life-grounded approach.

Humanity has been a long time without its most basic

life-value bearings:

1. The reigning economic theory everywhere since Adam Smith has confused necessity with market demand.
2. In Anglo-American justice theory as well as economics and studied philosophy in general, no standard of life need ever arises. The concept in principled form might as well be outlawed.
3. John Rawls’ famous “primary goods,” for example, is decoupled from life needs altogether. Rawls also claims that their elders must choose for youngers.
4. The socially constructed conception of money “income”, profit, debt, substitutes for human need and necessity, even in the twentieth century’s reputedly leading work on “social justice”.
5. A political economy, expressed through capitalist-system mechanics with no ground of meaning in life necessity itself.
 - A. The capitalist narrative (story) of the private market’s invisible hand necessitating the best of all possible results or “optimal” social welfare may be the prototype of the life-blind logic of rule.
6. The statement by Karl Marx, “from each according to one’s ability, to each according to one’s needs” (i.e., the from-each/to-each principle) has three main problems that preclude it from providing an appropriate solution. Firstly, the concept of “needs” remains without definition and boundary. Second, the “ability” expected from each is not grounded in life. And third, there is no principled linkage between needs and abilities to ensure the coherence of their realization.

Why would people so conditioned become an oppositely-structured force against their conditioning? Without life values regulating steering productive forces, the outcomes are not magically arranged by an invisible hand or dialectical laws to be optimal.

NOTE: *Whatever doctrine is believed, only life-coherent technological development can resolve the problem in principle, and that requires regulating life standards at both human and ecological levels.*

In part, there is a pathological block against the life-value meaning of needs in early 21st century society. It is essential to be able to distinguish between vital human need and an extinguishable attachment (most well described by Vedanta and Zen Buddhism).

Unsatisfied life needs are left as a problem of the lower classes, while the decorum of the rich gives the illusion they are above them. The labour of appearances takes their place.

To resolve the marketing of life toward human fulfillment, one must be able to distinguish between:

1. Human fulfillment (necessity and development) and market demand: Some societal systems do not encode (or do not encode effectively) a standard [criterion] of life need (human fulfillment). Therein, some socio-decisioning systems may even "outlaw", actual need fulfillment (given the circumstances). For example, money ("income") substitutes for human needs.
2. A [vital] human need and a belief (an extinguishable attachment):
 - A. Are unsatisfied life needs are left as a problem of the lower classes (i.e., less accessible socio-economic categories), while the solutions of the rich give the illusion they (the rich) are above them?
 - B. Confucianism prioritizes propriety to superiors over the life needs of anyone. Authority-based (i.e., power-over-other) relationships -versus the bonding and cultivating of fulfilling human and ecological relationships (i.e., community).

The great exceptions to those who do not distinguish is,

Lao Tzu and the recorded Jesus from the Euro-Asia continent, speak of "feeding the hungry, clothing the naked, and giving shelter to the homeless."

Certain societal configurations generate a pathological mental block against socially deciding a materialized life of ever greater potential. To fulfill society, an economic system must integrate and comprehend the production and distribution of otherwise scarce resource into services and goods for humankind to develop fully, which requires the distinction and correct selection (for encoding) between life fulfillment ("goods") and less than life fulfillment ("bads").

6.3.2 Assuming the right to protection of information

Once you show something that is information to the world, it is not "yours" [to control the access of] anymore (with the only exceptions being safety and human dignity). In other words, once others have seen it, it is not your "right", "privilege", or anything else to restrict others use or modification or evolution of that information; because to do so would mean to invade their personal encrypted space. Rights, in the context of the State, are not objective values; rights are instructions about harm and possession. Rights are requests, demands, instructions to government as to when and where to use violence. Consider, for example, the human right to clean water, and thus, a corresponding obligation to provide for it at both social and individual levels (as in, at a[n

intra]-structural level; and if it is not provided for, then to use force to provide it. All "rights" to exclude all others from whatever action is held through government[-al]-State force. Here, there are the fundamental rights to: safety, and not having access denied [to common global human fulfillment].

6.3.2.1 Information profit-protection (as copyright and open source)

The socio-economic organization that holds the proposed societal system together is open at its source to inspect and update, otherwise it does not meet the criteria for the proposed type.

Thus, someone else (or, a market organization) could go and post this plan on their website; it doesn't matter to us (or anyone), because it is a distribution (which is desirable) this is a societal level operating system that is being proposed, and thus, its distribution is by definition to be societal at scale.

It would of course be optimal to distribute the source of the code (the drawings, the information system) from one source, centrally, but in the market (competition and not global cooperation), and given what is known as technically possible at the moment (parallel processing, and not quantum), then distributed processing is the eventual optimum (as 'dispersion' and 'convection' lead to optimal expression of molecules through a bounded medium). And if they made adaptations, then we use those adaptations, for we, internally are not participating in global competition, but global cooperation. Remember, we have technically and informationally had the opportunity to live without money and in optimal, global technologically-automotive fulfillment, since something like at the earliest, the 1919's with the founding of "a small group of people without great influence" known as the Technical Alliance. Around the same time Thorstein Veblen produced the book "The Engineers and the Price System" describing more of the real world, extant problem, widening the inquiry into a human societal-level, global fulfillment "access" system. Of course, the efficiency value came into greater clarity in 1932 with Bertrand Russel wrote "in praise of idleness". The technocracy market-State-based organization called "Technocracy Inc. was formed to redirect society individual and State actors toward implementing the equivalent of "credits" for an equal part in everything that which is optimally produced, given what they knew, and then moving to fully optimized toward human fulfillment (or equivalent) and technical automation (where desired; Read: a fully automated, "steady"-state economy. In 1962, the State of Russia attempted the Russian All-State Automated System as the first market-State integration of economic automated management system (i.e., the first open source unified information-social>economic planning system). The systems designers proposed moving the whole Soviet system as into a moneyless socially-environmental condition.

Here, it must be asked what the purpose and function of 'automation' is among society. A highly market-

oriented statement, in consideration of automation, might be, "Well, if we are going to take away people's employment in this domain, then we have to at least make them participants in the value creation in some other domain [of the market]." In other words, even though automation is automating away the human labor required for one segment of the total market, workers must find labor employment elsewhere.

6.3.2.2 Financial risks to open source projects

Open source revenue models are scant and will eventually fail when their niche market grows with suppliers. And so, the government steps in and says we need to give everyone a basic income.

Free systems are recursively free. It doesn't matter who owns the "rights"; a free system can be used and changed freely, the only requirement is that when it is changed, that initial requirement is sustained and the system can be used and changed freely (because, the same "rights" are given). In such a system, the same rights a developer gives are the same rights all other developers give also. No individual has more rights than anyone else to an free system.

6.3.3 Demonization

A.k.a., Structural enemy-mentality inertia

Continued attempts to normalize the harms of the market-State; including, continued attempts to demonize the development of societal-level community standards developed accountably and transparently for optimized human need fulfillment.

6.3.3.1 Spreading hate within the population that is developing this direction

The spreading of hate amongst those who share this common direction is hurtful to the direction. For example, it is inappropriate to spread hate when someone, for instance, leaves an organization working on this direction or is critical of an organization working on this direction. Hate-filled types of behaviors harm social integration (as social cohesion), they harm individual well-being (as belonging), and harm their own organization through the negation of (ignoring of) feedback. These individuals/behaviors cut what would otherwise be avenues for communication, cooperation, sharing, adaptation and evolution, and ultimately, the experience of togetherness (over separateness). Division amongst any of us is the potential downfall of any of us.

Social well-being is not sustained through structures that enable social division, but instead, from social integration. It is clear to see the egoic belief in [the] authority of one organization (or individual) over others who support and are working toward a common direction.

6.3.4 Idolization

A.k.a., Hero worship, idolatry.

Idolization implies the creation of a static image of someone or some organization's success and perfection. Statements, such as, "The primary source of knowledge, which is timeless and unrelated to technology or design, is such and such organization."

It is inevitable that humanity will learn more, and idolization reduces adaptation to new information. Idolization clouds critical thought on the part of the idolizer for the idol and the current situation.

Common idols include,

1. Personality stars of all kinds (e.g., starchitects, sports idols, science idols, etc.).
2. Authorities.
3. Academic experts.

When there are idols, there are likely to be fewer global cooperators. Organizations (with workers that require money to survive and thrive) that are working toward and promoting this direction, have their own brand and may have no interest (or incentive) to collaborate, which will:

1. Result in the duplication of efforts.
2. Increase the likelihood for conflict by pitting people working on the same direction against one another.

People who idolize a particular project or individual advancing this common direction are more likely to spread hate toward others and toward critiques of their idol.

6.3.5 Industrial structural influence

A.k.a., Industrial structural inertia.

Industries are how most (if not all) of early 21st century society is produced. Industries are combinations of, at least, businesses (and States), workers (and consumers), and machines (and knowledge). Consequently, industries have a significant influence on economic (Read: employee, employer, consumer) behavior. For example, if there is a car industry in some territory in the market-State, then there will likely be a lot of people who work in that industry and who are otherwise connected to that industry, and desire its continuance, for their sustenance and profit. The natural result of having a car industry is having a bunch of people who desire the continuation of what that industry produces, from profits to objects and follow-on services. The industry wants [more of] the citizenry to be customers of the industry. Everyone connected with the [car] industry is going to be in favor of the continuation, and even growth, of that industry. Those connected with the [car] industry in a territory are going to be in favor of their own individual market well-being and likely not advocate for a reduction or disruption to sales in that industry. Those connected with the [car] industry in a territory are likely not going to be in favor or getting rid of cars (etc.), because they are

just looking out for their continued income in the market. Families become dependent on the continuation of the industries sales for their livelihoods.

The shutdown of infrastructural services should be avoided at all costs and considered an emergency. Ensure emergency and utility services are operational and sufficiently staffed, tooled, and funded. The shutdown of emergency service, including telephone connections to them are a serious risk to social stability under Market-State conditions.

QUESTION: *What types of organization(s) would actually be effective in achieving the goals of community creation in a way that isn't susceptible to asymmetric capture by a small number of [bad] actors / actions. Note that an organization is an enabling condition for an action. In the early 21st century, many people misconstrue processes as stable entities.*

6.3.5.1 Significant market-State resistance

There is a risk to this project that is political. Together, the market-State represents a complex political organization with wherein the are resources and humans configured for ends other than community. Possible political pressure to stop advancement of the project.

Mitigation strategies include, but may not be limited to:

1. Education: Public (and private) education based on community standards.

6.3.5.2 Lack of a political will

A scenario where there is sufficient information and documentation to initialize transition to community, but there is insufficient political will to have the government take the necessary actions to initialize and facilitate transition.

The risk is the assumption that changing the State will not facilitate the emergence of community, and therefore, not participating in State government policy. Society is, in part, steered by a political State, and it is necessary to work within and through this organization to coordinate the transition of resources into a community configuration.

6.3.5.3 Significant public resistance

There is a risk to this project that is public, the public is a movement of its own, composed of individuals with backgrounds, needs, preferences, haves, and wants within the market. Possible public pressure to stop advancement of the project.

Mitigation strategies include, but may not be limited to:

1. Education: Public (and private) education based on community standards.

6.3.5.4 Significant worker resistance

The laborer in the market worries that the labor will be taken away by machines and the worker will have no ability to support oneself and one's family.

Mitigation strategies include, but may not be limited to:

1. Education: Public (and private) education based on community standards.
2. Development: Sufficient planning and simulation, and a slow and safe transition.

6.3.6 Design insufficiency

There are a set of risks associated with the designing a societal system insufficiently, and then, asking the population to transition to it.

6.3.6.1 Insufficient development of a workable system

In this proposal, the concept of community connotes the unification of humanity at a global level. Here, "community" is a type of society, like the "market-State" is a type of society. A society is the global population (of people and objects), and the idea is conditional by what the population thinks "global" means. Global could mean "village" to an isolated or isolationist population. However, for this proposal, "global" means workable for the entire global human population. Though community likely will not start out globally, it ought to be capable of scaling up to planetary size, hence, be global.

6.3.6.2 Insufficient development of the conceptual model of the system

A lack of completeness of development of the model/system to be used in transitioning to and operating a community-type configuration of society.

6.3.6.3 Insufficient knowledge transfer

There is the risk of insufficient knowledge transfer prior to physicalized transition. In other words, there is a risk in a rapidly changing work structure where owners (managers) are removed, and control of the production (or service) operation is dropped in the task box of labor. There is a saying, "What will change is that "we" will switch (remove) the owner(s) and give control of the operations of production to the people doing the work". The risk here is that the people doing the work may not have been doing, not know how to do (not have the knowledge and/or skill), or not even want to do the work of complex socio-technical coordination/management. Further, there are sometimes disputes internal to labor itself. Without owner authority ("management"), how will these internal labor disputes be resolved appropriately if the laborers, themselves, become a/the new authority? The greatest benefit of this approach is likely to come when:

1. There are few to little, or insignificant, internal disputes among the population of laborers in the economy, in industry and service.
2. When they are educated to understand the advantages for their lives by cooperating, and do so through coordination.
3. When there must be a group of skilled coordinators who have access to those resources needed to effectively coordinate labor, and also, see themselves as labor.

6.3.7 Legal problems

There are a set of risks associated with legal-State problems.

6.3.7.1 Copyright and patent

It is best to avoid legal action taken against community by civil property owners, or the government.

Mitigation strategies include:

1. A clear terms of service (and/or contributor license agreement) signed by all contributors. Ensure that all contribution has agreed to licensing.
2. Ensure all documentation is appropriately licensed.
3. Clearly visualize, and identify by role, who is legally responsible for potential legal actions.

6.3.7.2 Legal action from the government.

Legal action taken against community by the government.

Mitigation strategies include:

1. A clear terms of service (and/or contributor license agreement) signed by all contributors. Ensure that all contribution has agreed to licensing.
2. Ensure all documentation is appropriately licensed.
3. Clearly visualize, and identify by role, who is legally responsible for potential legal actions.

6.3.7.3 Legal action from corporations.

Legal action taken against community by corporations.

6.3.7.4 Legal action from civilians.

Legal action taken against community by other civilians.

6.3.8 Insufficient data and/or inaccurate data

In the early 21st century, most, if not all, real-world solutions to root issues are hindered by an enormous gap between the available data and the data needed to create community standards and community habitats, and transition resources and people into a community-type societal configuration. High-quality data collection is essential to making effective and efficient societal operations (and making them easier). Data have

always been essential, especially for evidence-based decisioning.

6.3.8.1 False narratives

People can simply lie about the purpose, orientation, approach, and content in the standards (for the Project). Here, the biggest transition challenge is always the narrative, getting it to a state transparency with the standards and facilitating education to shield from falsehoods.

6.3.8.2 False registration

How will it be ensured that the members of the community are actually humans.

1. Mitigation strategy: Human coordinated meetings and on-boarding using video conferencing and/or face-to-face interaction. Documentation and recording.

6.3.8.3 Scams

Scams by others perpetrated against community members and/or potential members.

1. Mitigation strategy: Alert users to the potential. Warn users with a message about existing and potential scams.

6.3.8.4 Lack of perceiving the world as a system

Some generalized life system risks to a society include,

1. The reduction of feedback.
2. The reduction of self-integration.
3. The reduction of individual connection from behavior and the consequences of behavior.
4. The reduction of the incentive for contribution.

6.3.8.5 Lack of coherent thought

A.k.a., Lack of systems language, systems thinking, systems syntax, systems science, precision of language, rational thought.

Dismissive, categorically polarized, and oversimplified thinking and world-views plague us as a civilization. We do think in language, and if you can control peoples language about certain subjects, then you can control their thought process by association. Today, unlike in the past, there is the discovery of 'systems' language that allows for a different (than past) and more unified (integrated, holistic) way of thinking. Systems thinking is the known means of aligning the syntax of linguistics, as the part of communication that logically composes the structure and formation of sentence structures (of arguments), with natural [cosmo-logical] form. More simply, systems thinking is a language, not previously used (or at least, widely used), that allows for making and communicating a coherent sense of the world. In more recent decades, systems language has been formalized

so that it can be used by teams (by anyone who desires to share and contribute).

A sentence could make no sense [when communicated], and still be correct from the syntax point of view, as long as words are in their appropriate spots and agree with each other. Similarly, a syntax whose logic isn't aligned with the structure of the real world, can still form a societal configuration which has people believing in its appropriateness for their lives, even though it observably causes suffering. In other words, a syntax can have a logic that does not align with real-world [service] systems for [fulfilling] human need; and, although that type of societal configuration is highly likely to express an unfulfilling state of current well-being, the people who use that language [of limitation] are not likely to realize the degree of their suffering or how to re-align their lives with their higher need fulfillment potentials.

It is the information system, working groups, and the InterSystem team, not the State or the market, that provides a unifying scaffolding to minimize the risks of working together while access is scaled to global population size.

There is a requirement for an up-to-date language to reflect the real systems-based operation of a real-world existence, so that humanity can think, design, and build in alignment with individual's highest potential state of human need fulfillment.

Societal problems, all of which are complex, require a 'unified' societal language solution to resolve, for the population and its alignment:

1. For the whole population:
 - A. 'Unified' means everyone uses it [socio-logic].
2. For alignment of the whole population (with a commonly informational and spatial real world existence):
 - A. ('Unified', in that it coherently and logically represents, the real world [simulation-logic]).

Systems thinking is increasingly being thought of as a "new" (discovered, recognized, remembered, constructed) way of thinking to coordinate and resolve ("manage") complex problems.

INSIGHT: *Thought processing on the part of conscious systems can and cannot align that consciousness with its optimal embodied well-being, given an informationally material environment. Some thought processing leads to coherent conceptions and decision that align consciousness with fulfillment, and other thought processing structures, methods, objects lead to incoherent conceptions and decisions that dis-align consciousness from what it could socially achieve in fulfillment given that which is available.*

6.3.8.6 De-contextualized hypothetical inquiries

Impossible hypothetical scenarios (i.e., de-contextualized hypotheticals) and dilemmas are just that, impossible to

rationally resolve, because they are de-contextualized from the real world where there is:

1. Human feeling.
2. Cause and effect.
3. Memory and past cause.

For example, there is a train track hypothetical known as the "Trolley Problem". A systems engineering, or someone in community, would likely answer the problem with a question pertaining to why the system was designed with the potential for such a multivariate safety problem. The presence of the "Trolley Problem" itself likely says more about the society someone is from than how someone from another society might answer the problem.

6.3.8.7 Election fraud

Many crimes are as old as society itself. Election fraud is as old as elections themselves. Therein, it doesn't matter who votes, it matters who counts the votes. Those who count the votes, under a system of secrecy, have the ability to act fraudulently, wherein, secrecy and complexity provides that ability. The citizenry must be able to check records and calculations, and to do that they must be made publicly available. Taking an election away from the population through fraud gives those with the ability to do fraud a tremendous amount of power over the population. Election fraud is most often done by those with power over the voting system, often by those who count the votes. Those who conduct election fraud can sometimes even transfer the blame to people who are innocent and claim the individual voter has conducted the fraud. In contrast to election fraud, voter fraud is fraud done by individual voters themselves.

6.3.9 Financial insufficiency

A.k.a., Financial unaffordability.

Lack of financial support for the project. Which, may lead to slow deliverables and an inability to physically materialize community.

6.3.10 Instability in the project team

Instability of the Project team, which may lead to a compromise of the resources, knowledge, coordination and will to carry out the project.

6.3.10.1 Continued market-State indoctrination (and acculturation)

A.k.a., Indoctrination (in+doctrin-ation to have made the doctrine of another active inside oneself).

Childhood indoctrination into a culture that imposes requirements on fulfillment that orient away from optimum. Some environments bring people into adulthood from childhood with limiting and hurtful

belief systems. We are all influenced by the collective consciousness in which we develop. Some conceptions, and behavior, can disable our ability to meet our optimal fulfillment.

6.3.10.2 Sophisticated behavioral conditioning

Edward Bernay's (the nephew of Sigmund Freud and author of "Propaganda") codified for corporations (for the first time), and then governments, how they could make people want things they didn't need by linking mass produced goods to their unconscious desires. The colleague and public relations advisor to Edward Bernay's, Pat Jackson, once said, "What Eddie [Edward Bernay's] got from Freud was indeed this idea that there is a lot more going on in human decision making -not only among individuals, but even more importantly, among groups. So, Eddie began to formulate this idea that to modify behavior for profit you had to look at things that will play to people's irrational emotions." Today, the marketing and social engineering of feeling and opinion has become its own normalized industry embedded into the conceptual fabric of early 21st century society, and it filters individuals' perceptions of reality. In other words, people in early 21st century society are already accustomed and actively encouraged to behave irrationally -it is just an aspect of how businesses sell things -it is an accepted narrative.

Indicate and manipulate the sense of the possible; one of the most profound and powerful ways of keeping people in the box, keeping people in a perceptual prison . It is that simple. For instance if your sense of the possible does not at least encompass the possibility that. All the time collectively and individually our sense of the possible is being squeezed. What one has at any point in time is a perception of how things are. But I know that whatever I know there is always vastly more to know to push the cutting edge of my understanding. Rather than have a belief system, you have an informed and verified sense of perception of how things are up until now. Up until this point in time. Take a step back and look at it again. Loop up at the into space. Loop up into the infinity of forever and your telling met that all I need to know is between the covers of this book or that book, written by who knows who, who knows when, and under what circumstances.

APHORISM: *When in a chaotic information environment, the critically discerning mind must be on active duty continuously.*

6.3.10.3 Creation of State travel restrictions

States can close their borders to members of other States.

6.3.10.4 Continued production and dissemination of false information

A.k.a., Inaccurate data, false data, misleading data, irrational thought, biased data.

There are currently three sources of false and biased data among society:

1. Businesses.
2. Governments.
3. Independent analysts.

Among those three sources, there are many reasons for false and biased data, including but not limited to (note that these are the four most prevalent causes):

1. Businesses (companies) are typically interested in protecting any edge they have over their competition, therefore they are frequently unwilling to release information related to proprietary products and processes.
2. Businesses are typically interested in maintaining a competitive advantage over their competition, therefore they may release false information to mislead and misdirect.
3. Government entities restrict the release of sensitive information for reasons of "national security" (Read: competitive advantage and socio-economic safety), therefore reducing in number what should be the largest pool from which to acquire data.
4. Due to the three points listed above, when companies and government entities do allow the release of certain information, that data may not only exclude "sensitive" information, but may also exclude some of the elements necessary for a complete understanding of the data, leading to misinterpretation in the data analysis.

People in early 21st century society are following rules that are often not apparent to them. Someone who is closed minded, won't go any further in updated their understandings (mental models) to more correct, accurate, and/or fulfilling understandings. In general, a close minded approach to life is due to mental attachment [to some past state of experience or integration].

QUESTION: *Is the person open to updating their [mental] models and behaviors?*

Widespread change is only going to happen when it is served up to the population [who currently expect service in a market] at their level to them on a silver platter. Everybody wants the end result, but they are not ready, capable, or willing to do the work.

APHORISM: *The greatest challenge is letting go of old forms.*

6.3.11 Dismissal of real-world problems with real-world community solutions

A.k.a., The "everything's OK" view.

Often, there are two reasons why people think everything

is "OK" among the population of the planet in concern to human well-being:

1. The first rationalization is technology. If technology is working (i.e. if technology is advancing), then that means the idea/feeling that everything is "OK" can't be far off.
2. The other argument is the argument from authority. "You know, all these PhDs, all the politicians, all the authorities, all around the world, they are making sure everything is "OK".

and can be knowledgeably identified, commonly.

6.3.13.2 Lack of self-knowledge

I.e., A lack of metacognition about one's own work.

The Dunning-Kruger effect occurs when a person's lack of knowledge and skills in a certain area cause them to overestimate their own competence. The Dunning-Kruger effect is a cognitive bias whereby people with low ability, expertise, or experience regarding a certain type of task or area overestimate their own abilities and quality of their work/deliverable(s). Effectively, the Dunning-Kruger effect is the idea that the least skilled people overestimate their abilities more than anyone else. Incompetence creates work and products that reflect incompetence. The original paper by Dunning and Kruger starts with the quote: "It is one of the essential features of incompetence that the person so inflicted is incapable of knowing that they are incompetent." (Kruger & Dunning, 1999)

The Dunning and Kruger experiment did find a real effect – most people think they are better than average. However, the effect is somewhat misleading, both mathematically, and in respect to intrinsically motivated learning and work. When learners/workers are not comparing themselves to others in an extrinsically motivated environment, then they are significantly less likely to incorrectly estimate their abilities. An unskilled learner in an intrinsically motivated environment is likely to be aware they are unskilled, for there is no incentive to falsely over-estimate or exaggerate their abilities and knowledge. In a safe environment, very few people who are unskilled are unaware that they are unskilled, because there is no incentive to portray oneself differently. The reality is that people have an innate ability to gauge their competence and knowledge. (Gaze, 2023)

6.3.12 Lack of education

A lack of understanding of the true potentials of humanity given access to current knowledge and available resources.

QUESTION: *Why don't we have community (i.e., why don't we have a moneyless, Stateless, classless society)?*

ANSWER: *Because humanity doesn't know what is possible given early 21st century knowledge and resources.*

SOLUTION: *Develop a societal specification standard that describes, explains, and simulates the an operating community-type societal system.*

A scenario where someone or some organization dismiss the standards after a brief and insufficient contact with them (Read: insufficient explanation). There is a risk, that some people may dismiss the whole system, because they have only flipped the pages of the documentation to a specific section, which they read and disagree with.

6.3.13 Lack of self-recognition

There are a set of risks associated within someone not recognizing who they are, a human among many others in a planetary-solar biosphere.

6.3.13.1 Lack of the conception and relevance of human needs

In the early 21st century society, there is a lack of identification of, salience for, and fulfilment of real-world human requirements for life, technology, exploration and socialization, when it is an obvious necessity. For instance, the Penguin Dictionary of Economics (5th edition) ignores the term 'need' (and 'basic need'), which is not an outlier case in early 21st century society. Mainstream economics has systematically shunned needs-theorising (societal models that include human requirements and their connection to human and ecological well-being).

NOTE: *If (and when) social scientists state that data (or evidence) is a result of a social construction, this doesn't mean that there isn't a real, object world that is common to all humans*

6.3.13.3 Encountering learned helplessness

Learned helplessness is when people become conditioned to believe that a bad situation is unchangeable or inescapable.

6.3.13.4 Encountering insufficient attention spans

Often, in early 21st century society, attempts to communicate relatively complex thought are stifled by wilful ignorance and ego. Complex ideas require complex explanations, and the reason languages have vast vocabularies. Words generally represent ideas, and more nuanced ideas require more nuanced and detailed organization of language. Understanding more words effectively means understanding more concepts.

Someone can have an "immature" drive toward wanting everything to be simple; though such an "attitude" is "immature" to understanding. The psychological disposition associated with falsifiability helps avoid cognitive bias. The first principle of the logic of a learning system is that there can be selfmis-understanding, which may be corrected to reveal growth, further capability,

and overall progress.

INSIGHT: *There is another stage to human "development" that hasn't been accomplished, neither in the US, nor in Russia, nor in China, and that is what the project is proposing.*

Some people will say dismissively that good ideas should be easy to communicate. While it is a good strategy to simply the language as best as possible, any attempt to describe and explain real world phenomena is going to be inherently complex. Most facets of the lives of those in early 21st century society are governed by simplistic thinking and over simplification, propagated by a simplistic language. For example, there is presently a judicial practice that believes in total free-will self-ownership that puts people in cages, as opposed to examining the causality behind their behavior and work to correct sociological (social system structural) preconditions.

6.3.14 Lack of academic authority

In the early 21st century, the "professionalized" academic establishment (PhDs) roughly and abruptly rejects any ideas that didn't come from their own establishment.

6.3.15 Lack of influencer recognition

It is possible that influencers who speak about our common direction do so in a manner that never mentions projects working on the common direction. These influencers specifically fail to mention other organizations that have contributed to and/or continue to contribute to our common direction. This behavior prevents the spread of our common ideas, and has the potential to create idols, because the information is only coming from one source (without reference), and conflict, because the people who listen to that one source use it as the uncritical, unintegrated authority, and if common information comes from another (then theft is assumed) and if common but also conflicting information comes from another source (then conflict is assumed, because there is authority).

6.3.15.1 Influencers who have a common direction lack a complete understanding of the problem and available solutions

It is also possible for influencers that could possibly help our common direction to hurt it by claiming certain potentials (biases) as fact and disregarding the preponderance of evidence available. These influencers simply do not go far enough trying to understand the root of the problem and presenting humanity with the ultimate (moneyless, Stateless, classless) potential it has given access to the information and resources presently on the planet. These influencers could falsely call our direction "utopia" or make harmful associations with past similar (but ultimately different and not equivalent) movements.

6.3.16 Lack of resource availability

All assemblies in a habitat interface with mineral resources to some degree, and require[d] energy, time, and volume allocation.

6.3.16.1 Insufficient mineral access

A.k.a., Mineral availability, mineral accessibility.

Mineral resources are key raw materials in many production/industrial sectors. There is the very real risk of an inability to access material resources, particularly, minerals. Mineral resource scarcity comes in several categories:

1. The mineral resources are mined and available, but are inaccessible to the community population.
2. The rate at which mineral resources are mined is insufficient for continuous operation and duplication of community habitats.
3. The mineral resources are not yet mined, but if mined, would be sufficient for the continuous operation and duplication of community habitats.

Among the risks associated with insufficient mineral production include, but may not be limited to:

1. The quantity of minerals required to make just one generation of community-based technology units may be much larger than first thought.
2. The number of mines required is insufficient.
3. The cost and availability of materials is another significant factor.

6.3.16.2 Insufficient power production

A.k.a., A low energy future, a low power future.

Among the risks associated with insufficient power production include, but may not be limited to:

1. There may be insufficient energy resources to supply the required power production units.
2. There may be insufficient power production units to produce the required power for transition.
3. There may be variations in power produced that could harm electrical systems and might require technical units that can handle variances in produced power.

6.3.17 Lack of trust

In part, community is built on collaboration, which in turn is built on trust. Effectively structured, trust-based collaboration encourages parties to focus on project outcomes rather than their individual, personal goals. Without trust-based collaboration, a unified project delivery approach will falter and participants will remain in the adverse and antagonistic relationships that plague

disciplines in early 21st century society.

6.3.18 Lack of safety

There are a set of risks associated with the presence of a lack of safety.

6.3.18.1 A lack of a general feeling of safety [safety]

There are multiple ways by which people feel unsafe about their socio-economic situation

6.3.18.2 [Safety] Hiding behaviors

Profit-making entities are counterproductive because if you screw up you have an incentive to hide the screw up or to not release it.

6.3.18.3 [Safety] Conflict risks

There are multiple forms of conflict that could destabilize society sufficiently to reduce the likelihood of accessible personnel, resources, and environmental conditions to complete the project.

1. Social conflict ethnic, racial, and cultural conflict.
2. Economic conflict Competition over resources.
3. Ecological conflict Carrying capacity overall reached given the current situation.

APHORISM: *New blood always steps into the shoes of old.*

6.3.18.4 [Safety] Crisis

Although there is a lot that can go wrong when a crisis occurs, crises are incredible opportunities for people to reconsider what is important and what is truly needed in life.

NOTE: *Conflict affects social relationships and wars affect economic flows, significantly.*

6.3.18.5 [Safety] Catastrophe

In some cases, going through a catastrophe can bring about a more rapid change in mindset. In terms of societal re-orientation, that major catastrophe in someone's life that causes them to reflect more greatly on the absence of community in their lives, doesn't necessarily need to be shared by everyone all at the same time. It may not be a major catastrophe that affects a wide-range of people that leads to some individual more greatly adopting the realization conveyed by this Project. Instead, it may be the loss of a loved one in the family due to suicide or cancer, the collapse of one's business, or the loss of a home.

6.3.18.6 [Safety] Rapid change

It is probably unwise to tell novices to this direction that their houses are going to get bulldozed and replaced with something better. If that is what is actually going to occur, that their houses are going to get bulldozed and replaced with something better, then you going to

have to "sell" that skillfully, and the why system is going to have to be visualized, simulated, and understood by all stakeholders.

6.3.18.7 [Safety] Software coding errors

Programming can introduce software coding errors. Decentralized programming can introduce software vulnerabilities through the loss of centralized testing, maintenance, and control of code. This reality directly refutes the distributed ledger's claim of resiliency through decentralization as the code itself is a singular point of vulnerability that is reproduced across the system.

1. Mitigation strategy: Sufficient code check assurance.

6.3.18.8 [Safety] Uncontrolled migration

An economic migrant (or refugee) is someone who is traveling from one country or area to another in order to flee a low standard of living. Economic migrants exist where local geo-political situations are unstable. These are people who are people who are not necessarily desiring to live in community, but are fleeing a low standard of living for a location with greater economic access. There are significant opportunities and threats with economic refugees. The opportunities relate to facilitation of a greater population of humanity more greatly toward living in community. There are two main categories of threat. Firstly, the background, beliefs, and behavioral propensities of the migrants themselves. And secondly, the carrying and integration capacity of the habitat service system.

Community involves global cooperation; it does not, however, involve forcing grouped sub-populations of humans to live together in the same geographic location.

6.3.19 Lack of political leadership

Every decision maker currently is helpless; they are all part of the massive market State system. That system has momentum. And they cannot problem solve around it. Any action they might take to change things or put genuine solutions on the ground, has the actual outcome of destroying their careers. And this is active at all levels of the system.

The mitigation for this potential of a lack of political leadership is having viable framework, an explainable standard, for knowing what to do. Through visualization and explanation via community standards, the path forward is clearer and more trustworthy.

6.3.20 Belief

INSIGHT: *The instinct to want things to be better without the work of trying to understand how they have come to be as they are is guaranteed to keep you where you are.*

The replacement of rational explanations with belief is a serious risk. Beliefs can "hijack" almost the entirety

of thinking and behavior [away from real and optimal fulfillment of human requirements]. There are concepts which may be encoded that obscure the objective world, some of which generate minds that are too "open" (i.e., lack sufficient critical thinking) and too closed (i.e., belief disallows the integration of evidence). Often, the quickest way to upset someone (generate aggression in them) is to be seen as attacking or perceived as negating their beliefs, because they feel that what they believe is who they are. Humans in a belief-limiting social system will share a distinct concept of their environment, and limited by belief, they are likely to have little understanding of how other social systems perceive their environment differently. Innumerable doctrines (systems of belief) disconnect individuals from the highest expression of their fulfillment by limiting their understanding of what could be.

INSIGHT: *Indoctrination and desperation leads easily to the uncritical adoption of and persistent attachment to belief.*

What a group of humans determines to be true and correct can be objectively inaccurate, and the humans may continue to believe that which is false due to social forces (influence) they may not detect or even know exist. Professional bias It is difficult to get someone to understand something when one's/her salary depends on him/her not understanding it.

Thinking can replicate beliefs that orient away from the construction and operation of community. Often, humans prefer environments that are familiar to them (using a predictive pattern recognition system, the intelligence of a brain). Visual preference, psychological perceptions and attachment to certain environments are intrinsically tied to a person's past experience.

The two greatest beliefs present in early 21st century society that do the greatest damage are the belief in authority and the belief in competition as the preferential way of transforming resources into goods. The market-State represents a different set of values on a value circumplex than does the value set that currently makes up a community-type direction. Some societal structures are more likely than others to setup states of confusion and violence than are other configurations of structure.

6.3.20.1 Dichotomous thinking, dichotomous language

Humans must move past the dichotomous ("left" or "right") responses, including, "comply" or they "defy". The mitigation to dichotomous thinking is systems thinking.

6.3.20.2 Blame / meritocracy

The perspective that individual failure or success in today's economy is solely the result of personal effort, a concept often linked to the idea of a meritocracy, overlooks the complex interplay of socioeconomic factors, structural conditions, and even elements of chance that influence one's opportunities and outcomes.

This approach to understanding economic disparities fails to account for systemic inequalities and the varying starting points of individuals.

Meritocracy is a system in which advancement is based on individual ability or achievement. However, the assumption that everyone has equal opportunity to succeed does not hold true in reality. The meritocratic ideal often ignores:

1. **Socio-economic structures:** The existing socioeconomic structures significantly influence individuals' access to resources such as quality education, healthcare, and networking opportunities.
2. **Systemic inequalities:** Factors such as racial, gender, and class-based discrimination can severely limit opportunities for certain groups, affecting their socio-economic mobility.
3. **Conditioning and cultural environment:** The environment in which one is raised shapes their aspirations, attitudes towards education and work, and the soft skills they develop, impacting their economic success.
4. **Luck:** Circumstances of birth—where, to whom, and in what health condition one is born—are entirely based on luck and can set vastly different life trajectories.

Blaming individuals for their socio-economic status without acknowledging these broader factors oversimplifies complex issues and perpetuates stigma. It can lead to policy and social attitudes that lack empathy and fail to address the root causes of inequality.

6.3.20.3 Enemy imagery

"They" focus very much on enemies and enemy imagery, and constant reminders to the tribe that the enemy is just outside the gates, or just over the hill, and "I" am the guy who is making sense of this situation for you. And, the more you talk about the out-group, the more it strengthens the in-group around the leader. And, people will through money, time, and attention at people who say, "these are your enemies, these are the rocks you throw at them, you have done nothing wrong, and your problems are a results of your enemies actions, and lets throw rocks at them together."

6.3.20.4 Slogans

Language and related messages shape human thinking. Slogans are engineered to be memorable and emotionally resonant. The simplicity and repetition of these slogans can reinforce specific viewpoints or behaviors, making them a part of an individual's cognitive makeup. Slogan usage reduces intricate concepts to simplistic statements that bypass nuanced understanding and critical thinking. Slogans, in their reductionist nature, often obscure the interconnectedness and complexity

of life systems. The term “cognitive stupefaction” aptly describes the numbing effect slogans can have on critical thought processes. By continuously absorbing simplified messages, individuals may become less inclined to question or analyze the underlying complexities of issues. Internalization of slogans conforms the mind to a ruling syntax of thought that is life-blind at a global scale. Slogans can lock out of cognition a more life-grounded perception of what is and what is possible. A “life-grounded” perception refers to an understanding of reality that is deeply connected to the fundamental needs and conditions of life on Earth, including the well-being of humans and ecosystems. Slogans can make it challenging to recognize, understand, and value solutions models, designs and solutions that are more sustainable, equitable, or holistic, but do not fit neatly into catchy phrases (i.e., slogans). Herein, it can be challenging to effectively present conceptions that have effectively been locked out of someone’s thought process due to slogans. There is a cognitive stupefaction that comes with the internalization of a slogan in a persons mind.

Mitigation strategies include, but are not limited to (i.e., strategies to overcoming slogan-induced limitations):

1. **Promoting critical thinking:** Encouraging educational models and media literacy that emphasize systems thinking, critical thinking, skepticism towards oversimplified messages, and the exploration of complex issues from multiple perspectives.
2. **Emphasizing complexity and nuance:** Crafting messages and narratives that acknowledge complexity and resist the allure of oversimplification. This involves celebrating nuanced understanding over catchy but reductive slogans.
3. **Fostering deep engagement:** Encouraging deeper engagement with issues through media that go beyond surface-level understanding, such as long-form media, standards, books, discussions, etc.
4. **Creating counter-narratives:** Developing slogans or catchphrases that are rooted in life-grounded principles can be a strategic counter to existing narratives that are detrimental to societal or ecological well-being. These should aim to open rather than close dialogue and thought.

6.3.20.5 Beliefs and reifications

APHORISM: *Truth is that which best matches external reality. Truth is not dependent on the internal opinion.*

Reification derives from the Latin word *res*—describes the process through which objects, places, and human relationships become objectified into “things,” or in other

words, commensurable entities. We can understand the social as such to be the locus of reification, for in order to function, any social order relies on the reification of features that pertain to the life of its subjects.

reification

(noun)

1. 1846, “act of materializing,” from Latin *re-*, stem of *res* “thing” (see *re*) + *-fication* “a making or causing.” Wherein, *reify* means, “to make into a thing; make real or material; consider as a thing.” From, Latin *res* “thing, object; matter, affair, event; circumstance, condition” + *-fy*. Wherein, *-fy* is a word-forming element meaning “make, make into,” from French *-fier*, from Latin *-ficare*. Take note that it is not possible to *reify* an absence.

Reification has two meanings, simultaneously correct in this instance:

1. To make something real, to design the concept of operation of some idea, and then, make it in physicality by taking action. More colloquially, “to make something concrete”, or “bring something into being”. For example, to design a table and then make the table.
2. To take action, using conceptual reasoning (i.e., explanations) that have no reference in the physical world. Reification is to make some thing real in conception (knowledge representation) that has no real-world reference (no physicality), and thus, use it in deciding (how to behave, what to create, or otherwise, change), while existing in physical world. This is also sometimes called “false reification” or “fallacious reification”.
- A. The Reification Fallacy is the fallacy of treating (Read: using, integrating, interpreting) an abstraction only (Read: a pure conception) as if it were a real, material thing (i.e., treating a pure conception, as if it were the conception of an actual object; that which is not a pure conception is an object that can be pointed to and illustrated). Money is an example of reification, when used in the context of being owned by people and transferred among them; instead, the paper textile and metal discs and computing systems are objects that exist and can be pointed to.

At a societal level, it is unwise to give pure concepts shape (Read: false reification), and then, move them around as physical objects. Money is an example of a concept (“ownership”) being given shape and moved around. Notice how easy it is to reify (i.e., make real, give shape to) conceptual entities. For instance, in concern to designing a physical location for light, there is illumination as a real world object (and non-illumination

as less of it), but there is no 'shadow' as a thing itself; a shadow is less of the thing 'light'. Irrational is converting a concept into a spatial object (first irrationality), then moving the concept as a spatial object around (second irrationality).

What does 'rationality' mean? It means that only objects can be moved; concepts cannot be reified to have shape (as objects do), nor can they be moved around like objects. For example, waves are a concept; there is no physical object called wave; waves cannot be moved. Instead, the water which is moving wave-like is doing the moving. Similarly, mass (weight) is a concept that cannot be moved around; instead, the object that has the attribute of a mass (weight) is that which is moved.

Reification is to conceive of something that is purely conceptual as real. To hold a concept in the mind (i.e., to process it) as if it were real. Things which are reified to exist, but have no real existence. These things can be acted upon and have consequence, though no existence. 'Reification' means to turn a thought into material creation (act of materialization; to make into a thing, to render into material existence). To reify is to make a thing from a mental map such that now that thing exists in material, physical reality. For example, to conceive of a chair and then make a chair, or initiate the material creation of a chair. To make it real, either physically or as a constructed relationship, through encoding. To decide and act in the real world based upon money is an example of the fallacy of reification.

For example, a "shadow" cannot be reified. A shadow is a privation of light, and it is not possible to reify a privation (i.e., the action of depriving). Someone might say, well, a shadow is something because if you stand in a shadow you get cold as opposed to standing in the sun, therefore a shadow is something that does something. However, that statement is inaccurate, for it is not possible to reify something that has no properties. A shadow is not a thing with properties. A shadow is a privation of the light, which provides heat. Simply, it is not possible to reify something that has no principle existence. It is a posterior attribute. If someone sits in a shadow, they are likely to get colder, and therefore believe that a shadow is something. But, a shadow is not a subject or an object; it is an attribute.

Reification essentially means the integration of information into conception (as a mental model), and the degree of abstractional accuracy of the model to a real world. The fallacy is the integration of abstract information as real (or, material). An absence cannot be reified as some thing; an absence is a privation [of materiality]. A 'shadow' is an example of the reification fallacy. A shadow is a privation (material absence) of light, and not a [material] thing (an object with geometric relationships) in itself. In other words, to use the concept 'shadow' in the context, and with the meaning being, that it is an individual and material thing, is an example of the fallacy of reification (to claim some thing is real and material when it is not). Consciousness can experience the sensation of light, for which there is the experience

of more and less light, in an environment. The non-presence of this thing, light, unless it pervades all, does not exist as an object, thing.

Waves, for example, are what some thing does, not what some thing is. To call some thing a wave is to commit the fallacy of 'attribution reification'. Waves don't exist; a wave is an attribute of some thing. Movement is said of some thing, of a subject (e.g., water). Waves are said of an attribute of a subject (i.e., waves are a type of movement of water). Similarly, a 'shadow' is a [concept] reification of the absence of light. A shadow is not a thing itself.

If there are relational facts, then relations must be constituents of some facts [propositional statements] about objects in the real world. If someone (consciousness) can see (with eyes, a sense) that the dog is on the mat, is it not [the case] that evidence that someone is seeing a 'fact', and not just a dog and a mat, because that information can be used to take more accurately aligned decisions with a given direction of action (such as, acting to move the dog off the mat before it is trampled, or otherwise, for the dog to move itself consciously off the mat before that location is trampled by some larger unstoppable object).

The sentenced claim, "the dog is on the mat", is not just 'true'; it is true because of something external to it. What is external to the sentence (as conception)? That which is external can't be the dog by itself, or the mat by itself, or the pair of the two; because, the pair [data] would exist if the sentence were 'false'. "The dog is not on the mat" is about (carries the meaning) the dog and the mat, and requires their existence just as much as "The dog is on the mat". The truth-maker (Read: subjective consciousness when sharing and taking decisions), then, must have a proposition-like structure, and the natural candidate is the 'fact' of the dog's being (existing, commonly experienced as) on the mat. Therefore, facts exist as a category of information (a categorical inventory) of that which exists (or has existed).

Logic, in its broadest sense, means correspondence with reason or generally accepted principles of rational thought and action; logic is universal. That which does not correspond is illogical. Fallacy is a collective term for arguments that have logical flaws or are invalid. As a branch of knowledge, logic deals with the principles and application of universalizable rational. Through logic, environments can be planned. Causality and probability are two essential principles that underlie the analysis and assessments of rationality (flowcharts of causal reasoning).

If someone sees the dog and the mat, why can't "I" see the relation[ship], assuming that "I" am seeing a 'fact' and that a fact is composed of its constituents, one of them being a relation? As Butch asks, rhetorically, "If you supposed that the relational fact is visible, but the relation is not, is the relation hidden? Or too small to see?".

The above analysis is logically undeniable, and to deny it is enter a subjective (non-socialized) space, where

there is likely to be little common ground (or common orientation) over salient problems with commonly optimizable solutions.

If there are no 'facts', then a social population of individuals cannot, together, make sense (conceive, model) the world in which they interact together.

To orient a society, wherein individual consciousness takes subjective decisions therein, in a useful, optimized direction, the question of "how information was determined" (i.e., all claims are determined, "how did you determine x?") must relate back, sooner or later (i.e., through information flow *tracing* to the source of the flow) to [an appeal to, or claim to] direct sensing. To resolve situations where evaluations and decisions are required

If there are no facts, then there is only opinion, and a society that organizes itself on opinion is unlikely to configure what is available toward the optimal fulfillment of human requirements [for the expression of each individuals highest potential expression in a physicalized/-able state].

6.3.20.6 Beliefs that orient away from community

There is always the risk, while advancing in understanding (and ability) that someone (or some group) become attached to a model, which at the time (and in a particular context) was useful, but now represents an impediment to a continued progression of understanding, and fully integrated fulfillment. The principal question that determines whether a presented model applies to the next iteration of the society, is: How does the presented model relate to all other models, and how do all other models relate to the presented model; where are the interrelationships? In other words, where is the visualization of the whole, unified model [for all information flow]:

1. In community there are humans with needs and resources that can be configured to optimally meet everyone's needs.
 - A. In community, there is a societal-level information-based project-engineering model (mechanism derived from a real-world model).
2. In the market, there is the price mechanism, which is used to model (the real-world).
3. In the State, there is the violence mechanism, which is used to model (the real-world).

After being introduced to more accurate information, why don't people rapidly update their thoughts and behaviors? Generally, these people don't rapidly update their lives for a number of reasons, including (but not limited to):

1. Their belief systems won't let them. In other words, their attachment to prior perceptions, integrations, mental models, behaviors are too fixed by their egoic self.

2. Fear of what other people will think of them.
3. Environmental conditions don't allow systemic change.

6.3.20.7 Belief that humans do not have common categories and optimal methods of completing needs

In early 21st century society, there is a large population of people who have no ability to function on the wild landscapes around their homes or outside of their cities; they are 100% dependent on industry (capitalist service). Over millennia, very small groups of individuals were able to carry themselves through the generations with phenomenal health and a fulfillment outlook on life; and we seem to have lost all of that through the last generations.

When living in nature, all adult humans are "experts" on the topic of survival, because they have awareness of a set of absolute human requirements for survival and thriving. In early 21st century society, people are living in a time in history where human beings have forgotten even what it takes to keep their own bodies alive in time and space.

One of the most common harmful views of humanity is: "People are tribal, they are different, they have different likes and wants, they have different beliefs, and therefore, war. I don't think it is possible to have not built the nuclear bomb. Why, because people are tribal, they speak different languages, they have different desires and needs, and then, we are in war."

- So, if all these engineers were working towards it, it was not possible to not build it, and even if it may have not been possible to build it once, once built, it is not possible for humanity not to build more of them.

6.3.20.8 Belief that community is a conspiracy against humanity

Conspiracy circles may see a community-type configuration of society, and elements likely necessary for the transition thereto (e.g., universal basic income), as part of a conspiracy of the elites on the planet to more greatly control the population. Herein, there is the idea a society with any of the following characteristics is a trick perpetrated by the elites; the characteristics they claim is a conspiracy by the elite significantly include:

1. A moneyless society.
2. A society with circular cities. In the early 21st century, it is often the case that dystopian films show their populations living in circular cities.
3. A society that accounts for a 15-20min life radius (e.g., 15 minute cities).
4. A society based on socio-technical standards.
5. A society that implements global economic planning (socialist unions of States).
6. A society that implements basic income as universal

and unconditional (social State).

Fundamentally, a lack of understanding of what community is helping people to see it as some kind of conspiracy of control (by the elites), instead of loss of power among elites and self-determined human need fulfillment (freedom, justice, and efficiency for human need fulfillment). Community is freedom, in part, from those who might wish to control "you".

6.3.20.9 Belief that community has been achieved

There are groups of people in the early 21st century, who claim to live in "community". However, in this proposal, there is only one unified "community", and those isolated populations that call and identify themselves as community are not a societal-level community, as conceived of herein; because they are many, and not one adaptive, unified humane and ecologically integrated system. And yet, they may have characteristics of community.

Simplistically speaking, any given "community" has the following set of similar characteristics:

1. Values, norms, interests, behaviors, rules and regulations.
2. Interrelationships where identities and values are shared.
3. Membership, influence, reinforcement and shared emotional connection.
4. Agreements and commitments to be of free service to one another in the fulfillment of their needs (as required). Note: a family is the prototypical community.

And at the societal scale, societal-scale community characteristics are:

1. Contributed and free access to a unified standard and a habitat service [as a set of coordinated organizations].
 - A. Access to the development and usage of a unified and integrated set of socio-technical standards.
 - B. Access to the development and usage of a unified and visible economic calculation system (and a decision organization).
 - C. Access to a community master-planned habitat service network.
 - D. Access to common pools of resources configured free habitat services through community standards.

Often, it is the case that these geographically separated "communities" do not operate together (materially, financially, or socio-technically), with these societal-scale community characteristics. And yet, in their minds, they

believe that they are in community (because many of the characteristics of community are actually present in the local living environment). However, a consequence of this assumption is not putting effort and resource toward actual unification of understandings, plans and action at the global level. This consequence may be seen as an ignoring behavior of this/the societal standard for a community-type society the non-adoption of a global community standard. That ignoring may come in the form of a lack of contribution to its development and a lack of contribution to its usage.

6.3.20.10 Belief that humans are broken

NOTE: *An assumption is an idea that is accepted to be true without certainty.*

There is a belief among certain segments of the human population that humans are fundamentally broken.

INSIGHT: *The shrewdest fraudsters don't sell fake medicines and potions; the shrewdest fraudsters sell fake illnesses and imaginary defects. When the fake medicines and potions don't work, then an intelligent consumer moves on to other solutions, but when the intelligent consumer's mind is conformed to a subset of its potential through integration of false belief, then the fraud can go on for a lifetime(s).*

When people claim "you" are defective, don't accept stigmas, analogies, or beliefs; instead, ask for evidence. What if a great many societal issues on the tip peoples tongues today, such the growing wealth gap, ecological destabilization, poverty, the debt crisis, the unemployment crisis, State conflict, and other ongoing points of focus were all found to have no possibility for true long-term resolution within the current global socio-economic system. What if the problem were not political parties, corporate influence, governmental regulation or lack thereof. What if the problem is psychological, and hence, sociological, embedded within an outdated economic tradition that rewards, reinforces and continuously creates and perpetuates those very problems, imbalances, conflicts, scarcities, exploitation, waste production, and other societal problems created out of advantage-over-others and scarcity producing phenomenon. So, it is naive to think and work against what works in their favour on that basic level. We must either accept the current detrimental socio-economic system with all its inherent problems, for they are built-in, or we begin to think more scientifically and "out-of-the-box" with regard to prior traditions, realizing that until the entire social system is uprooted and replaced by a system that actually rewards and reinforces community practices, morality, flow and harmony, rather than oppressing them by design, then nothing will every change.

If the solution does not align to some threshold degree with real world fulfillment, then it will (not yet) be reified into societal existence, or it may freely be reified

into societal existence as it is a solution that does align with an optimal threshold state of fulfillment, given all the information known.

Eliminate the causes of the problems through the new design to be engineering into operations in the environment, the processes that produce bigotry, greed, prejudice, elitism, advantage, the need for welfare, they all become obsolete.

QUESTION: *Given what is known and available, is there is always an optimal solution to the social, and societal, problems we commonly share around us? Could we not pull this world together into an optimal state of common fulfillment with a rapid quickness?*

6.3.20.11 Belief that poverty is non-structural in nature

Assuming that poverty stems from within the individual and is not caused by a lack of material infrastructure to have needs fulfilled throughout life.

6.3.20.12 Belief that society and humanity cannot be sufficiently understood

There are some people who say that humans will never understand how humanity could live in mutual global access fulfillment, because the intelligence of humans, or the way the mind of a human works, it is not capable of understanding. A portion of these people expect an irrational answer, so they have no problem accepting the bogus explanations that fulfillment comes from consumption in the market-State. Which, is about as irrational as it gets, because the market-State is an abstraction. Sometimes people state that it's "OK" not to understand it, that we aren't supposed to understand how our society works, that we can't understand how a better society could exist now, that there is no "perfect" way to understand society. These are statements of simple self limitation.

Another group may say, "Well, we are still investigating; someday we will understand how society runs and could run." Unfortunately, this group in particular doesn't collaborate, cooperate, or share in any way. Such a group may advance the direction, or it may just be scamming those who agree with the direction, but in either case, it is an inefficient and will likely be less effective also, than an effort that shares work and collaborates globally.

To summarize the conditions of societal self-imposed limitation, there are:

1. Those who think that everything is OK, and it is not. For instance, those who think the market-State, or some other '-ism', are how society works and works well.
2. The other half can be divided into two groups:
 - A. Those who say we can't understand society and how society could work best given what is known and available, because we will never

understand it.

B. And those that say that someday we will understand it, and "you" just need to keep sending them the funds... "you" just send them the money and they will do the job. Don't you worry, just send money. Someone will figure it out eventually if the money keeps coming in. We don't understand it because we don't have the money to understand it; it doesn't exist yet because the money isn't available for it yet.

6.3.20.13 Belief that is not possible to design and operate a planned societal system

Some groups of people, today, hold that social system design, or more completely, socio-technical engineering, is impossible. They believe that social systems with immaterial properties cannot be constructed on the basis of a design, as one can create material systems like buildings or machines on the basis of design. However, professional (working) organizational procedures show (demonstrate) that social system design is possible: in market and State organization it is common practice to redesign departmental structures, individual positions or work procedures, and to introduce these redesigns successfully in the organization to change the conditions, orientations, and otherwise, behaviors, in the social environment.

In a societal system, planned socio-technical system change is feasible, given an openly unified information space with value-orienting conditions (Read: organizational procedures and meanings) that compose a [probably] workable (in terms of human requirements optimization) future state of the socio-technical societal system.

Herein, societal-level social system design only has societal-level meaning if it is [probably] realizable. Anybody can produce a design (i.e., make a model or a drawing of something); anyone can design a flying building by drawing wings onto a building. Realizable design, on the other hand, is making a model of an entity that can be realized materially on the technical basis of a specific model. Therein, it may be said that societal-level social system design only has real, materializable meaning if it is possible to create a materialized-behavioral social system on the basis of that design.

A more fundamental difference in design and realization between material and social systems is not in the design process itself, but in the realization of the system (in every [conscious] moment). The material system is realized by the deciders (makers, constructors) who are in turn oriented influences in the social network. Through material-conceptual, cooperative processes, the material resources required by humans become met. The materializing aspect of a common information system is the 'material' system, largely realized through design (whether known or not). In principle, the realizers, themselves, structure their own realized experience.

In contrast, a social system has essentially immaterial

aspects and components. It is made and driven by the thoughts and feelings of the human actors in the system. A redesigned social system is realized by these actors by changing their ideas upon their social systems.

In social system design the social system is realized on the basis of a design made by people in a decisioning control (a.k.a., change agent, some sufficient intelligent agent) role, such as owner, manager, specialized staff, and controller.

Social systems are not designed for and realized by machines or robots, but for human actors (individuals and groups), with self-organizing and self-control faculties. Typically, these actors who facilitate the emergence of a social system designed for humans, they are likely to experience a high-degree of freedom in the realization of their new social system, because it is designed for themselves, by themselves.

The realization of a social system redesign may be counteracted by monitoring the development of the new system and by taking action on dysfunctional differences between the unfolding reality and the redesign.

Design is based on knowledge of a certain segment of the existing reality, and generates knowledge to create a new segment of reality. Therefore it entails epistemological issues, concerning ideas on the nature of knowledge, and ontological issues, concerning the nature of reality.

Epistemology defines the criteria by which warranted knowledge is possible: What are the origins, nature and limits of scientific knowledge. So epistemology can be regarded as the 'science of science' or "logical data structuring of science".

There exists a material reality, independent and dependent upon an observer (an ontological position), and that it is possible to develop objective knowledge of this reality by observation and reasoning (an epistemological position, a logical position).

One can share data on this social world through communications and other actions. The material and social worlds coexist, just as the self and social worlds coexist.

Research in systems design science could, or not, be motivated by a drive ("quest") to improve the human condition. Obviously, humans have requirements for living and being, given a [real] world environment. If they have requirements, then there must there be conditionals related to those requirements. If there can be conditions, then there can be conditions to human consciousness from particular arrangements of the environment. Technologies are particularly useful arrangements of the environment. Once existence can be accounted for and human habitat (economic) arrangements can be sectorized and tabled (calculated), then the planning of global human fulfillment becomes increasingly likely.

A technological rule is a chunk of knowledge, connecting a certain intervention or system in a certain context with a certain outcome from the human social domain. More specifically, the logic of the technological

rule is: if "you" (someone) want to achieve Y in setting Z, than do X (or something like X). This logic is concise, but the actual full description of a technological rule may take a full report or article or standard.

A full formulation of such a technological rule gives for a solution concept X the objectives the application of the solution concept would serve (the Y), and for which situations (the Z) the rule would be valid.

In general, for solution-concepts to be integrated (into active concepts in operation), they are tested first. "Field tested" is a simple way of saying, "the solution concept is sufficiently tested in its intended field of application to be [in this application] 'effective', which that it is known by measuring to have produced the solution concept sufficiently per specification.

Organizational problem-solving project, following the steps of the regulative cycle: problem definition, analysis and diagnosis, plan of action, intervention and evaluation.

6.3.21 Economic capitalist crisis complications

Capitalist society is always in a state of crisis over technology disruptions (that are advancing capabilities) and supply chain disruptions (creating resource shortages).

6.3.21.1 Early 21st century technological disruptions

Technological disruptions, such as job loss and automation technologies (e.g., artificial intelligence, AI), could de-stabilize society sufficiently to reduce the likelihood of accessible personnel, resources, and environmental conditions to complete the project. For instance, global internet disruption, supply chain disruptions, etc.

6.3.21.2 Early 21st century supply chain disruptions

In the early 21st century, the manufacturing of a standard smartphone requires the coordination of hundreds of components from around the globe, all of which are brought together in a specific order on a factory floor by different businesses and nations through market-State relationships. Supply chain disruptions are a major problem when trying to meet the needs of society.

In the market-State almost everything is unpredictable because there is, at least, competition and secrecy. Thus, useful (or, potentially useful) information is unavailable, and there is also mis-/ and dis-information, which further complicates the ability to appropriately fulfill human requirements and apply efficiency appropriately.

Humans are capable of recognizing the decisions that are appropriate in a given context in order to achieve a desired outcome. Traditionally, it has been the human that has taken those decisions and taken responsibility for their outcome. As scientists and engineers develop machines to automate decisions and task processes, the role of humans changes from that of labourer and manager to that of contributor to the overall process

of deciding and operating community. It is essential to consider the effect automation of decisioning may have on a humans' thought processes and cognition.

Whilst the deployment of automation for certain types of system challenges may be appropriate, (e.g., long term monitoring and repetition), these machine technologies change the humans societal role; and, if they remove human knowledge, they can constrain the societal system around the automated decision. The resulting system loses some of the agility and flexibility that the humans could have provided.

Science and engineering have, for many years, been developing machine technologies that are capable of taking (or making) decisions faster, and more effectively, than humans. As part of the societal decisioning, it is the accountability of us, as contributors to the unified model, to simulate, forecast and understand the consequences of applied design decisions. For systems that deploy machine decision technologies, accountability as well as the flow of resources and information, are transparent. Therein, all humans have an inherent interest in and responsibility to the consequences of such a deployment on the human cognitive contribution to delivering the societal system's purpose. Wherein, a community's highest internal purpose is to facilitate a population of lifeforms in their development toward their highest potential life experience (i.e., higher self, etc.).

There are multiple forms of decisioning with their own risks:

1. Proof of work based systems are bad because of proof of work, which wastes power/energy.
2. Leader-based systems are bad because they have a leader, who takes subjective decisions.
3. Voting based systems are bad because they contain votes, which are subjective.

It is relevant to note here that voting based system can become less uncertain when high overall percentage of votes is required to pass/agree on a decision (for example, when 90-99% threshold of vote agreement is required, versus 50%). Voting based systems can become more certain when the information being used by the voting population has a high transparency, and thus, a validly high confidence in it. For example, when the information a voting population has on the selection and situation a contributor will experience once completing tasks in a team or working group.

6.3.22 Incentives badly aligned with human fulfillment

People can't agree to change their behavior at the same time in ways that would be advantageous to everyone. There is a local maximum where everyone is stuck.

6.3.22.1 Market incentives

The fact that you have to pay to be alive means that there is always a drop of [financial, artificial] stress living in the back of everyone's mind, so no matter how much one tries to let go, it is always still present when in the market. The first couple of community-type integrated city systems will still exist in the market, and be largely populated by people brought-up under market conditions. The "back of the mind" stress of money will likely impact individual decisioning, and is something to remain aware of.

6.3.22.2 Siphoning resources from community

There may be people that will "game" the free access societal system in order to acquire objects to re-sell them in the market. Some of these people might move into a community-type society in order to siphon off resources. The incentives and causes for this behavior are numerous in the market. Individuals in community may wish to facilitate an income for family and friends outside of community. Individuals may simply desire to join, take objects of value, and then return to the market to live a life of greater wealth.

6.3.23 Existing lifestyle commitments

It is a challenge when people have existing commitments and systems that they have set up that they don't want to disrupt. Unfortunately, people can become so invested in not disrupting what has been created that it is difficult to look at what could be an improvement. We have become invested in a system that we didn't plan very thoughtfully, versus creating something that we can become invested in that we thoughtfully planned.

6.3.23.1 Existing lifestyle contentedness

A.k.a., Life's [egoic] inertia

Many people are content in their lives; they are not interested in "upsetting" the stable inertia of their lives. Therefore, it is, often, not until an environmental influence does so for them. Such an environmental influence could come in the form of a disaster, and then recovery to a better state, or it can come through exposure to new information, leading to self-realization and a different decision, a different behavior. An environmental influence may not necessarily be a disaster, natural disaster or human made disaster, but instead, through a self-realization that a better way of living is actually possible now, for "me". A facilitation of the self-realization of a better way could come through a better virtual reality (VR) technological experience of the operation of community and having to share, the specifications for its actual operation. If you were placed, for 10 minutes into the sensory environment of a physicalized community-type society, and then, you got to experience how that way of living would operate possibly via reading over a set of comprehensive

specification for its conceptual and technical operation [al feasibility]; many people would, from that experience alone, walk away considering to better their lives by contributing to a community lifestyle. The impact of the sensory experience of combined with a specification for possible constructed operation, that will be a powerful motivator for a portion of the population.

This system could feasibly be started with several hundred people (given conducive market and jurisdictional conditions). However, technically, some of the higher-scale elements of the societal system could be cut out and it could operate within market conditions at a small family scale; a family can operate as a community-type of societal organization. As the population [considered 'family'] scales larger, there are the emergence of other system domains and considerations, and decisioning becomes more complex, requiring a multi-variate matrix where each individual has a common set of potentially fulfilled needs given a set of common resources and contributed services by many people across a distributed area. In other words, more [types of] information are required in order for the societal system with a larger population size to work, or more correctly, work optimally.

Hence, another way to look at the proposed societal system is to take those loving family relations that most healthy families experience within their nuclear-extended family, and extend them out to the rest of the planet (human and ecological world) through a systems-based, solution-based approach. When this scaling larger occurs, those relations that were once normative (implicit) at the family-level are made explicit through an explicit societal information system that is cooperatively coordinated into exists by accessing contributors. For example, generally, in a loving and supportive family situation, the humans do not:

1. Enforce a retributive, punishment-based system on someone in the family after they do "wrong"; instead, they use restorative methods to restore relationships (wherever possible).
2. They share resources and information such that they neither secret information that would better others' decisioning, nor do they enforce a structure of economic exchange (barter or currency) on one another (particularly, when it comes to life and technical support).

Notice here, how the family operation (i.e., a cooperatively coordinated society) may be said to exist in a larger market-State based operation (i.e., a competitively coordinated, punitively justified society). Could a market-State society be said to logically exist inside a cooperatively coordinated society? If society could be designed, specified, and then operated, how might it be best for us to do so? The market-State and the community are two different societal configurations; two different intentional orientations toward society.

In community, individuals cooperate concerning the fulfillment of human requirements; when things "go wrong", humans are not viewed as broken, but socio-technical systems are re-designed so that the likelihood of breaking human fulfillment is less over iteration (restorative justice). The market-State is the encoding of the requirement for transaction in order to have access fulfillment, which is hierarchically distributed; when things "go wrong" (e.g., contracts, agreements are broken), then individuals are punished (a.k.a., retributive justice, punitive justice, a State). When things go wrong humans are often considered to be broken (vs. organizational structures and functions in community). In community, when something goes wrong, often what is to be changed is the fundamental organizing structure, which is producing an unintended result. It is to the organizational structure that a change may be said to be made. The conscious individual that, in the case of a human making a mistake, that mistake, it does not matter whether it was intentional (i.e., "criminal" using market-state language) or not ("legal"). If someone caused a mistake, then there must be some possible remaining error in the fulfillment process. Maybe there is an error in the mechanism for a mechanical service system, maybe their is a bug in a software service system, maybe there is a mistake in how someone was treated when they were brought out and they mistreated another, maybe there are aberrant environmental pressures (e.g., money stresses) that are conforming behavior to a subset of its potential, and maybe, this can happen at the individual-level (with individual decisions) and structural-societal-levels (with organizational structural decisions).

6.3.24 Unintentional miscommunication

Unless you get the language precise, communication is not efficient and understanding is less certain.

6.3.24.1 Terminological issues

The terminology used in some verticals of the specification may be "out of date", or "more updated", than a reader's. This project is for a societal-level project undertaking, and therefore, it covers many disciplines. There may be a gap between the development of a new conceptual understanding and its integration into the unified specification, which may entail structural re-organization.

6.3.24.2 Assumed definitions

QUESTION: Every priced commodity is called a "good". Does that mean a good thing or bad thing.

Differing definitive views (Read: definitions) on the fundamental systems that compose a human society will have differing results on systematic societal change.

In early 21st century society, the real meaning of significant terms become equated with their opposite in

usage. In other words, people are using a term to mean something that if they perceived the larger whole, they would see how the term they are using, if observed in its express in the real world, would be given an opposite (or near opposite) meaning.

NOTE: A 'definition' is a list of conditions by which a word (term, concept, or encoding) is used. When the word(s) used are not defined (i.e., left undefined), then there is additional, unnecessary space for error, because of the lack of a definition within an argument (i.e., when "you" don't define words, "you" leave unnecessary room for error).

6.3.24.3 Language imprecision

Imprecise definition of terms. For example, defining government only in terms of the services it is supposed to carry out (e.g., to permanently maintain public records, to continually provide essential services, to guarantee the security, accuracy, and auditability of recorded information), and leave out how those services are carried out and the extent to which they are carried out (for instance, what are essential services?).

6.3.25 Harmful associations

Harmfully associating the Project with an organization that is either widely despised and/or outright dangerous to human safety. For instance, it is important to be precise and careful with phrases like, "for the greater good" and "for the greater number", which have historically been deployed by governments in justification of aggressive and violent actions "for the greater good". Statements indicating a "greater good" mentality include, "some of us must get sick for all of us to get fed; some innocent people must be caged for the greater good; some people must be punished for the greater number; some people must die for the greater good; some peoples' children must develop birth defects for the greater good; some people must be poisoned for the greater number; and some people must serve other people for the greater good". A "greater/est good" mentality is closely associated with [self]-righteousness and a reduction in systematic and critical thinking processes, lower social intelligence.

A self-righteous mindset (i.e., the belief that one's thinking and actions are right for everyone) fails to pay attention to evidence while frequently establishing an ideology [that the self-righteous desire to force upon others]. A righteous attitude leans toward the engagement of emotion in decision making as opposed to the application of a systems methodology for understanding problems holistically prior to cooperative action. Allowing the self-righteous to come into positions of power and prominence is highly likely to generate disastrous circumstances for everyone. Whenever the "common good" is put (or more accurately, forced) above the "individual good", then the individual (and the individual's needs) gets sacrificed "for the greater

good". Individual choice has little to do with unanimous consent, and has no relation to economic models that involve winning and losing (and competition in general). In a political system, the greatest good for the greatest number is nearly always (if not always) about human management (rather than the coordination of fulfillment for everyone).

6.3.26 Harmful group interactions

Harmful group interactions include, but are not limited to:

1. Intentionally insulting others.
2. Intentionally interrogating others beyond reason.
3. Talking as frequently as possible and at great length, causing others to either become bored, annoyed, and leave.
4. Bring up irrelevant issues as frequently as possible.
5. Haggle over precise wording.
6. Be worried about the propriety of any decision.

6.3.27 Harmful co-dependency

There is a big difference in something be given freely today by an entity in the market, and a group of people organizing for an abundance in access an opportunities for discover and growth. In the market, when something is given to someone else for free, then a co-dependent relationship is likely to form the receiver of the gift becomes dependent on the giver. That feeling of sufficiency in being able to accomplish something and meet your own needs is missing. Dependency produces a lack of sufficiency. Cooperation means true security in access. When there is dependency their insecurity in access because access is dependent upon the will of another. In community, access is dependent [in part] on a transparent and common decision process which coordinates fulfillment. In community, a feeling of sufficiency comes from participating in the fulfillment common human needs and from being able to observe the operation of the entire fulfillment system as well as reference documentation which explains the reasoning for its current state of operation. Here, sufficiency arises from being able to view at any time the system which facilitates the fulfillment of all, from being able to see what efforts are necessary and from being able to participate whether you skills are appropriate and needed. An open society where everyone has access to what they need and can participate in anyone's fulfillment. In this type of society, we know we have access/will continue to have access to that which fulfills our needs, and so, our behavior becomes calmer and our actions more aligned with our purpose.

6.3.28 Aberrant environmental conditioning

With experience we become tuned in to the environment and the environment shapes our mental conceptions

and representations of the world. What if someone grows up in an aberrant environment? What if their representation of the world are inaccurate?

6.3.29 Lack of connection with natural (required) cycles

For example, in early 21st century society, many people have become disconnected from the sun cycle, and have instead become connected to the market clock. Some people in early 21st century society don't even recognize the sun's radiation as a nutrient (that provides the fulfillment of a category of required human existence). Others in early 21st century society recognize it as a human need, but are unable to organize their lifestyles by it because of their market-State imposed requirements.

6.3.29.1 Confusion about needs

There are two confusions here about needs. Firstly, that the belief that humanity needs an authority (e.g., government, etc.) to make humanity "good" is a commonly repeated narrative throughout books and other works by those who believe in authority and work for authority. The belief that "we" need a government or deity to make us good.

Secondly, abstracting the economy from,

1. The natural field of life support upon which it depends (*the ecology*).
2. The complex field of society upon which it depends (*the society*).

Finally, there is the lack of an understanding that all humans have a common (categorical) set of needs that must be fulfilled to live optimally.

6.3.29.2 Lack of self-esteem

There are two general types of people:

1. The rational or empirical who will look at the evidence and if it is convincing will change their minds.
2. The other people who are, by degree, more dogmatic (i.e., those who are convinced by belief).

6.3.30 Assuming fear, uncertainty, and doubt (FUD)

A.k.a., Lack of trust, and of knowledge, of self.

Fear, uncertainty, and doubt (FUD) naturally emerges from humanity's nature; they are survival characteristics of organisms in an uncertain life environment. When working together, the result of fear, uncertainty (high), and doubt (high) is less efficiency and effectiveness, and more probability of conflict. FUD can arise in various ways, depending upon a person's life experiences.

6.3.30.1 Fear of technology

Humans have tasks to carry out most days, including eating, move around, working, and communicating. Some of these tasks individual humans are able to do without the help of machines. Among society, however, there are a significant number of tasks that humans are only able to compete by using machines. In this sense, the tasks that machines carry out are human tasks and not machine task. Machines do not have to be designed to carry out tasks for their own sake. Machines intentionally designed by humans for human benefit will carry out human tasks, as extensions of humankind.

Computers will eventually take over mundane technical computational tasks that previously would have required an engineering expert, such that users can easily determine optimal technical solutions (given what is known) and a direction of issue inquiry.

It has happened in the past, and is still possible today, for laborers in a market to see advances in technology as competing with them for labor market share.

6.3.30.2 Fear of continuous data collection

A continuous information system means continuous data collection. Constant data collection via users and sensors can make life and habitat services smoother, for everything from transit to garbage. However, nonstop data looks a lot like tracking and surveillance—opening big questions about privacy, control, and authority. The "smarter" a city is, the easier it is to manage well—from streets pre-built for automated transport, to a self-sorting trash stream, to lawn chairs or whole activity areas that can tell you if they're free (i.e., occupied).

6.3.30.3 Fear of lack of contribution

QUESTION: *Do not all healthy members of society wish to contribute in whatever way is appropriate.*

There is a fear that people will not contribute. When artificial cooperation limitations (trade-relationships and non-automation) is reduced among a group through a common access model that identifies all aspects of human need fulfillment, then that fear that individuals will not contribute is perceptible as being unfounded, and becomes increasingly so over time given our level of progress to date. We are visualizing together, cooperation in a common direction, oriented by our common values that guide our experience of a common environment, refined to a set of standards specifications that determine the next iteration of the society, as one societal systems model.

Significant technical advances (e.g., in computation and automation) may enable enormous personal freedom and a release from the necessity to have to physically work at anything. However, societies do not thrive on being purposeless.

With all this automation, what will we do? We have the opportunity to live life to its fullest, together in

peace. As you largely know, algorithms and robotics will be putting a lot of people out of jobs... There are many societal progressions, among them a universal societal wage, from the government, or this proposed societal system configuration. There is a disruption that happens when societal systems reconfigure (peaceful, or not). In the material environment, and through socio-decisioning, "we" determine which "jobs" are best for us as individuals, now.

APHORISM: *If you spend more of your time noticing what you actually are, you will rediscover what you are creating. At that same moment, you will be able to choose what you are creating. Try not to get lost in fantasies in the process. But, you will be at least pauses the fantasies.*

6.3.30.4 Fear of loss of choice

A cooperatively organized habitat service system is a necessity of [a healthy and well] sociological life, and it admits endless degrees of choice within its objective principle of human determined fulfillment. Whether recognized or not, the objective criterion of life-value always remains a constant, and so too the life-value ground of values (i.e., "rights") and [social] justice.

NOTE: *People go from denial to despair very quickly. When this is possible, the best approach is what is achievable, and not what the current problems are.*

6.3.30.5 Fear of homogenization

It is possible to have plenty of different opinions on subjective matters, but little difference on objective factual matters. In principle, and over long generations of time, this could dilute everyone's individuality. To retain their individuality, members of society may make a conscious effort to exert their unique differences, especially in becoming the most capable and compassionate human they could be.

NOTE: *The idea of social homogenization is also discussed in the overview.*

6.3.30.6 Fear over the loss of competition altogether

Competition is a struggle for success, the outcome of which is uncertain; and, it can be very entertaining for an individual. Pleasure and growth may be found in the adoption of a structure of mutual limitation (i.e., in competition). It is possible to compete with one another for entertainment, while remaining in the central directional goal (principle) of advancing every individual as the common good. In other words, while a healthy society is organized together cooperatively (core value), a healthy society may also entertain itself through individual and group competition (entertainment value). Determining life-relevant (survival) solutions, together, is a lot easier when there is a cooperative [common] model for decisioning and coordinating action.

NOTE: *The values of 'cooperation' and 'competition' are significantly addressed in the Social System Specification; while, they are addressed to a lesser extent in all other societal specifications. They are addressed in all societal specifications, because they are the proposed society's core value of 'cooperation', and its [value circumflex] opposite, 'competition'. While 'cooperation' is applied to organize all of society, 'competition' is a[n artificially limited conditional] type of recreation.*

6.3.30.7 Fear of negativity

Fear of perceiving the "negativity" can dull the optimal resolution of conflict, and more fundamentally, human societal organization. When designing material environments it is essential to perceive the who situation so that data calculations are optimal. More simply, for consciousness, in the design of its material socio-technical environment, it is essential to know what it humanity "deal" with it (i.e., to know knowledge of the situation so as to take an optimally unified and integrated next decision).

6.3.30.8 Materialism

There is a risk that some who advocate this direction only perceive the material, technological side of the system and ignore, or otherwise, disregard the design of its information base. Since any society, and all of its materializations, are first and foremost information, the ignoring of this fact could lead to gaps in its materialization.

6.3.30.9 Resource guarding

What we need must be available and accessible to all otherwise "resource guarding" (a.k.a., "possessive aggression") behavior is likely to occur. "Resource guarding" is behavior that discourages another to take, or get too close to, an object or valued area in an animals possession (Read: current access). Resource guarding is the defensive/aggressive desire to maintain access to something, and it is often accompanied by the thought that what is wanted will be taken (or, threatened). Usually, the target of desire refers to food, personal objects, or sleeping areas, but it may also apply to self-ego, as well as other animals, such as guarding loved ones (Read: protectiveness). Resource guarding is a well understood behavior trait in other animals. In dogs, it can range from a quiet head turn and stare to a deafening growl (signals), forward charge or an actual bite. We stop resource guarding behavior by ensuring that there is sufficient visibility to all resources, and by maintaining access to all that is needed, wanted, and preferred. In other words, we change behavior by changing the environment to one of visibility/transparency and availability/access. In community, when others modify the design of the environmental "living" system, then good things will happen (because alignment with fulfillment is structurally maintained), and so, no one

needs to be "possessive". Note that animal behaviorists condition resource guarding behavior out of an animal through "treating and training". In community, we don't "treat and train" other humans; instead, we modify the environment so that the known behavior, which arises due to environmental conditions, is unlikely to be present. It is important to recognize here that there is a difference in "training and treating" the desire/ability to fend for one's needs (i.e., the behaviorist approach to possessive aggression) versus shifting the environment so that we are all fulfilled and we don't lose the ability/desire to sense that which we need. By treating and training an animal can become disconnected from sensing that which it needs to survive and thrive (i.e., becoming "domesticated"). And finally, trading (i.e., "I want that which you have, what do you want for it?") is not a sufficient environmental change to produce the abundance in visibility and access required to reduce resource guarding behavior. Certainly, it is a more complex form of behaviorism, but it does not sufficiently restructure the core environmental. And in fact, trading (i.e., the establishment of a "market") generates a number of downstream negative consequences, such as "competitive advantage" thinking an behavior (e.g., concealing information and information manipulation). In community, we remain aware of the environment in which behaviors are expressed. In behaviorism, "shaping" is the reinforcement of successive approximations of an extrinsically desired behavior. By "shaping" an individual organism through behavior modification techniques (to create to a desired behavior) we may be missing out on real fulfillment through re-shaping the real world environment.

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Table 31 Types of legal entities in the market (a.k.a., business models). Technically, each of these models is a partnership (a.k.a., association).

Legally Recognized Market Partnership Entity Types (business model names)	Ownership Type	Requires Board (of directors, trustees, etc.)	Can Issue Shares for Ownership (fractionized ownership)	Fulfillment Type	Incentive Signals	State Oversight	Product Delivery	Profit Orientation	Liability (owner responsibility)	Taxability (must pay tax)	Can be political (can influence political campaigns)	Maintenance
Sole Proprietorship	One person [does business and takes profit]; one share	No; one person	One share of ownership	Isolated self-financial fulfillment; profit	Competition, Secrecy	Moderate	Product sold into market	Profit orientation	Unlimited personal liability	Self-employment tax; personal tax	Yes	Some simple annual requirements
Partnership	Two or More people [do business and share profits]	No	Cannot issue shares; if can issue shares, then hybrid between partnership and LLC	Isolated family financial fulfillment; profit	Competition, Secrecy	Moderate	Product sold into market	Profit orientation	Unlimited personal liability unless structured as a limited partnership	Self-employment tax (except for limited partners); personal tax	Yes	Some simple annual requirements
Limited Liability Corporation (LLC) / Company	One or more people [do business for profit]; one or more shares	Yes	Can issue shares of ownership like a stock commodity	Isolated social group financial fulfillment; profit	Competition, Secrecy	High	Product sold into market	Profit orientation	Limited (sole proprietorship with limited liability)	Taxable	Yes	Some simple annual requirements
C Corporation (C area of US market entity construction code)	One or more people [do business for profit]	Yes	Can issue shares of ownership like a stock commodity	Isolated social group financial fulfillment; profit	Competition, Secrecy	High	Product sold into market	Maximize shareholder profit	Corporate taxable and employment tax; corporate income tax is paid first at the corporate level and again at the individual level on dividends	Corporate taxable and employment tax; corporate income tax is paid first at the corporate level and again at the individual level on dividends	Yes	Formal meetings required to maintain corporate status; stock may be sold to raise capital
S Corporation (S area of US market entity construction code)	One or more people, but no more than 100 [do business for profit]	Yes	Can issue shares of ownership like a stock commodity	Isolated social group financial fulfillment; profit	Competition, Secrecy	High	Product sold into market	Profit orientation	Owners are not personally liable	No dividend tax; S corps are pass-through taxation entities. The business is "passed-through" and finances are reported on the owners' personal tax returns. Any tax due is paid at the individual level by the owners	Yes	Formal meetings required to maintain corporate status; stock may be sold to raise capital
B Corporation (B area of US market entity construction code)	One or more people [do business for profit and some benefit]; exists for a purpose other than profit	Yes	Can issue shares of ownership like a stock commodity	Isolated social group financial fulfillment with some needed real world benefits; profit	Competition, some transparency	High	Product sold into market	Profit orientation and statement of public benefit	Owners are not personally liable	Corporate taxable	Yes	Formal meetings required to maintain corporate status; stock may be sold to raise capital

TABLES

Legally Recognized Market Partnership Entity Types (business model names)	Ownership Type	Requires Board (of directors, trustees, etc.)	Can Issue Shares for Ownership (fractionalized ownership)	Fulfillment Type	Incentive Signals	State Oversight	Product Delivery	Profit Orientation	Liability (owner responsibility)	Taxability (must pay tax)	Can be political (can influence political campaigns)	Maintenance
Non-Profit Corporation (NPO, NGO, 501C area of US market entity construction code)	One or more people [do business for public benefit];	Yes	Cannot issue shares of ownership like a stockied commodity; some States allow non-profits to issue shares	Public need fulfillment; profit; does something other than profit	Cooperation, some transparency, some efficiency	High	Service and/or products for public benefit	Not a profit-based orientation. The profit is still present, it just is not taxed.	Owners / shareholders have limited liability	Tax-exempt, but corporate profits can't be distributed	No; cannot lobby on behalf of a candidate or a political party	Annual reports, minutes, meetings
Foundation Corporation (private & charitable)	One or more people	Yes	Cannot issue shares of ownership like a stockied commodity; some States allow non-profits to issue shares	Public good; no profit; exists for a purpose other than profit	Reputation, some transparency, some efficiency	High	Service and/or products for public benefit	Not a profit-based orientation. The profit is less present because of the pre-existing funding pool	Owners / shareholders have limited liability	Tax-exempt, but corporate profits can't be distributed	No	Annual reports, minutes, meetings
Worker cooperative, Cooperative Corporation (civil contracts association)	Two or more people who are employees or patrons of the association; a cooperative (co-op) is owned by the same people it serves	Yes	Can issue shares of ownership	Local user-producer need fulfillment; no profit; profit is detrimental	Cooperation, complete transparency, highest efficiency	High	Workers internally develop and sell products to one another	Civil contracts create liability; become a member by purchasing a share	Taxable	Yes	Annual reports, minutes, meetings	
Distributed autonomous partnership	Two or more people who are autonomous owners in the partnership	No; uses smart contract code	Based upon the issuance of shares of ownership	Technology; can be used for profit or not	Cooperation, complete transparency, efficiency	Moderate	Account and vote	Technology; can be used for profit or not	Owners / shareholders have limited liability	Taxable	Yes	Annual reports, minutes, meetings

TABLES**Table 3.** Execution > Project Lists: *Project charter list.*

Charter (Elements)	Objectives	Source	Description
Title	Intentionality	Life	Community
Mission	Purposivity	Life	Global human fulfillment and ecological well-being.
Vision	Purposivity	Life	Network of integrated city systems operationalized through a unified information system.
Universal Goal	Purposivity	Life	Maximize well-being; maximize fulfillment; maximize flourishing; maximize flow.
Universal Goal	Purposivity	Life	Avoid suffering.
Universal Goal	Purposivity	Life	Design and operate a societal system with the maximum, highest possible state of flourishing from all (as contrast to a state with the minimum, worst possible misery for all (given what is known).
Directive	Purposivity	Life	The Auravana Project exists to collaboratively develop a global community-type society through the commonly shared design, construction, and operation of a socio-economically unified network of integrated-access city systems. We have come together to optimize the fulfillment and well-being of our beings.
Prime Directive	Purposivity	Life	The prime directive of The Auravana Project is to bring into existence (materialized and encoded reality) a type of society that facilitates the highest potential expression of all of humankind through the synthesis of a "living" societal system specification, which reasons and defines the system's operation.
Description	Purposivity	Life	The executed design, construction, and experimental operation of a community-type societal system: consisting of a fulfilled population of humans, a regenerative ecology, and a network of integrated city systems, as expressed through a unified societal information model (the Specification).

TABLES

Charter (Elements)	Objectives	Source	Description
Purpose	Purposivity	Life	To continuously and consciously evolve toward our highest potential expression for ourselves and all others through resilient adaptation to a higher potential dynamic of experiential existence.
Aim	Purposivity	Life	The project has been formed to produce the individual [conscious] experience of human fulfillment and ecological well-being, through the operation of a habitat service system structured in alignment with (i.e., through) a specified societal information system.
Sub-aims	Purposivity	Conception through to design aim/goal	Highly automated
Sub-aims	Purposivity	Conception through to design aim/goal	Marketless
Sub-aims	Purposivity	Conception through to design aim/goal	Stateless
Goal(s)	Purposivity	Conception/design goal	The Auravana Project exists to cooperatively create 'community', through a shareable and constructable design specification detailing the logical derivation and visualizing the technical operation of a fulfillment-oriented (i.e., human-requirement) structured society, a community-type societal living system.
Goal(s)	Purposivity	Materialization/action goal	The Auravana Project exists to materialize a living system of experimental (at first) integrated city systems operating through a "living" community-type societal specification for human fulfillment and ecological well-being.
Goal(s)	Purposivity	Conception/design goal	A continuously updated specification of the whole societal system. A commonly shared and coordinated specification detailing the conceptual through to experiential state of the society.
Goal(s)	Purposivity	Materialization/action goal	The design, operation, and coordination of a network of city systems, all based upon a selected information set and material configuration from the unified societal specification.
Goal(s)	Purposivity	Experience/Personalization	The experience of optimized fulfillment and well-being for each and every individual human, based upon the given conditions and criteria.
Goal(s)	Purposivity	Direction and intention for decisioning.	To facilitate the realization of our full potential through the operation of a societal system that fulfills the human needs of every individual in the population.
Goal(s)	Purposivity	Direction and intention for decisioning.	To support each other in progressing toward our highest potential while developing self-knowledge and a deeper understanding and appreciation of our nature and the nature of the world.
Goal(s)	Purposivity	Direction and intention for decisioning.	To continuously improve the effectiveness and efficiency of the community's systems in fulfilling the unifying and life-long needs of everyone.
Goal(s)	Purposivity	Direction and intention for decisioning.	To continuously improve the means and methods, the oriented approach, by which we discover, understand, learn, communicate, and act.
Goal(s)	Purposivity	Direction and intention for decisioning.	To exist in a state of regenerative abundance with our lifeground while maximizing the intelligent use of resources and caretaking the environment (i.e., to sustain material resiliency).
Goal(s)	Purposivity	Direction and intention for decisioning.	To arrive at decisions based upon a commonly "living" purpose, set of needs & values, and approach, and hence, a similar set of understood relationships for arriving at decisions and actions. Note that these similarities are necessary for the effective functioning of [human] social relationships wherein a community is a set of similar relationships.
Goal(s)	Purposivity	Direction and intention for decisioning.	To exist in a state of appreciation and compassion for the self and the evolving whole.

TABLES

Charter (Elements)	Objectives	Source	Description
Goal(s)	Purposivity	Direction and intention for decisioning.	To continuously improve access abundance through a stable 'bio-psycho-social community', a community of need fulfillment, serving as the liberating foundation from which individuals pursue their highest development and apply/contribute (participate in) everyone's evolving potential.
Goal(s) / Objective	Usability	Quantitatively characterize the different components of the human system, and understand how these components relate to each other (in abstractly through to materially).	
Goal(s) / Objective	Usability	Quantitatively fulfil the needs of individual humans in the human system, and understand how the needs are best fulfilled.	
Goal(s) / Objective	Usability	Quantitatively understand location habitability. Access past and present habitability potential of location.	
Goal(s) / Objective	Usability	Develop reliable and robust operational access/service systems; increase self-sufficiency.	
Objective (Strategic)	Purposivity	The continuous development of a global and unified Societal Information System (SIS).	Specification development
Objective (Strategic)	Purposivity	The localized development of habitat service systems (cities) formed from the Societal Information System.	Engineering development
Objective (Strategic)	Purposivity	The recruitment and development of a population of participants who understand the Societal Information System and will populate the first cities.	Human relationship development
Objective (Strategic)	Purposivity	The escrowed acquisition of material and financial resources for development.	Acquisition development
Objective (Strategic)	Purposivity	Re-orient humans globally to a community-type societal system.	Social awareness development
Objective (Strategic)	Parsimony	Ensure the technical, organizational, and contractual coordination (where and when) at a project level.	
Objective (Strategic)	Parsimony	Ensure effective interaction and communication among project participants.	
Objective (Strategic)	Parsimony	Initiate and facilitate the coordination of meetings (particularly, Steering Committee meetings).	
Objective (Strategic)	Parsimony	Ensure active and beneficial collaboration with other relevant projects and organizations to promote collaborative efforts toward the common goal.	
Objective (Strategic)	Parsimony	Ensure the transparent and distributed ability to control the societal system.	Control systems engineering

TABLES**Table 4.** Execution > Project Lists: *Project list of human need factors (simplified).*

Human need factor	Other names for need	Risks to need fulfillment	Location	Use
Self-actualization	Self-growth, self-development, transcending	Destruction of motivation	Motion	Learning
Ego	Relatedness, affection and connection	Destruction of self-integration	Cognition	Thinking
Social (love, friendship, belonging)	Relatedness, understanding	Destruction of truth	Integration	Building
Safety (freedom from threat and danger) avoid pain	Existence, cooperation	Destruction of trust	Condition	Cooperating
Physiological (air, water, food, warmth)	Existence, subsistence	Destruction of environment	Location	Sustaining
Subsistence need factors	Sub-composition	Risks to need fulfillment	Location	Use
Air	Control temperature, humidity, impurities, quantity, view	Pollution, destruction of natural cycles, and equilibrium	Atmosphere	Atmosphere use
Water	Increasingly supply source (ground, sea); control of supply, temprature and impurity	Pollution, destruction of marine life, sinking of cities, frequent flooding	Storage surface and water use	Water use
Food	Improved cultivation and productivity; control of food quality, variety, and supply	Chemical contaminatios and diseases; distruption of wildlife, forests, and fishing grounds	Cultivation surface and food materials use	food use
Shelter	Improved living and working buildings and materials of construction; better services and land uses	Artificial surroundings and anti-social living and working, destruction of the beauty of nature	Land and infrastructural materials use	Non-human-use transformable materials use
Clothing	Efficeint production of high quality clothing	Exploitation of non-renewable resources, manufactured obselescence and degredation, and manufacturing artificial social demand	Storage and on-person materials use	On person or other animal
Health	Reduction in mortality; increase in health span; increase in life span expectancy; controlled birth; bettern medical care	Population explosion; break in family and friendship structure; dis-ease	A process with centers for medical technologies and procedures	Long-term or critical usage
Subsistence need factors	Sub-composition	Risks to need fulfillment	Location	Use
Environment	Access to nature; a healthy environment	Destruction of environment	-	-
Economy	Access to equal services	Destruction of efficiency	-	-
Work	Meaningful work; productivity; autonomy	Destruction of contribution	-	-

TABLES

Human need factor	Other names for need	Risks to need fulfillment	Location	Use
Time balance	Flow cycle	Destruction of circadian cycle	-	-
Health	Physical ability, physiological feeling	Destruction of body cycle	-	-
Psychology	Self-acceptance; optimism; meaning	Destruction of mental cycle	-	-
Social support	Care, feeling belonging and love	Destruction or obfuscation of cooperation	-	-
Safety	Trust	Destruction or obfuscation of abundance	-	-
Learning	Lifelong contribution and exploration opportunities	Destruction or obfuscation of information	-	-
Recreation	Playful game and artistic exploration	Destruction of play	-	-

TABLES**Table 5.** Execution > Project Lists > Non-Functional Requirements: *Service quality determinants assessment criteria.*

Determinants of quality of service (service quality determination, functional quality requirements)	Description	Satisfaction (dissatisfaction) rating
Attentiveness / helpfulness	Sufficiently useful	
Responsiveness	Sufficiently timely	
Care	Sufficiently precise	
Availability	Sufficiently working	
Reliability	Sufficiently dependable	
Integrity	Sufficiently trustable	
Friendliness	Sufficiently free of aggression	
Courtesy	Sufficiently respectability	
Communication	Appropriate sharing of information	
Competence	Sufficiently skilled	
Functionality	Sufficiently useful	
Commitment	Sufficiently complete	
Access	Appropriate logistics	
Flexibility	Appropriate customizability	
Aesthetics	Appropriate beauty	
Cleanliness/tidiness	Organization without dirt	
Comfort	Appropriate challenge	
Security	Appropriate safety	
Safety	The design of the system should assure that nothing dangerous would ever happen due to the design.	
Reliability	The system should work and achieve its goals, possibly under any external circumstances.	
Reusability	The ability to reuse without significant changes. Reuseability is not the same as reliability.	
Admissibility	The system should provide only admissible decisions or conclusions and should satisfy any constraints imposed on it.	
Quality	The system should satisfy certain standards, especially satisfy explicit and implicit standards and user requirements.	
Efficiency	The system should work in possibly most efficient way (perhaps even optimal) and should be specified in an efficient way (e.G. With use of minimal number of rules, in the simplest form, etc.).	
Consistency	Problems of internal consistency refer to a case when consistent application of the rules may lead to ambiguous or inconsistent results.	

Education Service Operation (Plan)

Technical Management,

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Version Accepted: 15 March 2023

Acceptance Event: Project coordinator acceptance

Last Working Integration Point: Project coordinator integration

Keywords: program of study, course of study, course outline, curriculum, schedule, synopsis, structured education, structured learning

Abstract

This is an education service for learning about, transitioning to, and actually constructing a community-type configuration of society. The education service for a community type society goes by several top-level category names, including but not limited to: societal systems science, societal sciences, societal engineering, societal engineering sciences, community and societal development, civilization studies, and socio-technical systems science, socio-technical systems science, socio-technical science.

Graphical Abstract

Figure 3. A course of study is founded upon a pre-existing standard. A syllabus provides an overview of what is to be learned during the course of study and the methods therein. The curriculum is the whole content which is to be shared and experienced during the course of study as a set of learning experiences.

Education/Instructional Course of Study

The foundation from which the course is based and informed :

Standard(s)

What is to be learned

Outline, description, & summary of the course :

Syllabus

An understanding of what is to be learned as well as methods

The standardized learnable content of the course :

Curriculum

The activities and content that facilitate learning (learning experiences)

1 Syllabus (Program of Study)

A.k.a., Courses, course of study.

This is the Auravana education service course of operation.

1.1 Overview

Join the educational experience of a lifetime. Become an empowered and aware contributor to our common direction where global human fulfillment is achievable. Imagine a vision of society beyond markets and States. Share a higher-potential awareness and let's demonstrate what is possible.

Everything we need to flourish together.

We can remove the personal tension in how we work and live today. We know the inputs and outputs, and there was once a black box separating us from our fulfillment. This black box, which was once so impenetrable, is now made clear for all of us; our interdependencies and agreements are made clear. Socio-technical standards representative of community form the basis from which we inter-operate and share all that humanity has to offer. Through agreement and the accumulation of scientific knowledge we shall advance into the next century with situational awareness, intelligence, and great compassion. We have the motivation, knowledge and technology today to start living in community at the societal scale, today.

If learning is life-long, then community is closer than we can imagine.

We provide learners the knowledge to succeed in the development and operation of community at the societal (local and global) scale. Community is brought about and maintained by those who are educated about its operation. Community is a configuration of society brought about by someone like you, someone who imagines a better future for everyone and takes effective action to realize the vision. Imagine what you could do if you had the power to transform society into community. Challenge what others think is possible; innovation toward solving the global challenges of the 21st century is feasible through community education. Join the revolution to live in community.

Imagine the impact you could have if you knew the inner workings of society.

Through community education we all get a better world, and we can see what we are truly capable of. Community is a configuration of society brought about by someone like you, someone who imagines a better world and future for everyone. We are part of the number one

most influential movement in the world, and together we will find a way forward that works well for all. This university education is focused on awareness and on the demonstration of what is truly possible today. We are doing something that we should be proud of.

We need cooperative leaders to build community together.

Through a community education we all get a better world, and we can see what we are truly capable of without limits on sharing and caring. This educational experience is focused on understanding what is truly possible today, which empowers leader to facilitate its realization. Together, we will live in a moneyless, Stateless, classless society where humanity has accomplished the realization of a co-operative of a network of community habitats. We now have a foundational body of knowledge and agreements, a set of standards, to start making change toward this direction among our local and global population. Because of the size of our population and the increasing responsiveness of our technology to our thoughts, we need to adapt faster than possibly anytime in our prior history.

Sometimes big ideas make a big difference.

A real and better vision of what is possible accompanied by a feeling of duty to improve society. The breakthrough is a set of socio-technical standards developed by working groups and applied by habitat teams, that together operate a global, human fulfillment service system. Every socio-technical society is arranged to some high-degree based on science and technology. The combustible combination of ignorance, poverty, and power-over-others can be transformed through education into an organization based on access to common heritage resources coordinated to optimize global human need fulfillment. The three greatest threats to the environment and human flourishing are war, ignorance, and poverty. This university course will give you a comprehensive education to dispel ignorance, and possibly, through work, dispel poverty and war. With a lot of good information, together, we become most powerful. Through a societal-based program of study and useful work, we can develop an environment that reinforces the desire to learn, and incentivizes the investment and duty we have for one another to thrive.

Imagine a new experimental vision of society.

There is an available pathway for humanity to a society based on global human fulfillment and ecological regeneration. You know there are problems and somewhere out there are solutions. Learn how you can change the world and make an impact. Become a leader; you have what it takes. That pain we all feel can be transformed into solutions. We know there are serious,

societal problems, and we can come to understand their root, the interconnected issues, and that there really is a set of workable solutions.

Build a world where our needs are fulfilled and we all flourish together.

This course supports and empowers effective and positive change in the world. When we are unleashed from the need to make profit; instead, we prove future is our togetherness in love, learning, work, and leisure.

As easy as a sim and straight forward as a puzzle, we can take the pieces of the old and build a better planet.

Together, we will build a world where our needs are fulfilled and we all flourish. The knowledge, skills, and practical application will all be yours through community education. We can galvanize action to create new systems. We need real-world models and a change to environment around us. We need material and decisional (i.e., governing) environments that look and feel like community.

A better future needs better education.

We facilitate positive impact by understanding and developing the future direction and potential of a community-type configuration of society. Learners gain hands-on experience with societal-level concepts and technologies, while becoming more aware and understanding the mindset and tool-set needed to co-create and live in community.

1.1.1 Syllabus

A course syllabus is an important document accessed by an education service user and provided by the course facilitator, on or prior to, the first day of class. A syllabus is a document that outlines (summarizes) the primary topics to be covered in some course [of education] where the participant(s) learn about a system such that their understanding of the system is sufficient to explain it to another participant by demonstrating visually and describing linguistically the system's current standardized operation. A syllabus informs the learner about: why the course is available, the goals of the course (where it is going), what will be covered in summary, and what will be required to become proficient in explaining and working with the system. Typically, a syllabus also identifies the course's schedule of meetings, assignments (asynchronous tasks), and their associated calculated identifiers of understanding ("grades/scores"). It delineates the timeline of the course, including session dates, assignment deadlines, and the metrics for evaluating comprehension and performance.

A syllabus serves as a roadmap for the educational journey ahead, detailing what learners will engage with

the functional dynamics of the system under study. The syllabus plays a pivotal role in acquainting learners with the course's rationale, objectives, summarized content, and the competencies they are expected to acquire.

This education service lays the foundation for an interdisciplinary exploration in fields known by various names such as societal systems science, societal sciences, societal engineering, societal engineering sciences, community and societal development, and civilization studies. Each term, while distinct, converges on the common goal of understanding and shaping the intricate web of societal functions and technical systems that underpin our collective existence.

1.2 Who are these courses for?

A.k.a., Who is the education service for?

Auravana education courses are for "you", if "you" have any of the following goals:

I.e., All three courses (1-3 day, multi-week, and multi-semester).

1. You are a university and want to provide an innovative curriculum to students that will give them lifelong resources to pursue community development.
2. You are a student who wants to see the biggest picture where everything is connected, and discover where you can help most.
3. You want to work with others who have a common interest in positive societal change.
4. You want to work on an open source strategic re-design of the structure of society, and not just patchwork a wayward system.
5. You want to facilitate the adaptation and alignment of your current life-radius, neighborhood and city, more a greatly to community (and, a community standard that works for your home).
6. Your work involves societal change whether you're a team leader, engineer, designer, developer, advisor, consultant, activist, coach, or trainer.
7. You want to facilitate human flourishing and well-being on the planet.
8. You want to clearly understand what drives societal change, as well as how to positively impact and direct that change.
9. You want to understand, explain, and begin right away to improve society.
10. You want to make a sustained positive difference in societal relationships and results.
11. You want to gain more understanding of a society that exists beyond markets, States, and class.
12. You want to help develop (and maintain) a functional and productive community configuration of society.

These courses are for you, if you have a deep desire:

1. To conceptualize activities and ways of participation that encourage resource sharing as well as sustainable technology production and usage.
2. To understand the fundamental documentation and mediums that facilitate a safe and functional operation of any configuration of society.
3. To create and review concept models and visualizations for a new configuration of society.
4. To acquire an understanding of the tools necessary to pursue systemic system change.
5. To contribute to the standard for the adaptation of society to a higher potential for community living.
6. To facilitate the adoption of a standard for a community-type society in your city, school, and neighborhood.
7. To create clearness about the world (and society) through visual means and visual thinking.

1.3 Learning objectives

A.k.a., Education service objectives.

Gain a solid foundation in societal systems science (and systems engineering) concepts and methods, including clarification of the distinctions between different types of societies. Experience real-time societal team building interactions, and practice developing and delivering community-type societal services and products.

By successfully completing a course, learners should be:

1. Capable of thinking complexly about early 21st century society.
2. Capable of thinking complexly and modeling a community-type society where there is no market, State, or class.
3. Capable of working on a societal development team.
4. Capable of developing and delivering societal standards.
5. Capable of doing useful tasks to improve the system's design.
6. Capable of adapting their own home and neighborhood to a higher-quality standard for community.
7. Inspired to want to interact and improve with society through community standards.
8. Amplified personal empowerment to take constructive action toward community development.
9. Decrease personal tension around societal visions.
10. Decrease interpersonal tension around societal visions.
11. Understand how we can live and work better

- today.
12. Have a plan for how you can positively impact societal transition to community one year.
 13. Gain a solid foundation in societal building concepts and methods.
 14. Develop a better societal specification standard.

University-Level Structured Education

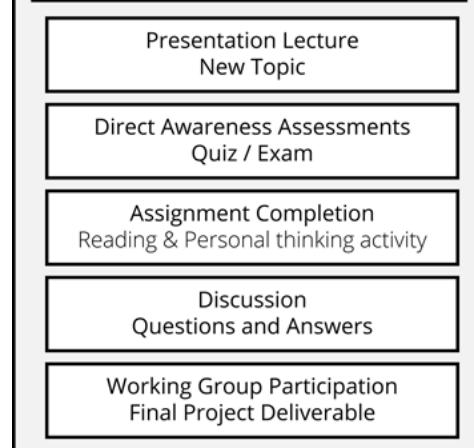


Figure 4. Graphic shows the elements of the multi-week class meetings and course activities.

2 The education service course set

This education course set exists to provide learners the knowledge to succeed in the development and operation of community at the societal (local and global) scale. This is a structured learning and working environment with a facilitator(s).

There are three basic types of course offered as part of the Auravana Education Course set:

1. The multi-week workshop.
2. The several day workshop.
3. The multi-semester workshop.

Each event offers:

1. Narrative for optimal on-sight experience.
2. Day-to-day activities.
3. Day-to-day deliverables/phases.
4. Agreement field (signed at time agreement).

For each course, the following must be identified:

1. **Learner and/or contributor objectives:**
 - A. Define clear and specific learning objectives for each course (and section within a course). What should learners know or be able to do by the end of each course/section?
 - B. Define clear and specific contributor objectives for each course (and section within a course). What should the contributor do?
2. **Course content:**
 - A. The knowledge to be shared and skills to be demonstrated through activities composed into a course. What content will be covered?

The three Auravana education courses are:

1. **A one- to three-day course (short-length course):**
This course provides individuals the opportunity to acquire a strong foundation in understanding the primary structuring of any given society. This course seeks not just knowledge transfer, but to make it sticky and relevant. This curriculum provides an overview to society, and to the community engineering of society.
A. **Course [curriculum] objectives:**
 1. This course helps the learner to develop essential knowledge and skills of the creation and transition to community at the societal scale.
 2. This course provides learners with a complete introduction and experience of what life is like in community.
 3. The course provides learners with a solid

understanding of the language and data structure for a community-type society.

4. It further facilitates the transfer of this knowledge to practical situations in the market-State. The content is made relevant to daily life, so that behavior change toward community is likely to occur.

B. **Course [curriculum] topics:**

1. What society is? Human and ecological living construction.
 - i. What it looks now? Market-State type configuration.
 - ii. What it could be? Community-type configuration.
 - iii. How do we get there? Let people be inspired to contribute and co-create community.
2. The multi-day course results in a log of the participants attendance to the course.

2. An intensive multi-week “mastermind” workshop/course (mid-length course):

This course provides individuals the opportunity to acquire a working understanding of the concept-of-operation of a community-type society, while completing one or more major milestone in its realization over a multi-week period, and with others similarly interested and carrying expertise into the experience for the benefit of all others. The goal is to have the participants construct a city, nation, and society they would like to live in, or transition the area they currently live in (to community). Here, there is a mastermind workshop with representatives from the diverse and relevant fields of societal sciences to develop a complete socio-technical city solution to the meta-crisis of the early 21st century society.

A. The multi-week course results in a log of the participants attendance to the course.

3. **A multi-semester curriculum (typically, one-year long course):**
This course provides individuals the opportunity to acquire a comprehensive understanding of the concept-of-operation of a community-type society, and in doing so, begin the transition to working and living in a moneyless, Stateless, classless society. This course creates an opportunity to master competencies required for understanding and evaluating societal systems, standards, and socio-technical plans. This course provides individuals the knowledge and tools required to work effectively, efficiently, and safely toward and within community at the societal scale. This curriculum provides graduates with an understanding of the interrelationship between societal structures and a positive outlook on

human potentials and ecological possibilities.

- A. The multi-semester version of this course may result in a certificate of final assessment of the learners knowledge about community at the societal scale, its conception, operation, and transition thereto.

There are effectively two main ways to run an Auravana workshop:

1. Primarily education based - focused on learning (and possibly, some development occurs during the workshop).
2. Primarily development based - focused on developing [a deliverable for a community-type society]. Education of course occurs during any development effort.

2.1 One- to three-day workshop course

This 1 to 3-day workshop is designed to lay a solid foundation in the engineered construction and understanding of society, aiming not only at transferring knowledge but ensuring its retention and application. Here, individuals the opportunity to acquire a strong understanding about the primary structuring of every society. The course is structured to empower learners with the critical knowledge and skills necessary for the creation and evolution of community at a societal scale, focusing on the design and innovation aspects that emergently shape societies.

Participants will be introduced to the core principles of societal engineering, equipping them with a working understanding of the potentials and challenges in designing and transitioning society. By pre-emptively addressing common misunderstandings and potential setbacks, the workshop offers a comprehensive exploration into the nuanced engineering of society, setting a robust groundwork for innovative thought and action.

Beyond traditional educational frameworks, this course positions people as participants and engineers within society, enhancing their perception of their role in shaping their own lives and community structures. A dynamic and interactive learning environment awaits, where students will engage in concept modeling of societal structures, all the while developing an acute awareness of their work's societal implications, both present and future.

Help other professionals and students gain a working understanding of society and its engineering potentials. Avoid early misunderstandings and setbacks by providing a comprehensive overview of the engineering of society. Our innovative engineering course goes beyond traditional education, fostering a sense of oneself as an engineer in society. We provide a dynamic learning environment where students participate in concept modeling society, but also develop a keen

awareness of the broader societal impact of their current and future work. Through facilitator presentations, real-world case studies, and collaborative activities, students will cultivate the skills necessary to navigate the intricate intersection of technology and society. Join us in shaping the future of science and engineering education, where a deep understanding of both technical and societal dimensions empowers graduates to create meaningful and sustainable solutions for the challenges of tomorrow.

The urgency for professionals and graduates with a systems engineering view of society has never been more essential.

The objectives of the two to three-day workshop are:

1. Gain a high-level understanding of society and its engineering potentials.
2. Avoid early misunderstandings and setbacks by providing a comprehensive overview of the engineering of society.
3. Gain a high-level overview about standards, concept modeling (a.k.a., figures), data tables, and visualization. Learners will gain the skills and knowledge (Read: education) needed to understand how society may be modeled and configured at the societal level, empowering them to make positive change in their lives and diverse lifestyles.
4. Participate through listening, seeing, and interacting, with real-world information, including real-world case studies, lectures, and practical exercises. Learners will gain the skills and knowledge (Read: education) needed to analyze, strategize, and implement impactful solutions at the societal level, empowering them to drive

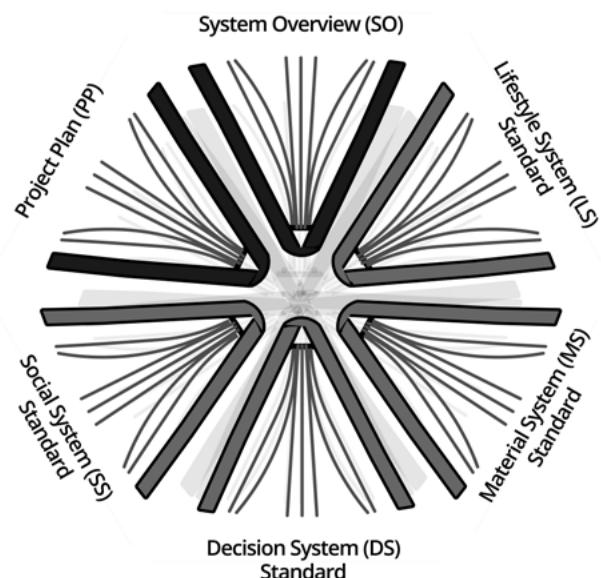


Table 6. Model shows textbooks (standards).

- positive change in diverse communities.
5. Through facilitator presentations, real-world case studies, and collaborative activities, learners will start to cultivate the motivation, knowledge, and skills necessary to navigate the intricate intersection of self and society.
 6. Upon completion of the course learners will,
 - A. Be able to name and identify the fundamental systems of any configuration of society.
 - B. Be able to respond flexibly and adaptively to future life scenarios with values and objectives that more closely reflect those of community.
 - C. Become more motivated to contribute to community creation.
 - D. Be able to answer a 15 minute 20 question multiple-choice self-check at the conclusion with 90% accuracy.

One possible outline (of content and activities) for the two to three-day workshop is as follows:

1. The goal is to collectively complete a scenario-based community project. The system overview and concept models guide the creation, development, execution, and produced results of the project. Through the concept models the learners and project participants will feel belonging within a community and a sense that a community is a feasible configuration of society. This course involves access to the System Overview standard and common access to sets of the standards. The participants each separate into groups, and each gets access to a set of all the standards, along with each personally getting a copy of the System Overview.
2. Divide the overview into its main sections, ensuring a logical and progressive flow of topics from one section to another, given the scenario project goal. Intermix lectures with case studies and scenario activities, discussions, and questions and answers, together building a self-social (i.e., personal-group) scenario that will best facilitate knowledge and skills transfer for each specific workshop.

2.2 Intensive multi-week "mastermind" workshop

This course offers a unique opportunity for individuals to gain practical understanding and experience in developing a community-type society. Participants will engage in an intensive journey over several weeks, working alongside others who bring their own expertise to collectively achieve one or more significant milestones towards the realization of a society built on community standards and principles. The ultimate aim is for

participants to design and build a city, nation, and society that they would aspire to live in, or to transform their current living neighborhood into more of a community-type environment.

Participants engage in an extended and focused collaborative effort, surpassing the typical 1-3 day workshops. Throughout this workshop, various activities, both scheduled and spontaneous, are undertaken, including seminars, lectures, interactive Q&A sessions, opportunities for independent work, dedicated standards working groups, intimate group discussions, larger collaborative sessions, and other impactful engagements. The overarching goal is to foster and implement superior global community standards. During this workshop, we come together to put all our knowledge and ideas into one unified and commonly compiled system designed to optimize human fulfillment.

This immersive experience is not just about theoretical learning but about taking concrete steps towards building a better society. It's an opportunity to work with a mastermind group, a gathering of individuals from diverse and relevant fields, to address the meta-crisis of our times with actionable, scalable solutions. Join us and contribute to a movement towards a more resilient, sustainable, and community-type global society. Throughout the workshop, participants will be immersed in a range of activities designed to stimulate creativity, innovation, and collaboration. These include scheduled seminars and lectures, interactive Q&A sessions to delve deeper into subjects of interest, and opportunities for independent work allowing participants to explore their ideas. Additionally, the workshop features dedicated standards working groups and intimate group discussions, creating a platform for detailed exploration of concepts. Larger collaborative sessions aim to harness the collective intelligence and expertise of all participants, driving the rapid development and implementation of superior global community standards.

These workshops are unique scenarios, different than the several day and multi-semester courses. During the multi-week mastermind, facilitators must provide multidisciplinary coordination and a lot of different teams working in parallel. Here, the goal of coordinators (a.k.a., design managers, program managers, project managers, etc.) is to always have a sense for what dependencies are impacted by changes upstream of them, and what upstream changes impact local dependencies. The common principle statement among the terms "multidisciplinary," "cross-disciplinary," "interdisciplinary," and "transdisciplinary" is that they all describe different approaches to collaboration and problem-solving that involve individuals or groups from various disciplines or domains working in parallel, and having their work pass through an integration membrane (i.e., an integration boundary). The key distinction among them lies in the level of integration and the extent to which participants from different backgrounds communicate and integrate to address

complex problems. These approaches represent a spectrum of integration and boundary-crossing, ranging from:

1. Simply adding work from different disciplines (multidisciplinary). Here, the work of many ("multi" disciplines is added.
2. Achieving integration and/or achieving consensus:
 - A. Within a discipline or working group (interdisciplinary). Here, the work inside a working group (discipline) is integrated and/or consensus is achieved.
 - B. Between disciplines or working groups (interdisciplinary). Here, the work between working groups (disciplines) is integrated and/or consensus is achieved.
3. Achieving a change to the structure of the disciplines (Read: working groups), and thus, disciplinary boundaries altogether (transdisciplinary). Here, the fundamental data structure and/or work structure changes.

The more different fields are gathered in one shared information space, the more important it is to have a coherent and agreed set of concepts, definitions, objects, and visualizations representing the same idea in different areas of work. Setting up a commons-wide ontology (Read: axiomatic information systems model, data structure) will be crucial to support this issue.

Multi-week workshops take place in one common housing and working location. Some participants stay the whole time, some come and go, and some never come, but participate online. There is learning and education, and also, everyone contributing/working toward one goal, putting together the ultimate project for a new community-type civilizational framework.

We come together and we come up with new community standards, visions and proposals, and new ways of simulating and adapting the real-world to community aspirations. Here, through standards development, coordination, artificial intelligence, and simulation, we can bring together a good conceptual model for a locally customized, and globally specified, community-based city network. Through simulating, adapting [to community] becomes a more trustable and desirable future scenario.

The objectives of the multi-week "mastermind" course are:

1. Gain in getting to construct community with others who are similarly interested.
2. Gain in getting to meet other significant contributors to our common direction.
3. Gain in getting to learn about and contribute to the development of global human need fulfillment and ecological regeneration.

4. Gain in getting closer to the constructed operation of a city with a better fulfillment potential, a better life radius, and ultimately, a better lifestyle.
5. Produce as complete a deliverable as possible in the form of construction and manual operation of a city within a community-type configuration of society.
6. Contribute work into the commons.
7. Upon completion participants will produce the construction, operating, and user documentation for a sustainable, duplicable, and customized city within a network of community-type cities.

One possible outline (of content and activities) for the two to three-day workshop is as follows:

1. A semi-formal, semi-structured, facilitated 1 to 8 week experience where participants use visualization, logic, and systems science to guide the complete production of a milestone in the transition to community. The participants separate into a set of standards structured sub-working groups. This course involves personal access to all of the societal sub-standards.
2. Have the idea to give people access to and an awareness of a global information set about the potential to construct and operate community at the societal scale. There is the potential to live in an appropriately self-sustaining city optimized to meet the needs and preferences of the enhabitats. Help people build an environment they would like to live in more.
3. Acquire access to a team whom together will contribute to the mastermind event and work toward the creation of a unified specification standard and associated practical deliverables to realize their own, and all others, membership in a community-type configuration of society.
4. Who should contribute to the event? Typically, only those qualified and relevant to a working group mastermind event should be in attendance. Qualified and relevant people should attend the mastermind event.
5. What software will be used during the mastermind event for coordination of the event and production of the deliverable(s)? In this curriculum, the answer to this question is that the software is determined beforehand, or appropriately changed during, in a manner that facilitates a product that is as integrated, clash-free, and duplication-free as possible. The project and technical software selection is chosen beforehand; however, it is possible to change the software selection during the mastermind, although, through procedure.
6. Determine the requirements for and deliverable(s)

of the event:

- A. A societal specification standard for a complete city (or other community milestone deliverable).
 - 1. Concept visualization. This includes all figures in the standard.
 - 2. Written description and written reasoning (a.k.a., articles, manuals, tables). This includes all written content in the standard.
 - 3. Object visualization as images and animation (with the optimal being simulation). Here, information is attached to all object geometry (a.k.a., BIM, OIM, etc.). Here, is the engineered and simulated socio-technical operation of a material environment, enclosed into cities that operate as habitat service systems for global human fulfillment and ecological regeneration. This includes all 3D metadata associated animation and simulation. Here, objects are named and processes are defined.
- B. Information system coordination app.
 - 1. Collaborative customized habitat design software app. For usage to produce the digital societal specification standard: Illustration, written, CAD/BIM, simulation software.
 - 2. Spatial-web knowledge repository with a search and intelligence function (i.e., the world wide web, WWW).
- C. InterSystem information system coordination app.
 - 1. InterSystem teamwork contribution coordination app.
 - 2. Project coordination app.
 - 3. Collaborative customized habitat design software app. For usage to produce the digital societal specification standard: Illustration, written, CAD/BIM, simulation software.
 - 4. Habitat machine operational app(s), including their manuals and AI support.
 - 5. Working group operational app(s), including their manuals and AI support.
 - i. Standards development coordination app(s), including their manuals and AI support.
 - ii. Decision system coordination app(s), including their manuals, procedures and AI support.
- D. Residency coordination app.
 - 1. Agreement and locationing app.
 - 2. Local habitat services app.
 - i. Education services app.
 - ii. Contribution services app.
 - iii. Leisure services app.
- E. Tokenization coordination app.
 - 1. State token creation > price/taxation for

- defense > deletion.
- 2. State token creation > price/taxation for defense > circulation (State purchases).
- 3. State prices services and objects app.
- 4. Market token creation > price-purchase > deletion.
- 5. Market token creation > price-purchase > circulation (business purchases).
- 6. Market priced services and objects app.
- F. Website app for the standard and for membership.
- G. Computer resources:
 - 1. Electrical power (electricity).
 - 2. Computer hardware.
 - 3. Operating software.
 - 4. Database software.
 - 5. Application development software.
 - 6. Website software.
 - 7. Project coordination software.
 - 8. Societal engineering software (for illustration, writing, and simulating).

The results of the working group are assessed based upon the participants initial goals, and include the following activities and deliverables:

- 1. Establish coordination-level working group to operate the “community development and transition” service of hosting these workshop mastermind sessions).
 - A. Coordinate a multi-disciplinary team.
 - B. Establish coordinating documents and organizations website.
- 2. Licensing of deliverable of every workshop (to be integrated into a community-aligned standard):
 - A. Contributor licensing agreement.
- 3. Contribution service operation.
 - A. Coordination-level working group:
 - B. [Event] Education working group service:
 - 1. Education on the current version of what is available, at start.
 - 2. Education seminars throughout the workshop.
 - 3. Education on standards updates (and development), ongoing updates.
 - C. [Event] standards development working group service.
 - 1. Standards (social, decision, material, lifestyle, project, overview) development.
 - i. Standards master information set development.
 - ii. Existent habitat master plan development.
- 4. Total tangible workshop deliverables are:
 - A. Publishable textual and image standardized documents describing the specified societal systems (Read: information standard and

- material habitat master plans).
- B. Simulation [engine] development and experience explaining and analyzing the system.
- C. Artificial intelligence development.
- D. Decision system development.
- E. Software and signage interface development.
- F. Localized master-plan development (as win-win for a local environment).
- 5. Transition development.
 - A. Global sustainable feasibility inquiry.
- 6. Market transition.
 - A. Create a marketing model (marketability).
 - B. Local financial transition analyses (investability).

Note: it may not be, likely is not, best to include investors in an actual event, because they will influence the final results; by definition they are biased, unless their presence is only influential for analyses.
- 7. State transition.
 - A. Local geopolitical transition analyses.
 - B. Local regulatory (State) transition analyses.
- 8. Public transition.
 - A. Education university campus.
 - B. Education standards.
 - C. Social profile marketing.

The procedure for execution of the event is:

1. Prepare a mapping of the currently predicted deliverables, which reveal the definition of what is being developed. The list/map ought to include formats and licenses (if copyright vs software). A constraint of the scope is useful so there is focus and progress. Any model may be put together to integrate event deliverables, so the event is most productive.
 2. Events start with an education component that brings everyone into a state of coherence and trust so the feeling of community comes, so that there is alignment, collaboration, integration and workable products as the result.
 3. Events deliver a complete socio-technical [societal specification standard] design for a city (or whichever chosen milestone). Deliver a complete and workable societal specification standard for conceiving of and operating a community-type city (or other project deliverable). To complete the city
 - A. Pick a real-world location(s) and develop a socio-technically operated city representative of community.
 - B. Concept model[-ing] specification to produce two and three dimensional concept visualizations of what is and what could be.
 - C. Written text[-ing] specification to produce and/or update articles in a societal-level socio-
 4. Events support and reinforce taking “next step” action. Act to move people into the category of likely to move into a community-type city configuration of society. Buy-sell membership for access to the designed socio-technical city (milestone) when it is delivered. The selling of a membership for construction and move-in can take
- technical standard.
 - D. Software application specification.
 1. Residency software (i.e., the human resident and contributing user).
 2. Standards development software.
 - i. Text.
 - ii. Images.
 - iii. Simulations.
 3. Collaborative design TEXT-VECTOR-CAD-BIM-SIM software:
 - i. TEXT (word processor software for concepts).
 - ii. VECTOR and CAD (2d image models).
 - iii. BIM and OIM (3D object models).
 - iv. SIM (3D dynamic and real-time interactivity) software.
 4. Collaborative decision intelligence support software (i.e., decision system software).
 - i. Decisioning software.
 - ii. Versioning collaboration deliverable tool.
 5. Operational support systems software:
 - i. Operating system (i.e., computational system and software).
 - ii. Database system (i.e., database software).
 - iii. Communicating system (e.g., messenger and spatial-web-location development).
 - iv. Projecting system (i.e., project coordination software).
 - v. Artificial intelligence system (i.e., ai software).
 - vi. Sciencing system (e.g., scientific software, instrumentation, sensor, and analytics software).
 6. Operational service software:
 - i. Operator/monitor interface.
 - ii. User interface.
 7. Software for the market tokenization of access (if market is present).
 - E. Habitat(s) socio-technical simulation. The simple animation through to full simulation of the habitat, its information sets, material locations and flows.
 - F. Marketing materials:
 1. Put together marketing materials for audiences.
 2. Put together education materials for audiences.

multiple forms. Firstly, only after participation in a mastermind event will the contributors [to the event] get access to the membership in the first constructed community-based socio-technical city. Membership to potential future residency may otherwise be bought or gifted. The public may buy a membership into community-type cities. Or, only those who have contributed and/or are aware of the functioning of the city (have an education) may pay to become members. Of course, eventually, the goal is to have a whole population migrate into community cities.

2.3 Year-long (multi-semester) course

This course provides individuals the opportunity to acquire a comprehensive understanding of the concept-of-operation of a community-type society, and to complete work toward a transition thereto. This course provides individuals the ability to participate with the knowledge and tools required to work effectively, efficiently, and safely toward and within community at the societal scale. It offers a unique blend of knowledge acquisition, skill development, and hands-on experience, enabling individuals to contribute effectively, efficiently, and safely to the creation and enhancement of communities on a societal scale. This course creates an opportunity to master competencies required for development of, and for living in, community at the societal scale. This course creates an opportunity to certify the ability to coordinate required for working and contributing long-term to societal systems, standards, and socio-technical plans.

The structure of this course is designed to foster a collaborative learning environment, encouraging participants to engage with and learn from one another, as well as from experts in the field. Through a combination of lectures, workshops, group discussions, and project-based learning, participants will not only acquire theoretical knowledge but also apply what they have learned in practical, impactful ways.

This comprehensive course is ideal for individuals passionate about driving societal change, interested in the mechanics of community-based living, and keen on contributing to the development of sustainable, resilient, and inclusive communities. Whether you're looking to transition your current living area into a community-focused society or to develop new communal structures, this course will provide you with the framework, skills, and certification needed to make a lasting impact.

Participants will gain:

1. In-depth knowledge: Understand the foundational principles, concepts, and operations that underpin a community-type society.
2. Practical tools and skills: Acquire the tools and skills necessary for active participation in the development and maintenance of community structures. This includes learning to navigate complex societal systems, engage with standards and regulations, and apply socio-technical planning strategies to real-world scenarios.
3. Competency mastery: Through immersive learning experiences, participants will master the competencies required to not only live within but also to contribute to the development of communities at a societal level. This involves understanding human needs, working in teams, and developing societal standards.
4. Certification of contribution, and possibly, coordination abilities: Upon successful completion of some versions of this course, participants will receive certification that recognizes their ability to contribute to, and possibly, coordinate, societal systems, standards, and socio-technical plans. This certification will serve as evidence to their preparedness to take on contribution and coordination roles within community-based societal projects.

The objectives of the year-long (multi-semester) course are:

1. Gain a working ability to contribute to society its engineering potentials.
2. Develop an open, expanded, and critical awareness of the broader societal impact of one's own and all others' work current and future work.
3. Understand the unified nature of community and that there exists a real-world nature inclusive of individuals, and other individuals (a social), all of who are having life-experiences together in a physical material environment, together.
4. Participate through listening, seeing, and interacting, with real-world information, including real-world case studies, lectures, and practical exercises. Learners will gain the skills and knowledge (Read: education) needed to analyze, strategize, and implement impactful solutions at the societal level, empowering them to drive positive change in diverse communities.
5. Through facilitator presentations, real-world case studies, and collaborative activities, learners will cultivate the motivation, knowledge, and skills necessary to navigate the intricate intersection of self and society.
6. Learn to work effectively with artificial intelligence (AI) agents in the co-creation of society.
7. Upon completion learners will be able to model and simulate early 21st century society, a transition to community, as well as model conceptual definition and simulate the visual operation of a community-

- type configuration of society. Learners shall be facilitated by subject-matter “experts” in thinking critically and innovatively about the present and the potential future of humanity and of society.
8. Upon completion of the course learners will,
 - A. Be able to completely (given what is known in the standards) define the concept of operation of the common known types of configuration of society.
 - B. Be able to complexly visualize (given what is known) the operation of a community-type configuration of society.
 - C. Be able to work in a manner that is actually contributor and in optimization of global human need fulfillment.
 - D. Become more motivated to contribute to community creation.
 - E. Be able to answer four 45 minute exams with 50 questions at the conclusion of each semester with 90% accuracy.
 - F. Be able to answer a one hour 100 question multiple-choice exam at the conclusion of the course with 90% accuracy (will pass and receive certification of completion).
 - G. Be able to present a project that shows some advancement to the development and realization of a community-type configuration of society.

One possible outline (of content and activities) for the year-long workshop is as follows:

1. Divide the subject matter into four main sections, ensuring a logical and progressive flow of topics from one section to another. Allocate topics, subtopics, or units to each section based on their complexity and importance. This course involves personal access to all of the societal sub-standards.
- A. Section 1 (semester 1) first half of semester cover the following information:
 1. Overview standard.
- B. Section 1 (semester 1) second half of semester cover the following information:
 1. Project Plan and Lifestyle standard).
- C. Section 2 (semester 2): cover the following information:
 1. Social System Standard.
- D. Section 3 (semester 3):
 1. Decision System Standard.
- E. Section 4 (semester 4) first half of semester:
 1. Material System Standard.
- F. Section 4 (semester 4) second half of semester:
 1. Final project conclusions and analyses.
 2. Self-assessment.
 3. Certification (note: If “you” fail to certify you

can take the course again for free).

2.4 Evaluation

The inclusion of a comprehensive course evaluation section at the conclusion of a course serves as a vital component of the continuous improvement process in education. It is important to have a course evaluation section at the conclusion of the course to help inform the next iteration of the course. It provides a structured and systematic means for learners and contributors to provide valuable feedback on their experiences, allowing event and discipline coordinators, and educational institutions, to make data-driven decisions and enhancements for the next iteration of the course and for what they take away from the course.

NOTE: *The biggest failure mode in education is having either facilitators or participants of a workshop/course walking away from the experience feeling like there was something that could have been achieved, but wasn't.*

Through the use of criteria-based surveys and open-ended feedback sections, this evaluation process offers several key benefits:

1. **Insight into learners perspective:** Course evaluations allow participants to express their thoughts, concerns, and opinions about the course content, delivery methods, and overall experience. This insight is invaluable for the holders of the event, and for the contributors and learners.
2. **Identification of strengths and weaknesses:** By assessing both quantitative criteria and qualitative feedback, course developers can identify specific strengths and weaknesses within the course design and delivery. This information helps pinpoint areas where improvements are needed or where successful strategies should be retained.
3. **Data-driven decision making:** The data collected from course evaluations may help inform future decisions about course structure, materials, methods, and assessment strategies.
4. **Alignment with objectives:** Evaluations can help determine if the course aligns with its intended objectives and outcomes. This alignment is crucial for maintaining course relevance and ensuring that everyone achieve their educational and/or contributonal goals.

A common 10-question course evaluation survey for a course on community development, incorporating both quantitative and open-ended questions to gather comprehensive feedback:

1. Overall Satisfaction:

- A. On a scale of 1 to 5, with 1 being “Very

"Dissatisfied" and 5 being "Very Satisfied," please rate your overall satisfaction with this course.

1. Very unsatisfied.
2. Very low satisfaction.
3. Low satisfaction.
4. Satisfied.
5. Very satisfied.

2. Overall Feeling of Achievement:

- A. Now that the workshop is finished, do you feel like there was something significant that could have been achieved for you, but wasn't?
1. Yes.
 2. No.

3. Learning and/or Contributing Objectives:

- A. To what extent did this course align with the stated learning and/or contributing objectives and outcomes?
1. ...

4. Course and/or Workshop Content:

- A. How would you rate the relevance and comprehensiveness of the course/workshop content?
1. Excellent.
 2. Good.
 3. Fair.
 4. Poor.

5. Learning and/or Contributing Methodology:

- A. Please provide feedback on the effectiveness of the teaching methods used in this course.
1. ...

6. Engagement:

- A. Were the materials and activities engaging and conducive to your learning/contribution experience?
1. Very engaging.
 2. Somewhat engaging.
 3. Neutral.
 4. Somewhat unengaging.
 5. Not engaging at all.

7. Learning Facilitator and/or Contribution Coordinator Effectiveness:

- A. How would you rate the contributor(s) effectiveness in delivering the course/event?
1. Excellent.
 2. Good.
 3. Fair.
 4. Poor.

8. Deliverables, Assignments, and Assessments:

- A. Please provide feedback on the actualized contributed deliverables, and on the learning assignments and assessments (used in the course/workshop).
1. ...

9. Course Organization:

- A. How well-organized was the course/workshop in terms of structure, materials, and communication?

1. Very well-organized.
2. Well-organized.
3. Neutral.
4. Somewhat disorganized.
5. Very disorganized.

10. Suggestions for Improvement:

- A. What specific recommendations do you have for improving this course in the future?
1. ...

11. Additional Comments:

- A. Please share any additional comments, concerns, or insights you have regarding your experience in this community development course.
1. ...

3 The education service audiences

The goal of the Auravana project is to transfer people and resources from a market-State type configuration of society and cities, to a community configuration of society and cities. To do this, there are several audiences that must be educated upon, and participative in the development of, the standards for the new (community-type) configuration of society, and the transition thereto (from the market-State type).

The common audiences and assumed greatest potential for attendance of a workshop/course are:

1. **Universities and university students** (marketed to the students themselves, as well as directors and administrators of universities):
 - A. A one-to three-day "societal innovation" workshop -to provide a simple and sticky overview of society, societal engineering, and the potentials for humanity in a future community-type society. A greater awareness of society, of systems, and of community as a potential at the societal scale.
 - B. A multi-semester education course of study -to provide a comprehensive understanding of society, societal systems engineering, and the potentials for humanity in a future community-type society.
2. **State (political) directors** (deciders; a.k.a., politicians).
 - A. A one-to three-day "societal renovation" workshop -to provide politicians (and political administrators) the opportunity to experience a positive and sustainable future for humanity, as a possibility. A better understanding of community standards and a better set of policy recommendations for slowly and safely developing a physicalized community and transitioning people and resources into that configuration.
3. **Local sustainable settlements** (including: counties, villages, cities, neighborhoods).
 - A. A multi-week "community re-alignment" workshop -to re-envision the settlement based upon a locally customized adaptation of the standard for community. A new and more community-oriented proposal and/or set of plans for the settlement.
4. **Professionals working toward this common direction.**
 - A. A multi-week "community co-development master planning" workshop -to mastermind the development of better standard for community and one or more potential master plans for

resilient community settlements. A significant progression of one or more of the standard, or disciplines that makeup the standard.

5. Business owners working toward this common direction.

- A. A one-to three-day "sustainable business" workshop -to provide business owners and managers the opportunity to experience a positive and sustainable future for humanity, as a possibility. An understanding of community standards, including (present and progressive) statements and visualization of alignment with community standards.

6. The public (everyone).

- A. A one-to three-day societal systems science engineering workshop -to provide citizens the opportunity to experience a positive and sustainable future for humanity, as a possibility. A greater awareness of society and community as a potential at the societal scale.
- B. A one-day children's visualization science workshop -to provide children the opportunity to begin thinking systematically about life, as a possibility. A greater ability to think through systems, and to visualize systems.

3.4.1 General audience

It is possible to categorize the audiences for this project based on their level of engagement and interest in the development and inhabitation of community. By segmenting these audiences—general observers, dedicated builders, future residents, and those eager to both construct and inhabit this space—we can tailor engagement and create pathways for participation that resonate with their unique contributions and expectations for the community:

1. General public:

- A. Awareness and interest: Individuals with varying degrees of knowledge and interest in the community-type society.
- B. Outreach potential: Potential for engagement, support, or opposition to community initiatives. Possibility of converting awareness into support or active participation.
- C. Strategy: Broad communications that inform and educate about the community's values, goals, and benefits. Utilize inclusive and informative communication methods, such as public campaigns, social media, and open community forums, to educate and engage.

2. Builders (i.e., working groups and habitat teams):

- A. Contributors and developers: Those interested in the physical or infrastructural creation of the community.

- B. Investors and supporters: May not be directly involved in construction but are interested in funding or advocating for the community's development.
- C. Strategy: Offer ability to contribute to a community-type society and have contributed efforts enter the commons.
- 3. Residents:**
 - A. Future inhabitants: Individuals who plan to live in the community but are not interested in the construction aspect.
 - B. Consumer stakeholders: Information on housing options, community services, and lifestyle benefits, etc.
 - C. Strategy: Showcase living benefits, including virtual tours, housing plans, and testimonials from future neighbours.
- 4. Builder-residents:**
 - A. Dual role participants: Those who wish to both contribute to the building process and become residents.
 - B. Community founders: Often deeply invested in the community's success and hold a strong vision for its development and culture.
- 5. Academic and research institutions:**
 - A. Educational and research entities: Can form partnerships for research and development projects within the community.
 - B. Students and academics: Potential resources for innovative ideas and cutting-edge research and internships.
 - C. Strategy: Foster relationships through internships, joint projects, and think-tank sessions that bring academic rigor and fresh perspectives to community challenges.
- 6. Cultural and Artistic Contributors**
 - A. Artists and cultural organizers: Can shape the community's cultural landscape.
 - B. Creative industries: Bring vibrancy and innovation to the community.
 - C. Strategy: Integrate art and cultural spaces into the community's design and host events that celebrate diversity and creativity, providing a canvas for expression.
- 7. Partners:**
 - A. State and regulatory bodies (government): Essential for approvals and support.
 - B. Local businesses and service providers: Can offer essential services and create a symbiotic relationship with the community.
 - C. Strategy: Engage through formal partnerships, compliance discussions, and community benefits analysis to secure necessary support and services.
- 8. Advocates and activists:**
 - A. Environmental and social advocates: Interested in the community's sustainable and social impact.
 - B. Local community leaders: Influencers within the existing local societal structure.
 - C. Strategy: Highlight the community's environmental and social programs, and involve these groups in sustainability initiatives and community outreach.

NOTE: Marketing is almost entirely about narrative. A narrative crafted to engage each audience type serves as the bridge connecting the vision with the wider world. A compelling narrative not only informs but also inspires, resonating with the diverse values and aspirations of individuals. It is through storytelling that a community-type society can pique interest, illuminate its purpose, and galvanize support. The narrative should encapsulate the essence of the community's goals, values, and the transformative impact it seeks to make. For those within the community's sphere of influence, a well-crafted narrative has the power to transform passive observers into active supporters or participants. By articulating a clear and engaging story, the project can strengthen its outreach potential, inviting a broad audience to become part of the societal evolution it embodies.

3.1 Price points

The price points are for a course/workshop are:

1. The cost for the course is: xx,xxx US Dollars.
2. Number of hours:
3. Number of days:
4. Number of participants:
5. Number of workshop/course facilitators:
6. Cost of facility and resources where workshop/ course occurs:

3.1.1 Capacity

Specific capacity depends on course and course context. Capacity is limited for each course.

4 The university-level audience

Universities may choose to offer any of the available courses to attract new learners and community developers to their university. The courses prepare students for acquiring a comprehensive awareness of the complex web of relationships among various societal elements. The courses foster the critical thinking, global awareness, adaptability, and ethical and integrated decision-making necessary for navigating and positively contributing to an interconnected world.

Help students gain a working understanding of society and its engineering potentials. Avoid early misunderstandings and setbacks by providing a comprehensive overview of the engineering of society. Our innovative engineering course goes beyond traditional education, fostering a sense of oneself as an engineer in society. We provide a dynamic learning environment where students participate in concept modeling society, but also develop a keen awareness of the broader societal impact of their current and future work. Through facilitator presentations, real-world case studies, and collaborative activities, students will cultivate the skills necessary to navigate the intricate intersection of technology and society. Join us in shaping the future of science and engineering education, where a deep understanding of both technical and societal dimensions empowers graduates to create meaningful and sustainable solutions for the challenges of tomorrow.

The urgency for graduates with a systems engineering view of society has never been more essential. Help your students have more, keep more and make it last with a visual societal-level overview of science and engineering. Through a innovative university education there comes the real possibility of an amazing future together, through science and engineering. Students will be able to model early 21st century society, and they will be facilitated in thinking critically and innovatively about potential future configurations of society. Our world is facing a polycrisis (metacrisis) situation, and a large part of the solution is graduates with a comprehensive understanding of what is, and what is possible.

STATEMENT: *Invest in your university's innovation and your students' future lives.*

We understand universities are overwhelmed, and that it is a big hassle and cost to introduce a whole new curriculum. That is why this three day course is lower risk and has a high potential for helping to retain students by connecting their needs with their lives, and their education at your university. This course will meet your university' goals in three days.

Is your university different, driven, innovative, insightful, courageous and agile, then this course is for you students. Consider carefully how will this course (or, set of courses) could help universities achieve their goals:

1. This is a unique and uncommon course that will provide your university an edge in the competition for global sustainability and human flourishing.
2. This course will help your students more greatly understand our human potential and ecological interdependence.
3. Help students understand and acquire a strategy for how they can make more meaningful change in the world where global issues mix with a vision of the future that is capable of meeting our true human potential.
4. Help prepare students for developing a more integrated understanding of the relationships underlying societal systems change.
5. Help students understand what projects we need to help create human flourishing and resilient ecosystems.
6. Help students imagine new and experimental visions of society.
7. Help students recognize that there are solutions to our big, global problems.
8. Students will gain more knowledge and will be given the skills to recall what they have learned and to take effective action in their daily lives.
9. Students will hold in their minds during and after the course a recognition that they have the knowledge and skills to lead in solving the major challenges facing all of humanity in the early 21st century.

It is extremely easy for your university to purchase this course. The course may be sponsored by a faculty member and instructed/facilitated by an actual Auravana Project coordinator.

4.1 Standard university course development

The development of a typical semester-based course of study involves:

1. **Have a standard:** Start with a standard (source document) for the material to be covered in the course.
2. **Timeline and schedule:** Map out a timeline for each section considering the duration of each semester and the total time available for the entire course. Allocate a specific number of weeks or class sessions for each section to cover the content effectively.
3. **Develop lesson plans (develop curriculum):** Create detailed lesson plans for each section, breaking down the topics further into individual activities and learner-facilitator tasks, or sessions. Include facilitation strategies, demonstration

materials, activities, assessments, and resources for each learning period.

4. **Assessment and evaluation:** Determine assessment methods (such as: tests, projects, presentations, etc.) to evaluate learner understanding and progress in knowledge and skill at the end of each section. Ensure alignment between learning objectives, content covered, learner engagement, and assessment methods.
 - A. **Do review:** Review the event's execution (i.e., review the event).
 5. **Adaptation and flexibility:** Both the learner and the facilitator must adapt and remain flexible. In many ways a facilitator is also a learner and a learner is also a facilitator. Remain flexible to adjust the curriculum (data and activities) as needed based on learners' progress, education dynamics, and unexpected circumstances.
 - A. **Update:** Finalize the next version of the standard.

4.2 University departments with interest in this curriculum

This is a list of university departments that may have a sponsorship interest in this course:

1. Urban planning.
2. Engineering.
3. Architecture.
4. Agriculture.
5. Environmental sciences.
6. Economics.
7. Social sciences.
8. Political sciences.
9. International relations.
10. Human potential, whole systems design.
11. Futurism.
12. Community development.
13. Societal engineering.
14. Socio-technical sciences.

4.3 Assessment in year-long (multi-semester) course

At the completion of the course, the learner will get a certificate showing the total number of points possible, and the total number of points the learner earned; to pass and receive the certification the learner must have achieved a point total of 90% of the total available points.

Content Area	Total Points	Points Earned
Total Awareness	360	

Class is scheduled for three consecutive hours (i.e., 3

hours back-to-back), once (or twice, or three times) each week.

- Learners are expected to be present at class for three hours each week.

Each class will have the following similar structure:

1. The first class will start with a review of the syllabus.
2. The second class, and therefrom, will start with a quiz (or exam).
3. Then, a review and assessment of the prior out-of-class assignment.
4. Then, a lecture on this weeks topic.
5. Then, a period for questions, discussions, and answers.
6. Then, an assignment of the next out-of-class assignment.

One or more classes may be significantly dedicated to the presentation of final projects.

4.3.1 Quiz awareness activities

A.k.a., Quizes, quizzes, short-term retention tests.

A quiz is a relatively set of questions posed to the learner shortly after exposed to the learner to help formatively assess their awareness (knowledge) of the subject-matter recently covered. Quizzes have the following components:

1. **A format:** Every class will start out with a brief quiz that is to be completed by the learner in under 5 minutes.
2. **A purpose:** To identify the learners current level of awareness of past information, and help reiterate important information just recently exposed to. To provide formative assessment (a.k.a., short-term assessment) of learning/awareness.
3. **An assessment result:** Quizes will be proctored using Google Forms; wherein, answers will be compared against expected correct ("expert") results.

Content Area	Total Points	Points Earned
Questions	$10 \times (\# \text{ of quiz}, 8) = 80$	

4.3.2 Final awareness exams

A.k.a., Final exam, certification exam.

An exam is a long-form set of questions posed to the learner to help summarily assess their awareness (knowledge) of a subject matter.

1. **Format:** There will be semester cumulative exams and a single final exam, both consisting of multiple-

choice questions and drawings. The semester final exams are 45 minutes long, and the course final exam is an hour long. There will be questions related directly to content in the standards. The interterm (semester) awareness exams will cover everything up to date. The final certification exam will cover the whole course and show the cumulative knowledge and/or skill acquired.

2. **Purpose:** The mid-term and final will provide a summative awareness assessment of the level of awareness of the learner of the standards and their application. There will be an interview by a subject-matter expert who interviews the learner on their expertise now that the course is complete, in order to provide feedback to both the learner and the education system as a whole.
3. **Assessment:** Quizes will be proctored using Google Forms; wherein, answers will be compared against expected correct ("expert") results.

Content Area	Total Points	Points Earned
Questions	100 (x2)	

4.3.3 Lecture on a new topic

A lecture is a presentation on a topic.

1. **Format:** Each class will have a lecture (lesson) presented by the facilitator that covers to a relative degree the topic(s) for the class.
2. **Purpose:** To provide the learner with a comprehensive description of the topic and prepare the learner for discussion, and questions and answers.
3. **Assessment:** Questions about these lectures (presentations) will appear in tests, and on the mid-term and final exams.

4.3.4 Group questions, discussions, answers

A discussion is a time for raising issues that are analyzed, after which an attempt may made to identify answers and define optimal solutions. A discussion is a great way to share and improve one's ideas, opinions, knowledge, and questions about a topic. A discussion is a conversation for exploration and integration, and may include answers to questions.

1. **Format:** Each class will have a period of time after the lecture to discuss the topic and ask and answer questions. Both the facilitator and learners will ask and answer questions.
2. **Purpose:** To provide the learner a chance to play with the ideas, to clarify ideas, and facilitate sufficient integration or rejection of those ideas. It is also intended to help learners solve problems

using their new understandings and knowledge.

3. **Assessment:** Questions about these discussions may appear in quizzes, and on the mid-term and final exams.
4. **Caution:** Individuals who choose to be disruptive of the flow of discussion, become aggressive, or insult other learners may be removed from the class without refund.

4.3.5 Out-of-class assignments

There is required work outside of class time that the user is expected to complete and will be reviewed for completion during the next class.

1. **Format:** At the end of each class the facilitator will assign readings and possibly a [home]work task to complete. If a deliverable task is assigned then that deliverable must be complete by the next class, where it will be reviewed and assessed. Out of class assignments are due the next class period. Late submissions will not be accepted, because the time to go over them in-class will have passed, the only exception is in the exceptional circumstances (e.g., illness, tragedy, religious event, etc.).
2. **Purpose:** To provide the learner a chance to become aware of content not covered in class, to reinforce content covered in class, to play with the ideas, and to solve problems outside.
3. **Assessment:** The assignment is assessed as either being complete or not.

Content Area	Total Points	Points Earned
Completed (Y/N)	$10 * (\# \text{ of assignments}, 8)$ = 80	

4.3.6 Final integration project (written paper or soft-/hard-system)

A.k.a., Integratable deliverable or product.

An integration paper or system is a final product capable of being integrated into some larger product/system.

1. **Format:** There is a final paper or system to be completed by each group. Groups may consist of one or more learners and are divided by topic. If more than one individual has the same topic they must work together in a single working group. Learners may submit written papers for potential integration into the written standard, or they may submit systems, such as software or machines. All submissions must be submitted open source and per working group submission terms. The working groups will work on the topic outside of class. Working groups must select a coordinator for their group. Learners divide themselves into working

groups, each with a coordinator. If a "group" only has one person, then that one person will themselves act as a coordinator. Coordinators are responsible for coordination, integration, approval, and communication within and between groups. Working groups must plan the project themselves. It is important not to wait until the last week to begin working on the project.

2. **Purpose:** The purpose of the final integration project is to assess the learners ability to apply the concepts of their coursework to activities related to their development and application.
3. **Assessment:** The facilitator and other working groups will assess the degree to which the working group formed their project and completed the deliverable.

Content Area	Total Points	Points Earned
Project plan submission	10	
Research completeness	30	
Deliverable completeness	30	
Integration possibility	10	
Work group effectiveness	10	

4.4 Class requirements

The following are the class requirements:

1. Attendance is required.
2. Textbook access is required.
3. Webcams for online synchronous work are required.
4. It is required to sign an open access agreement to access the intellectual property.
5. Understand privacy concerns.

4.4.1 Class attendance requirements

Learners are expected to attend all classes, complete activities, assignments, and assessments. If a learner misses a class they are expected to make up the missing time by watching the recorded video of the class. Class recordings are private for the class and should not be shared for privacy reasons. People will likely feel more free to ask what they may think are silly or absurd questions when they know their question won't be shared with the whole world. Therefore, it is asked that learners do not record the sessions and that they do not share the facilitators recording publicly. This is to help learners feel free and safe to share. Classes will be recorded by the class coordinator. Some parts of the class may be posted to public and private forms to facilitate open source learning and recalling in the future.

Only parts where the facilitator is talking may be publicly shown, unless otherwise permitted through agreement by a learner. The camera feed of a learner may still be visible on recorded video released for public viewing.

4.4.2 Textbook

The main "textbooks" will be the Auravana Societal Standards, provided as pdf's at no additional charge as part of the course. If the learner so chooses, s/he may purchase the print version of the standard through Amazon.

4.4.3 Webcams

Webcams are recommended and preferred, but not required. Webcams are not required for four reasons. First is the issue of equity. Online classes with heavy webcam use require faster internet connections and newer computer equipment, and not every learner has this type of access. Slow, rural internet is one example of this. In addition, requiring learners to broadcast their homes to their classmates can violate personal privacy. If a learner is in public with significant background distraction, then it is preferable for that learner to turn off their camera to prevent others from becoming distracted. Webcams can distract and split learner's attention, watching other learners and looking at other learner's background environments. It's difficult to focus on the facilitator or interacting learners when webcam users are doing things like eating, shifting and moving, holding objects, picking their noses, using the restroom, or sitting in a beautifully aesthetic backyard. Facilitators can also fall risk to distractions on what they see on others' webcams. Further facilitators cannot monitor twenty or more webcam images at once. And yet, there are also many benefits to webcam use, which is why they are recommended (except in cases of obvious distractions). Learners in online programs feel like they are part of a team when they are able to see each other face-to-face. Furthermore, learners who are attending from locations all over the world can bring their unique environments into the classroom. This novel experience of place can sometimes improve discussion and overall learning. It is recommended that facilitators keep their webcams throughout the class. Even in cases where learners do not have a microphone, typed chat may be sufficient. Allowing these less bandwidth-intensive forms of participation is essential for equity.

4.4.4 Protecting your privacy

Avoid sharing your own or other people's personal information online with those you do not know in real-life. It is recommended not to include any of the following in the body of a public post:

1. Email address.
2. Phone number.
3. Address.

4. Account numbers.

Any other piece of information which could be used to identify or harm you or others.

4.5 Pre-requisites

Depending on course and course context.

5 Code of Conduct

Learners are expected to be kind and respectful to each other. Auravana Academy includes people from all around the world, and from a wide variety of different backgrounds, religions, and cultural norms. If a learner violates this kindness code of conduct, then they maybe removed from the course of study.

All learners have the responsibility to:

1. Contribute to maintaining a safe, supportive, and orderly online learning environment that is conducive to learning and to show respect and dignity to other persons.
2. Be familiar with, agree to, and abide by all Auravana Project Terms of agreement and use (contributor open-access agreement).
3. React to direction given by facilitators, administrators, and other contributors in a respectful, positive manner.
4. Maintain behavior free from all forms of bullying, harassment, and discrimination.
5. Accept responsibility for their actions.

Unacceptable (inappropriate) behaviors include:

1. **Violence inducing speech:** Any form of expression (e.g. speech, text, or images) that can increase the risk that its audience will condone or commit violence against members of another group.
2. **Violence or threats of violence:** Violence and threats of violence are not acceptable online or offline. This includes incitement of violence toward any individual, including encouraging a person to commit self-harm. This also includes posting or threatening to post other people's personally identifying information (doxxing) online.
3. **Harassment or deliberate intimidation:** This includes offensive verbal comments related to gender, sexual orientation, disability, physical appearance, body size, race, religion, sexual images in public spaces, stalking, and/or deliberate intimidation.
4. **Unwelcome sexual attention or behavior that contributes to a sexualized environment:** This includes sexualized comments, jokes or imagery in interactions, communications or presentation materials, as well as inappropriate sexual advances.
5. **Sustained disruption of online discussion, talks, or other events:** Sustained disruption of events, online discussions, or meetings, including talks and presentations, will not be tolerated. This includes 'talking over' or 'heckling' event speakers or influencing crowd actions that cause hostility in

event sessions.

6. **Abuse of the peer system:** This includes posing as another person, and not citing where citation is legally required.
7. **Retaliation:** Punishing someone is not permitted. This includes harassing, bullying, or filing a false report against a learner for raising a sincere concern about your own behavior. For instance, it is unacceptable to give another learner a bad peer review on an assignment simply because you disliked the review you got on your learning assignment.

5.1 Physical user-service access code of conduct

In order to help ensure a pleasant physical service environment, all users physically within a service's access area (a.k.a., service envelope) are prohibited from the following:

1. Any improper use of services facilities or equipment.
2. Any disturbing of the peace, including, but not limited to, unlawful or non-permitted behavior or any other activity that hinders or prevents, or disrupts the service.
3. Any conduct that annoys or disturbs others service users, including, but not limited to, engaging in noisy or boisterous activities, unnecessary staring, the intentional following someone, stalking, shouting, yelling, screaming, singing, playing musical instruments, radios, or the use of any other sound generating equipment that otherwise creates noises of sufficient volume to impinge on the hearing or peace of other service users.
 - A. Using obscene language, obscene gestures, or racial, religious, gender, or ethnic slurs.
 - B. Violence, threats of violence, fighting, physical abuse, or physically or verbally threatening any person, or hostility of any kind.
 - C. Being disruptive, or creating a disturbance, obstructing or interfering with the free flow of pedestrian or vehicular traffic or obscure user's expected views.
 - D. Engaging in any sexual activity, including, but not limited to, using sexually explicit language, and engaging in sexual conduct.
4. Defacing, damaging, destroying, or removing any constituent part of a service.

5.2 Education and contribution principles

The core principles underlying effective participation in education and contribution activities are (*Collaborative*

Culture, 2024):

1. **Positive participation:** Participation in education and contribution in community is contingent upon each member's positive and constructive efforts. Community is a commonly coordinated space that thrives on mutual norms and respect, welcoming individuals committed to self-development and contribution to others. Members who do not adhere to these standards may find their access to education and contribution services limited. In this context, "positive" refers to actions and behaviors that are constructive, beneficial, and promote the well-being and harmony of the community. Positive participation implies engaging in a manner that is supportive, encouraging, and fosters growth and collaboration among members. It is about contributing to the community in ways that enhance the collective experience, align with shared values, and respect the dignity of all members.
2. **Constructive contribution:** Constructive contribution (i.e., actual contribution) is the foundation of community operation. We expect all members to contribute in a manner that is thoughtful, respectful, and aligned with a community-type societal purpose. This involves listening to others, providing insightful input, staying on-topic, and treating all participants with kindness. Constructive participation fosters an environment where different perspectives can be shared and valued without fear of hostility or derision.
3. **Consent:** Every member is entitled to consent to how they are treated. This principle asserts that one's online presence does not imply an open invitation for harassment, abuse, or unwanted attention. It repudiates the notion that by merely being available, individuals are 'asking for' or 'exposing themselves to' potential harm. We respect and uphold the dignity of our members to engage in a manner that they feel comfortable with, putting their safety and well-being over superficial metrics of engagement.
4. **Don't waste time:** Time is the most precious commodity anyone possesses, and within the context of this standard (policy), it becomes the "new algorithm", the key metric guiding our community interactions. Our rule enshrined by this concept is: Don't waste anyone's time. This principle acknowledges that every second spent within our community is valuable 'signal'. It reflects our commitment to maximize the 'signal-to-noise' ratio in our community interactions. By 'signal,'

we mean meaningful, valuable contributions that meet and optimize human need fulfillment and foster a sense of community. Alternative, "noise", encompasses behaviors and content that waste time, distract from meaningful engagement, or disrupt the construction and/or operation of community. This rule is inherently subjective and contextual, reflecting the varied nature of discussions and dynamics across diverse disciplines necessary to construct and operate community. What might be considered 'noise' or time-wasting in one context might be acceptable in another.

A. Question before contributing:

1. Does this contribution act as a valuable signal?
2. Does it respect the time of others and align with the community's purpose?
3. What is the priority of this?

B. Think about priorities before contributing:

1. For emergency issues we want the fastest decision response time fewer choices.
2. The greater the possible decision space, the slower the response time.

C. Users trust contributing members to understand and exercise this principle effectively. We are not seeking to micromanage, but rather to foster a culture where time, as the new algorithm, is respected and valued. By promoting a high signal-to-noise ratio, we aim to nurture a collaborative environment marked by meaningful engagement, mutual respect, and valuable contributions.

5.2.1 Time-wasting behaviors: Reducing noise

There are certain behaviors that may be categorized as 'noise' within community, which tend to detract from the quality of interactions and waste the valuable time of our members. Here, we offer a non-exhaustive list of behaviors that are generally considered 'time-wasting'. Understanding these behaviors can help members better adhere to our golden rule: Don't waste anyone's time.

1. **Trolling:** Trolling refers to intentionally disruptive actions aimed at provoking negative reactions, derailing discussions, or sowing discord within the team. This behavior serves no constructive purpose and wastes the community's time by redirecting attention away from valuable discourse.
2. **Baseless arguing:** Engaging in arguments without any substantial basis or evidence, often for the sake of arguing, is another form of time-wasting behavior. This not only detracts from meaningful discussions but also creates a hostile environment that discourages constructive participation.

3. **Shifting the goalposts:** This behavior involves continually changing the criteria or standards in a discussion once they have been met. It results in endless debates that waste time and stifle the productive exchange of ideas. It also includes 'whataboutism' and other red herrings.
4. **Armchair debating:** Participating in debates about complex subjects without appropriate knowledge, understanding, or consideration of expert opinions is often unproductive and may mislead other members, thus wasting their time. This also includes 'oneupmanship' and sophistry.
5. **Disingenuous behaviors:** Any form of dishonesty, such as misrepresentation of facts, misleading other members, or feigning ignorance to provoke a reaction, is considered time-wasting. Authenticity and honesty are essential in creating a community built on trust and mutual respect.
6. **Harassing behaviors:** Any actions that involve persistent unwanted attention, bullying, or infringement on another member's right to consent are strictly considered time-wasting and disrespectful. Community places a high value on the emotional well-being of all members, and harassment of any form will not be tolerated. By clearly identifying these behaviors, we aim to promote self-awareness among members. We expect everyone in community to refrain from these time-wasting behaviors, to contribute positively to the signal-to-noise ratio, and to respect the golden rule. We hope this contributes to a collaborative, respectful, and engaging environment where each interaction is a good use of everyone's time.

5.2.2 Good uses of time: Amplifying signal

Following the "don't waste time" rule, it is important to emphasize behaviors that contribute positively to community's signal-to-noise ratio. These behaviors, or 'good uses of time,' are actively encouraged as they align with the core community values of efficiency and justice, which are necessary for respectful, collaborative, and positive contribution-based interactions. By promoting these behaviors, it is possible to cultivate an environment that values quality, efficiency, and fosters meaningful, engaging interactions. We encourage all members to practice these behaviors and contribute positively to the community's signal-to-noise ratio. In this way, every interaction within community becomes a valuable signal, and a respectful use of everyone's time. A list of good uses of time includes, but is not limited to:

1. **Thoughtful participation:** Taking the time to form well-thought-out responses, comments, or deliverables that contribute to the task/topic at

- hand is highly valued. Thoughtful participation fosters meaningful discussions and is a respectful use of everyone's time.
2. **Active listening:** Active listening involves engaging with others' ideas, showing understanding, and responding constructively. This behavior demonstrates respect for others' time and effort in sharing their thoughts and fosters an environment of mutual learning.
 3. **Respectful Disagreement:** Disagreements are inevitable in any community, but it is important to handle them respectfully. Expressing disagreement in a thoughtful, respectful manner that focuses on the idea rather than the person is a productive use of time and enriches discussions.
 4. Asking insightful questions: Asking insightful questions can stimulate discussion, encourage deeper thought, and promote mutual learning. These questions are often open-ended and invite others to share their perspectives, experiences, or expertise.
 5. **Sharing knowledge:** Sharing relevant information, expertise, or experiences that contribute to a discussion is highly encouraged. It adds value to conversations and is a good use of everyone's time.
 6. **Constructive feedback:** Providing constructive feedback helps others improve, fosters mutual growth, and strengthens the community. Remember to focus on the behavior or the idea, not the person, and to communicate your feedback in a respectful, supportive manner.

5.2.3 Consequences: Upholding accountability

Consequences for time-wasting or harmful behavior serve to uphold accountability and maintain the respect, safety, and integrity of community. It is important to note that the capacity to enforce certain consequences will depend on the specific capabilities of various environments/platforms. While we acknowledge this variability, the following is a general guideline for understanding the potential consequences of violating community education and contribution standards (in non-criminal ways). Again, this list is not exhaustive but offers a range of possible actions:

1. **Warning:** Initial minor offenses might result in a warning. This serves as an opportunity for the offender to acknowledge their misstep and correct their behavior.
2. **Temporary suspension (a.k.a., timeout of access):** Repeated offenses or more severe misbehavior may result in temporary suspension or a timeout. This punitive measure offers the

offender a period of reflection and the chance to reconsider their actions.

3. **Permanent ban:** In cases of extremely disruptive behavior or in the event of serious, repeat offenses, a permanent ban may be enforced. This ensures the safety and well-being of the rest of the community.
4. **Removal of content:** Certain offenses may necessitate the removal of the offender's content. This can range from a single inappropriate comment to an entire thread (report, etc.), depending on the severity of the violation.

While the application of these consequences may vary from platform to platform, habitat to habitat, and habitat sector to habitat sector, the core principle remains the same: enforcing accountability for harmful behaviors.

It is crucial to emphasize that the goal of these consequences is not to punish, but to uphold the integrity, safety, and efficiency of community. Consequences show a commitment on behalf of the members to maintain a safe, respectful, and collaborative environment. One person's noxious behavior can make the environment unsafe and unpleasant for everyone else. By implementing consequences, society is not punishing individuals, but safeguarding the collective well-being of every individual. In this way, society is made a better place for everyone.

5.2.4 Guidelines for moderators: How decide fairly

The role of a moderator (a.k.a., moderating coordinator, review board) in implementing the code of conduct (standard/policy). It is a challenging role that requires sensitivity, discernment, and a deep understanding of our shared values and principles. The following guidelines are designed to assist moderator review boards in their role, ensuring that they uphold the directives, values (objectives) and approach to community sustainment. When deciding moderating reviewers ought consider:

1. **Balance (equilibrium):** It is critical to foster an environment where users feel free to express themselves, debate, and share ideas without fear of undue reprisal. The aim should be to strike a balance where all users feel safe and heard, but not silenced.
2. **Transparency:** Being transparent about the rules, decisions, and actions taken is crucial for fostering trust within community. When enforcing consequences, explain the reason clearly, citing the specific violation of the standard/policy. This clarity will not only help the individual understand their misstep but also serve as a learning opportunity for the rest of the community. Openly communicate any changes or updates to the community

standards, and provide reasons behind these modifications. Additionally, consider creating a publicly accessible log of moderation actions (while maintaining user privacy), which can demonstrate your commitment to fairness and accountability.

3. Consistency and fairness: Treat all members of the community with equal respect and fairness, regardless of their status or popularity. Ensure that the standard is applied consistently to everyone. Show no favoritism or bias, as this can damage the trust and harmony within community. For instance, a new user violating the guidelines should receive the same treatment as a long-term member. In cases of rule violation, communicate clearly about the infringement, the relevant section of the standard/policy it contravenes, and the subsequent action taken. By doing so, transparency is demonstrated and the principle of fairness is upheld.

4. Proactive engagement: Anticipate potential issues and respond to them before they escalate. This could involve addressing emerging conflicts, clarifying misunderstandings, or reiterating community guidelines as necessary. Being proactive also means guiding discussions constructively to prevent them from spiraling into negativity or toxicity. For instance, if "you" observe a conversation heating up, consider stepping in with a reminder about respectful dialogue or steering the conversation back on track. This proactive approach can maintain a positive environment and prevent the need for punitive measures.

5. Understanding and empathy: The essence of moderation/control is not in the exercise of power, but in understanding and empathy. When enforcing standards, approach the situation with understanding and professionalism. Aim to follow standards rather than chastise, keeping in mind that the goal is to foster a respectful, constructive environment. Before taking action, consider the context, the user's history, and the potential for misunderstanding. If possible, privately communicate with the user in question to address the issue, explaining the violation and the necessity for the guideline. This situationally informed approach can help resolve issues without resorting to public penalties, which should be used as a last resort.

Always remember that there is a human being behind each username, with their own experiences, perspectives, and feelings. Strive to foster a supportive and understanding atmosphere where everyone feels respected and heard. While firmness is necessary to

maintain order and respect, it should always be balanced with empathy and respect for individual dignity.

5.3 Disruption and interference

Education time is for formal education, and work time is for formal working. Learners and contributors should do their best not to negatively interfere in the education and contributions experiences of their peers. To maintain a positive and respectful environment during education and contribution experiences, the following guidelines avoid interference with peers:

- 1. Minimize noise disturbances:** Keep noise levels to a minimum during education and work hours. Avoid loud conversations or activities that may disrupt the concentration of others.
- 2. Respect personal space:** Be mindful of personal space and the workspace of others. Avoid overcrowding or invading others' work areas.
- 3. Use headphones for multimedia:** If you need to use multimedia resources or attend virtual meetings, use headphones to avoid disturbing those around you with sound from your device.
- 4. Adhere to set schedules:** Stick to designated schedules for education and work to ensure a smooth flow of activities. Avoid unnecessary interruptions or delays.
- 5. Communicate effectively:** When communication is necessary, use appropriate channels and be mindful of the timing. Consider using communication tools to share information without disrupting others.
- 6. Respect allergies and sensitivities:** Be considerate of allergies and sensitivities by refraining from using any perfumes or fragrances during physical education and contribution experiences.
- 7. Maintain a tidy workspace:** Keep your workspace organized and clean. Avoid clutter that may spill over into others' areas and create distractions.
- 8. Refrain from disruptive behavior:** Refrain from engaging in disruptive behavior, such as unnecessary arguments or confrontations, that may negatively impact the overall environment.
- 9. Follow code of conduct:** Adhere to any established code of conduct or guidelines set by the educational or work institution. Respect the rules in place to maintain a harmonious atmosphere.
- 10. Be mindful of online presence:** When participating in virtual learning or work environments, be conscious of your online presence. Use mute features when not speaking, and avoid background distractions.

5.4 Potential consequences for violation of Code of Conduct

Potential consequences for violating the Code of Conduct may include any of the following:

1. Nothing, if the behavior was determined to not be a Code of Conduct violation.
2. A verbal or emailed warning.
3. Requiring that the reported person not direct message (DM) an online community member.
4. Requiring that the reported person not join specific communication channels.
5. Not publishing the video or slides of a talk that violated the Code of Conduct.
6. Immediately ending roles that the reported person holds.
7. Requiring that a person immediately leave the course, communications channel, and/or course, and not return.
8. Removing the reported person from the online platforms or mailing lists (either indefinitely or for a certain time period).
9. Removing the reported person from admin or moderator rights to university infrastructure.
10. Removing a person from membership of relevant projects.

5.5 Enforcement of Code of Conduct

A.k.a., Consequences for violation.

This is how the course will generally handle misconduct:

1. **Warning:** For most first-time misconduct, our team will remove offending content and send a warning. Most issues are resolved here.
2. **Account suspension:** For repetitive misconduct or behavior containing harassment, bigotry, or abuse, our team will impose temporary suspension.
3. **Account expulsion:** For serious cases, our team will expel people who display a pattern of harmful destructive behavior toward others and learning.

5.6 Resolving and reporting problems

Contact our support team to report a Code of Conduct incident. In your report, please provide the following information:

1. Link to the area of incident.
2. Screenshot of the violation and text.
3. Written text of the misconduct.
4. Visible name of user.

If you are the subject of a reported incident or if you

wish to report inappropriate behavior, we will strive to maintain the anonymity and confidentiality of all individuals involved. There may be times, however, when the team may request permission to identify the individual(s) in order to engage in necessary correspondence to gather additional information to be able to advocate for a fair process and resolution.

Disagreements and misunderstandings are normal in groups that discuss this type of content and have a diversity of participants. Ask for clarification and attempt to have a calm discussion before assuming that someone is being offensive. Don't lower your own effectiveness and efficiency of communication in response.

If that isn't possible, report the issue to a course coordinator.

5.7 Problems, feedback and criticism

The university welcomes feedback that could be used to make the course a better experience. Please use the appropriate channels to provide such feedback or to report problems. Avoid simply being negative – constructive criticism is valued, unproductive negativity is not.

This group is focused around learning, so it's expected that members may make mistakes, get things wrong, or not understand fully. Feedback and critique are an important part of learning so please feel free to provide it when appropriate, keeping in mind the following:

1. Always critique the actual work or method, not the person behind it.
2. Never belittle someone for not knowing or understanding something.
3. Give feedback privately if you think it may be embarrassing for the recipient.
4. If someone responds poorly to feedback don't force them to take it, just stop interacting.

6 Conflicts of interest

Pursuant to the initiation of any workshop or course, it is required that all participants, including coordinators and facilitators, fully disclose orally and in writing any potential conflicts of interest. This mandate encompasses any personal, financial, or professional affiliations or engagements that may, or may be perceived to, unduly influence their involvement and decision-making processes within the workshop's framework. Such disclosure is paramount to uphold the principles of transparency, integrity, and trust. Noncompliance with this requirement shall be grounds for immediate disqualification from participation in the workshop, and may necessitate further actions to protect the workshop's objectives and reputation. In other words, failure to disclose conflicts-of-interest may result in removal from the workshop or other appropriate actions to safeguard the workshop's objectives and reputation.

7 Formatting standard

A.k.a., Style guide, formatting guide, formatting standard.

The purpose of a formatting standard is to provide development teams working on the Auravana Project's open source standards with a comprehensive style guide for ensuring consistency and uniformity across all materials related to the unified information standard. This guide encompasses instructions for text, image, and simulation standards, setting forth guidelines for formatting, naming conventions, and software usage. By adhering to this standardized approach, teams will facilitate seamless integration, improve readability, and uphold a cohesive presentation of community-standards relevant materials. This unified approach aims to streamline the development process, enhance communication clarity, and fortify the integrity of the Auravana Project's open source standards across various media formats.

The two primary file safety principles for any information system are:

1. Files should be backed up appropriately.
2. Files should be appropriately lossless.

7.1 Folder and file naming standard

The following standards apply:

1. **Standardization:**
 - A. All files should follow the same format.
2. **Languages associations for files and folders:**
 - A. ALL LANGUAGE RELEVANT FOLDERS SHOULD identify the language of the content in that folder at the end of the folder name.
 1. For English (EN) language folders:
 - i. ...-EN
 2. For Brazilian Portugues (PT-BR) language folders:
 - i. ...-PT-BR (
 3. For Spanish (ES) language folders:
 - i. ...-ES
 4. ...
 - B. ONLY textual standards files should have language identifiers at the end of their file names. NO OTHER FILES SHOULD have language identifiers at the end of their file names.
3. **Common naming conventions for folders and files:**
 - A. Folder names should always be lower-case except for the language identifier at the end of the folder name.
 - B. File names are typically all lower-case, but may

have upper-case words to distinguish similar terms or highlight important words.

1. For example, system "state" is differentiated from the governmental "State".
- C. There should be no spaces in a folder or file name. All words, except for the last, should be proceeded by a dash "-".

4. FOLDER NAMING convention:

A. Marketing brochure folder naming:

1. /marketing-brochures-EN/
2. /marketing-brochures-ES/
3. /.../

B. Marketing image folder naming:

1. /marketing-images-EN/
2. /marketing-images-ES/
3. /.../

C. Marketing presentation folder naming:

1. /marketing-presentations-EN/
2. /marketing-presentations-PT-BR/
3. /.../

D. Marketing videos folder naming:

1. /marketing-video-EN/
2. /marketing-video-PT-BR/
3. /.../

E. Standards text folder naming:

1. /standards-texts-EN/
2. /standards-text-ES/
3. /.../

F. Standards covers image folder naming:

1. /standards-texts-covers-ALL/

G. Standards figures (a.k.a., 2D models) folder naming:

1. /standards-models-EN/
2. /standards-models-ES/
3. ...

H. Architecture and engineering folder naming:

1. /standards-architect-plans-EN/
2. /standards-architect-plans-ES/
3. /.../

I. Visual renders of buildings folder naming:

1. /renders-buildings/

J. Visual renders of habitats folder naming:

1. /renders-habitats/

K. Visual renders of habitat network folder naming:

1. /renders-habitats-networks/

L. Visual renders of construction technologies (including production, assembly, etc.) folder naming:

1. /renders-constructors/

M. 3D objects folder naming:

1. /simulation-objects/CC0/
2. /simulation-objects/CCBY/

N. Software code folder naming:

1. /software-code/

5. FILE NAMING convention:

A. Marketing brochure file naming, for example:

1. auravana-[Pamphlet/Brochure]-[name-of-file]

2. For example,

- i. auravana-pamphlet-Habitat-AuraCurve-TriFold-A4.indd

- ii. auravana-brochure-habitat-AuraCurve-V01-R02.indd

- iii. ...

B. Marketing image file naming, for example:

1. auravana-[Architecture/City/Emblem/Overview/Planetary]-[name-of-file]

2. For example,

- i. auravana-City-Together-Human-Flourishing.psd

- ii. auravana-Architecture-Building-Gap-Human-Requirements.psd

- iii. ...

C. Marketing presentation file naming:

1. auravana-presentation-[name-of-file]

2. For example,

- i. auravana-presentation-Habitats-presentation-hss-V01.pptx

- ii. ...

D. Marketing videos file naming:

1. auravana-video-[name-of-file]

2. For example,

- i. auravana-video-AuraCurve-top-view-beautiful.mp4

- ii. ...

E. Standards text file naming:

1. auravana-SSS-[Standard]-[Published-Version-Number]-[Revision-Number]-[Language-Identifier]

2. For example,

- i. auravana-SSS-PP-Project-Execution-001-117-EN

- ii. auravana-SSS-Decision-System-002-223-EN

- iii. ...

F. Standards covers image file naming:

1. auravana-societal-standard-cover-[Standard-Name]-[CoverVersion]

i. For example,

- i. auravana-societal-standard-cover-Habitat-System-01

- ii. auravana-societal-standard-cover-Material-System-01

G. Standards figures (a.k.a., 2D models) file naming:

1. Every figure is labeled correctly per its position in the unified standard.

2. Every 2D figure (a.k.a., 2D model) starts with:

- i. model-...

3. The second label is always the standard that most fits the content in the model, for example:
- i. model-social
 - ii. model-decision
 - iii. model-overview
 - iv. ...
4. model-[Name-of-Standard]-[name-of-image]
5. For example,
- i. model-overview-community-real-world-information-system-processes
 - ii. model-decision-habitat-service-system-layered-systems-access
 - iii. ...
- H. Architecture and engineering file naming:**
- auravana-[Name-of-Object]-[Total/Part/Top/Perspective/Cut/...]-[Sub-Object-Identifier]--[Sub-Sub-Object-Identifier]-[V###]-[R###]
 - i. The suffix may include: print size and/or language (e.g., _A3_EN).
 - ii. F (or FL) stands for the number of floors a building has.
2. For example,
- i. auravana-AuraCurve-SitePlan-V001-R001_A3
 - ii. auravana-AuraCurve-architecture-sheet-FloorPlan-FL2-Electrical-V001-R001
 - iii. auravana-AuraCurve-architecture-sheet-FloorPlan-Cut-BB-V001-R002_A3_EN
- I. Visual renders of buildings file naming:**
- auravana-building-[Name-of-Building]-[exterior/interior]-[Version]-[Revision]
2. For example,
- i. auravana-building-AuraCurve-Circular-exterior-01-V001-R005
 - ii. auravana-building-PavillionAngle-exterior-10-V001-R001
 - iii. ...
- J. Visual renders of habitats file naming:**
- auravana-habitat-[Name-of-habitat]-[building/top-view/perspective]-[Version]-[Revision]
2. For example,
- i. auravana-habitat-AuraCity-perspective-total-V001-R003
 - ii. auravana-habitat-AuraCurve-top-V001-R001
 - iii. ...
- K. Visual renders of habitat network file naming:**
- auravana-habitat-network-[Name-of-habitat-network]-[Version]-[Revision]
2. For example,
- i. auravana-habitat-network-AuraCurve-AuraKraho-V002-R004
 - ii. auravana-habitat-network-Total-Top-
- V004-R002
iii. ...
- L. 3D objects (simulation) file naming:**
- File types (extensions):
 - i. Object files (a.k.a., asset files).
 - ii. Animation files (a.k.a., asset files).
 - iii. Code files (a.k.a., blueprint files).
 - iv. Texture files (maps).
 - v. Font files.
 - File naming classes:
 - i. Prefix top-level engine-relevant category of content.
 - ii. Suffix functional sub-type.
 - iii. Specific unit typing and sub-typing.
 - For example,
 - i. S_ARCH_BLDG_F1-Rec-SemiCylin
 - ii. T_Asphalt_asphalt_11_2K_D
 - iii. T_PRES_Meter1Angle90_02_D
- M. Software code file naming:**
- /software-code/
- 6. STANDARDS NAMING convention:**
- Standards are separated into articles.
 - Every standard follows the same naming conventions:
 1. Societal Specification Standard (SSS) Name of Standard (e.g., DS, LS, etc.) version (00#)
 - The standards are (2024):
 - System Overview:
 1. SSS-SO-003
 - Project Plan:
 1. SSS-PP-003
 - Project Execution:
 1. SSS-Project-Execution-002
 - Social System:
 1. SSS-SS-003
 - Decision System:
 1. SSS-DS-003
 - Material System:
 1. SSS-MS-003
 - Habitat System:
 1. SSS-MS-Habitat-System-002
 - Lifestyle System:
 1. SSS-LS-003
 - Work Descriptions:
 1. SSS-PP-Work-Descriptions-001

7.2 Textual style formatting standard

The following standards apply:

- Standardization:**
 - A. All text files should follow the same format.
- Font convention:**
 - A. Body of text:
 1. For regular text: Open Sans Regular.

2. For math/equations: Cambria math.
- B. Figures text:
 1. Open Sans.
3. **Formatting by indentation (uses styles):**
 - A. The first paragraph after a main title should not be indented.
 - B. Every paragraph after the first shall be indented.
 - C. General body text should be left justified alignment.
 - D. Bullets and numbering should be left aligned.
4. **Formatting of paragraph separation (uses styles):**
 - A. Some paragraphs are separated from one other with a space. This space, above and/or below the paragraph, is associated with a paragraph style.
 - B. There is a priority of operations in concern to paragraph separation styling. The spacing is always from above (B space) downward, before it is required from a paragraph below to have spacing above (T space).
 - C. There should be no additional spacing separation before a title in the title hierarchy.
 - D. Typically, underlining should only be used for hyperlinks (and, hyperlinks should always be of standard hyperlink blue color).
5. **Formatting of lists of bullets and numbers (uses styles):**
 - A. Use bullet lists (bullets) for:
 1. If the data field is math, equations or formulas.
 2. If there is only one list item.
 3. If the data field only contains a hyper-link.
 - B. Use numbered lists (numbering) for everything else.
 - C. A period should be at the end of every bulleted and numbered line, except bullets with: math, equations, and formulas.
 - D. Bullets and number just before a title should not have any additional space after them.
 - E. Do not use numbering (and instead, use bullets, or no prefix-list indicator) where there could be confusion between the numbering and the numbers or names in the bullets data field.
 - F. Do not use a period (.) at the end of a line where there could be confusion between the formula, equation, etc.
 - G. Do not use a bullet or number to start a list where the bullet or number could be confused with a formula.
6. **Formatting of a terminological list (that includes definitions/explanations):**
 - A. A term proceeded with a dash “-” is followed by a lowercase letter.
1. For example:
 - i. Explicit consent occurs when an individual ...
- B. A term proceeded with a colon “:” is followed by an upper case letter.
1. For Example:
 - i. Implied actions: Implicit consent may be ...
7. **Captions for figures and tables:**
 - A. Captions for tables are placed above the table (typically left aligned).
 - B. Captions for figures are placed below the figure (typically left or center aligned).
8. **Citations (a.k.a., references):**
 - A. Citation standard: APA 7th edition.
 - B. In-text citations: go after the last period, unless there is more than one per line of text.
 - C. The two types of references:
 1. A reference cited in the article (of a standard):
 - i. Categorized by: Scholarly, Book, or Online.
 - ii. With the qualification, “Cited in document”.
 2. A reference not cited in the article (of a standard):
 - i. If a reference is potentially significant to a future working group, then it should be included in the citations section with the qualifier “non-cited” indicating that it may have use in the future, but that it is not cited directly in the text.
 9. **Textual cautions:**
 - A. Be careful with underlining so as not to confuse single underlines with hyperlinks. In black and white publishing it can sometimes be difficult to tell what is just underlined and what is supposed to be a hyperlink.
 10. **Exporting and importing figures:**
 - A. All figures are to be exported at all of the following resolutions and stored appropriately in their respective file extension format folders.
 1. 4K-JPG-72
 2. JPG-72-RGB
 3. JPG-72-RGB-6-Step-Optimized
 4. JPG-300-RGB
 5. 8K-JPG-72 (only where necessary, optional)*
 - B. All figures should be imported into (i.e., attached to) the document as JPG-300-RGB (or, 8K-JPG-RGB were a JPG-300 cannot be made).
 - C. All images when used in files should be “embedded” to the greatest extent possible, so that if references break the image will remain in the file and available to the designer.
 11. **Embedding cautions:**
 - A. Do not embed images in the standards documentation unless absolutely necessary. Most images should be left as linked references.

7.3 Metadata formatting standard

The following metadata standards apply:

1. Standardization:

A. All files should follow the same format.

2. Files without IPTC Core metadata:

A. Some file formats do not allow the addition of IPTC Core metadata to the file.

3. Files with metadata IPTC Core metadata:

A. Common file formats with IPTC Core metadata:

1. *.jpg, *.indd, *.png, ...

B. Files that do allow IPTC Core metadata should ALWAYS have the metadata associated with all of the following fields completed as below:

IPTC Core Fields	Completed
Creator	Auravana Project
Creator: Website(s)	https://auravana.org
Headline	Project for a community-type society
Description	<i>Complete as necessary with a full description of the content of the file.</i>
Alt Text (Accessibility)	<i>Filename with spaces in between each word (no dashes "", and no colons ";") For example: model decision classification access</i>
Keywords	<i>Filename with a colon ":" after each word followed by a space. For example: model; decision; classification; access</i>
Description	<i>The language of the content in the file. For example: English Espanol Portugues(BR)</i>
Title	<i>Exactly the same as the filename, with dashes "-" in between words. For example: model-decision-classification-access-</i>
Credit Line	Auravana Project Standard
Source	Auravana Project Standard
Copyright Notice	CC BY-SA 4.0 / Creative Common Attribution Share-Alike 4.0
Copyright Status	Copyrighted
Rights Usage Terms	CC BY-SA 4.0 / Creative Common Attribution Share-Alike 4.0

7.4 Version control standard

A team-orienting tool is required for file sharing and file committing (aligning) to a project-issue. What is required is memory, accounting, and coordinating tools. Github (and others) provide these tools.

GitHub collaboration necessitates:

1. GitHub: <https://github.com/>
2. Git-LFS instructions: <https://git-lfs.github.com/>
3. Git LFS tracking is required for all files that may

reach or exceed 100MB.

A. Git commands:

1. git status
2. git lfs track *.mov
3. git push -u origin add-lfs-files

4. GitHub Desktop: <https://desktop.github.com/>

5. Files required to track:

- A. *.fbx (.gitattributes)
- B. *.obj (.gitattributes)
- C. *.umap (.gitattributes)
- D. *.uasset (.gitattributes)
- E. *.uproject (.gitattributes)
- F. *.pak (.gitattributes)
- G. *.tga (.gitattributes)
- H. *.tif (.gitattributes)
- I. *.raw (.gitattributes)
- J. *.indd (.gitattributes)
- K. *.pdf (.gitattributes)
- L. *.jpg (.gitattributes)
- M. *.gif (.gitattributes)
- N. ...

*Note: To track all files in a directory, for example:
VR-Deployment**\bundled* (.gitattributes)*

Online references

- Collaborative Culture Community Policy: Zero Tolerance. GitHub.com/Daveshap. Accessed: 12 February 2024. <https://raw.githubusercontent.com/daveshap/PostLaborEconomics/main/C3P0.txt>

EDUCATION SERVICE OPERATION (PLAN)
WORKSHOP COURSE ACTIVITIES

A.k.a., Schedule of activities and outcomes.

Note: If it is just knowledge transfer, it won't be very sticky. Help learners to: know, recall, and do community better.

Table 7. Activities associated with a workshop with the duration of one to three days.

Meeting Date	Topic	Topic Relation	Objectives (Outcomes)	Activities
Day 1v: Topic-Activity 1				To demonstrate an understanding of the primary concepts that compose any type of society. To identify and describe the type of society currently widespread on the planet. To identify and describe a better type of society.
			The idea of engineering an intentional society can't be understood until the primary categories of any given society are identified and understood. The primary structure therein of any given society is developed based upon a set of socio-technical relationship categories (. Any given society can't be understood until those relationship categories are identified and understood in the context of a society's primary system categories (social, decision,...)) Any given society can't be understood until the superstructural base of the society is understood.	
			Think more about and more greatly complete UN Rights alignment section of FAQ.	Where in your life can you apply this work? What type of society are you in?
				Self-assessment: Do you want to relocate to make it happen, or Do you want to make it happen locally.
Day 1: Topic-Activity 2				How could society be improved based upon community standards? What standards exist in the market-State and what exist in community?
				Present a scenario and ask learners to execute the scenario.
				Make a visual concept models, In the market-State, this is the first step in engineering and project breakdown.
Day 1: Topic-Activity 3				
				Identify the names of 10 other projects aligned with this direction, and explain in paragraph format the relationship(s). In the market-State, this is called a: Market analysis, and it answers the question of who else is in this space.

WORKSHOP TOPIC-BASED ACTIVITIES

Meeting Date	Topic	Topic Relation	Objectives (Outcomes)	Activities
Day 1: Topic-Activity 4				
				Share your vision of what a better society looks like. In ten minutes draw a mode??
Day 1: Topic-Activity 5				
			How to read concept models.	Have a learner ask a question. Search out the search term in the gallery search box. Scroll through the available images and ask the user if they see one that they feel resonates with them most. No need to think as we briefly scroll by all of them; just pick one that feels right. If you would like the facilitator to pick one, then ask and the facilitator will do so. The facilitator will then guide the learner through the model as the learner shares their understandings of its relation(s) to the answer to the question. Imagine several hours every day dedicated to this. But, before this occurs, we have to prime the learners to has questions.

EDUCATION SERVICE OPERATION (PLAN)
MULTI-WEEK COURSE ACTIVITIES

Table 8. Activities associated with a workshop with the duration of one to three days.

Meeting Date	Topic	Topic Relation	Objective
Week 1	System Overview	Summary of societal systems	To demonstrate an understanding of the primary concepts that compose any type of society. To identify and describe the type of society currently widespread on the planet. To identify and describe a better type of society.
	Assignment (due next week)	Reading	System Overview: pp.
	Assignment (due next week)	Seeing	Models ...
	Assignment (due next week)	Thinking/Doing	
Week 2	Project Plan	Project Initiation	
	Assignment (due next week)	Reading	Project Plan > Overview
	Assignment (due next week)	Seeing	
	Assignment (due next week)	Thinking/Doing	Make a visual concept models
Week 3	Project Plan	Project direction	
	Assignment (due next week)	Reading	Project Plan > Direction; Social System > Direction
	Assignment (due next week)	Seeing	
	Assignment (due next week)	Thinking	Identify the names of 10 other projects aligned with this direction, and explain in paragraph format the relationship(s).
Week 4	Project Plan	Project planning	
	Assignment (due next week)	Reading	Project Plan > Approach
	Assignment (due next week)	Seeing	
	Assignment (due next week)	Thinking	
Week 5	Project Plan	Project execution lists	
	Assignment (due next week)	Reading	Project Execution > Project Lists (and list managers)
	Assignment (due next week)	Seeing	
	Assignment (due next week)	Thinking	
Week 6	Project Plan	Project contribution	
	Assignment (due next week)	Reading	Project Execution > Contribution; Lifestyle > Contribution
	Assignment (due next week)	Seeing	
	Assignment (due next week)	Thinking	

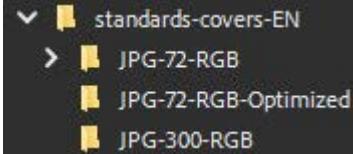
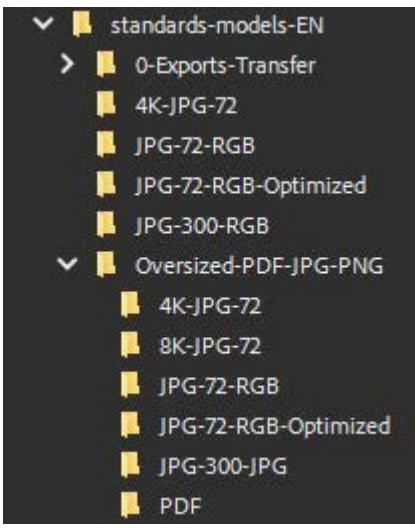
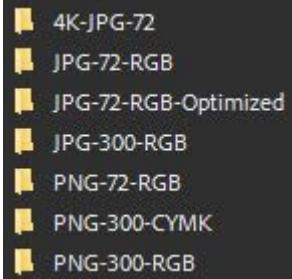
TABLES

Week 7	System Overview	Societal system structure	
	Assignment (due next week)	Reading	Social System > Overview
	Assignment (due next week)	Seeing	
	Assignment (due next week)	Thinking	
Week 8	Social System	Social navigation	
	Assignment (due next week)	Reading	
	Assignment (due next week)	Seeing	
	Assignment (due next week)	Thinking	From a section of the standard, do a literature review on the standard.
Week 9	Project Plan	Project Planning	VR role playing experience.
	Assignment (due next week)	Reading	
	Assignment (due next week)	Seeing	
	Assignment (due next week)	Thinking	VR role playing experience.
Week 10	Project Plan	Project Planning	
	Assignment (due next week)	Reading	
	Assignment (due next week)	Seeing	
	Assignment (due next week)	Thinking	
Week 11	Project Plan	Project Planning	
	Assignment (due next week)	Reading	
	Assignment (due next week)	Seeing	
	Assignment (due next week)	Thinking	
Week 12	Project Plan	Project Planning	
	Assignment (due next week)	Reading	
	Assignment (due next week)	Seeing	
	Assignment (due next week)	Thinking	

TABLES**Table 9.** Folder structure for files. Note: This list does not identify all possible folders and sub-folders.

Primary folder	Sub-Folder Names	Image view
/marketing-brochures	JPG-72-RGB JPG-72-RGB-Optimized JPG-300-RGB PDF-144-RGB PDF-300-CYMK	<ul style="list-style-type: none"> 📁 JPG-72-RGB 📁 JPG-72-RGB-Optimized 📁 PDF-72-RGB > 📁 PDF-144-RGB > 📁 PDF-300-CYMK
/marketing-images	AI Files JPG-72-RGB JPG-72-RGB-Optimized JPG-300-RGB PNG-72-RGB PNG-300-CYMK	<ul style="list-style-type: none"> 📁 AI Files 📁 JPG-72-RGB 📁 JPG-72-RGB-Optimized 📁 JPG-300-RGB 📁 JPG-RGB-Unrecoverable-Do-Not-Delete 📁 JPG-RGB-Unrecoverable-Optimized 📁 PNG-300-CYMK 📁 PNG-RGB-72
/marketing-presentations	JPG-72-RGB JPG-72-RGB-Optimized	<ul style="list-style-type: none"> ⌄ 📁 marketing-presentations-EN <ul style="list-style-type: none"> 📁 JPG-72-RGB 📁 JPG-72-RGB-Optimized
/sim-3D-objects/	CC0 > FBX-CC0 > FBX-CC0-Textures > OBJ-CC0 > Textures-CC0 CCBY > FBX-CCBY > FBX-CCBY-Textures > OBJ-CCBY > Textures-CCBY	<i>Intentionally left blank</i>
/standards-architect-plans	DWG JPG-72-RGB JPG-72-RGB-Optimized JPG-300-RGB Lumion PDF PDF-144-RGB PDF-300-CYMK PNG-72-RGB PNG-95-RGB PNG-144-RGB PNG-300-RGB REVIT	<ul style="list-style-type: none"> ⌄ 📁 standards-architect-plans-EN <ul style="list-style-type: none"> 📁 DWG 📁 JPG-72-RGB 📁 JPG-72-RGB-Optimized 📁 JPG-300-RGB 📁 Lumion 📁 PDF 📁 PDF-144-RGB 📁 PDF-300-CYMK 📁 PNG-72-RGB 📁 PNG-95-RGB 📁 PNG-300-RGB 📁 REVIT

TABLES

/standards-covers	JPG-72-RGB JPG-72-RGB-Optimized JPG-300-RGB	
/standards-models	4K-JPG-72 (4096x4096) JPG-72-RGB JPG-72-RGB-Optimized JPG-300-RGB Oversized-PDF-JPG-PNG > 4K-JPG-72 (4096x4096) > 8K-JPG-72 (8192x8192) > JPG-72-RGB > JPG-72-RGB-Optimized > JPG-300-RGB > PDF	
/standards-texts	Archived-Published-Record ePub-Export HTML IDML PDF-Export	<i>Intentionally left blank</i>
/visual-images-buildings-/habitats-/habitat-networks-	4K-JPG-72 (4096x4096) JPG-72-RGB JPG-72-RGB-Optimized JPG-300-RGB PNG-72-RGB PNG-300-CYMK PNG-300-RGB	

TABLES**Table 10.** File naming identifiers (affixes) for simulation software input. Note: This list does not identify all possible affixes.

Asset Affix	Asset Type
S_	Static mesh (object data)
D_	Dynamic mesh (animation data)
T_	Texture (surface data)
TR_	Texture for applying to the whole terrain (NOT textures to be painted or tiled on the terrain; terrain surface data)
T_P_	Texture for Decal Projection
M_	Material (shader data)
SO_	Sound
...	...
Asset Suffixes	Asset Type
_LP	Low poly
_HP	High poly

Object Affix	Object Asset Type	Object Service Type
Object Prefixes	Asset Type	
LAND_	Land	Habitat Service
GRID_	Grid or layout (a.k.a., path layout, path grid, street grid, street layout)	Habitat Service Area
HUM_	Human	Human
POW_	Power Process Unit	Habitat Life Service
GEN_	Power Generation Process Unit	Habitat Life Service > Power
TRANS_	Transport Unit	Habitat Technical Service
PIPE_	Pipe Unit	Habitat Technical Service > Transport
CULT_	Cultivation Unit	Habitat Life Service
BARR_	Barrier	Habitat Technical Service
MAM_	Mammal	Habitat Life Service > Cultivation
VEG_	Vegetation (plants, botanical)	Habitat Life Service > Cultivation
PLANTER_	Container of plants (pot, potter)	Habitat Life Service > Cultivation
ARCH_	Architecture	Habitat Life Service
COMPR_	Compression	Habitat Technical Service > Architecture
BLDG_	Building	Habitat Life Service > Architecture
POOL_	Pool	Habitat Facility Service > Recreation
DOOR_	Door	Habitat Technical Service > Architecture
MINER_	Mineral, rock	Habitat Technical Service > Production
FURN_	Furniture	Habitat Technical Service > Production
RECEPT_	Receptacle for objects (receiver of objects; container of objects)	Habitat Technical Service > Production
ILLUM_	Illumination	Habitat Technical Service > Illumination
GLYPH_	Glyph, Meaning-Symbol, Sign (meaning; not direction of motion)	Habitat Technical Service > Information
SIGN_	Sign (signage that directs motion)	Habitat Technical Service > Information
MODE	Model	Habitat Technical Service > Information
PLAN_	Planet	Ecological and Cosmological Service
...

TABLES

Texture Affix	Texture Asset Type
Texture Prefix	Asset Type
T_	Texture
TR_	Texture for applying to the whole terrain (NOT textures to be painted or tiled on the terrain)
Texture Suffix	Asset Type
_D	Diffuse, color, albedo (may or may not contain an alpha map)
_DA	Albedo (diffuse albedo; this suffix may be just, _D, DA, _A, _Albedo)
	Albedo is diffuse without directional color information (the shadows and highlights have been removed).. For more detail, can add curvature or AO map to albedo by way of blend mode (overlay), with low opacity, on top of Albedo (produces a more detailed look).
_DO	Diffuse with Opacity in alpha channel (this suffix may be _DO, or just, _D)
_DE	Diffuse with Emissive in alpha
_R	Roughness [White being the rough parts and black the smooth]
	More white = more rough (less glossy), more black = less rough (more glossy). Glossiness inverted (Shader node math function; OneMinus; > Math > Invert 1 minus) is roughness.
_M	Metallic [White being the metal parts; Is it to "look", or not?]
	Metallic should generally be 0 or 1; white or black. Alternatives to a metal map include: 1,0 ; Specular; Gloss map (used directly as metal map) ; Roughness inverted (inside shader nodes) > Math > Invert 1 minus. Rusted metal can be considered as a non-metal and has specular.
_S	Specular [White being the shiny and black the dull]
	Specular values are 0 to 1; no color. Specular is reflectance intensity. Using specular, then you can put the values all to white and lower the diffuse values to bring back color. Specular map dictates which areas on the model are going to be reflective of light and by how much. No Specular map is needed unless the asset is metal or has metal parts. In UE4, if something is put into metallic, then the specular value has no influence anymore and gets automatically set to 1; it doesn't do anything if you work with metallic and specular together.
_G	Gloss [White being more glossy and black more dull]
	More white = more glossy (less rough), more black = less glossy (more rough). Gloss can be used directly as a metal map. Gloss can add a lot of detail micro-scale roughness variation to the shading. Gloss maps are grayscale representations of the specular widths of a material or grouping of materials. Roughness inverted (Shader node math function; OneMinus; > Math > Invert 1 minus) is glossiness.
_AO	Ambient occlusion (in some cases, this suffix may be _A, _O, or _AO; shadow map)
	Normal map can be channel selected, desaturated, and lightened to produce an AO map.
_CA (_CU)	Cavity or Curvature map (ambient occlusion limited to small crevices)
_H	Height, Displacement (_displ)
_N	Normal (In Cryengine: _DDN is normal map, _DDNA is normal map with gloss map in alpha)
_DDNA	Normal with Gloss map in alpha
_A (_O)	Opacity, Alpha channel (alpha channel opacity)
_E	Emissive, glow
_RMA	"Roughness (R), Metallic (M), Ambient occlusion (AO) Roughness = red channel Metallic = green channel Ambient Occlusion = blue channel"
_RHA	"Roughness (R), Height (H), Ambient occlusion (AO) Roughness = red channel Height = green channel Ambient Occlusion = blue channel"
_DETAIL	Detail map (a.k.a. unified detail) Adds microsurface detail (on top of texture). Red = albedo (detail diffuse, grayscale version of diffuse); Green = normal red channel (if alpha included); Blue = gloss map; Alpha 1 = Normal map's green channel (alternative if alpha included)

TABLES**Table 11.** File naming convention examples for simulation software object inputs. Note: This list does not identify all possible affixes.

Object Full Name	Type (of asset/object)	Sub-type (of asset/object)	Sub-Sub-Type (Shape)	Core HSS Structure ("Discipline")
Architecture				
ARCH_BldgE-F#-Name	Building enclosed, # of floors	Name		Architecture
ARCH_BldgO-F#-Name	Building open, # of floors	Name		Architecture
ARCH_BldgEO-F#-Name	Building with enclosed and open space, # of floors	Name		Architecture
ARCH_BldgE-F1-BioReactor-01	Building enclosed, 1 Floor	Bioreactor	1	Architecture
ARCH_BldgE-F1-CylinderSquash	Building enclosed, 1 Floor	CylinderSquash		Architecture
ARCH_BldgE-F1-Rec-SemiCylin	Building enclosed, 1 Floor	Rectangular	Semicylin	Architecture
ARCH_BldgE-F1-Torus-01	Building enclosed, 1 Floor	Torus	1	Architecture
ARCH_BldgE-F3-CubeSky	Building enclosed, 3 Floors	CubeSky		Architecture
ARCH_BldgE-F3-Hexa02	Building enclosed, 3 Floors	Hexa02		Architecture
ARCH_BldgE-F3-Trillian-TopFlat	Building enclosed, 3 Floors	Trillian	TopFlat	Architecture
ARCH_BldgO-F1-PavillionArch12	Building open, 1 Floor	PavillionArch12		Architecture
ARCH_Pool-Circular-Slide-01	Pool	Circular	Slide-01	Architecture
ARCH_Door-SlidingGlassAuto-2Panel-01	Door	Sliding Glass Automatic	2 Panel-01	Architecture
ARCH_Door-UtilityLarge-TwoOutward-01	Door	Utility Large	Two Outward-01	Architecture
...
Cultivation				
CULT_Planter-12x3x1	Planter	12x3x1		Cultivation
CULT_PlanterBench-Circular	PlanterBench	Circular		Cultivation
CULTIV_Plant-Bamboo-01	Plant	Bamboo	1	Cultivation
CULTIV_Plant-Bush-01	Plant	Bush	1	Cultivation
CULTIV_Plant-Hemp-01	Plant	Hemp	1	Cultivation
CULTIV_Animal-CattleMix-01	Animal	CattleMix	1	Cultivation
CULTIV_Animal-Chicken-01	Animal	Chicken	1	Cultivation
CULTIV_Animal-Ram-01	Animal	Ram	1	Cultivation
...
Structure				
STRU_BARRIER-ImpactCube-01	Structure	Barrier	ImpactCube-01	Structure
STRU_BARRIER-ImpactDeflect-01	Structure	Barrier	ImpactDeflect-01	Structure
STRU_COMPR_Platform-Circular	Structure	Compression	Platform-Circular	Structure
STRU_COMPR_Pillar-Square	Structure	Compression	Pillar-Square	Structure
STRU_COMPR_Pillar-Column	Structure	Compression	Pillar-Column	Structure
STRU_CONTAIN-Receptacle-Cylindrical-01	Container	Receptacle	Cylindrical-01	Structure
STRU_CONTAIN-Receptacle-Hexa-01	Container	Receptacle	Hexa-01	Structure
STRU_PRES_Meter1Angle45-01	Presentation	Meter1Angle45	1	Structure (this is also a presentation element)
STRU_ILLUM_Bollard-TwoLightSolar	Illumination	Bollard	TwoLightSolar	Structure (this is also an illumination element)
...

TABLES

Power/Energy				
POW_GEN_WIND-ELEC_TurbineBlade3-01	Generator of type Wind-Electric	TurbineBlade 3	1	Power
POW_GEN_SOL-ELEC_Planel-RectangularGround	Generator of type Solar-Electric	Panel	RectangularGround	Power
POW_GEN_SOL-ELEC_SphereGlass	Generator of type Solar-Electric	SphereGlass		Power
...
GridLayout				
GRID_C2-Pool	C2	Pool		Grid
GRID_Layout-R8C9-A45	Layout	8 Radials and 9 Circles	45 degree angle	Grid
GRID_Ground-C3C4C5C6	Ground	C3, C4, C5, C6		Grid
GRID_Path-Curve	Path	Curve		Grid
GRID_Path-Straight-1p5m	Path	Straight	1 person, 5 meters	Grid
...
Transportation				
TRANS_InterCityRail-Mover-3Cabin	InterCityRail	Mover	3Cabins	Transport
TRANS_PRT-Mover	PRT (personal rapid transport)	Mover		Transport
TRANS_InterCityRail-Compr-I	InterCityRail	Compression	I	Transport (this is also a structural element)
TRANS_InterCityRail-Compr-T	InterCityRail	Compression	T	Transport (this is also a structural element)
TRANS_P-Mover-Bicycle-01	P-Mover (personal mover)	Bicycle	1	Transport
TRANS_CHANNEL_Water-Secondary-01	Channel	Water-Secondary	1	Transport (this is also a structural element)
...
Constructor				
CONST_ROLLER_ChannelCutter-01	Roller	ChannelCutter	1	Constructor
...
Rocks/Minerals				
MINER_Rock-06	Rock	6		Mineral
...
Recreation				
RECREAT_Court-Tennis-01	Court	Tennis	1	Recreation
...
Presentation				
PRES_InterCityNetwork	Grid	InterCityNetwork		Presentation
PRES_PathPipe-R8C9-A360	Grid	PathPipe	R8C9-A360	Presentation
...
Illumination				
...

Contribution Service Operation (Plan)

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Version Accepted: 8 February 2023

Acceptance Event: Project coordinator acceptance

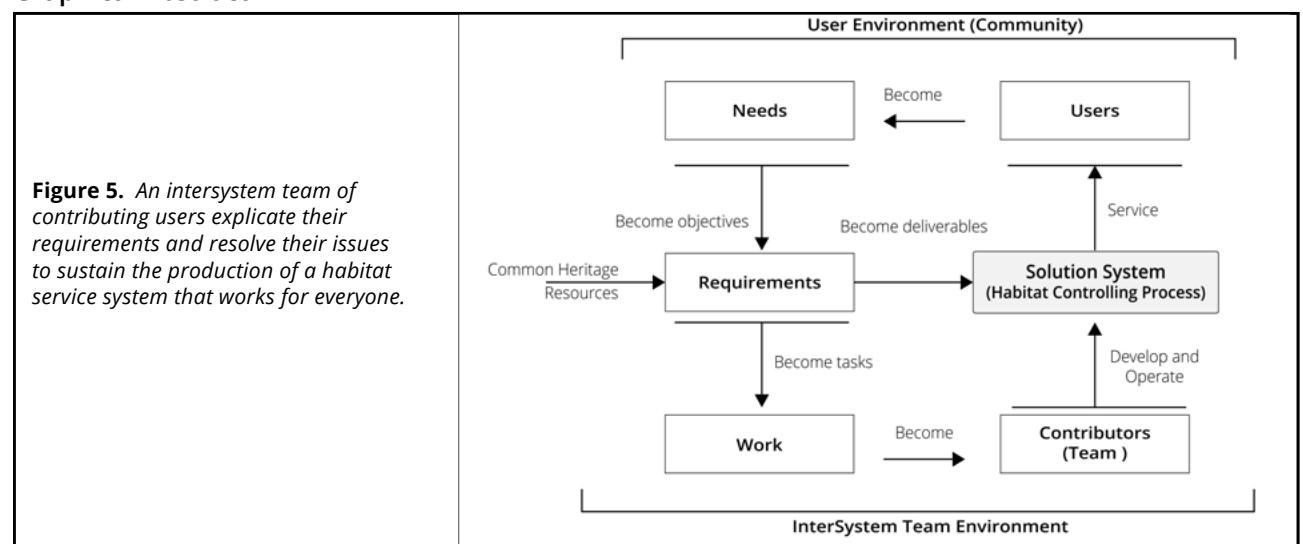
Last Working Integration Point: Project coordinator integration

Keywords: cooperation, team, teaming, intersystem team, interdisciplinary team, habitat service team, working group, service to others, service-to-others, duty, service,

Abstract

An intersystem team of contributing users explicate their requirements and resolve their issues to sustain the production of a habitat service system that works for everyone. Teams are cooperative “units” of work. In a complex societal system, sub-teams work among and between one another; they are intersystem (or, interdisciplinary) in their approach. Project team members are able to, and do, complete project tasks. Teams are accountable for doing work and for the results of work. This is the planned execution of a contribution service system -a plan of the execution of a contribution service system. The start of a project’s execution is contribution. Gradually, through awareness and education, and based the development and actualization of [real-world] community standards through those who feel the need to contribute, there will emerge a community-type society.

Graphical Abstract



1 [Plan] Execution of contribution operations

A.k.a., Participation service system, team or group contribution service. Volunteer coordination service, service oriented architecture.

Contribution is the voluntary use of oneself to access common societal resources as part of a coordinated societal team contributing for mutual societal benefit. The Contribution Service System is the system that coordinates access to the societal contribution team (i.e., the HSS and WG teams). Essentially, a community-type society involves a societal contribution project (i.e., a project to support contribution to the societal system). Contribution is work done through intrinsic motivation, without trade or extrinsic tangible reward, and done in a coordinated informational and physical environment. A contribution service system is essentially a project and system that procedurally coordinates human contribution. Herein, contribution is an [InterSystem] interaction.

NOTE: *The community's InterSystem Team is made up of individual humans, but by collaborating on informational [processing] and physical [operating] tasks, they can carry out tasks that are impossible to one individual.*

The concept of "contribution" is a team-related concept, as if everyone on the same team is contributing their time and effort toward a similar goal (vision, etc.). Teams submit proposals to one another, if they can, prior to action, because they share resources and understand that more transparent communication means more optimized coordination. In the context of human fulfillment and self-pride, contribution can easily and rightly feel like a desirable duty, a service to others.

A contribution service system as an open system that is:

1. Capable of improving the state of another system through sharing or applying its resources (i.e., the other system sees the interaction as having value), and
2. Capable of improving its own state by acquiring resources and doing work (i.e., the system itself sees value in its interaction with other systems).

The size (in persons) of a team in a contribution-based environment has one quantifiable and one qualifiable characteristic:

1. Quantifiable by a task analysis: The number of people and roles required to complete a project.
2. Qualified by intrinsic motivation: The quality and presence of people available to do a task. In a contribution-based system, the number of people

on a team is directly proportional to the number of intrinsically motivated humans (i.e., "superstars") that are present.

The largest problem (currently) associated with a contribution-based system is that people (Read: contributors) can "bailout" and/or walk away at any time.

In general, among society, there is contribution (as a phase) after the education-specific phase of life:

1. Education, in part, leads to worker licensing qualifications.
2. Contribution as a service (CaaS) accepts qualified contributors for:
 - A. Standards as a service (StaaS).
 - B. Software as a service (SaaS).
 - C. Habitats as a service (HaaS).
3. Contribution service lasts for a duration of years, and then their is lifetime leisure as a service.

2 [Contribution] Service system coordination

Coordination of the contribution service necessitates coordination of the following phases and sub-elements:

1. Orientation.
 - A. Understanding.
 - B. Alignment.
2. Admission.
 - A. Screening.
 1. Alignment.
 2. Qualification.
3. Agreement.
 - A. Agree [to values, rules, and actions].
 - B. Commit [to a service identity].
 - C. Act [with others to be of service].
4. On-Boarding (starting contribution).
 - A. Joining.
 - B. Understanding and Agreeing.
 - C. Training.
5. Contribution.
 - A. Action within the service system.
6. Monitoring.
 - A. Observing.
 - B. Re-orienting.
 - C. Discipline.
7. Off-boarding.
 - A. Stopping contribution (a.k.a., ending contribution).

The following are requirements for coordinated work upon/within society:

1. Establishment of socio-technical organization(s).
 - A. Information working group.
 - B. Material operations team.
2. Appointment of coordinator to socio-technical organization.
3. Approval of roles, scopes and programmes of work of socio-technical organization.
4. Procedures on the establishment and dissolution of sub-organizations by socio-technical coordinators.
5. Allocation of priorities, if necessary, to particular items of socio-technical work.
6. Coordination of the socio-technical work, including assignment of responsibility for the development of standards regarding subjects of interest to several technical committees, or needing coordinated development; to assist it in this task, the technical management board may establish advisory groups of experts in the relevant fields to advise it on matters of basic, sectoral and cross-sectoral coordination, coherent planning and the

need for new work.

7. Monitoring the progress of the socio-technical work with the assistance of the public, and taking appropriate action.
8. Maintenance of the standards and other rules for the socio-technical work.
9. Maintenance of the operating systems and software for the socio-technical work.

2.1 Contribution service system interactions

A.k.a., Service-oriented architecture.

In community, services (including production) require contribution [to the service]. Hence, the first type of service interaction is contribution. From contribution then comes habitat services and working standards.

A general contribution service system includes the following interaction types ("episodes"):

1. Service interaction.
 - A. Or, not a service interaction.
2. Welcome non-service interaction.
 - A. Or, not welcome non-service interaction.
3. Proposal communicated.
 - A. Proposal not communicated.
 - B. Agreement not reached.
4. Realized contribution objectives.
 - A. Or, not realized contribution objectives.
5. Dispute (a.k.a., tension, objection, concern).
 - A. Or, not a dispute (a.k.a., not a tension, objection, concern).
6. Violation (criminal) interaction.
 - A. Or, not a violation (non-crime) interaction.
7. OK/restorative resolution for all interested.
 - A. Or, not OK/restorative resolution for all interested.

The following provides additional procedural flow elements for service system interaction types:

1. Many interactions between individuals and contribution service systems are not service interactions (i.e., do not result in objectives completion), but nevertheless the interaction may be welcomed by both. Simple awareness of what contribution is occurring is of this type.
2. A proposal may not be successfully communicated or understood by the contribution service system, and so the interaction may be aborted. A proposal may be communicated, but activities within the contribution service systems may not lead to an agreement, and so the service interaction may be aborted (e.g., potential contributor cannot show

CONTRIBUTION SERVICE OPERATION (PLAN)

qualification where qualification is required).

3. The objective of a proposed service interaction may not be realized, and it is possible that no dispute arises.
4. When a dispute arises, the outcome can either be a successful resolution that is acceptable to all the stakeholders, or a resolution that is not acceptable to all the stakeholders. Disputes and

how effectively they are resolved is an important mechanism for learning and improvement of service systems. Disputes arise from hazards, and some are well studied, and all are bounded by rationality and restoration

5. When the interaction between individuals and service systems is not welcome by one or both service systems, a judgment (justice value inquiry)



Figure 6. This is the project coordination planning chart for a community-type society. This is a societal-level project planning flow-chart that coordinates the execution of project operations and lists. Please refer to the Project Plan on the Project's standards webpage (<https://auravana.org/standards>) for the full size asset.

- must be made as to the severity of the unwelcome non-service interaction.
6. In some cases, the unwelcome interaction may in fact be a violation of the decision system (illegal/criminal) activity. If it is a criminal activity, a series of activities undertaken by several service systems interacting can result in restorative justice if the individual(s) is caught ("accounted for"), or in the case of no justice occurring if the individual(s) cannot be caught ("accounted for").

2.2 Contribution service system competences

INSIGHT: Competence is necessary for working together and contributing to the resolution of complex socio-technical matters.

The necessary types of competence to sustain a functional community-type habitat service system:

1. **Socio-technical competence** competence on a working group developing information systems or on a team operating habitat service systems.
 - A. Working group competencies necessary.
 - B. Habitat service team competencies necessary.
2. **Scientific-systems engineering competence** competence in a scientific and habitat service system disciplines.
 - A. Decision inquiry competencies necessary here, decision inquiry requires scientific discipline competency and systems engineering competency.
3. **Population-wide competence** how much of the population is capable of competing this task, if committed. Because, the users are also the producers (i.e., producers have a direct relationship to the social product).

Fundamentally, all participating in working groups and teams have technical expertise, knowledge, skill, and dedicated interest in the subject standardized in the standard.

In the social-State, there are several principle types of competencies (as in, roles):

Note: These are transitional roles; roles for transitioning to community.

1. **Production competence** competence in transforming resources into products. An individual may have a role in a production cooperative organization, which are networked (over time) into a network system of production cooperatives.
2. **Planning competence** competence in socialist economic calculation and data integration. An

individual may have a role as a State economic planner or planning coordinator.

3. **Scientific competence** competence in the scientific disciplines. Information inquiry developers.
4. **Conflict resolution (restorative justice) competence** competence in resolving conflict in an increasingly humane and fulfillment-oriented way, following in an increasing manner a set of socio-technical standards for community. An individual may have a role as in the policing-restorative justice system.

** In this context, government takes on personnel with roles in economic competence and scientific competence. The State is encompassed by a policing-restorative justice system that seeks to resolve conflict in an increasingly humane and fulfillment-oriented way. Instead of competing, business begin to within themselves, and between themselves, form cooperatives foundations of information transparency and joint decisioning.*

In the market-State there are several categories of competence (note: in the market these are typical categories for "success"):

1. **Technical competence** technical labor.
2. **Social competence** social labor.
3. **Entrepreneurship competence (business, enterprise, capitalist)** business ownership.
4. **Financial competence** financial asset ownership.
5. **Political influence competence** political-financial influence.

2.3 Contribution orientation

INSIGHT: When one of us receive contribution, all of us receive the contribution.

A principal binding agreement to contribute to community is that whoever is doing work for another is doing it for the [needs of the] other, and not in any way against the other. Where the accountable party uses information and takes actions only aligned with the end-users interests, where the end user has full transparency.

A high-level, generalized overview of orienteering for community may include:

1. Getting people excited.
 - A. Lead by example.
2. Getting people an understanding of community.
 - A. Orienting refers to helping and supporting people as they transition to an understanding of community.
3. Getting people oriented, qualified, and in agreement.

4. Getting people to build and develop the working standards and physical habitat.
 - A. Getting working groups filled.
 - B. Getting teams filled.
 - C. Software development for on-boarding, filling roles, sustaining an accounting of service.
5. End goal: Getting people on the ground living it.
 - A. Here, orienting refers to helping and supporting people as they transition to living in community.

In general, a useful orienting environment has the following two characteristics:

1. The technologies of well-being appropriately dominate the space, so that human beings learn how to be well and to operate wellness inducing systems.
2. The orientation environment is one of comfort and appropriate challenge. The first step to healing is being comfortable: either making oneself comfortable or arranging the environment so that one is comfortable.
 - A. We perform best when we are comfortable, which means we perform best when we:
 1. Have a comfort inducing environment.
 2. Have enough knowledge and training to be comfortable in an given environment
 3. Make ourselves comfortable even though there is high uncertainty.

2.4 Contribution agreement

A.k.a., Statements of agreement, agreement of mutual expectations, agreement fields, decision agreements, contribution proposals, contribution description, contribution contract, contribution charter.

Agreement statements ensure an understandable accounting of a person's behavior, orientation, and decisioning within a given environmental system, whether that be societal in general, or as a member of a habitat service system team and/or working group, or even as a user of the habitat service system. In a community-type society, expectations for contribution and the contribution environment are agreed upon within the Contribution Service System. Contribution admissions are based upon a mutual agreement of expectations.

Every society, socio-technical organization or activity group that includes human beings is always started with a set of agreements. At some point in history it was decided that it was okay to force others into your agreements. These became laws. It is possible to notice that agreement is all that is necessary between people for operating together in coordination of their mutual fulfillment. Agreement between individuals working

toward a common direction is necessarily for mutual benefit (more simplistically, agreements protect and support all involved).

Note that a universal contribution agreement document/charter identifies to *what, when, and how* "you" agree to be accountable for "your" contributions. All contributors have a public [contribution] profile showing their past contributions (in the market, this profile might be called a resume). Work agreements become public on the contributor's profile.

There are four general categories of agreement:

1. **Universal agreements (a.k.a., social contract; morality)** agreement between individuals of a common vision and plan for society that ensures reliability and optimization of mutual well-being. Universal agreements are often societal-type agreements, meaning that they are agreements that set the direction of re-construction of a society. Note that it could be said that all agreements are universal agreements since they all stem from a set of axioms (first principles).
2. **Personal agreements (a.k.a., promises, as between friends and family; esteem)** because individuals make personal agreements with one another. These are agreements between individuals that are not part of the societal decisioning system (i.e., "non-regulated" agreements).
3. **Organizational agreements (a.k.a., working agreements, service agreements, terms and conditions; duty)** agreement between individuals within a common organization. Organizations are kept alive through work and usage. For example, a fulfillment organization requires individuals serving a common project [of service] for society that ensures reliability, optimization, and completion of services to meet human needs by users. Because, society requires accountable individuals to contribute effort as part of teams and working groups, which are the primary structural contribution organizations that make up society. Organizational agreements allow for the contributed modification and operation of societal service systems. Agreements between people contributing to (i.e., working on) a societal team or working group. Organizational agreements allow for people to live together in habitats (co-habitat).

- A. Socio-technical service user agreements**
because, activities happen in physicality and necessitate individuals interfacing with other individuals and with objects. These are agreements between individuals accessing some physical object or volume of space/

matter. These are agreement between users about service usage (a.k.a., user access agreements).

1. **Residency [user] agreements** agreement to live in a specific local habitat is a type of organizational space/access agreement. It is the agreement to access a specific local habitat as a member.
 2. In community, personal and common access.
 3. In the market-State, civil law.
- B. **Contribution agreement** because, activities that support fulfillment are coordinated as a service. Here, there is agreement between contributors about service contribution (a.k.a., contribution agreement).
1. In community, coordinated [common] contribution service access.
 2. In the market-State, federal labor and commerce law.
- C. As part of the operation of any organization, it is expected that contributors have:
1. **Agreement over data** collection and analytical processing procedures.
 2. **Agreement over priorities**, values, and objectives.
 3. **Agreement over decisioning** re-solution procedures.
- D. As part of a working team it is expected that contributors have knowledge and skills around (i.e., these are basic agreement competencies to be part of any team):
1. **Work education process**: How does someone become an accountable member of a team or working group? There is agreement of the procedure.
 2. **Work exit process**: What is the exit process from a team or working group? There is agreement of the procedure.
 3. **Work investigation process**: What happens when someone does not follow agreements? There is agreement of the investigation procedure.
 4. **Work intention process**: How does the work align with community/user intention? There is agreement that the work will align rationally with community/user intention.
 5. **Work time process**: Is the work complete in a timely process? There is agreement that the work will be complete as required on a time scheduled basis.
 6. **Work space communication**: How effectively and efficiently is work being communicated within and between teams and groups? Is there any aggression replacing critical thinking

(where two seemingly contradictory thoughts are held in-mind together without aggression? What is the visualization? There is agreement that the work will be communicated both effectively and efficiently.

7. **Work space process**: Is the use of the space and general situation occurring as agreed? There is agreement that the use of the space and orientation of the general situation will occur as procedurally agreed.

The following are the different categories of possible agreement statements. These are the principle agreement categories (agreement fields). Note that a single agreement statement may overlap these categories:

1. Universal agreement statements.
2. Societal agreement statement.
3. Behavior[al] agreement statements.
4. Organizational agreement statements.
5. Working agreements statements.
6. Team agreement statements.
7. Access agreement statements.
8. Space agreement statements.
9. User agreement statements.
10. Project/task agreement statements.
11. Service agreement statements.

Universal agreement fields and organizational agreements ensure teams operate effectively and efficiently. Teams are important to carry out operations in a habitat using common resources and with data using shared information systems. When individuals interact with others towards a common goal it is important to form their organizational agreements first. There are several common types of organizational agreements:

1. Universal agreements Societal Specification Standard.
2. Space agreements Behavior and operational standards for access to space (materiality, technology, areas, etc.).
3. Team agreements Accountability and qualification agreements for access to teams and InterSystem services/operations.
4. Organizational agreements Project planning and plan agreements.

Teams often coordinate agreement over priority in the following way:

1. To identify the most important topics/issues, and prioritize them amongst all issues, a team would likely identify and rank by certainty vote the most important topics (possibly, twice); certainty vote means that if you don't know something, you

say so; and that will positively impact the vote to produce an outcome of higher desirability certainty. Teams, then develop working groups (physical and/or information) to work on the topic(s) with best certainty.

- A. Create proposal What is the topic? What should be done? Why do you think the topic should be worked on? Why do you think what should be done should be done? Get member feedback.
- B. Complete the project "charter" documentation and select a coordinator to coordinate the project proposal.
- C. If the charter gets unanimous consent from the membership and/or coordinator team, then the working group is established.

Coordination among individuals requires standards and standard tools for co-operation:

1. Flexible tasking for intrinsic motivation and optimal performance.
2. Motivation, access and tools for cleanliness/organization.
3. Motivation for order (creating and sustaining).
4. Motivation for discipline (doing what is agreed).
5. Motivation for preventative maintenance (planning).
6. Stable involvement of core teams and personnel (InterSystem Habitat Service Team and Working Groups).
7. Long-term training of teams and personnel (facilitated, exploratory learning).
8. Cooperative relationships among teams and personnel (community values).
9. Communication and coordination among teams and personnel (standards of operation).

In concern to agreement to contribute to society, each service contribution involves three main activities that make up as service interaction:

1. Proposing a contribution to community through the InterSystem Team (proposal). Proposals may be generated by individuals or the contribution service system.
2. Agreeing to a proposal (agreement). Committing through a coordinator to carry out objectives.
3. Realizing the proposal (realization). Coordinating an individuals behavior with accountable entities and carrying out defined tasks to complete contribution [project] objectives.

The standard procedure for agreeing to a service contribution role in a working group or habitat service team (or even on the transition team) is:

1. **Identify** service contribution agreements identify

fillable service contribution positions.

2. **Agree** to service contribution agreements qualify and agree to service contribution position.
3. **Assignment** to a service contribution service identifier assignment.
4. **Act** based upon service contribution agreements fulfill agreed upon service contribution duration.

Herein, a contribution proposal is essentially a formal contribution description/charter (or, contribution contract). The charter/description might be for a single well-defined service contribution interaction, or for an ongoing series of interactions not completely defined (e.g., signing an team or work group agreement document). Agreements to the InterSystem Team are all formal, codified in an explicit or tacit contribution statement document (contribution contract) that is committed to by a contributor.

Two core types of societal systems-based proposals are:

1. **Commitment to habitat service teams (habitat teams)** that operate on local habitat service systems. Habitat Teams meet and follow through with habitat service operations.
2. **Commitment to working groups (standards groups)** that develop information and software systems. Working Groups meet and make technical decisions in the process of developing standards.

Service proposals can be of several types of duration:

1. **Age-based service contribution (higher education service contributions)**. For example, when a human reaches a certain age, they contribute for a certain number of years. Those who contribute here are more likely to have a longer hourly, weekly, monthly contribution-effort cycle than long-term contributors.
2. **Continuous service contribution (continuing service contribution)**. For example, someone who commits to contributing continuously through some hourly, weekly, monthly cycle. Coordinators are often continuous service contributors. Once age-based service is complete (in the case that it is present at all) some people may choose to stop contributing all-together, and others may take up a form of continuous or cyclical contribution.
3. **Temporary service contribution**. For example, a commitment to serve for a temporary period of time to complete some project objective(s).

Proposals for contribution have the following procedural elements:

1. Proposals for contribution to the InterSystem Team by means of the Contribution Service System can

- either be agreed-to or rejected by the coordinators within the contribution service system (and where appropriate, the community population as a whole).
2. Agreed-to proposals can be successfully realized by completion of objectives under the rule of societal decisioning conditions.
 3. Agreed-to proposals can fail to realize the completion of objectives, and thus, fail to realize the beneficial potential of their completion. The resolution of failures may be handled formally (a.k.a., disciplinary action) or informally. The resolution of all formal failures is handled transparently.

There is one core universal mutual agreement criteria that all service contributors agree to when agreeing to any proposal to contribute to the Community. All proposals for contribution must meet the mutual satisfaction criteria:

Criteria: *All proposals must meet a real, universal need or preference of others.*

There is no direct "service to self" here, other than intrinsically motivating factors. The service herein is to the whole population, which in turn, produces the best environment for benefiting the self. The "service to self" is direct in an intrinsic way and is indirect in an extrinsic (e.g., material access) way.

2.4.1 Contribution behavioral agreements

A.k.a., Behavioral contracts, space agreements, access agreements.

If we are going to live with each other, we need to identify a set of agreements to specific behaviors. At the InterSystem level, contributors agree to specific roles, work descriptions, accountabilities, and actions. At the community-user level, individuals agree to specific user behaviors (e.g., not engaging in battery or assault, not intentional damaging equipment).

2.4.1.1 Contributors code of conduct

Contributors, when interacting with users, are expected to conduct themselves in a professional manner:

1. **Professionalism:** Contributors shall be orderly and calm in their dealings with users.
 - A. Conduct: Maintain a standard of conduct that reflects well on their role and responsibilities.
 - B. Self-control: Remain composed and measured, even in challenging situations.
2. **Courtesy:** Contributors shall perform their duties politely and with compassionately.
 - A. Politeness: Engage with users using respectful language and manners.

- B. Compassion: Show consideration for the feelings of others.
- 3. **Identification:** Upon request contributors are required to supply their identification in a courteous manner.
 - A. Transparency: Willingly provide identification when requested by users.
 - B. Accessibility: Ensure that identification is readily available and presentable.
- 4. **Uniform:** Some contribution roles require a uniform for safety and/or public/user identification.
 - A. Safety: Wear uniforms when necessary for the safety of self and others.
 - B. Recognition: Utilize uniforms for easy identification by the public or users.
- 5. **Impartiality:** Contributors shall not exhibit bias or favoritism toward any person because of race, sex, sexual orientation, creed, color, national origin, ancestry, or influence.
 - A. Equality: Treat all individuals equally without prejudice.
 - B. Neutrality: Approach all situations without bias or assumptions.

2.4.2 Open identity

The contribution process in community is fully transparent and visible to everyone. It is expected that everyone express their knowledge, skills, and opinions under their real identity, in an objective, comprehensible and polite way. Since the identity of contributors is known, they will receive social credit/recognition for their work. Furthermore, since everyone is able to see the contributors work, everyone is able to make up their own mind about the quality of the contribution process. Open identities improve the quality of work by encouraging contributors to be more diligent and professional in their work.

STATEMENT: *"You" shall not use a false e-mail or other address, pretend to be someone other than "yourself", or otherwise mislead anyone in concern to "your" identity.*

2.5 Contribution profile

Identities are connected with profiles. Every contributor has a contribution profile (Read: resume) for showing the population their knowledge, skills, abilities, and accomplishments in order to prove they are capable of contributing in a pre-defined manner. A contributor profile shows the qualifications of the contributor.

2.6 Admission protocol

A.k.a., Enrolment protocol.

Admission means selection to a team/group while in a

pool of possible contributors.

The conditions of a change of enrolment include, but may not be limited to:

1. Intrinsic interest stated preference.
2. Availability.
 - A. Of job.
 - B. Of contributor's time.
3. Certifications and tests.
 - A. Pass a test.
 - B. Sufficient number of hours.
 - C. Sufficient generalization of work experience.
4. Election to role via voting.
 - A. Who gets to vote?
 1. Everyone votes directly.
 2. Only some people vote directly.
 - i. Only honorary members get to vote. For the selection of someone who is to occupy a role with the highest level of responsibility for work in societal contribution, or whose job is the most demanded, role occupation may be through voting in an election [of peers]. Here, it is not the workers who have the voting ability; instead, it is the "honorary members" of the contribution service who have the vote. The "honorary members" are those who have just completed their contribution time and/or have already entered the liberation phase of their life. A decision inquiry may be designed to relate to the protocol for this decision. Such an inquiry protocol may involve a period of transparent peer critique before the election. In a sense, the method of electing persons to specific jobs by votes by retired contributors is the application, on a societal scale, of the plan of society by alumni/graduates of the community education and contribution life phases.

Selection to a team/group may include a variety of factors:

1. Previous work experience may be a factor:
 - A. Reputation for having done work assessed by others may be a factor in selection.
 - B. Acquisition of experience in the form of knowledge, skills, and tools to complete accountable tasks in appropriate time may be a factor.
2. Identify all work in a plan.
 - A. Availability of work is a factor: a plan exists that identifies all work roles, and whether or not they

are occupied.

- B. Desirability of the role is a factor: contributors identify in a database their desired roles from all available roles.
- C. Projectability of the plan is a factor: a project exists to complete tasks per requirements to produce deliverables that meet objectives through actions taken by human and machine entities.
3. Identify the human organization of work to be done:
 - A. Decidability of work is a factor: a protocol exists for deciding who will do work.
 - B. A coordinator for the 'team' is selected.
 - C. The working team members are selected for the 'team'.

2.7 Contribution on-boarding

A.k.a., Joining, organizational socialization, acclimatization, orientation, admission training, entry into duty, joining the team (or working group), work identity integration, teamwork orientation and operations.

The process of joining, coming up-to-speed, acclimatizing, and learning organizational procedures is sometimes known as on-boarding. Acclimatization is the process of bringing people up-to-speed on an organization. As an organization is forming it is expected that the cohesion will increase over time.

The process of on-boarding involves the process of building contribution engagement, which involves the following steps.

1. **Align:** Identify interests, visions, understandings, needs, and purpose.
2. **Comprehend:** Understand work to be completed, team roles, and available models and methods.
3. **Agree/accept:** Agree to contribution service "agreements". Qualify for and select a position on an InterSystem team. Agree to tasks, procedures, access, and accountability.
4. **Act:** Work as a member of the team toward project objectives by completing deliverables following agreed upon procedures.

2.8 Contribution qualifications

The following are some ways of determining qualification for a particular team and/or working group:

2.8.1 Prior experience

In some cases, prior experience (prior work/contribution) may be required in order to qualify for a particular team or working group. Note here that prior external experience can be accounted for easily in a community-type society,

because of its unified information and contribution system. Where prior experience is necessary, the following types of effort may be identified and used as a means of determining feasible role positioning:

1. [Prior effort] Prior experience may be accounted for by the demonstration of work on a prior project, by resume, by social network profile.
2. [Current effort] Prior internal [organizational] experience. For example, being a member of a working group for at least 3 months.

2.8.2 Sponsorship

A.k.a., Nomination, recommendation.

In some cases, contribution to specific roles may not require sponsorship (nomination or recommendation). In other cases, the recommendation of a person taking on the role of a “sponsor” or “nominator” is required. In other cases, recommendation to/for group or team placement may come through a decision algorithm.

If there is sponsorship, then the following procedure may apply:

1. Someone is sponsored (“recommended”) by some number of active members (possibly growing as the organization grows). Note the following requirements for sponsors:
 - A. Sponsors must have close interactions with the prospective member e.g. code/design/proposal review, coordinating on issues, etc.
 - B. Sponsors must be active members who have contributed in any repo in the auravana org.
 1. A sponsor in the Auravana organization may sponsor someone for the Auravana organization as long as it's a project they're involved with.
 2. A sponsor who is a coordinator (approver/reviewer) in any of the related Auravana organization can only sponsor someone for the projects they are associated with.
 - C. If a sponsoring member becomes in-active, then another sponsoring member must be sought and assigned.
2. If there are sponsors, open an issue within the Auravana repository.
 - A. Ensure sponsors are @mentioned on the issue.
 - B. Complete every item on the checklist (preview the current version of the template).
 - C. Make sure that the list of contributions included is representative of your work on the project.
3. If there are sponsors, have your sponsoring reviewers reply confirmation of sponsorship:
 - A. Once sponsors have responded, the request

will be reviewed by the Auravana GitHub Admin Coordination Team, in accordance with their contribution service agreement (CSA). Any missing information will be requested.

4. No objections from other approvers (coordinators).

2.8.3 Reputation

Someone (or, some service system) with a good reputation in the population of service systems is expected to be able to achieve the contribution objectives. The realization of contribution objectives over time produces a higher reputation. A person's reputation is visible on their contribution profile.

2.8.4 Disclosure of affiliation

Every participant in a working group (standards development activity), habitat and transition team shall disclose his or her affiliation(s), which includes employer(s) and any other affiliation(s). An individual is deemed “affiliated” with any individual or entity that has been, or will be, financially or materially supporting that individual's participation in a group/team activity. This includes, but is not limited to, his or her employer(s) and any individual or entity that has or will have, either directly or indirectly, requested, paid for, or otherwise sponsored his or her participation. Failure to disclose every such affiliation(s) may result in complete or partial loss of ability to participate in contribution. A person who has evidence that a participant's disclosure is materially incomplete or incorrect should report that evidence to the appropriate contribution service team.

2.8.5 Assimilation

Assimilation of some cultures and ideologies into a community-type society is not likely or high uncertainty. Screening ensures that those who are passing the boundary of community cannot hold an ideology that does not:

1. Tolerate criticism. Can/does the ideology tolerate criticism?
2. Tolerate apostasism, leaving the belief system.

An ideology that comprises a set of [religious] beliefs, a military doctrine, and political agenda likely cannot assimilate separate from community. Such an ideology will eventually create a parallel society and system of justice outside of community. As the demographic population holding this ideology increases, this situation could significantly worsen. As the pollution grows they are more and more able to impose their beliefs and their system of laws on the total population. There are really problems created when foreign and antagonistic cultures are brought in to a standard harmonistic culture. Are they coming for the values or are they coming for the easy access and uninterested in integrating community values? If a society continuously imports people of a

different culture, eventually you lose your values and those of the imported population become dominant.

NOTE: Keltner and Piff in laboratory research have found that small psychological interventions, small changes to peoples values, small nudges in certain directions can restore levels of egalitarianism and empathy. For instance, reminding people of the benefits of cooperation or the advantages of community caused wealthier individuals to be just as egalitarian as poor people. (Piff et al., 2015)

It is important to assess the impact of inclusion of a population with a different value system and ideology to a community population:

1. Social Impact assessment for inclusion into the community.
2. Decision impact assessment for inclusion into the community.
3. Lifestyle impact assessment for inclusion into the community.
4. Material impact assessment for inclusion into the community.

2.8.6 Psychological value and behavior tests

Generally, psychological tests intend to discover someone's direction, orientation, and approach to life (i.e., their psychological disposition to life). The results of this test reveal values and likely behaviors given particular situations.

Psychological value test for screening persons for community inclusion include:

1. Psychological tests to pass or deny applicants. These apply to sensitive access InterSystem Team positions only; may apply elsewhere.
 - A. Psychological values questionnaires and similar tests exist to measure the values someone has.

2.9 Contribution monitoring and control

i.e., Coordination, coordinator responsibilities.

The primary responsibilities of a coordinator is ensuring roles are filled, tasks are complete, and that integration is sufficiently monitored to be complete, before approving any decision or system (i.e., coordinator required approval accountability, a.k.a., accountability, management liability). Teams and groups must be disciplined with respect to deadlines and timetables. Coordinators must monitor work performance to ensure work is of standard quality and all current members are active. In part, coordinators are part of the quality assurance process. Coordinators should always have a good sense for what dependencies are impacted by changes upstream of them (i.e., of their approval of a

change). Coordinators constantly monitor the local and global plan of record, and when the plan of record changes, following all appropriate cascading implications of those changes. Coordinators are accountable for their local information set, as well as its integration in a global information set. Coordinators are significantly involved in communications, risk monitoring, anticipation, and mitigation (so the work group can deliver the project).

2.9.1 Contribution process integrity

Members are expected to participate fully in the working groups or teams process (e.g., attending meetings, providing input or monitoring discussions) and should formally withdraw if they find that they can no longer meet this expectation. Working group and team members may request a review by the Coordinator if a member disrupts the work or decision-making of the group as a result of inconsistent participation. It should be noted that there are no rules or requirements as to what constitutes sufficient or adequate participation, this is an assessment that each member should make individually.

If a member feels that these standards are being abused, the affected party should appeal first to the Coordinator and, if unsatisfactorily resolved, to a higher system coordinator. It is important to emphasize that expressed disagreement is not, by itself, grounds for abusive behavior. It should also be taken into account that as a result of cultural differences and language barriers, statements may appear disrespectful or inappropriate to some but are not necessarily intended as such.

2.9.2 Contribution process integrity procedures

This section contains procedures for handling any member that is perceived to be persistently and continually obstructing the working group or team's efforts. The Coordinator, in consultation with the other Coordinators, is empowered to restrict the participation of someone who seriously disrupts the project work. Any such restriction will be reviewed by the Contribution Service System Team. Generally, the participant should first be warned privately, and then warned publicly before such a restriction is put into place. In extreme circumstances, this requirement may be bypassed. This restriction is subject to the right of appeal.

2.9.3 Discipline

In part, coordinators are present to record issues with contribution and decided a "disciplined" response with respect to deadlines and timetables in order to avoid increased fulfillment uncertainty. Similarly, to avoid re-discussion, coordinators have the responsibility of ensuring that their technical standpoint is established taking account of all interests concerned at project level, and that this standpoint is made clear at an early

stage of the work rather than, for example, at the final (approval) stage.

Like any organization with principles and rules, and operated in a coordinated manner, it is essential to set understandings (and sometimes identify limitations). Hence, team members in community are expected to demonstrate their adherence to the principles in this document, and the other master Societal Specification Standard (SSS) documents.

2.9.4 Contribution integrity procedures appeals process

Any member that believes that his/her contributions are being systematically ignored or discounted or wants to appeal a decision of a coordinator should first discuss the circumstances with the coordinator. In the event that the matter cannot be resolved satisfactorily, the member should request an opportunity to discuss the situation with the Contribution Service Team Coordinator.

2.10 Contribution organizational charter

A.k.a., Group charter construction, team charter construction, organizational charter construction, organizational statement of purpose, objectives, and work, organizational contract.

A “charter” is an organizational statement of purpose, objectives, and work for some organization, generally working groups or teams. The group/team charter (“charter”) describes the purpose, scope, and structure of the group/team:

1. It includes the materials, programs, objectives, deliverables to be developed and/or operated by the group/team.
2. It includes a proposed schedule for activities.
3. It identifies the objectives, strategies, procedures and plans of the organization.

For example, a charter might include statements of actionable agreement:

- All group/team meetings are announced and open to all group/team participants (members).
- All group/team meetings are recorded (unless technical insufficiency) and posted to a communication channel that is available to all participants.
- The group/team is open to participation by any Member who meets the criteria as stipulated in the Charter.
- Unless stipulated in the Charter, all materials*, including drafts, must be made available to all participants.

* Materials are assets that are created by a

group/team. An asset could be a technology roadmap, test suite, tutorial, collateral, documentation, specification, technology, etc.

In concern to the duration of the organization as specified in the charter, it is expected that some groups/ team will exist for a specific period of time to accomplish a specific objective, and others will continue for an extended period of time.

2.11 Contribution work description

A.k.a., Job description, role description, service description, service work description, contribution work description.

The service contribution description (job description) for all teams/working group membership includes:

1. **Member purpose (a.k.a., job purpose)** State the purpose of the member's participation on the team/group.
2. **Member role (a.k.a., functional assignment)** Identify the functional role in the contribution service system.
3. **Member identifier** Identify the member as a unique entity in the contribution service system.
4. **Accountabilities and responsibilities (a.k.a., duties)** State the items that the member is accountable and responsible for.
 - A. Objectives (goals).
 - B. Tasks (actions/activities).
 - C. Conditions (value conditions that qualify decisions).
5. **Qualifications (a.k.a., skills)** State the qualifications that the member must have to complete the work required by the working group.
6. **Societal standard responsibilities** common to all working groups should be listed, and are as follows (all members of all societal working groups have the following responsibilities):
 - A. **Health and Safety** To take responsibility for your own health, safety and welfare, being conversant and ensuring compliance with the organisation's standards and procedures.
 - B. **Training and Development** To undertake all reasonable training, learning and development activity designed to support you in your role.
 - C. **Freedom and Equality** To be responsible for your own behaviour and act in a manner that avoids and discourages any form of discrimination or harassment.
 - D. **Quality Performance** To be responsible for the quality of completion of the performance of activities as required.

2.12 Contribution agreement decisioning

In general, there are two ways of coming to a decided agreement (note that the distinction between these methods is :

1. **By vote (poll)** A poll/vote allows for on-demand agreement/consensus identification. The construction of a vote (poll) uses the variables of:
 - A. How many of total population who voted must agree ("unity")?
 - B. How many [of total population] must vote for the vote to conclude and/or count ("quorum")?
2. **Without a vote** no vote is taken, either a role decides (e.g., coordinator), or there is no objection (i.e., consensus).
 - A. **By role** for example, the approval of a coordinator after consensus or a vote of agreement by the rest of the team.
 - B. **By consensus** the absence of objection rather than a particular majority. In other words, if there is no object, there is consensus and no need for a vote.
3. **With an algorithm** there is a pre-decided and pre-programmed algorithm that resolves the decision optimally. There is no vote, only consensus on use of the algorithm to take the decision.
 - A. **By protocol** a documented, formalized socio-technical procedure.
 - B. **By calculation** a mathematical algorithm.

2.12.1 Consensus designations

NOTE: *The adoption and agreement to a set of standards/protocols conveys "social consensus".*

The following consensus-type designations are possible:

1. **Full consensus (unanimous consensus)** when no one in the group speaks against the recommendation in its last readings.
2. **Consensus** can be either:
 - A. A position where only a small minority disagrees, but most agree.
 - B. The absence of a halting objection rather than a particular majority.

In general, consensus is reached when all local team/group members agree on a text/action, but it does not mean that they all agree on every element of a draft document or proposal. They can agree to adopt a draft resolution /prototype without a vote, but still have reservations about certain parts of the text/proposal. They can explain their position either before or after action is taken on the decision.

2.12.2 The consensus decision goal

A goal of every group/team is to reach consensus. Thus, each working group member will be expected to:

1. Purpose and goal oriented:
 - A. Make the best effort possible to reach consensus.
 - B. Share the responsibility of ensuring the success of the process and the quality of the outcome.
2. Level of access:
 - A. Keep the working group informed regarding constraints on your decisioning access on behalf of your habitat service team.
3. Continuously informed:
 - A. Keep your team or users informed about the perspectives, concerns and interests of the working group.
4. Participation:
 - A. Actively participate in discussions and decisions where appropriate. Share the discussion time and decisioning with others.
 - B. Vote where ballots exist (not secret, and often must include reasoning).
 - C. Bring concerns to other members, coordinators, and facilitators.
 - D. Have respect for different points of view and be attentive when others speak.
 - E. Ask questions of each other for clarification and mutual understanding.
 - F. Identify, verify, and evaluate assumptions when necessary.
 - G. Visualize for clear communication and to remove contradictions.
 - H. Acknowledge and try to understand other's perspectives.
 - I. Deal with differences as problems to be solved, not battles to be won.
5. Discipline:
 - A. Stay focused on the task at hand.
 - B. Refrain from distracting others through side conversations.
 - C. Silence all cell phones during meetings.
 - D. Concentrate on the content of the discussions and allow the facilitator to focus on how to promote productive discussion.

Working group (standards development) decisions include the following documentation:

1. Milestones for drawing approval by phase.
2. Comment.
3. Approval (coordinator).
4. Consensus voting (members).
5. Construction development (of article).

6. Durations of approval cycle compatible with schedule.
7. Individual(s) responsible for reconciling comments before return.
8. Types of drawings/specifications.
9. Data sheets.
10. Inquiries.

2.12.3 Commenting and comment resolution on standards development

Users with coordinator or member contributor can comment on a draft. Only users with coordinator roles can resolve comments. Comment resolution requires a description and/or explanation of how and why the comment was resolved.

The following resolution options are available for comments:

1. Accept completely.
2. Accept with tension/concern.
3. Partially accept.
4. Not accepted.
5. Noted.
6. Deferred.

NOTE: When proposed changes are resolved & shared, by the user clicking the resolve and share button, then they become visible to other users working on the information.

Commenting input format (comments can be classified with):

1. Description of motivation (may have a pre-created list to choose from).
2. Description of comment.
3. Priority tag: high, low, urgent.
4. Topic/tag (may have a pre-created list to choose from).
5. Assign to.
6. Agree/disagreed with.

Propose changes (from comments) input format:

1. Description of motivation.
2. Description of proposal (and/or proposed graphic).
3. Type: general, editorial, or technical.
4. Priority Tag: high, low, urgent.
5. Topic (may have a pre-created list to choose from).

3 [Contribution] Meetings

The following templates are to be used to efficiently and effectively coordinate and facilitate meetings. These templates represent guidelines for meeting agendas. These templates are to be considered best practice guidelines.

The following concepts are important in concern to coordinating meetings:

1. Issues lead to decisions and next actions that move the project forward.
2. Meeting frequency (a.k.a., "touch duration") refers to how often a meeting occurs.
3. Time given to arrive before a non-incident meeting starts may be up to 5 minutes.
4. There may or may not need to be a closing (feedback) and check-out.
5. Coordinators identify and call out distractions immediately when the meeting starts, and throughout the meeting.

The common agenda items for meetings are:

1. **Updates** individuals or groups/teams briefly share progress, obstacles, and achievements.
- A. **Role/accountabilities updates** have roles/accountabilities changed.
- B. **Progress updates** identify progress or lack of progress. Examine key metrics and measured results.
- C. **Work completion updates** identify completed/resolved work.
- D. **News updates** state new information that has surfaced including feedback, industry news, etc.
2. **Decisions** discuss and take decisions.
3. **Action items (a.k.a., "motions")** assign responsibility for each agreed-upon task to one person.

It is important to remember that all meetings have:

1. Inputs (going into the meeting).
 - A. A goal.
 1. For example,
 - i. For contribution meetings, make sure the sole purpose of the meeting is to align the right people to the right role.
 - ii. For standards meetings, make sure the sole purpose is to develop standards.
 - iii. For decision meetings, make sure the sole purpose is to resolve optimal decisions.
 - iv. For habitat team meetings, make sure the sole purpose is to optimally operate the habitat.

- v. For transition meetings, make sure the sole purpose is to safely and optimally transition.
 - B. People.
 - C. Location.
 - D. Software.
 - E. Issues.
 - F. Agenda.
2. Processes that occur during the meeting.
- A. Primarily, the processing of agenda items.
3. Outputs (from the meeting)
- A. Information acquired.
 - B. Decisions.
 - C. Action items.

3.1 Meeting specifics

NOTE: Every meeting will require some amount of work from everyone to produce some amount of useful output. Work meetings are not called for non-work topics.

In a very simple sense, there are two categories (types) of meeting in concern to purpose:

1. Meetings for thinking about doing (a.k.a., "governance" meetings, tactical meetings, decision meetings, etc.).
2. Meetings for doing (a.k.a., operational meetings, "tactical" meetings, etc.).

In general, there are two types of meetings in concern to physical closeness:

1. A face-to-face meeting is one where most of the attendees are expected to participate in the same physical location. Habitat service teams generally have significantly more face-to-face meetings than standards working groups do.
2. An online (distributed) meeting is one where most of the attendees are expected to participate from remote locations by video and/or audio conferencing.

In general, in a community-type contribution structure, there are different types of meetings with different types of output type:

1. **The performance[-type] meeting** (may be mixed with technical) an hour or less every week where the group comes together to look at the performance of the project (should not focus on the performance of individuals). This meeting focuses on metrics and performance [indicators], and hence, includes a:
 - A. Metrics and KPI round (between the check-in and project updates round):

1. Metrics review Data, metrics and key performance indicators (KPIs) review. Roles read out loud the data associated with their updates/changes of the prior week. Each role has one or more KPIs assigned to them. Each role reports on their metric/KPI. They read out loud the metric of an associated KPI and give a brief report on it.
2. **The technical work meeting** work is completed together in order to analyze, synthesize, verify, validate, clarify, contextualize, resolve an issue and/or solution. The team is in synchronous communication as the members work together on some task(s).
3. **The obstacle removal meeting (a.k.a., tactical meeting)** is a meeting to remove obstacles to work by:
 - A. Requesting input and logging actions.
 - B. Requesting work.
 - C. Requesting attention from the group to share information and/or provide an update).
4. **The technical decision meeting (a.k.a., technical, "governance", technical issues meetings)** work is completed to identify and resolve necessary decisions. These meetings are to: decide, review, and approve of work to a project. This is commonly known as a control ("governance") process.
 - A. Gives everyone on the team the power to propose changes to information and/or objects, and how the project is proceeding. Bring a proposal to a project control ("governance") meeting to introduce a new socio-technical solution that would solve the issue.
5. **The role decision meeting (a.k.a., contribution, "governance around roles and policies")** The project personnel and/or role decision control-type meeting. These meetings are to: Enrol, de-enrol, and/or speak with someone about project social issues and/or performance. This is commonly known as a control ("governance") process. Here, changes occur to the organization structure, thus affecting the overall navigation of the organization.
 - A. Gives everyone on the team the power to propose changes to roles, standards, and how the group/team works. Bring a proposal to a project control ("governance") meeting to introduce a new role that would solve the issue.

3.2 Meetings as working integrations

Meetings are integration points, coordinated by the role of a coordinator. All working groups and teams have defined roles and accountabilities [for work]. Meetings are the synchronous communications medium through which working groups share and communicate about

work. In some cases, working groups and teams are developed and then disbanded. In the case of the societal standard for community, the societal system standard working groups are continuously active. Sometimes these continuously active working groups create temporary sub-groups to resolve special requirement(s). Some groups review the deliverables of other groups. Similarly, in the habitat service teams, the core habitat service teams are continuously active. Some of these teams may create sub-teams to complete a specified task(s), and then close the team.

In some cases, the role of coordinator is referred to as "facilitator" or "moderator". Regardless, the coordinator/facilitator assembles the working group/team, schedules meetings, coordinates the meeting, coordinates action items, and communicates results. Coordinators ensure that meetings stay on topic. In some contexts, the team together comes to a final decisions, and in other contexts, the team decides and then the coordinator takes a final decision. There are cases where the coordinator must give final approval for a decision to be taken. The most obvious case is when the coordinator is overseeing a mentor. Additionally, in cases where working members do not have awareness or expertise in the whole system, the coordinator, who is acting as a final point of integration, must approve the work after confirming that it does not conflict, negate, or cause other issues throughout the rest of the [societal] system. Facilitators are never expected to approve; they just facilitate the team in achieving a decision. Coordinators are sometimes expected to have a final decision after the rest of the team decides, in order to ensure compliance and harmony with the rest of the system.

Working group/team non-coordinator members are, in general, subject matter experts, or mentoring to be so. They attend meetings synchronously or asynchronously on a regular basis, regularly monitor the working group's discussion, shares information learned with their peers, and do actual work.

Meetings are coordinated by the local coordinator who delivers and follows an agenda for working group meetings. There must be reasoning provided by the coordinator for every meeting, and when the meeting occurs, the coordinator should keep the meeting on track with the agenda:

1. Meetings have goals and a purpose. All meetings must have a contribute to requirements; no meetings should be held for socialization. All meetings are scheduled with a purpose that aligns with the group's work.
2. Meetings are tracked with calendar schedules.
3. Tasks (in and outside of meetings) are tracked with issues boards.
4. Meetings, themselves, may produce deliverables. In other words, meetings have a set requirements to create or complete something that is deliverable.
5. Meetings may assign tasks (work) to be completed

by individuals and/or sub-groups outside of the meeting.

6. Meetings may assign resources and tools.
7. Meetings may introduce a new team member or identify the departure of a current team member.

Working group meeting tasks generally include some, or all, of the following:

1. The meeting has the goal of sharing updates on the progress of work. Share updates to work done outside the meeting.
2. The meeting has the goal of sharing draft through to finished work. Share work done outside the meeting.
3. The meeting has the goal of sharing and integrating work (and, the integration part produces a deliverable). Share work and do work in the meeting.
4. The meeting has the goal of taking a decision. If a decision is to be taken, the meeting has the goal of hearing objections to decisions and decisioning. Finalization represent decision resolutions.

Decisions may be made during meetings (face-to-face or distributed) as well as through email. The following terms are used in this document to describe the level of support for a group decision:

1. **Unanimity:** All participants agree.
2. **Consensus:** No participants object (but some may abstain).
3. **Objection (dissent):** At least one participant objects.

Where unanimity is not possible, the group should strive to take decisions where there is at least consensus with substantial support (i.e., few abstentions) from all participants. To avoid decisions that are made despite nearly universal apathy (i.e., with little support and substantial abstention), groups are encouraged to set minimum thresholds of active support before a decision can actually be recorded. The appropriate percentage may vary depending on the size of the group and the nature of the decision.

In some cases, even after careful consideration of all points of view, a group/team may find itself unable to reach consensus. When this happens, if there is a need to advance (for example, to produce a deliverable in a timely manner), the coordinator may announce a decision to which there is dissent. When deciding to announce such a decision, the coordinator must be aware of which participants work is being objected to. When a decision must be reached despite dissent, groups should favor proposals that create the least strong objections. This is preferred over proposals that are supported by a large majority of the group but that cause strong objections from a few participants. There is

a protocol that must be followed to resolve decisions. If the coordinator's integration decision(s) do not resolve the dissent, it will be recorded that the dissenter has formal objections. If dissenters say they can live with a given decision, this should be taken as an indication that the group can move on to the next topic, but the inverse is not necessarily true: dissenters cannot stop a group's work simply by saying that they cannot live with the decision. When the coordinator has sufficient reasoning that the legitimate concerns of the dissenters have received due consideration, as far as is possible and reasonable, then objections must be recorded and the group should move on. A formal objection should include technical arguments and proposed changes that would remove the dissenter's objection; these proposals may be vague or incomplete. The coordinator must report an objection. If an objection does not include technical arguments and proposed changes, then the coordinator is not required to report it at later review stages.

Participants should always try to resolve issues within the group and should register with the coordinator any objections they may have to a decision (e.g., a decision made as the result of a vote). If significant enough, the participants should also make their requests known to a more global coordinator. Any requests to a more global coordinator to confirm a decision must include a summary of the issue (whether technical or procedural), decision, and rationale for the objection. All counter-arguments, rationales, and decisions must be archived.

NOTE: *Global-level coordinators must be capable of communicating and working with all people of all belief systems, in order to ensure effective functioning of the system for global human fulfillment. Global coordinators must be able to communicate with people who have different ideologies than them and not treat others as enemies. If this cannot be done then the individual ought not be in a global coordinator position.*

Only after the coordinator has determined that all available means of reaching consensus through technical discussion and compromise have failed, and that a vote is necessary to break a deadlock, should a group vote to resolve a substantive issue. In this case, the coordinator must archive:

1. The decision to conduct a vote (e.g., a type of majority vote) to resolve the issue;
2. The outcome of the vote;
3. Any objections.

Different groups/teams have different no/yes acceptance levels. Some groups may have a majority rule "yes" acceptance of 95% (95% of participants vote yes and 5% no), whereas others may have something more like 80% (80% voted yes and 20% voted not). In the 95% level, this means that if there is a vote where above

5% vote no, then the vote is at a standstill and cannot move forward.

The coordinator may reopen a decision when presented with new information, including:

1. Additional technical information.
2. Comments by email from participants who were unable to attend a scheduled meeting.
3. Comments by email from meeting attendees who chose not to speak out during a meeting (e.g., so they could confer later with colleagues, for cultural reasons, etc.).
4. New technical objections.

The coordinator should archive that a decision has been reopened, and must do so upon request from a group participant.

Groups/teams may vote for other purposes. For instance, the coordinator may conduct a "straw poll" vote as a means of determining whether there is consensus about a potential decision. Votes may also be used for preference (i.e., arbitrary) decisions. For example, it is appropriate to decide by simple majority whether to hold a meeting in San Francisco or San Jose; (there's not much difference geographically). When majority votes are used to decide minor issues, members of the minority are not required to state the reasons for their dissent

A group/teams description should generally include an estimate of the expected time commitment from participants. A description may also include the following information:

1. Voting procedures for making decisions about substantive issues. Any chartered voting procedure must include the following requirements:
 - A. Each member of related members must only be allowed one vote.
 - B. In a Working Group, only Working Group participants may vote.
 - C. All votes must be archived.

The editable record of a meeting, as well as source files, is limited access as required to comply with decision standard protocols. Team members with appropriate permissions have been given access to the source repository (account/profile). Team members without access can find, view and download all associated files.

Participation on an ongoing basis implies a serious commitment to the work, including:

1. Attending most meetings of the group/team.
2. Providing deliverables or drafts of deliverables in a timely fashion.
3. Being familiar with the relevant documents of the group/team, including minutes of past meetings.

4. Following discussions on relevant mailing list(s).

A participant may be removed from active status from a group/team in any of the following circumstances:

1. The individual has missed more than one of the last three distributed meetings.
2. The individual has missed more than one of the last three face-to-face meetings.
3. The individual has not provided deliverables in a timely fashion twice in sequence.

The above criteria may be relaxed if the coordinator agrees that doing so will not set back the Working Group. For example, the attendance requirement may be relaxed for reasons scheduling (for example, an exceptional teleconference is scheduled at 3:00 a.m. local time for the participant). The decisioning protocol and coordinator should apply criteria for de-activation of status consistently. When a participant risks losing active status, the coordinator must mention (and preferably discuss) the matter with the participant before declaring the participant in inactive.

The coordinator declares a participant in inactive by informing the former participant, the rest of the working group, and the public. If a coordinator and more global coordinator differ in decision, the former participant may ask a higher level coordinator to confirm or deny the decision. The coordinator must inform the public of everyone's change in standing.

In some cases, working group descriptions state that at least every χ number of months (weeks, days, etc.), the group/team must provide the public with an update of their progress. A progress report is a summary of progressive events, often in timeline form.

3.3 Meeting efficiency

Meetings ought to be recorded and may even be transcribed.

To maximize productivity during a meeting,

1. Set the time duration for the meeting appropriately and sufficiently in advance of the meeting.
2. Designate a note taker (if appropriate).
3. Follow the agenda and fill in notes along the way next to each agenda item.
4. Always note any decisions taken.
5. Assign each action item to a directly responsible individual.
6. Speakers cannot be interrupted so long as rules are not violated.

In general, the efficiency and effectiveness of meetings is highly impacted by the presence and quality of a facilitator (coordinator/moderator). Facilitators (moderators/coordinators) can create highly effective

meetings by coordinating and facilitating in the following ways:

1. Outside the meeting:
 - A. Coordinate the date and time of the meeting between participants' availability. This includes the sharing and coordinating of all changes to meetings.
 - B. Identify optimal structure for synchronous meeting.
 - C. Possibly, coordinate contacts and communications prior to meeting.
 - D. Communicate and coordinate preparatory information and materials.
2. Within the meeting:
 - A. Triage agenda items if there is priority (urgency) in some form.
 - B. Give time to each agenda-item-owner, in turn, to process their issues by sharing or making requests and engaging others as needed. All contributors should intend to serve the agenda item owner(s).
 - C. Wherever there is [significant] concern/tension throughout the process, demand a visualization (for the proposal and the tension).
 1. Is a visualization being explained? If no visualization is being explained, then state, "I need the visualization". If again no visualization is being described, ask:
 - i. What do you need to visualize this?
 - D. Listen for request and offer the prior "processing agenda stages" without pressure.
 - E. Watch for contributions by others that seem long or uninvited. When in doubt interrupt and ask agenda item owner, "Is this helpful for you?"
 1. If "yes",
 - i. Maintain appropriate timing topic changes.
 2. If "no", ask agenda item owner,
 - i. "What do you need instead?"
 - F. Finish the meeting by asking everyone if they got what they needed?

Ensure the meeting is appropriately recorded:

1. Record attendance.
2. Record place, time, and date.
3. Audio recording.
4. Video recording.
5. Chat transcription.
6. Written notes.
7. Record agenda, task/milestones, and topics.

Efficiency is important in a work environment where work objectively results in the production of the material need for human beings. With this said, contextual and

specific team cultures can create an environment where efficiency is accompanied by longer or shorter durations of personal greeting phases. Efficiency principles that are operative for most teams include, but may not be limited to:

1. Meetings are for the people who need to be there, rather than for those who want to be there.
2. Final check-outs are not necessary to attend; further, attendees should know that they can leave any meeting at any time when they are no longer adding value. For efficiency and to be respectful to peoples time and lives, people are encouraged to leave when they feel they are done getting what they need and/or giving what others need.
3. Meetings are structured (clear format) and facilitated to remove obstacles in the way of [meeting] work. Coordinators facilitate meetings. Communications coordinators facilitate more meetings.
4. Meetings ought to identify and resolve issues/tensions and/or facilitate understanding and work external to the meeting.
5. Meetings are of appropriate time duration for all those present, and results oriented.
6. Do not have large meetings, unless there is a high degree of certainty that they will provide high value (usefulness) to the whole attending population, in which case, keep them short in duration.
7. Relate meeting frequency to the urgency of the issue(s). Get rid of [contextually] frequent meetings, unless dealing with an [extremely] urgent matter. Meeting frequency should drop rapidly once the urgent matter is resolved.
8. Allow people to leave (walk out of) a meeting or drop off a call as soon as it is obvious to them that they aren't adding value. It is not rude to leave; it is rude to make someone stay and waste their time.

Meeting efficiency can be improved in four general ways:

1. Meeting elimination Can a meeting be eliminated in favor of:
 - A. Using asynchronous communication methods like an application, email, instant messaging, or video/audio recordings, instead of holding a meeting. This saves time, frees up people's schedules.
2. Meeting participation reduction Can the number of participants in a meeting be reduced:
 - A. Reducing the number of people can be done by leaving meetings where you're no longer adding value. It can also be done by strongly considering who needs to be there in the first place. It is also possible to pull someone in for

a portion of the meeting or send out meeting notes afterward to keep people in the loop.

3. Meeting duration reduction Can the duration of the meeting be reduced:
 - A. When authority is present, people tend to conform to whatever length of the time a meeting is scheduled for. Can a meeting be cut in duration and not negatively impact outcomes.
4. Meeting frequency reduction Can the frequency of meetings be reduced:
 - A. Meetings are scheduled frequently because things are changing rapidly and people need to check in with each other. Once they stabilize, those meetings should become less frequent.

Sometimes there is no need for a synchronous meeting, and an application may be used to coordinate issues/concerns, solutions, and decisions. Then, any meetings would be for more formal final discussion and video recorded agreement of individuals [contributing to roles]. For example, standards development working group software. This software allows for asynchronous collaboration and approval of adaptations. Similarly, a distributed voting organization allows for resolution of an issue without a meeting (although, there were likely many meetings before the final vote).

To allow proper planning (e.g., travel arrangements), the coordinator must give sufficient advance notice about the date and location of a meeting. Shorter notice for a meeting is allowed provided that there are no objections from group participants.

Table 12. *The organization of meetings by a coordinator has the following requirements (note that these are examples).*

Requirement	Face-to-face meeting	Online meeting
Meeting announcement (before; sent to appropriate mailing list)	two weeks	one week
Agenda available (before; notification)	two weeks	24 hours (or 72 hours for Monday meetings)
Participation confirmed (before; notification)	three days	24 hours
Action items available (after)	three days	24 hours

3.4 Coordinated meeting preparation

All meetings require coordinator (facilitator/moderator) preparation. Some meeting types require participants to do some preparation for the meeting. All meetings exist because there is an issue/concern [with human need fulfillment]. For all meetings, coordinators/facilitators should identify the inputs of the meeting, the processes

the meeting is to take, and then, record and coordinate outputs. Sometimes, meeting coordinators put the meeting agenda together ahead of time, and sometimes the meeting agenda is formed during the meeting itself.

There are tasks that the coordinator/facilitator of a meeting must accomplish before a meeting commences. These include but may not be limited to:

1. Appropriately set the time duration for the meeting (estimate a realistic amount of time).
2. Create a schedulable (on a calendar) link for the meeting.
 - A. Create and attach virtual conference link and/or physical location details.
3. Identify the time duration (length) of the meeting.
4. Identify all attendees (including mandatory and optional attendees).
5. Identify the meeting goal(s) and objective(s), and state them clearly.
6. Identify an agenda structure for the meeting.
7. If there is an agenda item list prepared prior to the meeting, then acquire the list.
 - A. Share the agenda with all attendees before the meeting. After acquisition of the list, provide the list of agenda items in prioritized order and indicate whether agenda items require discussion.
8. Inform potential attendees on how to prepare for the meeting.
9. Notify all potential attendee of the meeting and all relevant details associated with the meeting some appropriate number of days in advance of the meeting.
10. Also, possibly, acquire the consent of participants for the meeting and for its agenda.

Table 13. Unresolved concerns/blockers for approval of proposal [agenda] template. The 'status' of a concern is either resolved or unresolved.

#	Concern (Issue)	Resolution	Status

3.4.1 Meeting agendas

Because all meetings exist for a purpose, and there are optimal ways to structure meetings, all meetings have an agenda in advance. Some meetings also have an agenda phase/round wherein issues (agenda items) to be discussed are developed during an agenda setting phase within the meeting itself. Good quality meeting agendas promote engagement, alignment, and accountability. The goal of an agenda is to prepare participants for what is happening at the meeting. The level of detail required will depend on whether the meeting is formal

or informal and what the topics are. Good agendas allow attendees to enter the meeting prepared and have their objectives met.

NOTE: When creating agenda items in real-time during a meeting, it is best practice to start an agenda item with the individual's name (or initials). So that, when the agenda items is read out by the facilitator, everyone knows whose agenda item it is.

3.4.2 Meeting planning

The title of any meeting must be appropriate for the meeting. For example, any standards meeting must include the term "standard". Any advertisement, publicity, or electronic notification of the meeting must include the title.

NOTE: Always identify the inputs and outputs of every meeting.

3.4.3 Significant meeting tensions

Wherever there is [significant] tension throughout the process, demand a visualization (for the proposal and the tension). Integrations and decisions in a community configuration of society require visualization.

3.5 Post-meeting review

Coordinators/facilitators (of meetings) may follow-up meetings (i.e., after the meeting has ended) with a feedback inquiry, such as:

1. Was the meeting useful for you?
2. Was it useful for you to meet <PERSON NAME>.
3. Was the meeting only useful to get information (e.g., a document), but actually meeting the person who provided the information/document was not useful.

3.6 Meeting agenda guideline templates

The following are the meeting agenda guidelines for conducting meetings in community.

3.6.1 Meeting coordination base template

All meetings follow some form of coordination protocol in order to communicate and get work done together. There are multiple effective ways of structure meetings, and different teams may have different meeting structures (protocols). A "round" is people talking around in a circle/group about a specific set of topics. Not all meetings will have all possible rounds. The common rounds for meetings include:

1. **The check-in round** Every meeting starts with a check-in round, where each person tells what is on their mind and mentions their state prior to

entering the meeting. One at a time and in an orderly manner. Call out distractions, get present. No discussion. The goal here is to getting ready to enter the meeting from the role perspective. Speaking is not required (check-in may be "passed" by someone).

2. **Coordinator (facilitator/moderator) concerns** address any logistical concerns.
3. **Meeting agenda review** the coordinator states the agenda for the meeting.
4. **Project checklist review** the coordinator/facilitator (moderator) reads a checklist of projects, actions, or operational duties. Each participant who owns a checklist item responds with "check" (if the project is complete/finished) or "no check" (if the project is not complete/finished) to each for the preceding period (e.g. prior week). No explanation, no discussion. Here, the contributor is verifying completion of a project and/or action.
5. **Project updates round (progress updates, debrief)** everyone reports on updates associated with their roles and tasks. Only update on the change since the last meeting. Keep it focused.
6. **Agenda building round** if the agenda is built during the meeting (there may or may not be an agenda before the meeting starts). An agenda is a list of tasks to accomplish. The agenda may be built during the meeting, and it may be based on tensions (issues). Each group member can call out a tension/issue and it is put on the agenda by the facilitator/coordinator. A "tension" is anything that (is essentially an issue):
 1. Could be better something isn't working the way it should or could be.
 2. Something needs changing state what needs changing.
 3. A source of tension state the source of the concern/tension.
 4. An obstacle state the obstacle. Where are you blocked?
 5. A problem state the problem.
 6. An idea for how something could be better state the idea.
 7. Identifying gaps between where we are and where we could be.
 8. Reasoned motivation to share information.
 9. Ask for something to be done.
 10. Ask for input.
- A. The agenda building round starts with people stating issues they would like to add to the agenda and is just a list of items. The coordinator writes down the agenda items as people say them out in a circle. They may all be said out in a circle and then dealt with one by

one, or one may be said and dealt with before moving onto the next, then the next, and so on. Everyone should come to the meeting with an idea of what they would like to be on the agenda. There may be people who have no agenda items for the week.

- i. After identifying the agenda items (building the agenda), it is time for handling the agenda items. The facilitator asks, for every item:
 1. What do you need?
 2. What is the issue/tension/etc.?
 3. Make a clear next action for a specific role?
 4. Is this what you need and did this solve your issue?
 5. If sub-project are on the agenda, how do they align with the OKRs (organizations objectives and key results). People may push back here and say, why are you doing this project and how does it align with the objectives and key results of the organization (i.e., larger project)?
7. **No-set agenda (not a round):** Agenda building circle go around in a circle and list off agenda items.
 - A. Bring a proposal for the changing of a role, the creation of a new role or an amendment to a role, policy, standard, accountability, etc.
 - B. Clarifying questions can be posed. These are only questions about a part of the proposal that someone does not understand.
 - C. Reaction round each person gives a response to the proposal or a better solution if there is one.
 - D. Objection round the facilitator asks each person if they have an objection. People respond with objection or no objection.
 - E. Integration the proposal is then ready to be integrated by work after the meeting.
 - F. Check-out may or may not be necessary if there are lessons to be learned from the meeting.
8. **Pre-set agenda (not a round)** Pre-set, but flexible agenda. The agenda is set (flexibly) before the meeting by coordinator upon integration of the working group/teams efforts.
9. **Closing round:** Each participant in turn shares a closing reflection on the meeting. Responses are not allowed. One at a time and in an orderly manner. Speaking is not required (check-in may be "passed" by someone)..

Meeting roles:

1. **Facilitator/coordinator (moderator)** guides the meeting and ensures the procedure is followed and

- that everyone gets what they need.
2. **Secretary** take notes ("minutes"), write down action items and lists responsible individuals. Generally, the secretary takes notes throughout the meeting. The coordinator may be the secretary; or, the secretary may be someone other than the coordinator, another person. Effectively, the secretary logs issues and actions, and may facilitate/coordinate post-meeting communication to ensure expected actions occur.
 3. **Everyone else present** to do work; do not coordinate or record.

For meetings, there are several secretarial/recording options:

1. Record (and possibly, transcribe).
2. Take notes and possibly make text visible during the meeting (in chat).

Common meeting phases:

1. **Check-in** every meeting starts with individuals identifying themselves.
2. **Check-out** every meeting ends with a confirmation of next-steps and feedback.

3.6.2 Agenda processing stages

A.k.a., Processing agenda items, agenda processing items/tensions/issues.

In general, meetings are primarily dedicated to the processing of agenda items (issues). Issues (agenda items) in the queue to be discussed/resolved in the meeting may be processed during the meeting in the following common ways:

NOTATION: *Each agenda item is processed one at a time.*

1. State what the agenda item is.
A. Ask, whether the agenda is helpful to everyone.
2. State why the agenda item is needed.
A. Identify each issue.
 1. Define and contextualize the issue.
 2. Prioritize the issue.
3. State what information (ideas or feedback) and/or object is needed.
A. Do you need information and/or objects?.
4. State what information (ideas or feedback) and/or object to be shared.
A. Do you have content to share: information and/or objects.
 1. Is there feedback after sharing and/or questions?
 - i. The coordinator/facilitator watches for everything other than sharing information.

- If there is an implicit request for a project or action, go to Number 5 (just below).
- B. Is this information in the form of research, a proposal, or any deliverable? If so, then the following rounds may be followed:
 1. **Present issue/proposal:** Present information/object (no one else speaks but the proposer/presenter). The goal is to share an understanding of the proposal/research/object.
 2. **Clarifying questions:** Seek clarifying questions. Anyone can ask (only the proposer responds). The goal is to ensure that everyone understands the proposal/research. Anyone can ask the proposer a question to better understand, but not influence; no reactions or discussions allowed. Proposer can respond "not specified" to any question.
 3. **Reaction round:** Respond to the clarified proposal. The goal is to share unfiltered analyses and syntheses about the content. Everyone speaks, one at a time, except proposer. No discussion. Reactions are directed to the space, not to individuals.
 4. **Option to clarify:** Sharer (i.e., proposer, researcher, etc.) clarifies and amends to confirm understanding of what has been said and to account for concerns/issues.
 5. **Objection round:** The facilitator asks each participant (including the proposer), "Do you see any reason why adopting this proposal causes harm; objection or no objection?" Each objection is stated without discussion. The facilitator may test objections.
 6. **Integration:** Integrate one objection at a time. The goal is an amended proposal/issue that removes the objection and addresses the proposer's concern/objection. Anyone can participate, but the focus should be on the proposer and the objector.
 5. State a process, information, and/or object to be done.
 - A. Do you need something done in order to complete a task (proposal, project)?
 1. Is there a role that the need may be requested from.
 6. State an expectation of some deliverable and/or ongoing work.
 1. Is there an expectation based on an agreement and available resources to deliver something or do work.
 - i. Is there a role or resource that is missing? Is there anything that can be done operationally to meet the need/

agreement.

3.6.3 Initial contribution “Meet and Greet” meeting

The meeting agenda is typically as follows:

1. Initial greetings.
2. Confirm name and contact information.
3. Confirm GitHub “Issue: Contribution Membership Request”.
4. Confirm agreement to Terms and Conditions.
5. Identify level of understanding of the Project on the part of the potential contributor:
 - A. The potential contributor will present their understanding of the Project’s purpose, vision, goals, composition, organization, etc.
 - B. The coordinator will ask questions to clarify the level of understanding of the potential contributor.
6. Identify the potential contributor’s level of agreement/alignment with the Project.
 - A. Discuss the potential contributor’s understandings in relationship to alignment/agreement with the project.
 - B. The coordinator will inquire about interests and goals.
7. Allow the potential contributor to present evidence of prior competence and past relevant experience, or not.
 - A. Discuss past experience(s), qualifications, and training if appropriate.
 - B. The potential contributor should also disclose their affiliation(s) here (to organizations, corporations, States, etc.).
8. Discuss how the potential contributor would like to contribute to the project.
9. If appropriate, discuss a work description (role) for the potential contributor.
 - A. Discuss sub-projects, roles, proposals, work descriptions, etc.
 - B. Discuss schedules.

3.6.4 On-boarding contribution meeting

The meeting agenda is typically as follows:

Note: It is best practice to include sub-project team/group coordinators in the contribution service coordination meeting where the contributor agrees to a role/work description. This ensures that the team gets a needed role (with a work description) met, in order to complete their sub-project purpose.

1. Check-in.
2. If appropriate, continue discussion of

understanding to ensure that it is at a sufficient level to proceed.

3. If appropriate, continue discussion of alignment to ensure there is sufficient agreement to proceed.
4. Discuss motivation and readiness.
 - A. Clarify the purpose for the individual’s contribution.
 - B. Discuss key readiness elements necessary for participation.
 - C. Assess readiness. Assess need for orientation/mentorship.
5. Set expectations.
 - A. Explain potential outcomes and consequences of accomplishing (or failing to achieve) the goals, tasks, and accountabilities of a role.
6. Assess agreement(s).
 - A. Align expectations with the current team/group.
 - B. Assess operational roles and project outcomes.
 - C. Assess alignment with current work description.
 - D. Identify if there anything still unclear or ambiguous?
7. Share and discuss (in-depth) the written work description for the contributor’s role.
 - A. Ensure the contributor understands their role.
 - B. Ensure the contributor understands the role of others close to their role.
 - C. Ensure the contributor understands their position in the organization.
8. Discuss schedules.
9. Take time to decide, and, potentially have another meeting to confirm agreement to a written work description.
10. Record contributor and coordinator(s) agreement to the role/work description.
 - A. Confirm agreement by all in the meeting (could be asynchronous also) to a written work description and human identity.
11. Support registration of person.
12. Coordinate communication.

3.6.5 Contribution service coordinators meeting

NOTE: *It is best practice to include sub-project team/group coordinators in the contribution service coordination meeting where the contributor agrees to a role/work description. This ensures that the team gets a needed role (with a work description) met, in order to complete their sub-project purpose.*

The meeting agenda is typically as follows:

1. Check-in.
2. Share analyzed data of a contributor to ensure that understanding of the project’s purpose it is at a

- sufficient level to proceed.
3. If appropriate, discuss between contribution service team members and the project team members.
 4. Clarify the purpose for the individual's contribution.
 - A. Discuss key readiness elements necessary for participation.
 - B. Assess readiness. Assess need for orientation/mentorship.
 5. Assess agreement(s).
 - A. Share work description with which to align expectations with the current team/group.
 - B. Assess individual's alignment with current work description.
 - C. Identify if there anything still unclear or ambiguous?
 6. Advise operational roles and project outcomes.
 7. Coordinate communications.
 8. Support registration of person.
 9. Share a written work description per the contribution service system template.
 10. Take time to decide (potentially have another meeting to confirm agreement to a written work description).
 11. Confirm agreement by all in the meeting (could be asynchronous also) to a written work description and human identity.

3.6.6 Off-boarding contribution meeting

The meeting agenda is typically as follows:

Note: It is best practice to include sub-project team/group coordinators in the contribution service coordination meeting where the contributor agrees to a role/work description. This ensures that the team gets a needed role (with a work description) met, in order to complete their sub-project purpose.

1. Check-in.
2. Identify reason for leaving.
 - A. Learn what promoted the contributor to decide to leave.
3. Identify expectations.
 - A. Learn if the role lived up to the expectations, and if not, a reason for the dissatisfaction.
 - B. Learn whether the work description and work environment was clear for the role.
 - C. Identify if there is anything still unclear or ambiguous?
4. Social organization review (evaluation).
 - A. Learn if the social structure of the organization lived up to expectation, was efficient, was effective, and if not, a reason for the issue.
5. Technical organization review (evaluation).
 - A. Learn if the technical structure of the

- organization lived up to expectation, was efficient, was effective, and if not, a reason for the issue.
6. Work environment review (evaluation).
 - A. How was the work conditions; how was the working environment? Could it be improved?
 - B. What is the morale in the group from their point-of-view?
 - C. How are they feeling about the team/group?
 7. Advice.
 - A. What is working well?
 - B. What could be improved?
 - C. What advice would the off-boarding individual give to the organization?
 - D. What advice would the off-boarding individual give to someone starting in their former position?

3.6.7 Contract service coordinator meeting

NOTE: It is best practice to include sub-project team/group coordinators in the contribution service coordination meeting where the contributor agrees to a role/work description. This ensures that the team gets a needed role (with a work description) met, in order to complete their sub-project purpose.

The contract service coordinator meeting is typically as follows:

1. Check-in.
2. Share analyzed data of a contract to ensure that understanding of the purpose it is at a sufficient level to proceed.
3. If appropriate, discuss between contribution service team members and the project team members themselves.
4. Clarify the purpose for the contract contribution.
 - A. Discuss key readiness elements necessary for allocating a budget to the contract.
 - B. Assess readiness. Assess need for orientation/mentorship.
5. Assess agreement(s).
 - A. Share work description with which to align expectations with the current team/group (i.e., share a written work description per the contribution service system template).
 - B. Assess contract alignment with current work description.
6. Take time to decide (potentially have another meeting to confirm agreement to a written contract).
7. Confirm agreement by all in the meeting (could be asynchronous also) to a written work description and human identity.

3.6.8 Short-term update meeting (or, meeting phase)

The meeting agenda is typically as follows (3 phases):

1. Check-in.
2. Short-term updates. The coordinator/facilitator identifies accountabilities and inquires if there are any updates to each accountability. Share only those things that are considered updates in the context of this meeting to accountabilities since the last meeting. Go through them one-by-one.
 - A. Provide update per project accountability, focused on delivered output.
 - B. Do not talk about the future.
 - C. Do not talk about big visions.
 - D. What are the operational changes only.
 - E. Only talk about what has actually happened as a result of the efforts "energized" by you (an individual) in that role.
 - F. Say "no updates" if there are no updates.
3. The coordinator/facilitator looks at the roles and asks about each accountability on the list, individually, for each individual role.
4. The contributor then states the update(s), or not. The contributor gives an update, possibly going through metrics, to make sure everyone is up to date on progress, and going through roles changes (if changed).
5. During this time, or after, participants are free to ask clarifying questions. Clarifying questions are not a suggestion with a question, such as, "have you thought about..." Clarifying questions are an information gathering tool.

3.6.9 Issue resolution synchronous agenda meeting (or, meeting phase)

The synchronous agenda building phase of a meeting involves:

1. Check-in.
2. Conduct a "short-term updates phase".
3. Build an agenda synchronously within the meeting and go through the agenda items in the meeting. Collect agenda items during this phase, so that when someone says something this is the time to right an inquiry down. The process of building a synchronous agenda of issues to process during the meeting involves -Build agenda of issues to process in a meeting (i.e., the agenda-of-items are issues):
 - A. Individuals write out issues that they want to share (output) or receive (input), including but not limited to: requests for input, requests for information, requests for work, and work itself.

1. Ask about proposals, inquiries, calculations, resolutions, or any work.
2. Present proposals, inquiries, calculations, resolutions, or any work.
- B. The coordinated triage of these issues occurs at a societal Decision System level, where they become coordinated/facilitated projects that resolve issues about real-world human need fulfillment (see, Decision System Standard).
- C. The coordinator/facilitator has the goal of getting through all agenda items in the allotted time.
- D. Firstly, take time and have everyone input their agenda items after what they heard. The agenda is built during the meeting. People write in their agenda items.
 1. May or may not be free to add agenda items during the meeting. This will interfere with time.
 - E. Have list of agenda items.
 - F. Identify number of agenda items.
 - G. Identify how much time is left and calculate how much time may be triaged or evenly distributed to each agenda item (issue).
 1. Triage. If important roles need to drop off, then triage them first.
 - H. Process agenda items.
 1. Firstly, each agenda item is readout by the coordinator/facilitator. The individual coordinator of the issue (agenda item) restates the issue; then, the issue is addressed by stakeholders. In other words, to process each agenda item, the facilitator asks the person to restate the issue, then might ask: "what do you need?
 - i. Something to share?
 - ii. Someone to get something done?
 - iii. To receive input or data?
 - iv. To share input or data with others?
 - v. Is there something you expect to need on an ongoing basis?
 2. Then, the coordinator/facilitator (and secretary):
 - i. Listen to issue-owner's request.
 - ii. Capture accepted next actions. Add action items as a result of discussing the issue. Add action items.
 3. Secretary logs all action items.
 - i. Names and contact details for each senders and receivers.
 - ii. What needs to be sent and by whom.
 - iii. What needs to be received and by whom.
 4. Then, the coordinator/facilitator asks, "Did you get what you need?"

3.6.10 Working group standards review and approval meeting

The objective of any standards meeting is to develop and produce community standards that reflect a complete and optimal organization of information and to serve the users and InterSystem teams.

Agenda items for the working group meetings are as follows:

1. Check-in.
2. Disclosure of affiliation or change to affiliation.
3. Update on the working group and related working groups.
4. Review draft material.
 - A. Draft material was sent out in advance of the meeting.
 - B. Was anyone not able to review or access the draft material?
 - C. Start draft review by reviewing updates given by those who had been assigned work (action items) in the past.
1. Authoring.
 - i. What paragraphs and sentences were modified, added, deleted or changed?
 - ii. What figures were added, modified or changed?
 - iii. What tables were added, modified or changed?
 - iv. What is the source of the content. Is it original or taken from somewhere else? Is use possible, is citing necessary?
2. Commenting: Are there any comments or thoughts?
5. Review proposal material.
 - A. Show issue, data, discussion for change.
6. Set action task after meeting if revisions are necessary.
7. If ready for voting, then poll working.
 - A. All those in agreement say agree.
 - B. All those against the change, state objection.
8. New inquiry items will be discussed and action items developed.
9. Review and agree on date of next meeting.

3.6.11 Decision working group inquiry (review and approval) meeting

Agenda items for the working group meetings are as follows:

1. Check-in.
2. Disclosure of affiliation or change to affiliation.
3. Identify location of issue [decision resolution inquiry] in the decision system.

- A. Follow decision system standard decisioning flow chart.
4. Review the issue/proposal.
5. Clarify issue by asking and answering questions:
 - A. Clarify inquiries.
 - B. Clarify roles and deliverables.
 - C. Clarify resolutions.
6. Review decisions necessary for the resolution of the issue (through sub-inquiry resolutions).
7. Review proposal/solution material for the resolution of the decision.
 - A. Share work/information.
8. Review working solution for the decision.
 - A. Show issue, data, analysis and synthesis, results for decision.
9. Discover if a sub-inquiry needs to be complete:
 - A. Ask for something required to be done.
 - B. Ask for input to facilitate a resolution.
10. Decide via consensus poll:
 - A. All those in agreement say agree.
 - B. All those against the change, state objection.
11. Develop action items that have developed because of the decision.
12. Review and agree on date of next meeting.
13. Coordinator and/or others execute the decision (generally occurs after conclusion of meeting).

3.6.12 Problem solving group meetings (simplified)

The agenda items for simplified problem solving working group meetings are as follows:

1. Check-in
2. Identify and state issue(s).
3. Determine whether the issue is an actual issue (note: determination may not yet be possible).
4. Problem solve:
 - A. Discover what information is available about the issue.
 - B. Discover what information is available to solve the issue.
 - C. Discover what additional information must be acquired to solve the issue.
 - D. Discuss the information available.
 - E. Identify available solutions to the issue.
 - F. Decide and select with the information available the appropriate solution.
5. Develop action items that have developed because of the decision.
6. Review and agree on date of next meeting.
7. Coordinator and/or others execute the decision (generally occurs after conclusion of meeting).

3.7 Habitat operational team meeting

Agenda items for habitat operational meetings are as follows:

1. Check-in.
2. Identify current roles and accountabilities.
3. Confirm location of master habitat operations plan.
4. Confirm current tasks.
5. Provide updates to all accountabilities (short-term updates).
6. Confirm schedules.
7. Confirm communications.
8. Do operations (not a meeting; or could be looked at like a synchronous physical production meeting).

3.7.13 Task challenge meeting

Agenda items for the meetings about tasks that have problems/challenges are as follows:

1. Check-in.
2. Identify obstacles:
 - A. What are the challenges that are hindering success?
 - B. What could be better?
 - C. What needs changing?
 - D. What are the concerns/tensions?
 - E. What are the obstacles/blockages?
 - F. What are the problems?
 - G. What could be better?
 - H. Where are the gaps?
3. Identify needs for project:
 - A. What is needed to complete the project/task?
 - B. From who is it needed?
 - C. Ask for something to be done.
 - D. Ask for input.
4. Identify decisions:
 - A. What new decisions are necessary to resolve the challenge.
5. Brainstorm and think together about needs and solutions to the challenge.
6. Identify what resources are available to resolve the challenge.
7. Clarify next steps.

3.7.14 Presentation meetings

A.k.a., Information presentation meeting, presentation.

Agenda items for presentation (information sharing) meetings are as follows:

1. Check-in.
2. Set expectations for meeting.
3. Introduce presenter.

4. Presentation

- A. With/without out questions during the presentation.
5. Open questions and answers.
6. Clarify next steps.

3.7.15 One-on-one catchup

A.k.a., Briefing, updating.

Agenda items for the one-to-one catchup meetings are as follows:

1. Check-in.
2. Set expectations for meeting.
3. Review priorities.
4. Status update.
5. Share information.
6. Inquire and comment.
7. Identify new tasks, decisions, and/or course corrections.
8. Review and agree on date of next meeting.

3.7.16 Transition operations meeting

Agenda items for the transition team meetings are as follows (same as habitation operational team meetings):

1. Check-in.
2. Identify current roles and accountabilities.
3. Confirm location of master transition operations plan.
4. Confirm current tasks.
5. Provide updates to all accountabilities (short-term updates).
6. Confirm schedules.
7. Confirm communications.
8. Do operations (not a meeting; or could be looked at like a synchronous physical production meeting).

3.7.17 Relationship development “Meet and Greet” meeting

Agenda items for the working group meetings are as follows:

1. Check-in.
2. Set expectations for meeting.
3. Introductions.
4. Discussions.
5. Clarifications.
6. Next steps.
7. Set a next meeting date.

3.7.18 Residency membership decision meetings

Habitat residency membership decision meetings

(a.k.a., governance meetings) meetings that take place specifically around the purpose/goal/objective of filtering the entrance and facilitating the exit of individuals:

1. Contribution service membership working groups meet to determine changes of membership:
 - A. An individual's understanding of the project by means of an interview hosted by contribution service coordinators.
 - B. An individual's agreed upon statement of acceptance to a set of by-laws that control entrance, existence within, and exit from the habitat.
 - C. Whether the master plan of the habitat can accept a new residential member without reverting to boundary sprawl or creating any form of excessive tension on habitat services and/or internal social relations.
 - D. Objections and rejection.
 - E. Acceptance and approval.
 - F. Resolve necessary market-State transactions.

3.7.19 Contribution service decision meetings

Project contribution decision meetings (a.k.a., governance meetings) meetings that take place specifically around the purpose/goal/objective of organizational contribution issues (involving roles and policies):

1. Contribution service coordinators and working groups meet to determine changes in contribution:
 - A. Identities and roles in project.
 1. People enter and leave; roles change; accountabilities change).
 - B. Tasks and times for project completion
 1. Identities in conjunction with knowledge, skills, and resources use tools to complete work within scheduled amounts of time and resources.
 - C. Gives the contribution service decision working group the power/responsibility to decide changes to: add and remove identities, add and remove projects, add and remove roles.

4 [Contribution] Working members organizational structure

This section outlines the various responsibilities of contributor roles in Auravana (a community-type society). The Auravana project is sub-divided into sub-projects under Societal System categorization. Responsibilities for most roles are scoped to this societal projects organization:

Table 14. Contribution service organization by role, responsibilities, and requirements.

Role	Responsibilities	Requirements	Defined by
Community Member (member of general population)	maintain awareness of changes	none	Community-type society standard + team webpage
Global Coordinator (Reviewer + Approver)	review and approve accepting contributions	highly experienced and active reviewer + contributor to a societal subproject	OWNERS file reviewer and approver entry + team webpage
Local Coordinator (Reviewer + Approver)	review and approve accepted contributions	experienced and active reviewer + contributor to a standards subproject	OWNERS file reviewer and approver entry + team webpage
Working Group Member (Developer + Approver)	develop article, review and approve contributions	developer of standards subproject	Auravana WG member + team webpage
Habitat Team Member (Builder & Operator)	build and operate physical systems	operator of habitat service subproject	Auravana HSS member + team webpage
Transition Team Member	facilitate transition to community	operator of transition subproject	Auravana Transition member + team webpage
Consulting Member	available for consultation	time for consultation	Community-type society standard + team webpage

To any societal project there are several high-level categories relating to contribution:

1. New contributors.
2. Continuous contributors (continuing contributors).
3. Members/persons of the larger community that may use the results of the contribution.

New contributors should be welcomed to the community project by existing members, helped with contribution workflow, and directed to relevant documentation and communication channels.

Project Auravana is organized into:

1. Coordinators:

- A. Follow the standards in order to meet:
 - 1. Requirements for execution of projects.
 - 2. Requirements for fulfillment of human needs.
 - 3. Requirements for unified information integration.
 - 4. Requirements for communications coordination.
 - 5. Requirements for decision resolution.

2. Working Groups:

- A. Follow the standards in order to meet:
 - 1. Requirements for information collection.
 - 2. Requirements for working documentation.
 - 3. Requirements for actual solutions.

3. Habitat teams:

- A. Follow the standards in order to meet:
 - 1. Requirements for habitat [services] operations.
 - 2. Requirements for habitat [services] coordination.
 - 3. Requirements for habitat decisions.

4. Transition teams:

- A. Follow the standards in order to meet:
 - 1. Requirements for transition [services] operations.
 - 2. Requirements for transition [services] coordination.
 - 3. Requirements for transition decisions.

The group of people working on a standard is called, the working group. Every [standards] working group has a coordinator that facilitates communications, integrations, and decisions. The team of people working in habitat services is called, the habitat service team. Every [habitat] service team has a coordinator that facilitates communications, operations, and decisions. The team of people working on transitioning to community is called the transition team.

4.1 Membership

Team members (a.k.a., project members) are active contributors on the InterSystem Team (i.e., on HSS teams and working groups in the community). It is relevant to note here that membership is a someone irrelevant concept to use in relation to everyone (the whole population) of community, because in this sense, every human on the planet is technically a member of community.

Members (of a team/group) are expected to maintain a situational awareness of:

1. What is expected of an understanding?
2. How do I acquire an understanding?
3. What must be done because of this understanding?

4.1.1 Members (participants)

Group/team members as a whole are expected to participate, contribute and drive the work of the project.

There are two types of team/group members:

1. **Participating (P) members (i.e., has currently active participating member status)**

- A. Has the following attributes:
 - 1. Active role.
 - 2. Voting obligation.
 - 3. Identify experts
 - 4. Stakeholder engagement within his/her habitat service system.
 - 5. Voted in by habitat team O members.

2. **Observing (O) members (Consulting members, inactive members)**

- A. Those who wish to follow.
- B. No voting rights in committee.
- C. Can make contribution.
- D. But do not want to commit.
- E. Maybe open to everyone, open to formerly active members, and/or open to active members of the InterSystem Team.

4.1.2 Membership list

A.k.a., Roster, list of contributors, list of people contributing, contribution register, team list, personnel list.

A roster is a list of the people or things that belong to a particular group or team. The membership list of a list of people contributing to the project in a coordinated manner. Herein, there are three primary categories of membership:

1. People who are contributing time and effort (physical or mental).
2. People who are advising and/or consulting.
3. In the market, people are contributing financial resources or required physical resources.
4. In the State, people are contributing documentation and relationship develop with governments.

4.1.3 Additions to the group/team

During the course of its deliberations, the group may determine that it's in the best interest of achieving a quality and informed outcome to add additional members with different perspectives to the working group. Such new members may be added by consensus of the working group.

4.1.4 Sub-groups (and sub-teams)

The group/team may decide to employ sub-groups (sub-teams) as an efficient means of delegating topics

or assignments to be completed. Sub-organization members need to have a clear understanding of issues they work on as well as the results to be achieved. The members of sub-organizations report their results to whole working group for review and approval.

Any member of the group/team may serve on any sub-organization; however, depending upon the specific tasks to be accomplished, the coordinator (facilitator/moderator) should ensure that the sub-team is properly balanced with the appropriate skills and resources to ensure successful completion. It is recommended that the sub-organization appoints a coordinator who heads up the sub-organization and is responsible for providing regular progress updates to the group/team. There is no need for formal confirmation by the group/team of such a coordinator. The lifespan of a sub-organization should not extend beyond that of the Working Group.

Decisions made by sub-organization should always be shared with the larger group/team and a call for consensus (100% agreement without serious objection) must be made by the entire group/team.

4.1.5 Replacement of members

If a group/team member is unable to serve, given the duration of time and requirements of the group/team, a replacement may or may not be found.

4.1.6 De-enrolling project members

Enrolment and de-enrolment in a role/job is decided by coordinators in a functional hierarchy in conjunction with a contribution service working group, and the individual workers themselves. All potential roles are public, there are task, knowledge, and skill requirements of people for all role/tasks. Preferences are accounted for, but may not be realized.

Contributing to service means that there are performance requirements. In some cases, the performance requirements are higher, and in other cases, lower. For example, participating working group members will be de-enrolled, and re-enrolled as observing members if their behavior meets the following criteria:

1. Failure to vote in two intermediary ballots: will cause a membership downgrade to observing O-member status for a period of 6 months.
2. Failure to vote in one primary ballot: will cause a membership downgrade to observing O-member status for a period of 6 months.
3. Failure to appear in two meetings: will cause a membership downgrade to observing O-member status for a period of 3 months.
4. Failure to do work description work missing tasks without justification: will cause a membership downgrade to observing O-member status for a period of 3 months.

To be reinstated after the status change period:

1. Know that you cannot appeal.
2. Know that reinstatement does not happen automatically.
3. Contact a coordinator to be reinstated after the 3-12month period is complete.

NOTE: *Participating P-status members can comment on working drafts, submit written positions for decisions to be taken at meetings. Observing O-status members can only observe, and cannot interact.*

4.1.7 Working technical advisors

A.k.a., Technical advisors to the working groups.

The groups and teams may choose to invite other individuals with special knowledge and expertise related to the topic issue to attend meetings (and/or complete work) to provide information and/or advice. Advisors will be encouraged to participate in discussions, but shall not participate in the decisioning of the working groups.

4.1.8 Public user involvement in contribution

Group and team members serve as conduits for two-way information exchange with their users and habitat service systems access. Public users wanting to provide input to the process are encouraged to channel their concerns and suggestions through individual members of a working group or team. Members will make a concerted outreach effort to communicate regularly with their users or habitat service systems to keep them informed about the process and the issues under discussion.

Public comments received as a result of a public comment forum held in relation to the activities of the group/team should be carefully considered and analyzed. In addition, the group/team is encouraged to explain their rationale for agreeing or disagreeing with the different comments received and, if appropriate, how these will be addressed in the report of the group/team.

4.1.9 Participation and observation by members of the public

Often group/team meetings are open to the public (commons) and observers are welcome. Meetings of the working group are meant to be working meetings focused on collaboratively developing a decided change regarding their specific issue(s). As such, the working group meetings are not designed to be opportunities for soliciting input from the general public. However, members of the public are encouraged to raise their concerns with working group members before or after the meetings, as well as during breaks, to help ensure that all issues of significant concern to the public are considered in the working group's decisioning.

4.1.10 Open review participation

In community, the whole scientific community can contribute to the review process (for information standards and for decisions), should they wish.

There are requirements to participate in the information review process by the community of scientists:

1. **Review** users with five publications assigned to their profile are able to review.
2. **Comment** users with one publication assigned to their profile are able to comment.

CLARIFICATION: *Exceptions are made for anyone who does not meet the requirements. Individuals who do not meet requirements may still review after a coordinator(s) ensures they will do so in a polite and intelligent way.*

The review process in community is fully transparent and visible to the public. It is expected that everyone who reviews or comments does so under their real identity. Everyone is aware of everyone else's identity.

It is also relevant to note here that peer review is a continuous process. Scientific research, writings and reports are always open to re-evaluation given new information. Continuous peer reviews allow authors and working groups to gain continuous feedback and important criticism of their work. The social evaluation of science does not end with one round of peer review.

4.1.11 Citation in standards (of working group members)

A.k.a., Working group member/labor attribution.

Working group (standards developed) articles are cited in the following way:

1. Only those people who have been working on a specific publishable version of an article, via a working group, have their name(s) on the title page. Past working group developers who have not worked on the specified version of the article will have their names replaced (on the article's title page) by current working group members. If someone wants to see who, over time, has worked on an article, then they will have to either look up past publications, or look up the standards revision log that includes publication dates and associated working group members. In other words, the most recently published articles only have the names of those members who participated in the actual working group for that publication. Working group member names are written on their article's associated title page.
2. The coordinator (approver) for the article will always have their name appear first, followed

alphabetically by the other working group members.

3. In concern to translations, the publication log lists the translators on a separate column than the working group members.

In other words, the title page of each article in the standards includes the last working group members who worked on that article in the standards, only. The coordinator's name comes first, followed by the other working group members in alphabetical order. In other words, the title page of each article does not include former working group members who did not work on that current version of the standard. Future standards do not cite former standards, though commenting and review may do so.

4.2 Contribution status

There are two primary forms of contribution as the status of an individual following a role within the InterSystem Team. There is:

1. Active status currently contributing.
2. Inactive status not contributing.

How activity is measured:

Active members are defined as members of one of the InterSystem Team Organizations currently contributing. To contribute is to complete objectives through tasks in a coordinated manner. This is measured by the Contribution Service System project [team]. All roles have associated work descriptions (work proposals).

How inactivity is measured:

Inactive members are defined as members of one of the InterSystem Team Organizations with no contributions across any organization within 18 months. This is measured by the Contribution Service System project [team].

It is possible that after an extended period away from the project with no activity those members would need to re-familiarize themselves with the current state before being able to contribute effectively.

4.2.1 [Active] Project members

Contributing [community] members are expected to have familiarity with project organization, roles, procedures, and socio-technical and/or writing ability. Role-specific expectations, responsibilities, and requirements are enumerated herein.

There are two main types of active project member:

1. **Acting members** are expected to remain active contributors to the project.

- A. Can have issues and coordinators assigned to them.
- B. Are participating in working groups (WGs) and/or teams.
- 2. **Consulting members** are expected to remain available for consultation.
 - A. Cannot have issues and coordinators assigned to them.
 - B. Are not participating in working groups (WGs) and teams.

The contribution system is divided into sets of system requirements:

1. [Coordinator] Coordination system requirements
2. [Non-Coordinator] Working group/team requirements
3. [Decision Coordinator] Decision system team requirements

4.2.2 [Active] Working group (information work)

A.k.a., Working group members, standards groups, standards development groups, scientists.

The main task of working groups is to remain actively involved in the development of standards. Working groups develop the societal specification standard. Teams implement the standards. Sometimes, the working group that develops the standard is also called a team. The core technical working group that develops the whole standard is divided into working sub-groups by articles within the Standard, or by situational relevant topic.

Work on standards, articles, code contributions, and habitat services involves socio-technical action, in addition to the consensus of the working group (or team). Technical working groups are groups of people (and technical systems) working together to develop and update articles within the societal specification standard. Project coordinators coordinate member activities such as technical meetings, publishing/committing, and administration. In concern to modification of the master Societal Specification Standard repository, working group members are able to submit pull requests to articles (or code) for final acceptance on some part of a project. They are knowledgeable about both the article-base, standard-base, code-base, and/or planned operations-base.

Working group contributions are added, if accepted, to the master Societal Specification Standard repository. Acceptance of standards, articles, and code contributions require all of the following:

1. One approver (the project coordinator).
2. Multiple approvers -the consensus of the working group (or team).

- 3. Protocol approver -the protocol resolves the approval.
- 4. An team-level inquiry review from the decision system (economic decisioning) and habitat service system. Consensus from the coordinator team.

Project Auravana organizes the development of a set of societal standards through a set of functional/technical working groups. As a coordinated participant on a working group, there are requirements:

1. Evolve articles by research, analysis, discussion, and group integration.
2. Evolve articles by completing all known associated tasks.
3. Meet formally once a month (or when appropriate):
 - A. To help each other resolve open source issues.
 - B. To integrate work completed separately.
4. Interview experts (when appropriate).
5. Meet formally annually to:
 - A. To help each other resolve open issues.
 - B. To integrate work completed separately.
 - C. To republish new revision of the unified standard.
6. Full members of a working group are those who are active, as demonstrated by the completion of tasks and attending formal meetings as working group members. Individuals will be removed from active status if they do not complete tasks and/or do not attend formal meetings.

Working group (WG) members are responsible for (i.e., WG members are expected to):

1. Attend WG meetings.
2. Stay up-to-date with all information.
3. Follow discussions and issues on the relevant communications platforms.
4. Guide discussions as appropriate.
5. Take action to achieve working group milestone and decisions relevant to their WG and ability.
6. Take action to achieve milestone decisions by keeping to the timeframe as described in the document.
7. Make a collective, final decision supported by a reasonable level of awareness as to whether a particular proposal, decision, or issue has received consensus (ensure agreement).
8. Inform the society when a proposal has received consensus and should become an approved document.

Examples of working group member responsibilities include:

1. Develop and draft working-group documents.

2. Contribute ideas and knowledge to working group discussions.
3. Act as liaisons between the working group and their respective stakeholder groups.
4. Ensure that stakeholder group statements are developed in an informed and timely way.
5. Actively and constructively participate in the discovery, integration, and decisioning process.

Working group full members are expected to have previous domain knowledge and understanding of the subject matter, and the subject matter's integration into the unified societal system (as currently published). There are two means of becoming part of the Auravana working group core team. The first is to become an active contributing member with previous domain experience. Show the domain experience to the project coordinator and identify a task or tasks that you will start completing. The second is to become a mentee, whose task completions are overseen and reviewed by a more experienced working group contributor. In this case, there is no requirement for previous domain experience. There is no coercion to complete tasks, but if they are not completed, then the contributor will have their role status changed to inactive. Working group members are expected to complete working group tasks. Working group members are active contributors only; if someone is not going to be active on a daily or weekly basis. An inactive role means no interactive access to chat-discussions, nothing beyond monitoring access to meetings and outputs.

The following work-phase structure describes the generalized process of standards development:

1. Create: Content creation ("preparatory").
2. Comment: Commenting and resolution ("committee").
3. Revise: Review and revision (internal editing; "enquiry").
4. Approve: Coordinator(s) approval.
5. Publish: Publication.

A second way of viewing the work structure is as follows:

1. In phase 1 of this project – Identify and review the body of existing human factors and standards, best practices, and guidelines for applicability (both published by the project and published by other organizations). Collect standards related information.
2. In phase 2 – Apply a human user-centered design (UCD) approach to societal organization in order to determine how existing standards can be mapped to human (community) needs, technology and processes, and identify standards gaps. Identify gaps in standards related information.

3. In phase 3 – Determine where the project may use existing standards and where it may need to augment existing societal standards and/or create new societal standards to address gaps and meet human (organizational) needs. If there are gaps in current standards, then the organization must address those gaps by creating new standards to fill its needs. Analyze gap in standards related information.

Working group phased procedures usually include some combination of the following phases:

1. Identify opportunities for standards review.
2. Articulate project proposal.
3. Establish technical committee (i.e., coordinator team).
4. Develop full working group participation.
5. Preliminary study and development.
6. Visualization and consensus building.
7. Public review of the draft standard.
8. Approve the draft standard by vote (or consensus).
9. Publish the standard.

The requirements for an active working group member are:

1. Enabled two-factor authentication on their GitHub account.
2. Work on a contribution to the project or community. Contribution may include, but is not limited to:
 - A. Filing or commenting on issues on GitHub.
 - B. Contributing to working groups, teams, sub-projects, or community discussions (e.g. meetings, Slack, etc.).
3. Have read and understand, at least:
 - A. Project Plan article entitled "Contribution service system", and Lifestyle System Standard entitled "Contribution Cycle".
 - B. Knowledgeable about the article/code-base.
4. Actively contributing to 1 or more subprojects.
6. Active following of SSS procedures when doing activities. Demonstrates clear socio--technical determination.
 - A. Responsive to issues and schedules assigned to them.
 - B. Responsive to mentions of teams they are members of.
 - C. Can be assigned to issues and actions, and people can ask members for reviews with a /cc @username.
7. Active owner of working group issues (unless ownership is explicitly transferred).
 - A. Addresses issues related to system and/or

- article.
- B. Addresses issues discovered after documentation (and code) is accepted.

Not here that the Decision System Service includes a process called decision inquiry review, which is a decision system inquiry to a change to an article, code, and/or plan. Reviewers, who are members of the decision system inquiry working group are able to review planned state changes, as well as articles (and code) for quality and correctness on some part of a sub-project. They are knowledgeable about both the article-based and/or code-base and systems engineering principles.

Decision review working group requirements include, but are not limited to:

1. Focus on decision quality and correctness, including testing and factoring and data accuracy.
2. May not review for holistic issues, is expected to review to a set of decision objective-requirements.
3. Expected to be responsive to review requests as per community expectations
4. Assigned inquiry issues related to inquiry discipline of expertise.
5. Demonstrate reasoned technical judgement.

4.2.3 [Active] Habitat operations (physical work)

A.k.a., Habitat service team members, technicians.

Habitat Service System Teams implement the standards and do technical/physical work in the real world, and mostly within local habitat service systems (i.e., cities).

4.2.4 [Active] Coordinators (coordination work)

A.k.a., Coordination team members, facilitators, moderators.

Coordination is a project system inquiry contribution to support contribution among working relationships. The purpose of a coordinator is to call meetings, preside over group/team deliberations, coordinate the process so that all participants have the opportunity to contribute where appropriate, and report the results of the group/team to the Chartering Organization. Herein, coordinator role specifics are scoped to a part of the system or standard-base.

Coordinators must know the relationships between societal systems relevant to the work being competed. Conversely, working group members do not necessarily need to have knowledge of the whole societal system to develop one vertical of the system. Because coordinators integrate changes to articles into the whole societal standard, they must have an understanding of the whole societal standard to:

1. Ensure the integrated information is in alignment with community
2. To identify whether a change to one vertical affects other verticals throughout the system.

Coordinators, who are members of the Societal Specification Standard Team are able to commit changes to articles (and code) to the master repository. They are knowledgeable about both the system-base and/or standard-base, and systems engineering principles. Coordinators may approve articles and code contributions for acceptance. In general, coordinators are defined by an entry in an OWNERS file in a repository owned by the Auravana project.

Common coordinator tasks include, but are not limited to:

1. Registration.
2. Scheduling.
3. Track access and edits/changes.
4. Monitor progress.
5. Control/decide changes.
6. Communicate (act) as a point of contact for all participants.
7. Collect and review issues.
8. Prepare and provide documentation to internal groups/teams.
9. Share status and updates.

Working group coordinators (i.e., WG coordinating members) are responsible for (WG coordinators are expected to), at least:

1. Coordinates all aspects of meetings of the Working Group.
2. Coordinates the development of the Working Group.
3. Coordinates the implementation of the Working Group.
4. Works with external stakeholders to identify and coordinate needs, requirements, and resources.
5. May approve articles and code contributions for acceptance.

Sub-responsibilities for working group coordinators include, at least:

1. Updating working group project descriptions (updating working group charters).
2. Solicit relevant presentations for the WG session.
3. Post a draft agenda for their WG session (at least 2-3 weeks before a meeting, where possible).
4. Lead the WG session and encourage active participation.
5. Review and approve the minutes/video from their

- WG session (4-6 weeks).
- 6. Attend WG meetings.
- 7. Attend WG Coordinator meetings.
- 8. Update the action list of their WG after the meetings.

Contribution service coordinators are responsible for, at least:

1. Coordinating meet and greets.
 - A. Schedule "Meet and Greets".
2. Identifying what roles are required.
 - A. Identify all projects.
 - B. Identify all roles for all projects.
3. Ensuring alignment on agreements.
 - A. Check understanding.
 - B. Check agreement.
4. Ensuring safety.
 - A. Monitor for potentially dangerous contribution.

In general, all coordinators are expected to:

1. Understand societal system interrelationships.
 - A. Coordinators must know the relationship between relevant societal systems to ensure appropriate integration of new information.
2. Maintain input-output contribution tasking charts.
 - A. Input-Output analysis of contributions based on working time (minutes, hours, days, weeks, months, years) in association with task. In other words, an input-output tables of time and task (TIOT)
3. Role planning matrix.
 - A. Matrix of enrolled contributors (or, to-be enrolled) and required roles to reach target fulfillment.

This charting and matrix dataset includes:

1. Identify relevant systems and databases.
2. Identify user(s).
3. Identify user demands.
4. Identify target production/deliverable requirements.
5. Identify necessary contribution effort to meet user demand given production requirements (identify what contribution tasks, roles, tools, and resources are required).
6. Identify what contribution tasks (roles) are occupied and available.
7. Identify resources.

A suggested procedure to conduct elections for a group/team coordinator may be:

1. Nominations or self-nominations. For example,

- in the case of a new project, the person starting the project may be the first self-nominated coordinator.
- 2. Statements and evidence of qualifications from candidates, which sets forth the qualifications, qualities and experience that they possess that will serve the particular group/team.
- 3. Vote by 90% majority.
- 4. Consensus by 90% majority.
- 5. Notification of and subsequent confirmation by the Project Organization (Chartering Organization) of results of actions.

The requirements for an active coordinator are:

1. Enabled two-factor authentication on their GitHub account.
2. Have made multiple contributions to the project or community. Contribution may include, but is not limited to:
 - A. Authoring or reviewing Pull Requests on GitHub.
 - B. Filing or commenting on coordination issues on GitHub.
 - C. Contributing to coordination working groups, teams, subprojects, and/or community discussions (e.g. meetings, Slack, etc.).
3. Have read and understand, at least:
 - A. The whole societal system standard.
4. Knowledgeable about the the societal system standard and coordination tools.
5. Actively contributing to 1 or more projects.
6. Active following of SSS procedures when coordinating activities. Demonstrates clear socio-technical determination.
 - A. Responsive to issues and members assigned to them.
 - B. Responsive to mentions of teams they are members of.
 - C. Can be assigned to issues and actions, and people can ask members for reviews with a /cc @username.
7. Active owner of coordination issues (unless ownership is explicitly transferred).
 - A. Addresses issues of coordination.
 - B. Addresses issues discovered after documentation (and code) is accepted.

4.2.5 [Active] Project owners

NOTE: This is a generalized high-level description of the role, and the specifics of the sub-project owner role's responsibilities and related processes MUST be defined for individual SIGs or sub-projects.

Project owners are the technical permissions registry

("authority") for a sub-project in the Auravana project. These people control access to final code commits and are owners of habitat service project operations. In a control hierarchy of access, these people are higher in access. Hierarchy does not necessarily involve domination. They MUST have demonstrated both good judgement and responsibility towards the health of that project. Project owners MUST set technical direction and make or approve design decisions for their project either directly or through delegation of these responsibilities.

Defined by: owners entry in project OWNERS files.

The requirements for a project owner are:

1. The process for becoming a Project owner should be defined in the service contribution system. The owners of a project are typically limited to a relatively small group of decision makers, and updated as fits the needs of the project.
2. The following apply to the sub-project for which one would be an owner.
3. Deep understanding of the technical goals and direction of the project.
4. Deep understanding of the technical domain of the project.
5. Sustained contributions to design and direction by doing all of:
 - A. Authoring and reviewing proposals.
 - B. Initiating, contributing and resolving discussions (emails, GitHub issues, meetings).
 - C. Identifying subtle or complex issues in designs and implementation decision review requests.
6. Directly contributed to the project through implementation and/or review.
7. Make and approve technical design decisions for the project.
8. Set technical direction and priorities for the sub-project.
9. Define milestones and releases.
10. Mentor and guide approvers, reviewers, and contributors to the project.
11. Ensure continued health of project.
12. Ensure a healthy process for discussion and decision making is in place.
13. Work with other sub-project owners to maintain the project's overall health and success holistically.

5 [Contribution] Societal service system membership

A contribution service system for a community-type society coordinates contribution through groups and teams, which are composed of dedicated volunteers coordinated by project coordinators (also volunteers). Those who chose to contribute, members, have accountabilities and responsibilities to the organization to which they are contributing.

CLARIFICATION: *Using early 21st century language, it could be said that a community-type society is administered by coordinators and operated by technicians.*

A community-type society contribution service system has three high-level roles for contribution. Contribution to:

1. **Contribution to the Habitat Service System Team.**
 - *HSS Team Member (HSS Team).*
2. **Contribution to the Societal Specification Standard as a member of a Working Group,** and also, member of the Habitat Information Service System Team.
 - *SSS Working Group Member (SSS WG).*
 - The societal specification standards are the result of a consensus-based process of technical content development followed by intense review and formal vote.
3. **Contribution to the Decision Service System Team,** as a member of the Habitat Information Service System Team.
 - *DS Working Group Member (DS WG).*
4. **Contribution to the Societal Transition Team,** as a member of the Societal Transition [Interface] Team.
 - *Transition System Team (TS Team).*

Every habitat service system team (**HSS Team**) has three main deliverable-type goals:

1. Construct system to plan.
2. Operate system to plan.
3. Maintain system to plan
4. Evaluate system to plan.

Every specification standard working group (**SSS WG**) has four main deliverable-type goals (*the first four*):

1. Discover information.
2. Integrate information.
3. Decide new information standard.
4. Commit change to standard.

Every decision inquiry working group (**DS WG**) has four main deliverable-type goals (*the first four*):

1. Discover information.
2. Integrate information.
3. Decide new solution master plan.
4. Commit change to master plan.

Every transition system team (**TS Team**) has four main deliverable-type goals:

1. Discover information useful for the movement of resources and people into a community configuration.
2. Develop useful resource relationships to facilitate the movement of resources into a community configuration.
3. Develop positive individual relationships to facilitate the movement of people into a community configuration.
4. Develop positive State relationships to create policy that moves people and resources into a community configuration of society.

There are three types of membership to the coordinated organization of human [membership] service contribution. There are people who coordinate, people who work on working groups, and people who work on habitat teams (and in the market-State, there are also societal transition teams. The three types of membership to a community-type society's InterSystem team are:

1. **A Member Coordinator ("coordinator")** is a Member that agrees to actively participate in coordination activities, follows InterSystem decision procedures, and meets the requirements for participation as defined by the Coordinator Group Charter.
2. **A Working Group Member** is a Member that agrees to actively participate in the Working Group, follows InterSystem information standards, and meets the requirements for participation as defined by the Working Group Charter.
3. **A Habitat Team Member** is a Member that agrees to actively participate in habitat operations, follows InterSystem decision plans, and meets the requirements for participation as defined by the Habitat Group Charter.

In the market there is also an Societal Interface Team:

- **A Societal Transition [Interface] Team Member** is a Member that agrees to actively participate in societal interface operations, follows InterSocietal procedures, and meets the requirements for participation as defined by the Societal Interface

Group Charter.

The Coordinator Team is composed of designated representatives from the Working Group's Coordinator Team tree, along with elected and appointed members as specified by the Charter. One or more representatives assume the role of Coordinator. The terms by which the Coordinator Team is formed and maintained must be defined by the Coordinator Group Charter.

NOTE: *In Auravana, coordinators are persons who have read (and are familiar with all of the Societal Specification Standards (or have equal understanding), a necessary requirement in order to coordinate work-service effectively.*

A Working Group that engages in Specification Standard work must have a Specification Standard Coordinator. The Specification Standard Coordinator Team is responsible for executing the Societal Specification Standard (SSS) for all Specification Standard Projects. The Specification Standard Team Coordinator must be a member of a the Project to have Modification-to-Master (OWNER) membership. The terms by which the Specification Standard Team is formed must be defined by the Working Group Charter. The Coordinator Team provides oversight for the Specification Standard Coordinator Team.

A Working Group that engages in collaborative production may designate a resources access coordinator. The resource access coordinator is responsible for working with material (and/or financial and State) resources to produce and maintain the budget for the Working Group's activities. The terms by which the resource access coordinator is formed must be defined by the Working Group Charter. The decision team provides oversight for the resource access coordinator.

There are three types of possible service organizations for a contributing member:

1. **Coordinator Members:** To coordinate and control group/team development and implementation.
2. **Team Members:** To complete all relevant accountabilities and responsibilities.
3. **Working Group Members:** To complete all relevant accountabilities and responsibilities.

NOTE: *Distributed version control and distributed operations control requires working members (groups/teams) and coordinating members.*

5.1 [Societal] Working group service structure

Working groups are formed through the "living" [working group developed] societal specification standard, which coordinates decisions for new materialization, and the operations therein. At a societal level, a working group

usually emerges from a human need for a societal information service, of which there are two primary:

1. **Information Specification Standards:** A working group to develop a Societal Specification Standard.
 - *SSS Working Group Member (SSS WG).*
2. **Material Habitat Decisions:** A working group to solve new states of the habitat service system through societally standardized decisioning.
 - *DS Working Group Member (DS WG).*

There are three time-based categories related to working groups:

1. **Active working groups** (*only active working groups are shown above*).
2. **Inactive working groups** (*groups that only become active when specific issues arise*).
3. **Retired working groups** (*groups that are no longer existent because of fundamental changes to the system*).

5.1.1 Coordinated modification of the societal specification standard

The Auravana Project Societal [Specification] Standard is held in a digital, open source repository. Contribution to the project must meet the definition of open source:

Does the repository have a license? Usually, there is a file called LICENSE (Terms and Conditions) in the root of the repository. This LICENSE (Terms and Conditions) is required for the market-State.

Working groups and coordinators use the following tools, including an issue tracker, to coordinate change to the standard(s) within the repository:

1. **Issue tracker:** Where people discuss issues related to the project.
2. **Pull [requests]:** Where people discuss and review changes that are in progress. Pull requests are responses to issues. They are people who have solved the issue and want to proposed a change to be submitted. This is where the change review process happens; meaning, an Auravana coordinator needs to review the change before you push it into the full project repository.
 - A. **Git PULL** pulls synchronizes a local repository with a remote branch to which a branch is mapped.
3. **Push [request]:** The update with changes is pushed to a remote repository.
 - A. **Git PUSH** pushes your changes to the remote repository to which a branch is mapped.
4. **Add [Request]:** Adds files to the staging are in preparation for commitment.

- A. **Git ADD** adds your modified files to the queue to be committed later. Files are not committed
5. **Commit:** Final action of approval and modification of changes; the changes are committed to record. The staging area (or other) files are committed in the index to the repository.
 - A. **Git COMMIT** commits the files that have been added and creates a new revision with a log... If you do not add any files, git will not commit anything.
 - B. During the commit, the user-coordinator must:
 1. Describe commit: What was committed?.
 2. Explain commit: Why was the commit made; why was the commit necessary?
 3. Notify population of commit (of a change).
6. **Team chat:** Some projects may use these channels for conversational topics (for example, "How do I..." or "What do you think about..." instead of bug article reports or requests). Others use the issue tracker for all conversations.

This societal specification standard project may included within the repository:

1. **License** (terms: By definition, every open source project must have an open source LICENSE. If the project does not have a license, it is not open source.)
2. **ReadMe** (about & procedures): The README is the instruction manual that welcomes new community members to the project. It explains why the project is useful and how to get started.
3. **Contributing:** Whereas READMEs help people use the project, contributing docs help people contribute to the project. It explains what types of contributions are needed and how the process works. While not every project has a CONTRIBUTING file, its presence signals that this is a welcoming project to contribute to.
4. **Code-Of-Conduct:** The code of conduct sets ground rules for participants' behavior associated and helps to facilitate a friendly, welcoming environment. While not every project has a CODE_OF_CONDUCT file, its presence signals that this is a welcoming project to contribute to.
5. **Other documentation:** There might be additional documentation, such as tutorials, walk-throughs, or decision procedures, especially on bigger projects.

5.2 Project roles (and responsibilities)

A.k.a., Participants.

Auravana is an open source project with the following types of roles

1. **Instantiator (author, issuing entity):** The person/s or organization that created the project.
2. **Coordinator (owner, accountable control entity, facilitator, moderator):** The person/s who has administration control ability over the organization or repository (not always the same as the original author). For the Auravana Project, this position is held by the principal project coordinator. Coordinators have commit control.
3. **Working groups (contributing member, accountable working entity):** Contributors who are responsible for driving the vision and doing the work.
 - A. **Author(s)** writes and presents proposal.
 - B. **Moderator (coordinator/facilitator)** facilitates process and discussion.
 - C. **Reviewer (subject matter expert)** provide socio-technical expertise.
 - D. **Approver (working group)** takes final decision.
 - E. **Approver (coordinator)** approves final decision and executes change if appropriate.
4. **Habitat teams (habitat team member, accountable working entity):** Contributors who are responsible for following through on a standard (or, set of standards). Many team members are also called technicians, because they are technically competent. The societal standard working group is also a team.
 - A. **Technician(s)** conducts socio-technical operations. Provides socio-technical expertise.
 - B. **Coordinator** coordinates socio-technical operations.
5. **Contributors:** Everyone who has contributed something to the project.
 - A. Real contributors ("volunteer" contributors).
 - B. Paid "contributors" (employees, partners, laborers).
6. **Users and everyone else (stakeholders):** People who use the deliverables of the project or who are impacted by the project. They might be active in conversations or express their opinion on the project's direction.
7. **Project:** The totality of all effort and content/material to deliver something. The societal standard is a project with multiple sub-project including a societal standard and a materialized network of city service systems.

The Auravana Project's open source files are available via the Auravana Project's GitHub Repositories page. A GitHub repository is a directory (folder) where files and folders can exist. Other people can create their own copies of this "directory" and modify it as they wish, then request that their changes get put into the main repository.

Once you know the repository to which you will be contributing, then you need to do some first-time setup. Fork a repository to start contributing to a project. You can fork any public repository to your user account or any organization where you have repository creation permissions. The process is:

1. Fork the repository.
2. Make the addition/fix.
3. Submit a pull request to the project organization. The terminology used to merge a branch/fork with an official repository is a 'pull request'. A "pull request" is you requesting the target repository to please make your changes.
4. Working group review of pull requests.
5. Project coordinator commits changes [to master].
6. Modification of the Auravana Project files must meet the definition of open source.

Contribution necessitates forethought. The following items are important to consider when contributing to any project's files:

1. Files are modified through commit activities.
 - A. Look at the commit activity on the master branch.
 - B. When was the latest commit?
 - C. Does the project have sub-groups that resolve decisions together, and then a coordinator makes the decided commit?
 - D. Are commits made on some cyclical basis (e.g., annually, bi-annually)?
 - E. How many contributors does the project have?
 - F. How often do people commit? (On GitHub, you can find this by clicking "Commits" in the top bar.)
2. Does the project have active issues? Note here that issues may be worked through on a platform outside of that which hosts the files; i.e., outside of GitHub, such as using Slack.
 - A. How many open issues are there?
 - B. Do maintainers respond quickly to issues when they are opened?
 - C. Is there active discussion on the issues?
 - D. Are the issues recent?
 - E. Are issues getting closed? (On GitHub, click the "closed" tab on the Issues page to see closed issues.)
3. Project is active with pull requests? Pull requests let contributors tell others about changes they have pushed to a branch in a repository on GitHub. Note here that pull-type requests may be worked through on a platform outside of that which hosts the files; i.e., outside of GitHub, such as using Slack).

- A. How many open pull requests are there?
- B. Do maintainers respond quickly to pull requests when they are opened?
- C. Is there active discussion on the pull requests?
- D. Are the pull requests recent?
- E. How recently were any pull requests merged? (On GitHub, click the "closed" tab on the Pull Requests page to see closed PRs.)

5.3 [Societal] InterSystem team contribution membership

The societal project team working structure involves the following categories of InterSystem team membership, and some of their associated high-level tasks:

- 1. Societal standards working groups (societal engineering development team)**
 - A. Update standards and publish new versions when agreements have been achieved.
 - B. Continued development and error correction of the existing standards. This includes integration of a continuous 'literature review' into the standards.
 - C. The existing standards are:
 1. The System Overview Standard
 2. The Project Plan Standard
 3. The Social System Standard
 4. The Decision System Standard. There are two principal parts to the decision standard:
 - i. The written documentation part.
 - ii. The software system part, including all mathematical modeling and software programming. The mathematical modeling and software programming of the decisioning system.
 5. The Lifestyle System Standard
 6. The Material System Standard. There are four principal parts to the material standard:
 - i. The written documentation part.
 - ii. The architectural CAD and BIM-based drawings for the integrated city system.
 - iii. The 3D visually modeled representation of the integrated city system (with different configurations).
 - iv. Integration of the 3D representation into a gaming engine for virtually simulating all technical operational aspects of the community.
 7. All standards together can be combined into a societal and city simulation – an open source virtual reality simulator of the city for societal engineering and marketing purposes.
- 2. Project coordinator team (societal project coordination team)**

- A. This team is composed of all project coordinators.
- B. Coordinators are points of contact for working group members and perform integration and synchronization tasks for the project.
- C. This team may organize an annual conference/event for the whole working group team and between organizations/projects that share this similar direction to analyze, integrate, refine and re-finalize the most up-to-date version of the standards.
- D. This team continues development of the project's (i.e., organizations) operational procedures and website to ensure accuracy with the evolving standards.

3. Societal interface team and working groups

- A. On-boarding and Orienteering team and working groups.
 1. Service contribution coordination (a.k.a., contribution administration) and orienteering service.
 2. This team conducts screening, orientation, and administration activities for working group members (a.k.a., onboarding, etc.).
 3. Value screening questionnaire and documentation for entrance into the community once it is constructed. This is a proposal for an entirely different way of living with a value orientation highly divergent from the many other orientations seen throughout modern society. Entrance into the first city will depend highly upon the value orientation and abilities of the individual. The project will screen individuals to ensure that their value orientation and abilities are aligned with those of a community-type society.
 4. Orienteering guidebook to simply understanding, facilitate behavioral change, and provide appropriately relatable community life-case (i.e., user case) events.
 5. Continued development of useful perception orienting and knowledge content.
- B. State interface team and working groups.
 1. A jurisdictional and geopolitical analysis and plan to determine, develop and sustain possible locations for placement of the first community on this planet with comparison between locations and a feasibility/viability determination. Herein, there is a requirement for the establishment of relationships in the geo-political/geo-jurisdictional area where the community has a probability of placement.
 2. Regional planning relationships and interfaces.

- C. Market interface team and working groups.
1. A business plan and accompanying analysis to ensure the continued financial viability of the community within the larger monetary market. The first version of the community [at least] will require significant resources from the market, and hence, the community will require some balance of [angel] donations and business interaction. The Community will have to interact with the market [to some degree], and this will have to be planned and accounted for.

2. Market suppliers relationships and interfaces
- D. Public relations development team and working groups.
1. Workshops and promotion.
 2. An oral narration of the standards (i.e., turning them series of audio/video presentations). Note that this is challenging because the standards are "living" documents and republished annually.
 3. Creation of video media detailing the specifics of the proposal through a series of professional videos for both marketing and learning purposes. Descriptive video media of the standards presented in a professional, personal, and visually appealing manner.
 4. Usage of an open source virtual reality simulator of user cases in community cities.
 5. Fictional media:
 - i. A fictional radio drama
 - ii. A fictional story (i.e., novel) of someone's life in community (in the not too distant future so that it is relatable). This should not be distant science fiction, but portray a short-term view of the lifestyle of individuals among community and the community's operation.
 - iii. A high-budget movie.
 - iv. A board game as a learning and sharing tool.
 6. Interviews, which serve two purposes:
 - i. To remove contradictions and fill in the gaps in the proposal through discussion with others.
 - ii. To facilitate in sharing of the system and possibly get others involved. Interviews with others who could facilitate the evolution of the standards and with whom a relationship would be useful for the formation of the community network.

4. Habitat Service Operational Teams

- A. Become present when there is a surface (e.g., land) that is being occupied by a population

operating a habitat service system based upon a set of continuously developed socio-technical standards (developed by the working groups).

B. There are four primary habitat service teams: Life; Technology; Exploratory; and Decision.

6 [Contribution] Membership procedure for project teams

A.k.a., "Join the Auravana Project Team".

The following sub-sections represent the basic understandings and requirements for contribution to the Project. The Auravana Project maintains a contribution service system, and the information contained herein describes the current procedures for volunteering to be of service to the Project.

6.1 Read this overview if you want to join Project Auravana

The Auravana Project is a contribution effort to develop a community-type society by means of a set of socio-technical standards for its conception and operation. Herein, community is a societal-level organization that orients individuals toward their highest potential of human need fulfillment. The desire to commit to work toward global human fulfillment is strong in many of us, our coordinated effort will bring into existence a society that works well for everyone.

The Auravana Project coordinates and hosts the development of the societal standard for a type of society with several features unique to community: (1) A societal system based upon cooperatively shared access to common resources, and thus, trade-less (and hence, moneyless). (2) A societal system based upon a formalized socio-technical standard and open-source development, and thus, coercionless. In a community-type society, there is no property and no trading of property (either for other property or for money). In a community-type society there is no State coercion. In a community-type society the resources, and hence, production outputs are the common heritage of everyone.

A community-type society is conceptualized by means of a Societal Standard, and operationalized by a habitat service team. When another society, like the market-State, is operating, then the project also has a transition team to coordinate between the different societies. Auravana could be considered a societal standards setting organization, and like any professional standards organization, working groups develop the socio-technical [societal specification] standards.

6.1.1 Overview of agreement and alignment

To agree to work toward the direction of global human fulfillment through the development of a community-type society necessitates agreement to relate to others and do work under bounded conditions. The Auravana Project is an open source project operating within the market-State under a CC By-SA 4.0 License. Please read the Terms and Conditions (auravana.org/about/terms-and-conditions) for the project; these explain how data is processed and is available through the Auravana Project

organization. To agree with the project means to agree to a set of open source agreements and what the project is about (see auravana.org/about). Fundamentally, the Auravana Project is a service to all of humanity.

People who commit to contribute to the development of a community-type society are in alignment with the Project's direction, orientation, and approach. The following are some important questions for potential contributors to ask themselves:

1. Am I aligned with the description of the project?
2. Am I aligned with the direction, orientation, and approach of the project?
3. Am I committed to the dedication of my time and effort to bring a community-type society into existence?

6.2 Contribution membership procedure

I.e., Follow this procedure if you want to join Project Auravana.

The Auravana Project maintains a contribution service for those who desire to contribute to a community-type society. The procedures and overview for contribution are available below.

To become a contributing member of the Auravana Project involves four simple steps:

1. **Join** two communications platforms.
2. **Agree** to the Project's terms and license.
3. **Meet** with a coordinator for alignment determination and project role assignment.
4. **Start** working.

To become a project contributor you must have at least two types of accounts:

1. A GitHub account. [github.com]
2. A specific chat messenger (communications) account (may be whatsapp.com, telegram.com, or discord.com).
3. An email address.

The procedure to become a contributing member is as follows:

1. **Agree to all open source Terms and Conditions** (see Terms and Conditions webpage) by signing a statement of agreement to the Project's Individual Contributors License Agreement.
2. **Join the Auravana Project's GitHub project** by submitting a NEW "Issue: Contribution membership request" through github.com/TrvsGrant/Auravana-Project/issues
 - A. Via GitHub, create a new "["Issue: Contribution Membership Request"](#)"

- B. Fill in the template, and send it. The sent form is a request to apply to a working group or transition team.
- C. *Warning* Please use the appropriate project issue labels in issue creation or coordinators may miss issues. Labels are necessary for effective search.
- D. *Notification* If you do not complete step 2 within one month, your Contribution Membership Request will be denied and closed.
- E. *Notification* Make sure an Auravana Project coordinator can associate your messenger-communications account with your GitHub account or a coordinator may miss the association.
- 3. Join the Auravana Work Communications Group from the link sent to your email address.** Please use your real name. You cannot join a working group or team if you are not accountable, and you are not accountable if you do not use your real name.
- A. After you send your messenger-communications (e.g., WhatsApp) contact details in an email to the Project's website (step 2), a project coordinator will send you a link to the Auravana Communications Contribution Group to your email address.
- B. When posting in this group please always use:
1. The appropriate Coordinator [@mentions].
 2. The appropriate Category/Tag [#hashtags].
- C. *Warning* This is the main contribution group for high-level coordination of contribution among all contributors. Please keep the work messenger-communications group clean of distractions and unnecessary attention attractors, such as unnecessary emojis and all caps. Post only content relevant to the contribution service system (i.e., to the coordination of people contributing to the project).
- D. *Notification* If you do not become a contributor, or become inactive in all contribution efforts for one month, then you will be removed from this group. Also, if you post content that harms the project, then you will be removed from this group. When you are no longer contributing, you will be removed from this group.
- 4. Schedule and attend a "Meet and Greet"** by means of a link sent to you over messenger-communications by the Global Projects Coordinator. After completing steps 1, 2, and 3, the global coordinator will send you a link to schedule a meeting with a projects coordinator. Scheduling and attending the meeting is step 4. The "Meet and Greet" will help all parties determine contribution feasibility. (webcam required)
- A. Attend the contribution service introduction meeting with a project coordinator. (webcam required)
- B. The meet and greet has several functions:
1. For the potential contributor to discuss possible roles for contribution.
 2. To share understandings; to present an understanding of the Project's purpose, vision, goals, composition, organization, etc.
 3. To discuss agreement/alignment with the project.
 4. To confirm alignment/agreement with the project.
 5. To present evidence of prior competence, or not.
 6. To confirm a role/position for contribution.
 7. To review and agree to a work description.
 8. To provide data for the coordinator to make a decision on contributability to a project role/ work.

Important procedural items:

1. A webcam is required for the Meet and Greet.
2. The Meet and Greet will be recorded and may be shared publicly. It may be shared with other contribution service coordinators to decide a best outcome. Meetings for contribution service are recorded and should be expected to be public access.
3. Work descriptions are agreed to over recorded video for all to see. The terms of the Project are agreed to via email. The contribution desire instantiation is created with coordination software.
4. The link will be sent directly to "you" in messenger-communications (e.g., WhatsApp), and should NOT be posted in the Public Auravana Updates Group. The coordinator will send a personal, single-use scheduling link over messenger-communications (directly to you, and NOT in the Public Auravana Updates Group).
5. Regardless of the time for the duration of the meeting specified in the scheduling link, please expect to spend ~45min in the Meet and Greet.

The "Meet and Greet" may lead to:

1. Another meeting to ensure alignment and resolve agreements.
2. An acknowledgment of alignment and/or dis-alignment with the Auravana Project's direction, orientation, and approach (as explained in the

Societal Specification Standard).

3. A coordinator's approval, denial, or wait status of the membership request:
 - A. **An approval** to contribute to an Auravana working group or team.
 1. An assigning of a role and tasks to the volunteer.
 - i. All roles have work descriptions, which is what the contributor is agreeing to.
 2. A scheduled plan to assign a role and tasks to the volunteer in the near-future.
 - B. **A denial of approval** to a contribution team.
 - C. A need for **further coordinator consultation** for approval; wherein, coordinators will review the "Meet and Greet" and consult with one another.
 - D. A need for **additional "Meet and Greets"** between a coordinator and the volunteer to ensure understanding and agreement.
 - E. A need for **further applicant self-reflection and orientation** for approval.

If approved for a role, the coordinator will assign a role contribution identifier to you, which identifies your location/position on a group/team. Once approved for a role "you" will have tasks to complete. Some of these tasks may be assigned by another member and some of these tasks may be self-assigned. It is important to clarify here that the contributor becomes active when they commit to a role and begin completing tasks in a coordinated manner. When work starts, the person doing the work is added to a public tabled roster of contributors.

Once a person is approved and agrees to join a team/group, it is useful to get up to speed as quickly and smoothly as possible. The next step will be working with the team coordinator (or, working group coordinator) to get you started on those project(s) relevant to your qualifications, role, schedule, and interest. The coordinator will set you up with access to relevant communications channel, explain everything needed for how to work as a member of the volunteer team, and provide other details relevant to your action item(s).

IMPORTANT: Once a team member is assigned to a task(s), s/he is held accountable for completing it on time.

Contribution necessitates agreement from several individuals. The individual volunteering to contribute must agree with the project and agree to an identifiable role. Simultaneously, the coordinators of the project need to agree that the individual is a good fit for a specific coordinated role.

The procedures the coordinators use to decide alignment with a role is as follows:

1. Allow for procedural coordinator decisioning by

the global project coordinator in the assignment of a contributor to an accountable role:

- A. If there is mutual agreement between you and project coordinators, then you can select either an immediate full working group position or a mentee position (where available). If you can demonstrate prior competence, then you can become a full working group member.
1. I am (or, am not) able to demonstrate prior competency? Evidence of prior competence may include a resume or presentation of prior produced deliverables.
2. Full working group members are expected to be competent (with knowledge and skills) in their subject area, and to become a full working group member, competence must be demonstrated. In the channel, project coordinators will ask you to demonstrate experience (prior competency) in the subject matter area of the working group to which you are applying. Full working group members should have a high-level understanding of the project, the proposed society, and their subject area.
3. As a full working group member, you will not always be given tasks, you are expected to identify and to know what the tasks are for your subject area, and complete them.
- B. Mentees are expected to make mistakes and have their work double checked. If you don't have demonstrable experience, then request a mentee position. As a mentee, someone is available to give you tasks (if you don't know what tasks to select yourself) and to double checks the outputs of those task. Depending upon the current status of contribution, there may not be any mentee positions available.
 1. As a mentee working group member, you may be given tasks and are expected to complete them with support and guidance if needed.
2. **The project coordinator(s) will agree the** individual as a full working member, or a mentee under the oversight of someone responsible for tasking and work output, another sub-coordinator. Or, the project coordinators will deny a membership because there is agreement that a potential risk is posed. The most common risk is a misunderstanding of the fundamental structure of a community-type society; therefore, taking decisions that are dis-unified with the rest of the system.
3. **Simplified coordinator decisioning procedure** for working group / team assignment:
 - A. If the volunteer has no sufficient understanding

- of the project and/or no agreement to Terms and Conditions then the coordinator may decide to either carry on with orientation, or may deny a role.
- B. If the volunteer has interest and no prior competence, then go to supervised contributor position, a mentee position (if available).
 - C. If the volunteer has prior competency, then go to working group or team position (if available).
 - D. Position availability is dependent on not threatening or harassing (seeking to hurt) others on the project. Position availability is also dependent on an agreement to work on an open source project. Position availability is further dependent on understanding the fundamental structure and operation of a community-type society and the Project.
 - E. If prior competence with Auravana sub-projects, then request coordinator status (if available).

6.2.1 [GitHub] Issue: Contribution membership request template

The following is the Auravana Project GitHub membership request issue template to be filled out by an applying volunteer and submitted to Auravana Project Github Issues. Use the template directly below, which is already present in the GitHub issue creation area, to request to become a volunteer (i.e., to issue a contribution service request). The template starts directly below:

[PURPOSE] This issue concerns the coordinated admission of new contributing members.

[INTRODUCTION] Have you ever wanted to contribute to the global human fulfillment through societal design? This template will help a coordinator and "you" to the best understand a good place and position to get started contributing. There is no financial investment to becoming an Auravana contributor, only a time and effort requirement. Minimum time expectations to be a contributor at this phase of development are 7-10 hours per week.

[*WARNING*] This contribution request is public.

[*NOTIFICATION*] You will only be contacted to setup a "meet and greet" for volunteering if you state "Yes" to the required "Yes" sections.

[ACTION] Fill in the template below to complete the request.

[MEMBERSHIP REQUEST INQUIRY]

First name:
Last name:

Role identifier:

Do you agree to all of the following?

- I have skills applicable to a societal engineering project.
- I have a minimum of 7-10 weekly hours to volunteer (20+ for coordination positions).
- I have communication, project-management, and time-management skills.
- I am accountable, responsible, and dedicated to producing quality work/end products.
- I can accomplish all of the above when working under normal, healthy conditions.

---[Yes / No]---

Do you agree to the Terms and Conditions and agree to be contacted?

---[Yes / No]---

Do you agree to contribute if you are approved as a volunteer to an Auravana Project Role with Auravana Project tasks/activities, to be held accountable, and to co-operate with others by means of integration, coordination, and communication?

---[Yes / No]---

Are you willing to put effort toward "tangible contribution" that addresses tasks on a globally coordinated Work Breakdown Structure? We differentiate this time from other activities because it directly impacts the completion of a project.

---[Yes / No]---

Do you understand the direction, approach, and overall orientation of the project; do you understand the project's vision?

---[Yes / No]---

If "No", then why?

If "Yes", then why?

Do you know where you can best contribute? (Not a "Yes" required question)?

---[Yes / No]---

If "No", then why?

If "Yes", then why?

How are you qualified to contribute? (Not a "Yes" required question)?

---[Yes / No]---

If "No", then why?

If "Yes", then why?

How long (weeks, months, years) do you expect to contribute? (Not a "Yes" required question)?

Do you have any references you would like to publicly include (Not a "Yes" required question)?

Do you have any evidence of prior work would like to publicly include (Not a "Yes" required question)?

6.2.1.2 [GitHub] Current issue categories (FYI For Your Information)

Project activities are completed through the coordination of working issues. There are currently three primary types of working issue present:

1. **Contribution membership request** issue.
 - The on-boarding of new members. This issue concerns the coordinated admission of new contributing members.
 - Issue: **Contribution membership request**.
 - *This concerns the volunteering.*
2. **Changes to an article** in the standard.
 - Issue: **A change to a current article**.
 - *This concerns one article working group.*
3. **Additions, subtractions, and/or integrations of articles** in the standard.
 - Issue: **Additions, subtractions, and/or integrations of articles**.
 - *This concerns multiple article working groups.*

NOTE: *Issue categories will evolve in time as the societal system continues to develop. There will eventually be software decision system code added to the issue categories. Therein, instead of article changes, there will be actual software code changes.*

6.3 Auravana Project membership role identifiers

A.k.a., Accountability identifier, membership role identification management, permission identifier, roster identifier.

Every [accountable] role in the Auravana Project has an identifier assigned to it. These roles are coordinated and assigned by the appropriate project coordinator. The role identifier identifies a members current location of contribution.

Note: Sometimes @mention (i.e., @person-name) will follow the identifier. Please use the @person name to identify relevant persons in communications.

Possible role location identifiers include (work roles are organized to effectively and efficiently meet human need fulfillment optimally):

1. **SSSWG (Societal Specification Standard Working Group)**; sometimes also known as SSST (Societal Specification Standard Team) standards development organization.
 - PP-WG (Project Plan Working Group)

- SO-WG (System Overview Working Group)
- SS-WG (Social System Working Group)
- DS-WG (Decision System Working Group)
- MS-WG (Material System Working Group)
- LS-WG (Lifestyle System Working Group)
- LI-WG (Linguistics Working Group, a.k.a., translation team)

2. **DSST (Decision Service System Team)** decision development organization.
 - SD-T (Software Development Team)
 - SI-T (Solution Inquiry Team)
 - DI-T (Decision Inquiry Team)
3. **HSST (Habitat Service System Team)** habitat operations organization.
 - LS-T (Life Support System Team)
 - ES-T (Exploratory Support System Team)
 - TS-T (Technology Support System Team)
 - IS-T (Information Service Team)
4. **STST (Societal Transition Service Team)** transition operations organization.
 - MT-T (Market Transition Team)
 - ST-T (State Transition Team)
 - PT-T (Public Transition Team)
5. **CSST (Contribution Service System Team)** Contribution service organization.
 - MS-T (Membership Service Team)
 - OS-T (Orientation/Workshop Service Team)

Unique role location identifiers include:

1. **GPC (Global Projects Coordinator)** coordinator of the global projects coordinator team.
2. **GPCT (Global Projects Coordinator Team)** team of global project's coordinators.
3. **PC (Project Coordinator)** coordinator of a local project.
4. **PCT (Project Coordinator Team)** team of local projects' coordinators.
 - SSWG>PCT standards coordinator team/ organization.
5. **ARTICLE (Article Title)** the title of the article the working group is dedicated to developing; article-based working groups are titled after the name of the article.
6. **SUBTEAM (Name of Sub-Team)** the name of a functional team doing some action.

Clarification:

1. Individual working groups (WG) develop individual Articles in the Societal Specification Standard, SSS.
2. Teams are sub-divided by primary function, and often named as such.
3. All identifiers in the project start with, "AURA>".
 - A. For example:

1. AURA>SSS-PP-003 (in the case of the standards).
 2. AURA>SSSWG>LI-WG>PC @Name (in the case of a working group projects coordinator).
- B. In general, the designator "AURA>" is excluded in writing.

NOTE: The concept/acronym "AURA" means the following per the Project's FAQ. The "aura" from "Auravana" (Read: name of Project) is a reference to an emanating [field/information environment], a metaphor for the societal information system for any given society. In this sense, every society has an AURA, whether it is made explicit, or not. An AURA is representative of an information field/system about some entity. At the societal scale, it represents the informational and operational system for a type of society, including its concept and operation. In a sense, every society has an AURA, and the AURA for a community-type society is detailed in the societal standards herein. Additionally, AURA is an acronym that stands for All Unified Research Associations. An "AURA" (Read: information system) is a necessary precursor to engineering a community-type society, and the transition thereto.

For example,

1. The role of Global Projects Coordinator is located at:
 - AURA>GPC
2. The role of a member of an article working group (on the Project Plan) is located at:
 - AURA>SSSWG>PP-WG>ARTICLE
 - ARTICLE is replaced by the title of the article working group the individual is a member of.
3. The role of a coordinator of an article working group (on the Project Plan) is located at:
 - AURA>SSSWG>PP-WG>ARTICLE>PC
4. The role of a member of an Habitat Service System Team (on the Life Support Team) is located at:
 - AURA>HSST>LS-T>SUBTEAM
 - ARTICLE is replaced by the title of the article working group the individual is a member of.
5. The role of a coordinator of a Habitat Service System Team (on the Life Support Team) is located at:
 - AURA>HSST>LS-T>SUBTEAM>PC
6. The role of a global working group member (someone who is a contributing member to multiple articles in the Societal Specification Standard) is located at:
 - AURA>SSSWG

6.4 Auravana Project membership requirements and qualifications

A.k.a., What it takes to contribute.

Project Auravana is a volunteer, contribution-based production. As a volunteer organization, we are not seeking paid consultants or offering any paid positions. We seek to work with like-minded individuals and organizations that:

1. Have skills applicable to a societal engineering project.
2. Have a minimum of 7-10 weekly hours to volunteer (20+ for coordination positions).
3. Have excellent communication, project-management, and time-management skills
4. Are accountable, responsible, and dedicated to producing quality work/end products
5. Can accomplish all of the above when working from home and using virtual-collaboration tools like video conferencing services and team chat/communications apps (e.g., WhatsApp, Discord, Microsoft MeetNow, or Google Meet) and file sharing services (e.g., Google Docs/Sheets, DropBox, Google Drive, etc.).

The people who join our team as volunteers and consultants typically fit one or more of the following descriptions:

1. People who understand and wish to contribute to the goal of global human fulfillment.
2. People looking to gain experience and share new skills (students, recent graduates, etc.).
3. People seeking to share experience and build their relationships.

The project publicly recognizes contribution by:

1. You can use the Auravana Project as a reference and add it to your resumé.
2. The Societal Specification Standards are professionally citable.
3. The Project credits sufficiently active contribution on the Team webpage related to the area in which someone is an active contributor. The contributor must be active for two months before being added to the Team roster on the website.
 - A. Inactive contributors (formerly active contributors) who wish to remain contributors may join a Consulting Team position.
 - B. Inactive contributors who do not wish to remain active contributors will be moved to the inactive state.

A contributor to the project should be familiar with the

organization of a project:

1. Project definition.
 - A. Focused scope.
2. Project contribution procedures.
 - A. Contribution coordination procedures.
3. Project elements.
 - A. Strategic definition (project purpose).
 - B. Proposal (community-type society).
 - C. Concept design (societal specification standard).
 - D. Development (working groups and teams).
 - E. Construction (habitat service construction).
 - F. In-use (habitat service operation).
4. Project roles (working groups and teams).
 - A. Coordinators (coordinating members).
 - B. Working group members.
 - C. Habitat team members.
 - D. Transition team members.
5. Project tasks (activities).
 - A. Coordination tasks.
 - B. Article (Societal Standards) tasks.
 - C. Habitat tasks.
 - D. Transition tasks.

Working Groups and Teams are expected to share understandings, resources, communications channels, etc. Sharing understandings and resources provides for effective communication. All conditions established regarding these shared understandings and resources must adhere to the principles of freedom of access and fulfillment for all Participants.

6.5 Membership conduct decisioning

A.k.a., Contribution behavior code, code of conduct, work co-operation agreement, harm agreement, acceptable communications and actions agreement.

There are multiple possible ways anyone could be removed (i.e., suspended or expelled) from a contribution role to a team/group. Of utmost importance to any contributor is knowing the ways in which s/he could be removed from a team, such as for behaving unprofessionally, and/or a violation of code of behavior/conduct. In cases of service suspension, service member team error could be the cause. Fundamentally, members are expected to be kind and respectful to each other. Project Auravana includes people from all around the world, and from a wide variety of different backgrounds, religions, and cultural norms. If a member violates this kindness code of conduct, then they may be removed from their contribution role.

All contributors have the responsibility to:

1. Contribute to maintaining a safe, supportive, and orderly online work environment that is conducive

to working and to show respect and dignity to other persons.

2. Be familiar with and abide by all Auravana Project Terms of Use.
3. React to direction given by coordinators and other contributors in a respectful, positive manner.
4. Maintain behavior free from all forms of bullying, harassment, retaliation, and discrimination.
5. Avoid injuring others, their property, reputation, or employment by false or malicious action.
6. Accept responsibility for their actions.

Unacceptable (inappropriate) behaviors include:

1. **Violence inducing speech:** Any form of expression (e.g. speech, text, or images) that can increase the risk that its audience will condone or commit violence against members of another group, or even outside the group.
2. **Violence or threats of violence:** Violence and threats of violence are not acceptable online or offline. This includes incitement of violence toward any individual, including encouraging a person to commit self-harm. This also includes posting or threatening to post other people's personally identifying information (doxxing) online.
3. **Harassment or deliberate intimidation:** This includes offensive verbal comments related to gender, sexual orientation, disability, physical appearance, body size, race, religion, sexual images in public spaces, stalking, and/or deliberate intimidation.
4. **Unwelcome sexual attention or behavior that contributes to a sexualized environment:** This includes sexualized comments, jokes or imagery in interactions, communications or presentation materials, as well as inappropriate sexual advances.
5. **Sustained disruption of online discussion, talks, or other events:** Sustained disruption of events, online discussions, or meetings, including talks and presentations, will not be tolerated. This includes 'talking over' or 'heckling' event speakers or influencing crowd actions that cause hostility in event sessions.
6. **Abuse of the peer system:** This includes posing as another person, and not citing where citation is legally required.
7. **Retaliation:** Punishing someone is not socially acceptable. This includes harassing, bullying, or filing a false report against someone for raising a sincere concern about your own behavior. Additionally, it is unacceptable to give a someone a bad peer review simply because you disliked them.

6.5.1 Potential consequences for violation of Code of Conduct

Potential consequences for violating the membership conduct decisioning for what is unacceptable may include any of the following:

1. Nothing, if the behavior was determined to not be a violation.
2. A verbal or emailed warning.
3. Requiring that the reported person not direct message (DM) an online community member.
4. Requiring that the reported person not join specific communication channels.
5. Not publishing the video or slides of a talk that violated the appropriate conduct.
6. Immediately ending roles that the reported person holds.
7. Requiring that a person immediately leave the team, communications channel, and/or group, and not return.
8. Removing the reported person from the online platforms or mailing lists (either indefinitely or for a certain time period).
9. Removing the reported person from admin or moderator rights to infrastructure.
10. Removing a person from membership of relevant projects.

6.5.2 Enforcement of conduct

This is how the contribution service will generally handle misconduct:

1. Warning: For most first-time misconduct, the team will remove offending content (where possible) and send a warning. Most issues are resolved here.
2. Account suspension: For repetitive misconduct or behavior containing harassment, bigotry, or abuse, the team will impose temporary suspension.
3. Account expulsion: For serious cases, the team will expel people who display a pattern of harmful destructive behavior toward others and learning.

6.5.3 Resolving and reporting problems

Contact a contribution service coordinator to report incidents. In your report, please provide the following information:

1. Link to the area of incident.
2. Screenshot of the violation and text.
3. Written text of the misconduct.
4. Visible name of user.

If you are the subject of a reported incident or if you wish to report inappropriate behavior, the team will

strive to maintain the anonymity and confidentiality of all individuals involved. There may be times, however, when the team may request permission to identify the individual(s) in order to engage in necessary correspondence to gather additional information to be able to identify for a fair process and resolution.

Disagreements and misunderstandings are normal in groups that discuss this type of content and have a diversity of participants. Ask for clarification and attempt to have a calm discussion before assuming that someone is being offensive. Don't lower your own effectiveness and efficiency of communication in response. If that isn't possible, report the issue to a contribution service coordinator.

6.5.4 Due restorative justice process

A.k.a., Due process, restorative justice.

"Due process" refers to a course of formal proceedings carried out regularly and in accordance with established rules and principles to resolve unfair, arbitrary, and unreasonable treatment. Restorative justice herein relies on restorative procedural fairness, where restoration principles and rules are applied consistently fairly (over time, location and sector). Herein, substantive fairness means that the rules and requirements are reasonable. The procedures do not favour or discriminate against any stakeholder. Standards are not arbitrary; they respond to a real need. Standards be applied commonly by all parties (conformity assessment). Transparency of Transparency facilitates trust in the process to ensure that all those [likely to be] affected are aware. Contextual open processes ensure that all who wish to be heard can be heard. Impartial facilitation of restoration so that decisions are made in a fair and consistent manner. Rules and procedures ensure that actions are consistent. Decisions are reviewed (independently) to ensure that procedures were followed. Appeals mechanisms are clear and in place.

7 [Contribution] InterSystem project teams

Real world problems and challenges are approached through ‘projects’, and therein, teams. A project is a coordinated effort toward intentional discovery and modification (i.e., “change”). Projects define tasks by requirements, with the purpose of a designed construction as the output. Projects involve teams of individuals working together toward the shared constructive purpose for the “team” project’s existence. Here, there are tasks within which are processes for accomplishing the task.

For any project, there is a spectrum of effort automation for task-service processes. Simply, some tasks and subtasks are entirely automated, some involve a combination of automation and human effort, and some involve only human effort. Projects involve a timeline of tasks. Tasks have a constructive/-ion oriented output.

A ‘team’ is a number of individuals working toward a common purpose [in a system] through a similar structure (e.g., a similar approach, orientation, and direction). Teams are especially appropriate for conducting tasks that are high in complexity and have many interdependent subtasks. A team is a group of people with complementary knowledge and skills, who are committed to a common purpose, performance goals, and approach, for which they hold themselves mutually accountable.

It is important for a team to have a common, well-articulated, and meaningful goal. This goal can range from a relatively narrow and finite objective, to a broader, longer-term goal.

A ‘group’ does not necessarily constitute a ‘team’. Teams normally have members with complementary skills and generate synergy through a coordinated effort, which allows each member to maximize their strengths and minimize their weaknesses. A team becomes more than just a collection of people when a strong sense of mutual commitment creates synergy, thus generating performance greater than the sum of the performance of its individual members.

NOTE: Generally, a “committee” is a group of people with collective [un]responsibility. It is a group where no one is directly responsible for the consequences of the group’s action. Some committees are transparent, and others are not.

7.1 InterSystems, interdisciplinary project teams

The systems team structure is interdependent in form; this is why the organizational structure has the prefix “inter-” in its name. In an interdependent team:

1. No significant task can be accomplished without

the cooperation and coordination of any of the members;

2. Within that team members typically operate through different tasks; and,
3. Outputs are bound to the flow of the whole team.

The root of the word is “-systems”. Though, one could also refer to these teams as “interdisciplinary teams”. Whereas, interdisciplinary could be taken apart to mean, “disciplinary” practiced, and grounded in understanding. And, “inter” across artificial lines of division.

Herein, to cut off a single field, any field from the rest of cognition is to drop the vast context which makes that field possible and which anchors it to reality. The ultimate result, as with any failure of integration, is floating abstractions and self-contradiction, potentially generating a form of compartmentalization with respect to values, desires and logical self-interest, by the compartments of personal and political life. Relating one context of knowledge to another is necessary for integration.

Participants in an interdisciplinary team unite frequently to share information and complete tasks, which are related to their responsibility objective(s). However, putting a group of individuals from different disciplines in the same room does not necessarily mean that they will function well, or at all, as a team. One has to want to be part of a team, and value the cohesiveness that it brings. A cohesive team can only function optimally if the members can effectively communicate among themselves, especially under potentially stressful conditions. Sub-teams exist to address the critical pieces of a system. Crucial to the sub-team development is the clear delineation of roles and responsibilities within the team. With good communication skills, team members are able to define and coordinate (Read: arrive at synthesis of efforts) with other team members through the roles that each has selected to fulfill within the team context.

The value of interdisciplinary teams has long been recognized in many fields, including particle physics, astrophysics, and other “big science” disciplines. Interdisciplinary team science broadens the scope of investigation into problems, yields fresh and possibly unexpected insights, and gives rise to new interdisciplinary teams that are more technically sophisticated. Traditional (“profession”) divisions within a community can impede the pace of discovery and evolution.

7.2 Common project-based team synonyms

A.k.a., Team language.

In the early 21st century there are numerous organizations that promote simple project coordination with a team-based organization, but they use different words to mean the same thing. In the context of functional teams, there are many words used in the

early 21st century to mean essentially the same thing:

1. Team, group, circle, holon, network, etc.
2. Issue, problem, tension, obstacle, challenge, etc.
3. Rejection, objection, disapproval, disagreement, etc.
4. Approval, acceptance, agreement, etc.
5. Coordination, management, governance, etc.
6. Planning, controlling, deciding, etc.
7. Work description, job, role, accountability, responsibility, etc.
8. Action, activity, task, event, etc.

7.3 Teamwork

NOTE: *Teams exist to accomplish a purpose; hence, when a team communicates, it does so with precision and a desire to remove contradiction.*

In community, there is a localization of teams around operational process and service system. The word "team" has two principal meanings in common parlance. Firstly, it means that individuals are working together toward a common purpose (notice the "intrinsic", holistic orientation). However, it can also mean, as a qualified sub-characteristic of the first as "teamwork" against other teams (Read: one side or the other). So, in English, this word can be confusing because it appears to mean integration, but in normative practice it carries with it the connotation of competition between the interests of the teams. This is why, in the Community, the teams are known as 'InterSystems Project Teams'.

7.4 Team meetings (formal)

What do we want accomplished, by what time, and do we have the resources available? Let's formally decide accountability. Let's decide [to] change. Meetings as information sharing and design engineering must be organized and scheduled. What is a "meeting"? In community we share and we design in synchronous and asynchronous time. A "meeting" is a formalized process for structuring the flow of information [and performance]. In the market system a 'process' of information sharing and practical performance is called a "meeting". Teams are associated with habitat and societal operations. Working group meetings are a form of team meeting and are all formal.

7.4.1 Meetups (informal)

The opposite of a formal meeting is a "meetup" (an informal meeting). More recently, there is the concept of "meeting up" being applied to social "meetups" scheduled via a socially collaborative scheduling platform (most of which, in the market, are necessarily for-profit). These scheduled "meetups" are for "getting together" and doing enjoyable and otherwise desirable for oneself and/or for others. These activities are

"wanted activities" that structure our quality of life measure. These are not, however, activities that are required to maintain the service structure of the habitat system. Instead, those active tasks are carried out by intersystems teams. "Meetups" are coordinated as part of the Habitat Service System > Exploratory Sub-system. In a sense, the Exploratory sub-system is a scheduling and resource coordination platform for generating access to the abundance of services that are produced through the core life and technology service support systems. Through "meetups" we practice, we explore, and we express; we grow ourselves and our systems. The Exploratory System provides a high-level structuring of those "meetup" services. Meetups are associated with public/semi-public activities. Meetups are generally informal.

7.5 The structuring of the InterSystem teams

INSIGHT: *When we think as a network we can connect the activities of others with our own so that we synergize effort toward our mutual fulfillment.*

Team-based organizational structures are made of teams working towards a common goal while working on their individual tasks. They are less hierarchical and they have flexible structures that reinforce problem-solving, decision-making and teamwork. Individuals working within a coordinated system into teams that perform a variety of task-based functions. At the level of a service system, effort toward the resolution of a task (through "work") requires coordination. Simply, work requires tasks, and tasks necessitate a coordination of effort. In order to complete tasks in a system, there must be systems-level coordination processing. At the level of an accountable individual there is 'task coordination processing', which involves the sub-processes of [en] rolling and scheduling.

In community, individuals engage in an accountable manner with the service system to perform a service in the system that services their own fulfillment. As part of an intersystems team we are accountable to something other than our own inspiration. You don't have to participate in this structure, but when you do, you are accountable.

The selection of the interdisciplinary teams involves transparent processes and thresholds, and not "voting". The process of 'enrolling selection' is otherwise known as, "Rotation and Experience" (RAE). In effect, we rotate in and out of experiences that have an associated set of tasks that facilitate the continuation of our fulfillment in the community. Herein, the task "occupation" is a service performed by an individual to fulfill shared needs. In community, "jobs" are effortful tasks (i.e., services); individuals need to apply effort toward a task through a service-oriented role (ostensibly several) in order to maintain necessary services. This is the process

of ‘technical standards and technical skills’ alignment [rotation].

Rotation is a transparent and formalized process. It involves the cycling of people through available positions, and through responsibilities. The formalized process involves experience/contribution as a saliently weighted factor in determination of threshold for selection.

1. **Enrolling:** In the community there are no systems-oriented tasks (or “jobs”) without a coordinated and definable role. To enrol is to choose or otherwise select a defined role of your present [operational] abilities with a set of identifiable responsibilities, for which there exist a series of associated, required tasks.
2. **Scheduling** involves accountability and identity coordination through temporal and spatial considerations.

Those with “experience” have contributed significantly to the system, and their contributions are accountable and transparent. In a community, anyone acquires the potential for increased responsibility to other individuals by contributing. The more value in your contribution over time, the more responsibility potential you end up with, and the more likely you are to be rotated into positions of critical task responsibility. Therein, transparency and contributory “status” makes it very difficult to corrupt the system, as does rotation.

Rolling scheduling is primarily based on what an accountable individual has already contributed to the system. This is a true “election”, based on what a person has done, not what they say they will do. A central support database with skills assessment based on the learning system is operational.

In a team-oriented society, some people do specific jobs because they are more qualified, and therefore, the job will be done more efficiently, safely, and effectively, than someone who is not qualified.

There is prerequisite proficiency required for rotation into some tasks/teams, which is a necessary safety mechanism for the coordination of processes and technologies that have the potential of putting life and the ecology at risk if mistakes of precision are made. There are also tasks that require no general precision other than basic manual procedural knowledge. These tasks are rotated more frequently and have less of a proficiency requirement, and therefore, they are accessible [as a task] to more individuals.

Anyone’s intersystems contributory “status” involves trust in the individual to act responsibly in a situation of high consequence to the community. Some of the factors involved in determining contributory status, and hence, the potential for rotation into a position of greater responsibility include:

1. Past actions.
2. Consistency in actions.

3. Decision trace (i.e., evolution) of action.

When we are rotated into a position that is disliked, and we develop a shared experience, then we are more likely to develop a deep respect for how difficult the service may be, and hence, possibly change our behavior as a result.

Importantly, manipulation [of data] is difficult when there is rotation, and nearly impossible when there is transparency by design.

No individual person is giving orders or the “leader”; instead, we cooperate and function through similarity in the coordination of our efforts. In the Community, people are not “managed”, and the inter-relationships between them do not have to be “managed”, for everyone is arriving at the same or similar decisions about the system, while accountably identifying their responsibilities both to themselves and to the community. They think and act in a way that “their” responsibilities to the fulfillment of the community are also responsibilities that support themselves, and their lifestyle. They do not think and behave this way because they are robots, but because they have the same knowledge about the system, and a similar direction, orientation, and approach to the real world lifegrounded system that maintains the community.

Instead of “management”, there is self-similar coordination. The individual coordinates themselves toward their own fulfillment in the same way as the socio-economic decision system coordinates for everyone’s fulfillment. In community, the way we direct, orient, and approach our lives as individuals is similar, just at scale, to the way we direct, orient, and approach our fulfillment as a community.

When we are deprived of our essential powers as creative, intrinsically directed beings, then our service systems reflect that emptiness. What do we get in return for “submission”? Not security. Being one-down in a domination hierarchy is not a secure place to be. When we are deprived of fulfillment we have a potential likelihood of behaving like fearful and suffering caged animals.

In a community-oriented system, problems at any scale are settled through transparent, root level processes. This is rational self-organization; examining information accurately and using a solution orientation to seek the alignment of a decision with a particular direction.

Some people could be on call for minor action-tasks (only limited training required) after a signal is introduced into the decision system alerting to a necessary action. Some of these notifications could go out to anyone proficient in the task.

Being on a systems team involves precision at a task; it involves a degree of internal, self-controlled processing, because there are technical rules for safe and efficient technical operation. When participating on an intersystems team, the degree of freedom you have in your tasks is set by a coordination of task roles and responsibilities on a rolling scheduled basis. Here, we us

a transparent and formalized process to constrain our degrees of freedom in order to construct our emergence into a higher dynamic of our potential. Through coordination we have an access to a synergy of power. We are wasting energy all the time in the persistence of the active state of self-defense.

Elite identities are not helpful in a community. As a volunteer, one's effort (or "labor") doesn't make one's identity; how one relates to one's experience of the world and others in the world, as one's life moves through its various stages, that has a kind of flexibility and richness (as a non-judgmental experience of a wide-variety).

7.6 Operational self-directed team scheduling

In a community-type society, anyone can join the operational InterSystems team, which maintains the scheduled operation of the community. In a sub-team, when there are tasks required that no one wants to do, then those tasks are assigned via an algorithm that selects individuals who have opted to complete them in the most equitable and appropriately rational and rotational manner; but, individuals aren't required to do the task after being selected -they can always walk away and say no, and there are no technical consequences. Those who have selected to be accountable are expected to be so, and if not, they lose future access to accountable positions. So, if someone opts not to complete a task, that decision is transparent, and the algorithm selects another individual and conveys that information to the commons. It is important to recognize herein that users, who are also contributors, value and understand the importance of achieving abundance through automation and efficiency. It is common to seek to automate those tasks that are not desirable. Also, the fact that a task must be done and is not desirable means that a problem exists to be solved by the creativity of the community. If sufficient numbers of people opt not to complete the task, there is evidence for its undesirability and a potential opportunity for improvement. By rotating these undesirable tasks, someone is likely to come up with a creative way to solve the issue, eventually maybe by automating the task, or perhaps by creating a more efficient way of performing it: with less human effort and with added safety. Those types of solutions would represent authentic learning in action.

Rotation has a secondary benefit. Sometimes in life we are blinded [for various reasons] to the results of our behaviors. The product of undesirable behaviors is often undesirable follow-up tasks. When we rotate tasks we give individuals the chance to improve, compensate, and "make amends" for the problems they may have caused by their behavior; therein, lies an opportunity to learn from the experience. It is necessary to acknowledge here that coercive assignments are opposed (i.e., antithetical) to intrinsic motivation. In community, there is distributed responsibility and personal accountability. Of note, rotation also provides the community as a whole the

opportunity to see and experience the consequences of others' problematic behaviors.

Simplistically speaking, a community-type society operates by means of a schedule of individuals with the knowledge, skills, and technology who self-direct their accountability in the form of an associated task placed on a schedule.

7.6.1 Task-based work

Task-based models chunk effort into short "doable" segments, and people will do it just because it is interesting, just because it might have some fun to it, just because it gives me a certain sense of meaning, just because it will fulfill us a little more. Efficiency allows for passionate contribution.

7.6.2 Task rotation

When there are tasks required that no one wants to do, then those tasks are assigned via an algorithm that selects individuals to complete them in the most equitable, and hence rotational, manner; but, individuals aren't required to do the task after being assigned its selection - the selection can be denied -anyone can always refuse a task, and there are no consequences. If someone opts not to complete a task, that decision is transparent, and the algorithm assigns the next individual in the rotation.

It is important to recognize herein that our design processes align with our automation and efficiency constraints in order in order to provide fulfillment for services that humans no longer desire (or do not desire) to complete themselves; in order to provide freedom of space and time elsewhere. We always seek to automate those tasks that are necessary, but not desired.

The fact that a task must be done and is not desirable means that a problem exists to be solved by the creativity of the community. If sufficient numbers of people opt not to complete the task, there is evidence for its undesirability, and this information represents a potential opportunity for improvement. By rotating these undesirable tasks, someone is likely to come up with a creative way to solve the issue, eventually maybe by automating the task, or perhaps by creating a more efficient way of performing it: with less human effort and with added safety. Or, by making the task obsolete, or coming to the realization that the task is actually unnecessary. These are real challenges and their solutions represent a type of 'authentic learning', learning in action.

Rotation has a secondary benefit. Sometimes in life we are blinded [for various reasons] to the results of our behaviors. The product of undesirable behaviors is often undesirable follow-up tasks. When we rotate undesirable tasks we give individuals the chance to improve, compensate, and "make amends" for the problems they may have caused by their behavior; therein lies an opportunity to learn from the experience. It is necessary to acknowledge here that coercive assignments are opposed (i.e., antithetical) to intrinsic motivation. In

community, there is distributed responsibility and personal accountability. Of note, rotation also provides the community as a whole the opportunity to see and experience the consequences of others' problematic behaviors.

Let us, for example, say a group of people have a "party" and leave a mess of trash (as either waste, or as the misplacement of items that are intended to be accounted for at the systems level, but because of the party they are now left unaccountable). In this case, the people who checked out the resources for the party, or who have been "exposed" via evidence generating "user flagging", will be rotated into the positioned role of "clean-up and resource re-entry" more frequently.

Next, imagine a group of people who have a concert and disrupt the natural restoration cycle of individuals in the community such that they submit issues into the decision system articulating that there was/is a "sound pollution" issue occurring with one of the service systems. In this case, the users accessing the resources causing the sound disturbance would be rotated into the project inquiry team studying mechanical wave pollution, its biological ramifications, and developing solutions to noise pollution issues.. Yet, if such a team was primarily composed of people with initial disregard for this need, then likely, nothing would be done about the issue.

Individuals could of course repetitively deny participation in resolution of the issue they are verifiably creating through their behaviors, but that would be transparent to the remainder of the community. There is 'social facilitation' here.

Imagine a lifestyle where tasks facilitate the construction of a fulfilled life experience. In other words, what would a lifestyle look like where tasks maintain the construction of services that generate a fulfilled life experience? How might that lifestyle be different than the lifestyle of having a Title and a career?

Herein, there is both assigned rotation and individual selection. Tasks become available and unavailable to accountable, intersystems team members on a rotated basis.

Tasks that someone has been rotated into as a community priority involve the factors of urgency/criticality (as per the urgency spectrum), and also, accountability itself. Someone who creates "pollution" into the system is selected the assignment of "cleaning up" after themselves. Rotation is the re-opening of a role to another qualified individual.

Rotation occurs when a role is exhausting, "unoccupied" (static/continuous), or when a functional characteristic of the role necessitates rotation for the confirmation of input accuracy through the multiplication of individual verification.

The application of rotation to functional roles expose individuals to a variety (or "diversity") of different experiences, and it is likely to facilitate the self-integration of the system (i.e., become a "generalist") as opposed to facilitate the myopic specialization of individuals away from integrated commonality, and

toward, "professionalization".

Not every role is significantly rotated. Through coordination, tasks become available and unavailable, and we are presented with intersystems project tasks as part of the community. These tasks are provided to us through a transparent, and commonly formalized process task prioritization.

It is important to notice our biases and to identify our skills and our interests.

Tasks involving incidents and accountability are prioritized on our intersystems task contribution queue. Herein, individuals can also choose to be part of an intersystems project team wherein they accept [accountability for] a set of available responsibilities (representing tasks).

7.7 Social perception status

In a community-type society, efficiency will produce a scarcity of Habitat Service System InterSystem Team positions; this will likely produce competition for significance, achieve the available positions. Simply, societal efficiency will reduce the number of required work positions ("labor") to keep the society developing and operating.

7.8 Services, roles and responsibilities

We are all learners and participators in the community who are outwardly active sometimes and inactive other times. There is coordination between project participants through division of responsibility per a specified task. In community, there are service roles and responsibilities as characterized by a defined [service] task. When a function defines a service, then the service (i.e., "role") can be clearly delineated by its characteristics (i.e., responsibilities and accountabilities).

When we communicate, we desire to communicate precisely so that we resonate with the needs of each other, and hence, we can design systems that fulfill a construction of that designed resonance. When we understand what we have and what we need, then we can begin to coordinate our responsibilities (as opposed to one group commanding another group of "human resources"). When we are iterating and integrated structurally, then it is unhelpful to be giving commands; it is helpful to work transparently through formal processes, and to do so through inquiry.

7.9 The project team structure

At a high-level, the intersystems project team is divided into three functional areas: viability; feasibility; and maintenance & operations. Any given individual working as part of a intersystems team is doing work for one (or more) of these project teams.

7.9.1 Viability project teams

Strategic preservation planning as data collection and analysis toward sustained viability is essential for survival and flourishing. The viability [project] teams assess the viability of designs [as part of a decision inquiry process]. The role of any given member on one of these teams is to assess viability with increasing accuracy.

This team includes (RESEARCH):

1. Core research [center] laboratories.
2. Specialized research laboratories.

The feasibility research team asks questions, discovers new data, and applies that information to the resolution of an “issues” decision space.

It is interesting that younger and less experienced members of a team contribute greatly to the success of group decision making. In computer simulations of group problem solving, investigators have found that adding group members who know less about the problem topic but have different skills improves group performance compared with the performance of a group of members who all are knowledgeable about the problem topic. Organizational theorist James G. March has suggested that groups that consist of members who are too much alike find it harder to keep learning, with each member bringing less and less new information to the discussion. Therefore, the development of knowledge may depend on maintaining an influx of those who are less with the problem but have other skills. And, encouraging them to ask questions may give rise to the most creative ideas of a group. As Albert Einstein once said, “If at first the idea is not absurd, then there is no hope for it.” The ability of individuals, team members and the community alike, to ask the “stupid” question may be as important as their willingness to question facts that the experts believe are indisputable.

7.9.2 Feasibility project teams

The feasibility teams engineer designs through constraint while they assess the feasibility of those designs in their technical integration into the habitat service system. The role of any given member on one of these teams is to design systems that precisely meet requirements with increasing accuracy.

This team includes:

1. Core development and fabrication [center] space
2. Specialized development and assessment spaces

Team members design processes and technologies, and develop the integration of those processes and technologies into the habitat service system where they fulfill requirements.

7.9.3 Maintenance and operations team

The intersystems maintenance & operations (M&O) teams implement the strategically planned design framework, and maintain the community systems. In other words, they act toward repairing, maintaining, and operating the habitat system’s services. These team members make changes to the service system based on ‘decision space resolution’ outputs.

1. The maintenance team carries out active change requirements to the habitat service system. The maintenance team maintains the operation of the community.
2. The operations team uses those active services to fulfill specified ongoing service requirements.

In a sense, M&O teams are just project teams with a continuous task cycle for in-service systems (they are the operational task project teams, instead of the viability and feasibility project teams).

Systems maintenance procedures can be optimized when the knowledge base is appropriately organized into a set of well-defined modules, so that specific work corresponds to a specific module.

7.10 Inter-project team accountability factors

INTERSYSTEM TEAM PRIMARY: *At the system's level, we treat each others time with respect, with due efficiency, and when we engage with one another, we do so with precision.*

These are factors for which we are held accountable for while operating as part of an intersystems team.

7.10.1 Technical negligence

Technical negligence applies when one was not paying attention to the task they had selected/accepted responsibility over, and due to their predictably accidental oversight there was a failure for which there are personal consequences (e.g., possible rotation off the team). Accidents happen, and they represent a potential opportunity to improve the safety of operational systems.

When technical efficiency is valued, then the reason to do the work at the systems level, is not to do the same thing repetitively, it is to get the job done so you can go do something else. Our life support feeds our creative expressions at the facility platform. In community, we get the job done, and we get it done with thought and efficiency. Change affects us; let us describe how it is affecting us, and let us direct our new wisdom toward the creation of the greatest potential expression of fulfillment in that moment. We can be in flow and oneness with ourselves, or with many. When we iterate change together we experience a synergy of potential

through the construction of 'community'.

7.10.2 Trust

Trust has to be earned over recorded experiences. Trust can be earned through:

1. Transparency of accountable actions.
2. Gathering feedback from those that will be affected.
3. Quality work.

7.10.3 Mistakes

Mistakes are bound to be made and there can be an access cost associated with them. Yet, a degree of freedom (i.e., "allowance") for mistakes usually allows room for learning to take place. Some of the best learning can take place by the method of trial and error (challenge/skill ratio).

Because there are the possibility of accidents, there are the inclusion of safety measures at the level of the intersystems teams.

When we make serious mistakes as a participant in an intersystems team, we stand up and walk away (i.e., we rotate immediately). Someone who is not, now, emotionally invested will come in and perform the responsibilities. The adage here is, "Trust the gaps". Without a pause to reflect, reasonable accidents could quite easily become tragedies.

7.10.4 Secrecy

At the economic level, secrecy is an essential tactic of warfare. It offers what is known as "leverage" (or, "competitive advantage"), as it denies an opponent informed choice, and could be considered a form of aggression. Concealment is a form of aggression when it denies an informed salient choice for either the individual or the community.

Diagnostics are consistently run on systems to ensure that they are functioning appropriately and to catch errors in their processing and/or newly created inefficiencies due to new knowledge and understanding. It is our goal to have all of our activity as part of a habitat service system's team accounted for; accounting is necessary for all forms of coordination.

NOTE: When there are security clearances, personnel exist in compartmentalized silos. Further, secrecy agreements (e.g., non-disclosure agreements, security clearances, etc.) allow for secret hierarchies to rule over human fulfillment, to control organizations clandestinely, and to advantage some over others. Secrecy agreements allow for and facilitate rule by fear and intimidation.

7.10.5 Power structures

The community does not have a socio-economic power structure. A 'power structure' is an organizational

structure that uses a means of [extrinsic] leverage in order to maintain compliance and control of action. Taxation and salaries are a form of this leverage. In community, there is no motivation for positions of authority, for none exist. Some positions involve greater responsibility, but not greater authority nor greater salary.

All decisions of control are formally arrived at through planning by the community, and through the transparent iteration of the information decisioning system.

7.11 Challenges to team coordination

Several pitfalls can occur within an interdisciplinary team and inhibit its success. Misunderstanding and mis-communication often occur in situations where there is a lack of a common language and a failure to use it precisely (i.e., lack of precision of its use). Even in a single department such as radiology, clinical physician scientists, image-processing computer scientists, and engineers may speak very separate and distinct scientific languages that require translation for mutual understanding. The more diverse the group, the more critical the roles of open communication, clarification, and mutual respect/resonance become so that all members can understand the distinct languages and needs of individuals on the interdisciplinary team.

In any organization, roadblocks may represent substantial impediments to the formation and continuation of intersystems/disciplinary programs, and overcoming them may require a shift in direction, orientation, and/or approach, in "culture".

Intersystems teams are structurally coordinated through:

1. **The project team's construction (i.e., the team "charter"):** How is the team defined, and what are the goals that it is communicating to the community? What are its anticipated outcomes and contributions; its timelines; and how it will measure both the outcomes of its work and the process the team followed to accomplish their task?
2. **Control:** Does the team have enough freedom and empowerment to feel the connection necessary to accomplish tasks? At the same time, do team members clearly understand their boundaries? How far may members go in pursuit of solutions? Where are parameters of operation (i.e., "limitations) defined?
3. **Clear expectations:** Is the team's expected performance and output(s)/outcome(s) clearly identified and communicated? Are they freely chosen? Do team members understand why the team was created? Is the organization demonstrating constancy of purpose in supporting the team with resources including people, physical

- resources, and time? Does the work of the team receive sufficient emphasis as a priority in terms of the time, discussion, attention and interest directed its way?
4. **Context:** Do team members understand why they are participating on the team? Do they understand how the strategy of using teams will help the organization attain its communicated goals? Can team members define their team's importance to the accomplishment of goals? Does the team understand where its work fits in the total context of the organization's goals, principles, and structure?
 5. **Commitment:** Do team members want to participate on the team? Do team members feel the team tasks are important? Are members committed to accomplishing the team's purpose and decided outcomes? Do team members perceive their service as valuable to the community and to their own interests? Do team members anticipate recognition for their contributions? Do team members expect their skills to grow and develop on the team? Are team members excited and challenged by the team opportunity?
 6. **Competence:** Does the team feel that it has the appropriate people participating? (As an example, in a process improvement, is each step of the process represented on the team?) Does the team feel that its members have the knowledge, skill and capability to address the issues for which the team was formed? If not, does the team have access to the help it needs? Does the team feel it has the resources, strategies and support needed to accomplish its objective purposes (i.e., "objectives")?
 7. **Collaboration:** Does the team understand team and group process? Do members understand the stages of group development? Are team members working together effectively interpersonally? Do all team members understand the roles and responsibilities of team members? Can the team approach problem solving, process improvement, and goal setting and measurement, jointly? Do team members cooperate to accomplish the team purposeful task construction (i.e., "charter")? Has the team established group norms or rules of conduct in areas such as conflict resolution, consensus decision making and meeting management? Is the team using an appropriate strategy to accomplish its action plan?
 8. **Communication:** Are team members clear about the priority of their tasks? Is there an established method for the teams to give feedback and receive honest performance feedback? Is transparency in communication being maintained? Do the teams understand the complete context for their existence? Do team members communicate clearly and honestly with each other? Do team members bring diverse opinions to the table? Are necessary individual needs raised and addressed? Is the team using non-violent communication?
 9. **Responsibility:** Do team members feel responsible and accountable for team achievements? Is reasoned risk supported in the community? Do team members fear reprisal? Do team members spend their time finger pointing rather than resolving problems? Can contributors see their impact by the continuance of operation of community systems and evolvement of the system itself? Is the team's reporting relationship and accountability understood by all members of the community? Is there a defined review process so both the team and the community are consistently aligned in direction and purpose? Do team members hold each other accountable for project timelines, commitments and results?

7.12 *InterSystem/interdisciplinary affect response*

A "culture" of mutual respect/resonance (as a human being with needs and desires) is critical for an interdisciplinary team to be highly functional. In particular, when a team comprises diverse levels of expertise and many different disciplines, it is essential that all team members are comfortable raising issues, questioning ideas, and fully participating in discussion without fear of being ridiculed or having their ideas discounted. Only when open communication and a high level of respect are present do all of the team members feel comfortable sharing their ideas and contributing freely. The stronger the culture of mutual respect/resonance, the higher the likelihood that everyone will thrive. Another result of mutual respect/resonance is that it helps to reflect the value of each team member of the group, regardless of their level of responsibilities or experience. Members of a group who feel valued are more likely to be committed, creative, and contributory, and a group in which each member is respected and valued is much more likely to produce great work.

As participants, we understand that some of these roles are reviewed at a set periodicity, and rolled (in market terminology read: "renegotiated") at another set periodicity regardless of subjective affect. Responsibilities become systems-level access tasking (i.e., "systems-level access"). This doesn't mean that you "get access over" the system; instead, it means that a distributed element of the functional system becomes available for your effortful input.

7.13 Mentoring

Highly effective interdisciplinary teams often show strong mentoring. Mentoring has been noted as a critical component in both traditional training disciplines—science, the arts, even the special forces—acceleration in these areas can often be facilitated through mentoring. As the importance of mentoring has been recognized, a number of tools and techniques have been developed to maximize the productivity of the mentor-mentee relationship. A mentor is someone on an interdisciplinary systems team who facilitates the knowledge and skills development of an individual who is inexperienced in the system.

In facilitation there is attendance to need. There is a lot to being a person and there is a lot to being a person who contributes to society, which involves mentoring and facilitation through the community. Mentoring is systematically structured throughout the service system as a learning support structure.

7.14 From technological projects come technological services

Here, technology is the study and logic of technical [systematic] servicing. It is the study of the potential of an object [in service]. Technology is the logical reasoning of the optimal way to accomplish a functional task given what is known. Etymologically speaking, “techne” (or “tekhne”) is the Greek word for “art”, which means the equivalent of craft, skill, or construction. “Logos” is the Greek word for “reasonable language” or “reasoning about” the world. Technology isn’t just about ‘thinking’, it is also ‘constructing’ and ‘modifying’ the world; of “manipulating” manipulatable variables in the material environment toward a required intention. The faster this happens, the more careful we must be with our intentions.

Technology is automatic means for fulfilling certain functions, whereas it is society (or “culture”) that gives this content specific form; at the socio-economic level, technology interfaces with society, and it cannot be otherwise. Because the way in which people live their lives is determined by the prevailing cultural patterns, everything people do is an expression of the priorities (possibly taken for granted), and of the values observed in a given society. After all, to put it in philosophical terms, each cultured expression is a realized value-system.

Technology extends the natural capacities of humans. Taken in this sense, technology does indeed relate to basic needs, since a certain minimum of locomotion, sight, and hearing is indispensable for survival. This is even more obvious with respect to the use of simple tools, which are in an almost literal sense extensions of the human body. It is not by chance that the author of the first German monograph on the philosophy of technology chose the following sentence of Edmund Reitlinger as the motto of his book (Kapp, 1877): “Die ganze Menschheitsgeschichte, genau geprüft, löst

sich zuletzt in die Geschichte der Erfindung besserer Werkzeuge auf.” [All of human history, adequately examined, in the end is the history of better tools.] In a pointed formula one could say that we depend on technology and that we use technology just because we have a body, because we are part of the physical world.

Our technologies become encoded into our socio-economic system. As purely information, they have a neutral moral consideration; but as encoded structures (in the form of operative systems), they have behaviors. Their behaviors affect our behavior, and our behaviors cannot be fully separated from their behaviors.

For purposes of analysis, it is necessary to separate both areas in analytical terms. But, it must always be kept in mind that when dealing with the one of these two dimensions, at least implicitly one is necessarily also dealing with the other.

Consider the famous saying that technology is the art of guiding the forces of nature according to human purposes. This is to say that technology means to deliberately reshape the physical world in order to attain certain desired results or to fulfill specific functions. Technology and its usage have the potential to change us. In community, we coordinate modifications to the habitat service system through intentional integration at scale.

8 [Contribution] Project charters plan

Generally, projects begin are instantiated through the data contained in an instantiating document, often called a, project charter (or, project description). The Auravana Project is a project to develop and establish a community-type society on the planet. The Auravana Project develops and uses a project plan to set its instantiating definition/charter.

8.1 Project instantiating charter

The Project Plan (standard) serves as the Auravana Project's instantiating charter.

The Project Plan includes the following project charter elements:

1. **Project Title:** Auravana Project
2. **Purpose:** See the *Project definition and Social direction*.
3. **Goals:** See the *Project definition and Social direction*.
4. **Scope:** See the *Project definition and Social direction*.
5. **Objectives:** See the *Project definition and Social direction*.
6. **Stakeholders:** See the *Project definition and Social direction*.
7. **Approach:** See the *Project approach and Social approach*.
8. **Lists:** See the categorical executable lists
 - A. **Alignment agreements:** See the *Project execution and Work descriptions*.
 - B. **Contribution procedures:** See the *Project execution and Lifestyle contribution cycle*.
 - C. **Operational activities:** See the *operational society*.
 - i. *InterSystem team (a.k.a., global socio-technical team, socio-information-technology team, etc.)*.
 - i. *Habitat team working groups (habitat service teams)*.
 - ii. *Information system team*.
 1. *Standards working groups*.
 2. *Decision working groups*.
 - D. **Transitional plans:** See the *Project transition*.
 9. **Known risks:** See the *Project approach and Project transition*.

NOTE: This is a project proposal for a systems-based, human contributed, organizational access service system, and that ultimately realizes a community-type life experience for all humans, globally.

8.2 Sub-Project instantiating charters

The Auravana Project has three core sub-projects, each of which is contributed to by a team:

1. **The project to develop the societal specification standard (SSS).**
 - A. Contributed to by SSS working groups.
 - B. Deliverable is a societal specification standard.
 - C. Deliverable available to the whole community population.
 - D. Stakeholders are the whole community population
 - E. The purpose is to produce a standardized, unified societal information system that informs and enables a societal-level community, composed of data, decisions, habitat operations, and a lifestyle for the individuals within the society.
 - F. The goal is to develop six information sets (documents, models, etc.):
 1. An overview of the society.
 2. A project plan for the society.
 3. A social system for the society.
 4. A decision system for the society.
 5. A material system for the society.
 6. A lifestyle system for the society.
 - G. The scope is a globally unified information set accessible to the whole global population and developed by contributors to a community contribution service system.
 - H. The objectives are the objectives of each of the six information sets.
 - I. Known risks are detailed in *The Project Plan*. Known risks include: health and safety, bias and belief (opinion), information sufficiency, and informational incidents (Read: adverse informational event; loss of useful information).
 - J. The societal specification standard (SSS) is a deliverable that requires the approval of a SSS coordinator team.
2. **The project to construct and operate a habitat service system (HSS).**
 - A. Contributed to by HSS teams.
 - B. Deliverable is an operational habitat service system (global information and local city systems; global and local).
 - C. Deliverable available to the whole community population.
 - D. Stakeholders are the whole community population.
 - E. The purpose is to construct and operate an integrated habitat service system through the utilization of a societal specification standard that provides an informational structure with

- which to realize individual fulfilment at the societal scale.
- F. The goal is to develop three primary operational habitat service systems:
1. A life support service system.
 2. A technology support service system.
 3. An exploratory support service system.
- G. The scope is a globally coordinated habitat service system accessible to the whole community population and operated by contributors to a community contribution service system.
- H. The objectives are the objectives of each of the three primary habitat service systems.
- I. Known risks are detailed in *The Project Plan*. Known risks include: health and safety, operational discipline, resources acquisition, and physical incidents (Read: adverse physical event; loss of access potential).
- J. The habitat service system (SSS) is a deliverable that requires the approval of a HSS coordinator team.
- 3. The project to facilitate a transition (locally and/or globally) to a community-type society.**
- A. Contributed to by transition interface teams.
- B. Deliverables are a transition proposal and transition operations.
- C. Stakeholders are the whole, global population.
- D. The purpose is to propose, develop, and execute a societal transition from another or other types of societies to a community-type society as identified in the societal specification standard.
- E. The goal is to transition persons, resources, and technologies (including current cities) into a community-type society as detailed in the societal specification standard.
- F. The scope is a globally coordinated transition to a community-type society. This scope includes the transition to a community-type society at local scales; and, it is developed and executed by contributors to a community contribution service system.
- G. The objectives include:
1. Resources moving into a globally coordinated commons.
 2. Persons moving into a globally coordinated commons.
 3. Information "moving" into a unified societal standard.
 4. Production and distribution operating into a globally coordinated commons.
 5. Individuals living in and contributing to a community-type lifestyle, while accessing community-type services.
- H. Known risks are detailed in *The Project Plan*. Known risks include: health and safety, bias and belief (opinion), the drive toward coercive power, the state of a poverty of fulfillment without trading, and transitional incidents (Read: adverse transitional events; loss of useful [market-State] relationships). Coercive States (governments represent a risk -the belief in authority (as, power-over-others) is a risk. Profit driven market organizations (profit-based corporations) are a risk -the belief in property and trading [for fulfillment] is a risk.
- I. The transition proposal (deliverable) and transition operations (execution) is an organization that requires the approval of a Transition Interface (TI) coordinator team.

9 [Contribution] Project instantiation work descriptions

A.k.a., Job description, role description, service description, service work description, contribution work description.

Generally, projects are contributed to (Read: enrolled in) by individuals who agree and commit to a contribution role (service event) as detailed in an instantiating workservice contribution [description] document, often called a contribution description (Read: job description and contract). The Auravana Project a contribution-based service system to coordinate contribution toward a community-type society. Individual roles (categories of service-work) develop and operate a [community-type] societal system. These roles, of which there are three primary categories, are detailed in the Project Plan as contribution service descriptions.

9.1 Coordination service contribution description (Coordinator member)

As a member of a coordination team, you will primarily work with physical and informational elements to coordinate projects, contributions, and resources within a service [contribution] system realized from a societal specification standard. The project for a community-type society is planned, developed, and executed to fulfill all human individuals globally.

1. **Member purpose (a.k.a., job purpose):** State the purpose of the member's participation on the team/group:
 - A. The team members purpose is to operate as a coordinator at some system's level. Coordinating information and decisions about projects and resources.
2. **Member role (a.k.a., functional assignment):** Identify the functional role in the contribution service system.
 - A. The coordination service team has a PC (projects coordinator) identifier in their role.
3. **Member identifier:** Identify the member as a unique entity in the contribution service system.
4. **Accountabilities (a.k.a., duties):** State the items that the member is accountable and responsible for:
 - A. Objectives (goals).
 1. Coordination of users and contributors.
 2. Coordination of projects.
 3. Coordination of information.
 4. Coordination of resources.
 - B. Tasks (actions/activities).
 1. Are identified by role.
 - C. Conditions (value conditions that qualify

decisions).

1. Transparency.
2. Accountability.
3. Protocol (and safety).

5. **Project coordinator responsibilities:** What does it take to be a project coordinator:
 - A. It takes a complete knowledge of the societal system as it presently exists.
 - B. It takes an ability to use the project coordination software and systems.
 - C. It takes the ability to organize and facilitate communication between project contributors.
6. **Qualifications (a.k.a., skills):** State the qualifications that the member must have to complete the work required by the working group.
 - A. Primary societal system projects coordinator must have an understanding (and thus, have read) the whole societal system standard. A societal projects coordinator will likely have contributed significantly to the project. Sub-societal project coordinators simply needs to know the coordination protocol.
7. **Common responsibilities** common to all contributing members should be listed, and are as follows:
 - A. **Health and safety:** To take responsibility for your own health, safety and welfare, being conversant and ensuring compliance with the organisation's standards and procedures.
 - B. **Training and development:** To undertake all reasonable training, learning and development activity designed to support you in your role.
 - C. **Freedom and equality:** To be responsible for your own behaviour and act in a manner that avoids and discourages any form of discrimination or harassment, or unequal habitat fulfilment.
 - D. **Quality performance:** To be accountable for the quality of completion of the performance of activities as required.
 - E. **Tasks:** Are identified by role.

9.2 Working group contribution description (Working group member)

As a member of a working group, you will primarily work with and contribute information to a unified societal standard. This unified societal standard is developed and used to fulfill all human individuals globally.

1. **Member purpose (a.k.a., job purpose):** State the purpose of the member's participation on the team/group:
 - A. The working group member's purpose is to develop and code a societal specification

- standard using language and object visualization. Accessing information and resolving decisions about the societal standard.
- 2. Member role (a.k.a., functional assignment):** Identify the functional role in the contribution service system.
 - A. The the working group member has a WG (working group) identifier in their role.
 - 3. Member identifier:** Identify the member as a unique entity in the contribution service system.
 - 4. Accountabilities and responsibilities (a.k.a., duties):** State the items that the member is accountable and responsible for.
 - A. Objectives (goals).
 1. Acquire and integrate information.
 2. Develop a unified societal specification standard.
 3. Develop software programming to automate function, of which decisioning is a primary societal function. Fulfill decision inquiry requirements.
 - B. Tasks (actions/activities).
 1. Are identified by role.
 - C. Conditions (value conditions that qualify decisions).
 1. Transparency.
 2. Accountability.
 3. Protocol (and safety).
 - 5. Qualifications (a.k.a., skills):** State the qualifications that the member must have to complete the work required by the working group.
 - A. A working group team member must have an understanding (and thus, have read) the societal system standard of the working group they are a part. A working group member will likely contribute significantly to the project. Sub-societal working group members simply need to be familiar with the topic of their working group.
 - 6. Common responsibilities** common to all contributing members should be listed, and are as follows:
 - A. **Health and safety:** To take responsibility for your own health, safety and welfare, being conversant and ensuring compliance with the organisation's standards and procedures.
 - B. **Training and development:** To undertake all reasonable training, learning and development activity designed to support you in your role.
 - C. **Freedom and equality:** To be responsible for your own behaviour and act in a manner that avoids and discourages any form of discrimination or harassment, or unequal habitat fulfilment.
 - D. **Quality performance:** To be accountable for the quality of completion of the performance of activities as required.
- E. **Tasks:** Are identified by role.

9.3 Habitat team contribution description (Habitat team member)

As a member of a habitat team, you will primarily work with physical and informational elements to construct and operate a service system realized from a societal specification standard. This habitat service system is developed and used to fulfill all human individuals globally. The habitat team is tasked with the construction and operation of a physical-informational city networked environment.

- 1. Member purpose (a.k.a., job purpose):** State the purpose of the member's participation on the team/group:
 - A. The habitat team member's purpose is to construct and operate a habitat service system based on a societal information standard. In general, engineering and operations language are used, as well as visualization. Accessing information and resolving realizations (constructions and operations) about the physical existence of humans.
- 2. Member role (a.k.a., functional assignment):** Identify the functional role in the contribution service system.
 - A. The the habitat service member has a HSS (habitat service system, HSST) identifier in their role.
- 3. Member identifier:** Identify the member as a unique entity in the contribution service system.
- 4. Accountabilities and responsibilities (a.k.a., duties):** State the items that the member is accountable and responsible for.
 - A. Objectives (goals).
 1. Actualize (Read: actually materialize) information and operate the resulting system.
 2. Sustain human need fulfillment.
 3. Develop habitat service systems to meet fulfillment requirements.
 - B. Tasks (actions/activities).
 1. Are identified by role.
 - C. Conditions (value conditions that qualify decisions).
 1. Transparency.
 2. Accountability.
 3. Protocol (and safety).
- 5. Qualifications (a.k.a., skills):** State the qualifications that the member must have to complete the work required by the working group.
 - A. A habitat team member must have sufficient

knowledge, skills, and tools to complete objectives related to their role in the habitat service system. A habitat service team member will likely contribute significantly to the project. Sub-societal habitat service members simply need to be familiar with the procedures of their contributed role.

6. **Common responsibilities** common to all contributing members should be listed, and are as follows:
 - A. **Health and safety:** To take responsibility for your own health, safety and welfare, being conversant and ensuring compliance with the organisation's standards and procedures.
 - B. **Training and development:** To undertake all reasonable training, learning and development activity designed to support you in your role.
 - C. **Freedom and equality:** To be responsible for your own behaviour and act in a manner that avoids and discourages any form of discrimination or harassment, or unequal habitat fulfilment.
 - D. **Quality performance:** To be accountable for the quality of completion of the performance of activities as required.
 - E. **Tasks:** Are identified by role.

9.4 Transition team contribution description (Transition team member)

As a member of a transition team, you will primarily work with physical and informational elements in an opposed environment (e.g., market-State) to develop relationships that facilitate greater understanding and community realization. The transition team handles external societal affairs (i.e., relationships with other societies).

1. **Member purpose (a.k.a., job purpose):** State the purpose of the member's participation on the team/group:
 - A. The transition team member's purpose is to develop relationships that benefit the whole community population. Accessing information and resources essential for the realization of a community-type society.
 2. **Member role (a.k.a., functional assignment):** Identify the functional role in the contribution service system.
 - A. The transition team member has a categorical identifier in their role.
 3. **Member identifier:** Identify the member as a unique entity in the contribution service system.
 4. **Accountabilities and responsibilities (a.k.a., duties):** State the items that the member is accountable and responsible for.
- A. **Objectives (goals):**
 1. Acquire and develop market relationships.
 2. Acquire and develop State relationships.
 3. Acquire and develop public relationships.
 4. Facilitate compassionate awareness and sufficient understanding of a societal-level community.
 5. Facilitate access to resources that enter the commons in a coordinated social manner.
 6. Facilitate contribution to services that meet global human need fulfillment requirements without trade and coercion.
 - B. **Tasks (actions/activities):**
 1. Are identified by role.
 - C. **Conditions (value conditions that qualify decisions):**
 1. Transparency.
 2. Accountability.
 3. Protocol (and safety).
 5. **Qualifications (a.k.a., skills):** State the qualifications that the member must have to complete the work required by the working group.
 - A. A transition team member must have an understanding (and thus, have read) the transition proposal, which acts as a standard for market-State relationship development. A transition team member will likely contribute significantly to the project.
 6. **Common responsibilities** common to all contributing members should be listed, and are as follows:
 - A. **Health and safety:** To take responsibility for your own health, safety and welfare, being conversant and ensuring compliance with the organisation's standards and procedures.
 - B. **Training and development:** To undertake all reasonable training, learning and development activity designed to support you in your role.
 - C. **Freedom and equality:** To be responsible for your own behaviour and act in a manner that avoids and discourages any form of discrimination or harassment, or conflict with the market, State, and public.
 - D. **Quality performance:** To be accountable for the quality of completion of the performance of activities as required.
 - E. **Tasks:** Are identified by role.

10 [Contribution] Work-trade relationship types (payment or non-payment for work)

The completion of work relative to a community-type society, and the transition to a community-type society, involves four possible work-trade relationship categories. In other words, there are four possible categories of work for the transition to and operation of a community-type society:

1. **Contribution** (*true contribution, volunteer*) no trade; no payment. Contributors are not paid anything for their work. Contributors are people who freely contribute their time and resources toward the creation and operation of a community-type society. Within a community-type society all work is of this type (i.e., there is never any payment or exchange for work). If there is any payment for work, the a community-type society is not in existence (has not yet been achieved).
2. **Freelance** (*not contribution*) personal payment; someone pays out-of-pocket through their personal financial account for a service. Freelancers are paid (usually in the form of money) by individual persons to complete work. Here, there is the exchange of money (or other) for work.
3. **Staff** (*a.k.a., partners, employees, etc. Not contribution*) money (financial resources) are paid in exchange for service. Staff members are paid to do work by the [Auravana] Project. Here, there is the exchange of money for work; and in general, a salary (or, payout for working proposals). The Project will pay for services at a reasonable and responsible rate. Note here that if there is mandatory reciprocal token exchange, there there is staff (a.k.a., partners, employees, etc.), until such time as there are no tokens exchanged. The word partnership is used in more cooperative market-State organizations, and the word employee is used in more competitive market-State organizations.
 - A. **[State] Labor** (*a.k.a., partners, employees, etc. Not contribution*) a social-State pays credit for a service. Laborers are paid by the State in the form of a credit/token to do work. Here, there is the exchange of a State credit for work.

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TABLES

Table 15. Project Approach > Project Team Tabularization: Simplified project team table. This table includes the name of the team (identifier, etc.), the responsibilities of the team (as a whole). As well as the name of the coordinator that has the communications and approval role. The communications tools and locations are essential to identify, as are the meeting types that the team holds, and their frequency.

Team Name	Responsibility of Team	Team Coordinator Name	Communication Tools	Meetings (type, frequency)

TABLES

Table 16. Execution > Team Roles: Societal team stability organization (this is an example).^[1]1. Teams. Ubuntu. Accessed: 11 March 2020. [wiki.ubuntu.com]

Team Name	Responsibility	Delivery (common to all)	Accountability	Communication Tools	Meeting Frequency (a.k.a., Touch Duration)
Facilitators Team <i>(internal societal facilitation)</i>	Handle other's tactical socio-technical needs	Provide guidance to support a better space for learners	<i>name</i>	Subscribe, #facilitation	12 days cycle
Orienting Team <i>(facilitation of new arrivals)</i>	Support the readjustment of newcomers	Provide guidance and support to learners from a different societal background	<i>name</i>	Subscribe, #orienteering	15 day cycle
Accessibility & Marketing Team <i>(external societal facilitation)</i>	Improve the socio-technical support available and provide promotional outreach	Deliver more community members	<i>name</i>	Subscribe, #relationship-development	12 days cycle
News Team	Gather and publish news on relevant stories	Deliver a daily report	<i>name</i>	Subscribe, #updates	5 days cycle
InterSystem Communications Service Team	Handle all of the issues that go to core communications	Deliver a synchronous communications system with no downtime	<i>name</i>	Subscribe, #communications	3 days cycle
Forums & Wiki Team	Handle all of the issues that go to the open source collaborations forum	Deliver an asynchronous project communications system with no downtime	<i>name</i>	Subscribe, #design-collaboration	<i>many</i>
Documentation Team	Writes and maintains the core documentation (manuals)	Deliver recorded linguistic and visual informational support	<i>name</i>	Subscribe, #documentation	9 days cycle

Table 17. Execution > Team Roles: Societal team organization (team structure).

Team Name	Responsibility	Delivery (common to all)	Accountability	Communication Tools	Touch Durations (Meetings: Frequency, Day)
Information Team	Handle all of the issues that go to informational services and computation	Deliver the core information system (<i>includes decision system kernel</i>)	<i>name</i>	Subscribe, #auravana-devel	10 days cycle
Kernel Team	Handle the resolution of all kernel issues	Deliver a sustained functional kernel	<i>name</i>	Subscribe, #auravana-kernel	5 days cycle
Issues Team	Handle the coordination and priority of all issues	Deliver an organized and safe informational-spatial environment	<i>name</i>	Subscribe, #auravana-issue	1 day cycle
Habitat Service Team	Handle all of the issues that go to habitat global service	Deliver the core spatial system	<i>name</i>	Subscribe, #auravana-habitat	3 days cycle
Habitat Service Sub-Teams	Handle all of the issues that go to local operations	Deliver the complementary spatial systems	<i>name</i>	<i>many</i>	<i>many cycle</i>
Market-Interface Team	Handle all of the issues that go to market interface	Deliver access without waste	<i>name</i>	Subscribe, #auravana-market	3 days cycle
State-Interface Team	Handle all of the issues that go to State interface	Deliver access with peace	<i>name</i>	Subscribe, #auravana-State	3 days cycle

TABLES**Table 18.** Project execution contribution/labor role matrix.

Identity (Unique)	Contributor (Name)	Role Specification (Role identifier)	Actions (Tasks for role)	Standard Operating Procedures (Documentation)	Status Specification (Live and active at work)	Association Types (Decision issues and needs work)	Token Accounting (Wage payment)

Transition Service Operation (Plan)

Travis A. Grant,

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DRAFT Version Accepted: 8 February 2023

Acceptance Event: Project coordinator acceptance

Last Working Integration Point: Project coordinator integration

Keywords: transition execution operation, transition service operation, transition plan, transition proposal, market-State interface plan, societal transition plan, societal transition proposal, strategic transition proposal, strategic transition plan

Abstract

This is the planned execution of transition to a community-type society -a plan (is proposed) for the project's execution of transition to community at the societal level. Early 21st century society has the mandate of re-imagining the control, use, and access to all land, buildings, houses, and resources on the planet. Through a planned, transparent, and contributed organization of educated persons it is possible to develop a safe and feasible transition to community at the societal scale.

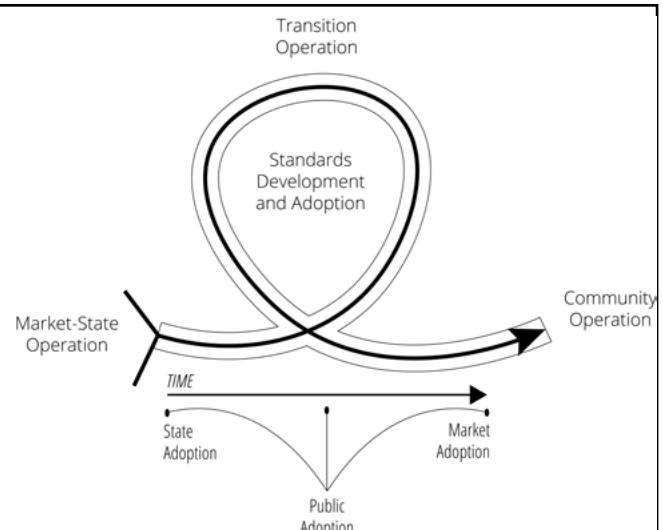
An interface plan is necessarily part of the Project's execution, in order to transition from the market-State to a community configuration of society where there is neither a market nor a State. Prior to this plan there is a whole societal system standard which presents a workable vision of society where there are no markets and no States. This interface exists for a purpose; the proposal is to transition from a market-State type configuration of society

to one representative of community at the societal scale.

Preparing the science, standards, and transition comes first, before the actual transition. This article proposes (a description and explanation) for how to do work in a community-type way, while building bridges from the old to the new.

Graphical Abstract

Figure 7. Community comes into operation when humanity adopts standards for community. The gradual adoption of a community standard by market, State, and public entities will lead to the gradual emergence of community at the societal scale.



1 [Plan] Direction of societal transition operations

NOTE: *Transition is actually an ongoing process, rather than a means to a defined end/goal. Herein, the approach and transition to sanity and stability (at the societal scale) itself needs to be sane and stable.*

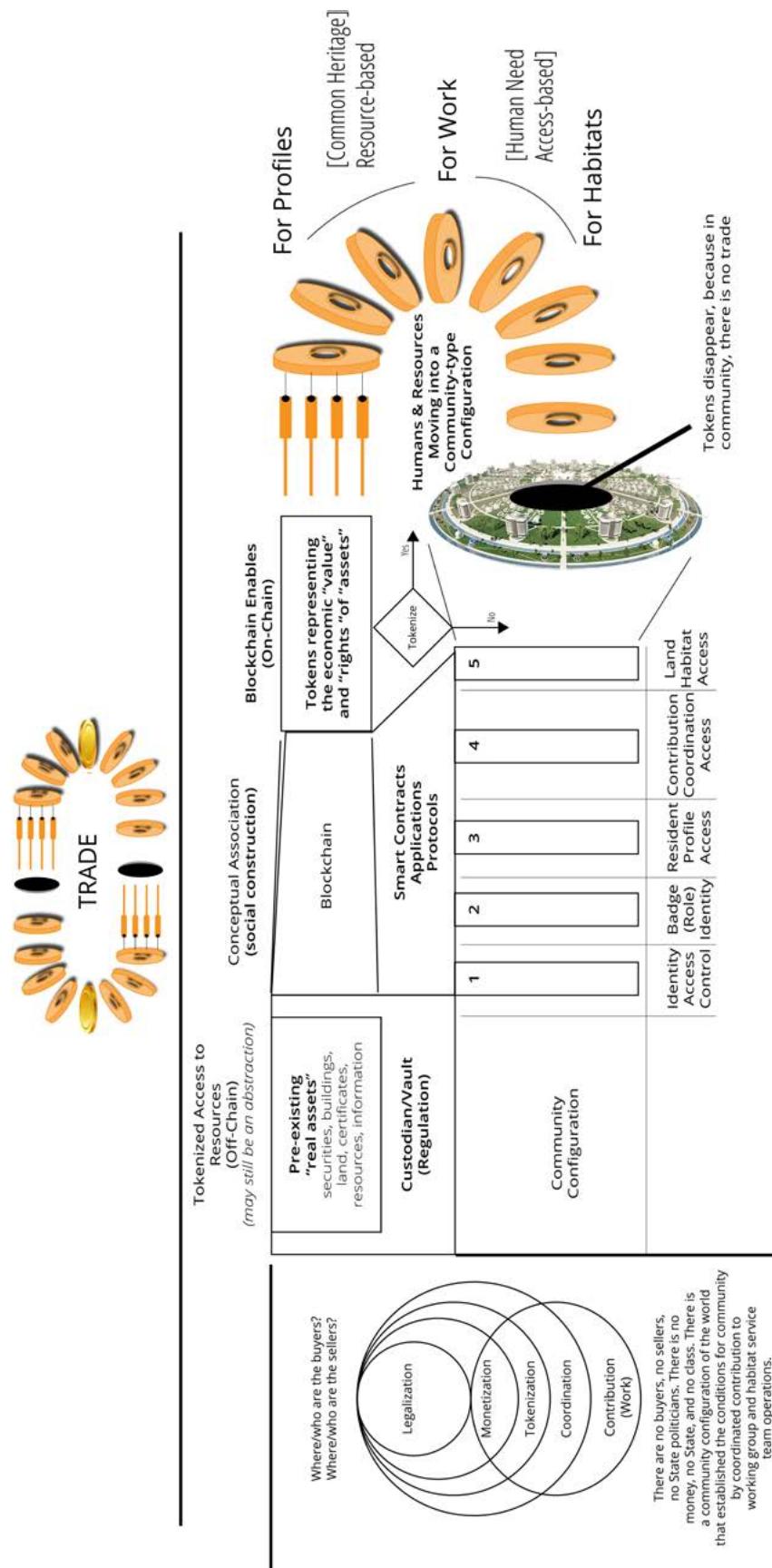
In part, this is a project to transition from building market-States (the building of markets and States) that meet trade and regulation/protection requirements to the building of a habitat service system that meets global human flourishing and fulfillment requirements. The transition must create the conditions for (local and global) transition to community. Through a planned, transparent, and contributed organization of educated persons it is possible to develop a safe transition to community at the societal scale. This is a project to create a society that allows for the fulfillment of human needs at a global scale.

During societal transition, contributors to community need to change the informational and material worlds in order to change people's consciousness toward what is possible today, given what is known and available. They will do this, in part, through the creation of a unified information and planning system expressed into and through a materially integrated city system network (a.k.a., a habitat service system network) commensurate of community. Transition requires change to the socio-technical world, to change people's consciousness (for the better). It is optimal to change the socio-technical world through the development, adoption, and operationalization of a set of standards commensurate to community at the societal, planetary scale.

The transition involves at least the coordination of the following sub-interfaces:

1. **The residents interface** in a community-type society use to access habitat service-objects (i.e., residency coordination service and resident access). This interface may or may not involve users having token accounts that can be used to buy priced "socially" goods and services (possibly, by life phase):
 - A. Community does not use tokens at all, anywhere (i.e., no prices for intermediary or final service-objects).
 - B. Use tokens by life phase (e.g., leisure doesn't use tokens, education has unique non-fungible tokens, amongst these services there is a set of services do not have tokens).
 1. Various variable include: labor hour "pricing", natural material unit "pricing", in-kind habitat service unit "pricing".
 - C. Trading tokens:

1. Trade, or do not, trade tokens amongst end users.
2. Trade, or do not, trade tokens amongst producers.
 - i. Do not use tokens in production (i.e., simply inquire, design, calculate, decide, construction, operate, together), but do use tokens for end users to acquire personal and common access items and services within the global habitat service system.
2. **The market interface** (a.k.a., trade and token account interface) that the community uses to trade for access (via "profit") in a token market economy (i.e., market coordination service and object/service access).
 - A. Local and regional market interfaces.
 - B. International market interfaces follow two primary principles:
 1. The trade of property for State currency; to trade, State accepted currency is required. In other words, when some person, business, State, wants to import foreign-State property (a.k.a., international goods), it must buy them with this currency, which must itself be bought (referred to as a currency exchange/rate).
 2. Production/economic units are competing in a regulated market, where the State allows sub-units to organize economic processes in ways that suits them best, a.k.a., "efficient allocation and use of capital. To do the work of production requires trade of objects produced to sell above a paid for price.
 - C. Here, the standard market-user principles are:
 1. If the community needs to spend less collective labor to buy the good abroad than it needs to produce it at home, the good should be imported.
 2. If a good can be exported at a price higher than its labor cost in community, it should be exported.
3. **The State interface** that the community uses to facilitate standards development and adoption, and the transition of people and resources into a community network of customized habitat service configurations (i.e., State integration regulation service and authority/control access). Jurisdictions range from local governments, through regional and national States, to international States, and globally influential institutions.
4. **The public advertising and marketing** that the project uses to spread information in an information environment that costs money to



become heard.

- 5. The education and workshop interface** (a.k.a., education services) that facilitate discover, learning, and participation in standard for a real-world, human need oriented community-type society.

This community project must execute three projects (project lists and plans) to complete the transition project:

1. **The community standards creation plan** (i.e., information operations): Working groups follow standardized operational procedures to develop standards, software, decision systems, and master-plans.
2. **The community habitats operational plan** (i.e., habitat operations): Habitat teams conduct material socio-technical operations per master-plans, following standard[ized] operational procedures in physical habitats.
3. **The transition development operational plan** (i.e., transition operations): Transition teams conduct socio-technical operations to link people and resources in the market-State and transition resources into community allocation, and people into community habitats.

The questions of what is required to phase in and out a constructed and configured socio-technical system become relevant:

1. What is required to phase out the market-State, and completely replace it with a community-type configuration?
 - A. What social changes; what resource production and usage configuration changes, what technical production unit changes?
2. What is required fully phase out trade, money, and property and fully replace it with habitat access.
 - A. What social changes; what resource production and usage configuration changes, what technical production unit changes?

There will come a point in the future when the existing system that people experience and observe in the early 21st century is fully replaced; that is, the population no longer trades. The transition is one of a shift in direction, an adoption of values, and a selection of a new approach:

1. Direction:

- A. **Market-State:** To profit and power-over-others acquisition. Freedom means property (physical and/or money), which gives more options to access market where priced goods and services are sold and bought. In the market, money is the unit of measure of social productive

relationships.

- B. **Community:** To human need fulfillment and ecological restoration based on systems sciences. To full socialization (i.e., where everything is free). Freedom means access to a coordinated set of common heritage services (and objects) through free access configurations of common heritage resources. Local populations customize their habitats and access then free of charge. The access of some does not inappropriately rise above others. In community, contribution, fulfillment and material quantities (resources) are the measure of social productive relationships. For most (if not all) of what you need, money (price) never enters the equation (i.e., the economic "picture").

2. Orientation:

- A. **Freedom** means that human needs and preferences are accounted for without trade or coercion. Here, full socialization means free access to society.
 1. **Get rid of property and price.** Freedom does not mean freedom to purchase [property] goods in a contrived (Read: manipulated, artificial) and business centrally-planned market for a price. Freedom does not mean stability by coercion.
 2. **Get free habitat services** (i.e., get free fulfillment, get all socio-technical societal services for free). Freedom means to have what is needed in life, to feel "good" and to be capable of living life well and performing enjoyable tasks in life, for oneself and others.
- B. **Restorative justice** means that "we" create a socio-technical system that does not produce structural conflict, and where conflict has occurred, fulfillment is sufficiently restored. Here, full socialization means appropriate equal access to society and restoration services where there is harm.
 1. **Get rid of the punitive (retributive) criminal justice system.** Justice does not mean punishment. Justice is no longer a procedure based in violence and coercion.
 2. **Get the restorative justice system.** Get standards that create environments where well-being is restored to all stakeholders after conflict, and where feedback [through standards] has the potential to evolve the whole system so conflict is less likely to emerge in the future.
- C. **Distributed justice** means that "we" create a socio-technical system where there is no

separation in access to human need fulfillment.

1. **Get rid of wealth access inequality.** Getting rid of priced wealth inequality between all people. You don't necessarily need money to have wealth inequality, but you do need property. People who have control over land-property and other valuable resource-properties, still are the wealthiest. Getting rid of the price of all habitat services and habitat service objects. The scarcity of habitat services (and goods) needs to be [systems science] engineered out of society.
2. **Get common, objective human needs and preferences met, and have human dignity.** Petty crime goes away because no one is trying to escape from the misery of being poor (physically, socially, or psychologically). Here, wealth is measurable human need fulfillment (well-being) and human dignity.

3. Approach:

- A. **Efficiency means** that resources are economized, services are optimized, and people are intrinsically motivated. Here, full socialization means coordinated education and contribution services.
 1. **Get rid of standards that withhold efficiency** and optimization all objective and common socio-technical societal systems. Get rid of trade (secrecy, property, price, and profit). Efficiency does not mean trade.
 2. **Get standards and operations that are efficient.** Develop standards that are sufficiently integrated and unified that there is understanding and certainty that optimized fulfillment is the most likely next outcome. Get decisions informed by systems science. Get economic [resource] calculation and economic [decision] intelligence to occur together at both the local and global scales, given a common direction and orientation.

There are several general categories for transition to a community-type society at local and global scales:

1. **The State approach (a.k.a., the top-down approach, the authority-coercion approach):**
 - A. The social-State (i.e., a planned centralizing economy with a mix of priced and free goods and services).
2. **The market approach (a.k.a., the distributed-market, the price approach):**
 - A. **The stakeholder capitalism approach** an approach to business and corporate governance that emphasizes the importance of considering the interests of various stakeholders beyond

just shareholders. Stakeholders in a business are all economic classes, and can include shareholders, employees, customers, suppliers, cities, governments, and the environment, among others.

- B. **The market-cooperative approach** a planned centralizing economy with mostly price goods and services.
3. **The restorative approach (a.k.a., distributed sustainability):**
 - A. Sustainable technological development, adoption, and usage.
 - B. **The circular economy approach (doughnut economics)** an economy that has rules and procedures for reducing waste and seek to circulate resources.
4. **The community habitat network approach:**
 - A. The operation of a global habitat service system that meets the needs of all humans justly and without price or coercion.

In the early 21st century, there has to be advancement of social systems, decision systems, material (technological) systems, and lifestyle systems to achieve community locally and/or globally. These societal subsystems may advance together or advance separately. However, just the advancement of any one system (e.g., the material/technical system) isn't by itself going to create/construct a community-type society; there needs to be advancement in all the societal systems too. There has to be conditions if society is going to advance toward community: advancement of human fulfillment and awareness of data of community. There has to be a greater purpose to life; there has to be fulfillment and challenge. There has to be advancement to decisioning to include [human and ecological] need accountability, contribution (work) accountability, and resource accountability, occurring through coordinated accountability (optimization algorithms). Decisions create change in the material system; which, in turn, start changes in the lifestyle system.

INSIGHT: Deprivation of knowingly resolvable human fulfillment insufficiency is a metaphorical crime against our social human population.

In the market-State, [more] money gives people more access to the world. In community, contribution and transparency and accountability give everyone the most optimal access to the world. The management of money as debt (market-State) or credit (social-State) requires coordination. The coordination of community requires socio-technical intelligence. A transition from trade and power-over-others to coordinated socio-technical operation will require human effort.

Transportation system will need to be cooperatively coordinated and not separated by unique business entities (i.e., they become social-State operated "public"

utilities with three priority levels: life, technology, and exploratory support). Local societies need uniquely coordinated systems for transport. This system will be administered by coordinators and operated by technicians.

The environment can really affect how we think and behave, so concordantly as the community population develops true habitat service systems separate from current urban environments, it needs to consider how to update its current urban environments simultaneously.

The transition planning proposal herein is divided into the following transition focusing elements:

1. A direction for the transition [of the market-State] to Community [at the societal level].
 - A. Objectives what are the requirements?
 - B. Risks what risks could create incidents?
2. New inputs:
 - A. Phase in process what conditions information and/or technologies are specifically to be phased in, and over what duration of time?
 - B. Amplification processes what is to be amplified?
3. Old outputs:
 - A. Phase out what conditions information and/or technologies are specifically to be phased out, and over what duration of time?
 - B. Reduction processes what is to be reduced?
4. Filtration processes (strategies; what works and what doesn't?) what strategies and filters are to be applied to move people and resources into a community-type configuration?

INSIGHT: Events will occur while the market-State is in existence; the question is: How did the event affect transition?

Transition is encompassed in a proposal for using the market and State to transfer people and resources into a community configuration of society.

Here, importantly, is the challenge to give community access to "democratize" both the people and the resources (together, the urban environment), at all levels, by including in the decisioning process a community network of habitats whose residents are stakeholders in the decisions being taken.

1.1 Simplified direction of transition

The direction of transition is the simultaneous transition away from the market (trade and tokens) and the State (authority) to community at the societal scale. In order to transform ("get rid of") the State, society must simultaneously transform ("get rid of") the market. In order to transform ("get rid of") the market, society must simultaneously transform ("get rid of") the State. Fundamentally, a global community-type society requires a globally recognized community standards as

a pre-requisite to attain global community goals. The goal is to establish the appropriate conditions for the instantiation of community (Read: a community-type society).

1. Construct the transition system:
 - A. Base of the system for transition
 1. Education of population
 2. Life support for population
 3. Technology support for population
 4. Exploratory support for population

The direction/objective is one of full establishment of a global common heritage (a.k.a., full socialization, full commonization):

1. Common information (i.e., common heritage information, socialize information, etc.): The coordinated usage and access of information.
 - A. The sharing of an information environment where individuals have access to knowledge and education.
2. Common land (i.e., common heritage land, socialize land, etc.): The coordinated usage and access of land.
 - A. The sharing of the material system, sharing space in the material system (e.g., land, water, minerals, wildlife).
3. Common habitat support (i.e., common heritage resources, socialize resources, etc.): The coordinated usage and access of utilities.
 - A. Common life support the sharing of life support services to provide safety and optimal human functioning.
 - B. Common technology support the sharing of technologies that extend human functioning (e.g., construction and communications systems).
 - C. Common exploratory support the sharing of activities that provide more opportunities for beneficial experience to the population.
4. Common contribution support (i.e., contribution coordination, socialized labor, etc.): The coordination of contribution to information standards and habitat operations (on land and water).

All governments work on creating the conditions for emergence into their stated configuration of society. A State is the territory and property that a government has power over. Corruption of power is prevented by the adoption of community-based socio-technical standards of operation and transparency.

In concern to objectives, the continuous questions are:

How will each of these objectives be completed?

What tasks, resources, and human contributions are necessary? What is the timeline for movement along the direction through transition to community [at the societal level]? Where are we now? What is happening over the next weeks to transition people and resources into a community configuration of society?

1.1.1 Simplified task view of transition

A simplified task-based view of transition from the market-State to community as a type of society may be organized as follows:

1. **Create the relevant information set.**
 - A. Create the relevant data and knowledge.
 1. Create a foundational standard for a community-type society.
2. **Engineer the system.**
 - A. Create the relevant technical drawings and code.
 1. Create a physical interface foundation for computing (hardware & software) the materialization of a community-type society.
3. **Animate/simulate the system.**
 - A. Create the relevant technical simulations of engineered systems.
 1. Create a simulation of present and future possible objects, concepts, and human inter-relationships in a real-world community-type society.
4. **Disseminate the relevant knowledge and experiences to the:**
 - A. People get the content to the people.
 - B. State get the content to politicians.
 - C. Corporate get the content to employees and employers.
5. **Facilitate continued development and adoption of the standards by maintaining a community standard setting working group.**
 - A. Transition of education from one based on a mixture of unintegrated standards, to one based on a unified and integrated standard for understanding and human [socio-technical] development.
6. **Facilitate transition of pre-existing organizations through adoption and joining as “citizen” members a community-type society.**
 - A. Transition of the market from one that has trade of property among “legally permissible owners”, to one in which there is no trade fro cooperative work.
 - B. Transition of the State from one that coerces behavior among “citizens”, to one that coordinates production for community habitat service fulfillment.

1.2 Execute transition analyses

The primary transitional executive analyses are:

1. **Community-societal level analyses:**
 - A. Education analysis
 1. Simply, how is community education going?
 - B. Contribution analysis.
 1. Simply, how is community contribution going?
2. **Transition-societal level analyses:**
 - A. Geopolitical analyses.
 1. Market analysis.
 - i. How is survival and wealth accumulation going?
 - ii. How is the transition of people and resources into community composition, given the presence of a market, going?
 2. State analysis.
 - i. How is peace and dispute resolution going?
 - ii. How is the transition of people and resources into community composition, given the presence of a State, going?
 3. Public analysis.
 - i. How is the transition of people and resources into community composition, given the local public population, going?
 3. **Habitat-level analyses:**
 - A. Residency analysis.
 1. Including, are there issues with residency?
 - B. Justice analysis.
 1. Including, are there issues with justice?
 - C. Proximal local habitat master-plan decision work group analysis.
 1. Including, what is the next likely habitat master-plan solution.

There are many analyses of locations in the early 21st century that could facilitate in transition at a local and global scale:

1. Human needs analysis.
2. Sociological analysis.
3. Geographic analysis.
4. Historical analysis.
5. Geopolitical analysis.
6. Jurisdictional analysis.
7. Situational report.
8. Ecological analysis.
9. Infrastructural analysis.
10. Property analysis.
11. Values analysis.
12. Impact analysis of these new environments on other existing towns, people's, etc.
13. Land analysis.
14. Promotion and marketing analysis .

Accompanying any analysis is an accounting of information:

1. Resource survey.
2. Biological inventory.
3. Materials inventory.
4. Land inventory.
5. Technology inventory.
6. Etc.

From these analyses, societal engineers and developers are able to propose solutions that involve building of new cities, or in other cases, the adaptation/modification of existing cities. These analyses could be done for each political situation in each city today. Fundamentally, an analysis of the actual state of the situation is necessary for transition.

1.3 Transition duration

Transition will take as long as transition takes. There are two general sides to the discussion of transition duration, which is not yet predictable.

Transition can be:

1. Fast, hard, and painful transition.
2. Slow, gradual, and safe transition.
3. Some combination.

Transition can occur at different times and different locations over the planet. Some nations and corporations may adopt community-type societal standards more quickly than others.

1.4 Cybernetic-type project requirements

The execution of the transition to community, and the operation of community itself, are carried out as projects that integrate and control for feedback (Read: cybernetic projects). These types of projects have a set of basic phase completion requirements, as well as coordination requirements. These project organizational elements must become active and open to observation by all during transition.

The common phase completion requirements for this project are (note: the cycle repeats with a complete database from which to design solutions and take decisions):

1. Databases complete.
 - A. Initial state visualization [of fulfillment] complete.
 - B. Initial processes description [of fulfillment] complete.
 - C. Objectives complete.
 - D. Requirements complete.
 - E. Issues complete.

2. Solution designs complete.
 - A. Decision algorithms complete.
 - B. Optimization calculations complete
3. Operations complete [signal sensor].
 - A. Evaluations complete.
 - B. Surveys complete.
4. Updated database complete [result integration and controller updating].
 - A. New state visualization [of fulfillment] complete.
 - B. New processes description [of fulfillment] complete.

Continuous project coordination requires the integration of a set of lists that identify and plan for work/action in the material-informational environment (i.e., in material-time):

1. Objectives list.
2. Humans list.
3. Teams list.
4. Schedules list.
5. Events list.
6. Concerns/Issues list.
7. Actions/Tasks list.
8. Deliverables list.
9. Tools/Technologies list.
10. Resources list.
11. Locations list.

1.5 Patchwork versus structural change

A.k.a., Patchworking, patching, temporary fix, temporary solution, non-structural change.

Patchwork is, by definition, the incomplete resolution of a problem. Often, when complex systems are patchworked, problems don't go away, they just transform it into a different kind of problem. When patchwork is considered a long-term solution, then possibly, a society is not recognizing the structural nature of societal problems. The current system has deep structural problems. This is likely to lead to the desire to patchwork the existing system rather than restructure the system itself by building a new system to make the existing one obsolete. All patchwork is a temporary solution. Sometimes, temporary solutions are necessary (e.g., to bring people up to a baseline standard of living); however, in the context of society, temporary solutions are avoided in preference for structurally corrective solutions.

INSIGHT: *To change what "you" are experiencing, it is normally essential to observe what you are already actively choosing.*

All patchwork is a quick (and "messy" solution); all temporary solutions are (not aligned with strategic societal safety):

1. Inelegant not completely logical, not beautiful, more pollution otherwise.
2. Slow not the fastest or most optimized due to comprehensive strategic information collection, decisioning, and planning.
3. Incorrect will not correctly respond to all input cases.
4. High-coupling unnecessarily couples (links) with other components in the system, making future changes more difficult.

Note here that the concepts of "property-over-others" and "power-over-others" create high-coupling in a market-State society; whereas, "duty-to-service" and "strategic-common-heritage" are concepts that creates high-coupling in community.

The specification standards for a community-type society do not exist to facilitate a patchworking of the early 21st century market-State. They are specifications with a purpose to transition and construct a community configuration of society. Here, it is important to focus intentions on the structural development of community, which is a whole and integrated system, and not on patching a system structurally antagonistic toward human cooperation, fulfillment, and ecological regeneration.

APHORISM: *Trying to fix what you don't understand is unwise.*

Its time to stop talking about patchwork (Read: temporary fixes and "band-aids") and start to address the underlying problems with the structure of the societal system. When addressing surface problems, it is extraordinarily difficult to also address structural problems. Generally, a problem-solvers attention is either focused on surface issues, or focused on the structure, which necessitates an awareness of surface issues. We can take actions now as "band-aids" to help us get out of our immediate suffering, but it should be our goal to restructure the environment so that the suffering is not continuously regenerated.

And yet, given the abhorrent conditions that many people live under within the 21st century, temporary solutions are unavoidable in order to give better conditions to those in immediate need. Patchwork can improve conditions in the present, which gives people a greater space to consider true structural system change. However, there is also the idea that when people are fully exposed to the aberrant conditions of the early 21st century, they may be more likely seek out and implement systemic change.

INSIGHT: *It is unwise to believe a system is corrected, when a patch is applied, when in fact, the patch is actually just compensating (providing temporary compensation).*

The system of which early 21st century society is

composed is not reformable because it does exactly what it is supposed to do for powerful and vested interests. For all practical purposes, the modern monetary system was setup with the interests of a ruling class in mind. Early 21st century society has been designed by the cultural appetites of its designers. It is the result of a structural emergence, as well as people with a plan and access to wealth and power.

INSIGHT: *It is not as wise to patchwork a car into a boat as it is to just build a boat, when a boat can be built. In engineering, patchwork is for resuscitative maintenance until a new and better structure is built. When navigating the vehicle, the driver of the car or captain of the ship does not cause structural changes to the vehicle through his/her interactions with a wheel that adjusts the angle of the tires/rudder, which re-adjusts the direction of forward movement.*

The following is a conveyor belt analogy for the idea of patchwork:

A moral person who was manufacturing something and noticed an unexpected defect in an item would shut down the conveyor belt. Patchwork is like seeing a defective item and trying to patch it so that it kind of works (the market), but mostly it is just watched (the State) until it falls off the end of the conveyor belt.

In a sense, patchwork is an admission that the structure of the system is broken. A structure that produces cycles of harm needs to be re-worked at the structural level. When "you" find yourself in a hole, stop digging. Using the problem to fix the problem is a recipe for unintended consequences, and for, disaster. There are solutions that reveal new and more optimal structures.

It is possible to enable change in a broken system, but in order to build a new system, "you" have to build that new system. It is unwise to confuse the problem(s) [in part, the structured system] with the symptom(s) [in part, the surface behaviors]. Fixing symptoms doesn't fix the problem. Patchwork is re-construction of the same, or something similar, and not, systemic re-structuring (through a new set of standards).

A structurally significant element of a society will embed its objectives in the lifestyle of those within the society. When 'business' is a significant element of a society's operation, then the objectives of business will be embedded within the lifestyle of those in said society. And, the two principle objectives of business are:

1. to maximize profit; and
2. to minimize costs.

If it is a business [organization], then at the end of the day money controls its existence or non-existence. Patchwork will not re-direct the structural objectives of the system. It might re-orient individuals within the confines of the set structure by a slight degree, but it

does not provide a means for re-directing the structure as a whole.

Trying to patch up the market system is artificial, it's crude, vulgar and will not provide a solution. Herein, it is important to recognize that money alone does not produce incentive to accomplish work. For example, if we lived in a community with all of our needs met, we would have no desire to chase money (sometimes aptly known as an "incentive disorder"). It is only when something is withheld from us, and then, out of necessity will we chase money, or through lots of conditioning (one might suppose). Hence, in a society where money is a requirement to meet needs, then "yes", money does produce incentive. But, it also has the characteristic of producing incentive for corruption and embezzlement, which span the spectrum from subtle to gross. Therein, when people seek advantage by money, then we cannot have a decent world [space]. Because, money is the source through which an individual maintains their very survival. Right now, billions of dollars are being made in the war industries. Yes, war is an industry. It is a profit generating action. And in war, there is also the embedded value of competition, which enhances scarcity and conflict. A system that facilitates and incentivizes profit from war cannot be patchworked to become something it is not.

We are literally flying at the speed of light on spaceship earth and we have lost our way. We need to re-orient and re-examine what we have created. A system that has foundational flaws needs to be accurately modeled so that the new design doesn't contain the same flaws. Fundamentally, we need a new design, a new model. Patchwork will never change what a system is.

And yet, early 21st century society is a construction of beliefs and we can change it anytime we choose; not through money in the hands of the few, but through accurate information in the minds of many.

In the early 21st century, problems and their perpetuation create and sustain jobs. Many people do not want solvable problems to be resolved, because that would destroy more jobs. This insight is just another reason why patchworking the market system will not work in facilitating integral fulfillment. There is no way of making the market-State system just or equitable. It cannot be made just and equitable; because, of property and expropriated labor. Instead, when everyone has sufficient free access to goods and services in the context of contribution, no one in society has to fight for "rights" (as in, women's rights or men's rights, or black rights or what rights, or any rights). No one has to petition the State for grievance, because there is optimal access based on human need, which supersedes all subclassifications of "rights".

NOTE: *Some say that if you don't contribute to society the way the leaders of the society want you to contribute, then you don't deserve its support, you don't deserve a quality-of-life or even living. Therein, in the market, "financial independence" means you don't have to*

surrender to life through a wage; you can come and go as you wish.

1.5.1 Structural deterministic transformers

In systems science, the term "structural determinism" is important when discussing any change to a system. Structural determinism (a.k.a., structural constraint, consequential structural constraint) is a systems science principle that states that structural elements (factors) deterministically (causatively) affect behavior -the behavior of any system is primarily determined by its internal structure (given an environment). And, by its nature of being a structure (in an environment), it is resistant to external influence or interventions; hence, the factor of constraint (resistance to change). The higher degree of intervention against the natural flow of the system (against the structure), the higher the degree of resistance, or reactionary constraint. Structural determinism means a systems behavior is relatively fixed, and not easily altered, if it is possible to alter it at all. It is relevant to note here that purely structure-determined systems are mechanical machines systems, or composite entities, wherein everything that happens within them, as well as to them, is determined within them (not environmentally) at every instant by their structure and structural dynamics at that instant. There are internal system mechanisms (feedback loops) and driving incentives that are so tightly coupled that attempts to modify or influences a systems behavior (moving against the structural determinism) inevitably has minimal impact, because the structure "fights" back (Read: resists the change through human agents and organizations that embody the structural constraints). Societal systems can have reactionary forces that will push back against structural change to protect the continuation of the system/structure, including but possibly not limited to:

1. **Obedience** to belief and cultural values. Where people consciously object a more moral structure of society.
2. **Invested self-interest** such that those with purchasing power and/or money over-others do not want to let go of the advantage and access they have over other people.

It is relevant to note when discussing the topic of determinism that society is not a mechanical machine. When the topic of cybernetics is introduced into systems science, then there are no longer just simple purely determinant machines with one-to-one correspondence between cause and effect, but instead there are many correlated, closed, single-valued transformations that lead to environmental adaptations over time. The parameters of mechanical systems are its informational input, but this is complicated when in the presence of biological or social systems, for the parameters involve the organism's genetics, experiential history,

and environment – the conditions of its life – as an appropriate source of informational input. (Jeon, 2022)

2 [Transition elements] The societal systems

A.k.a., The types of societies, the societal structures.

All countries in the early 21st century are run in a similar way. They have what is known as a mixed [market-State] system. The mixed systems are mixed to different degrees. Some countries have a little more capitalism, other countries have a little more centrism (capitalist socialism). That said, they are all (to relative degrees) working toward having certain basic needs met, such as

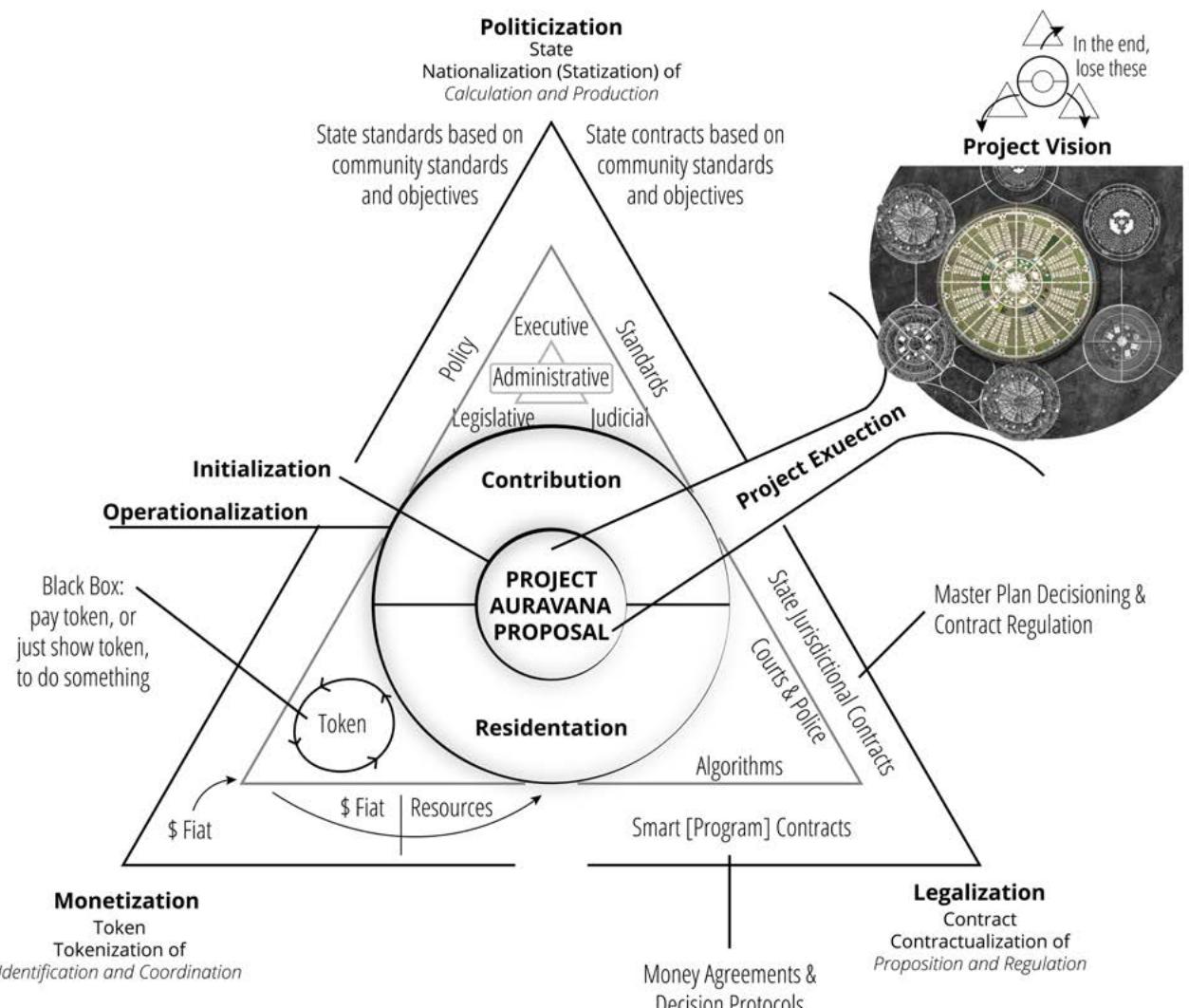


Figure 9. A transition from the market-State to community requires engagement with the three operational ends of the market-State: the political aspect (politicization), the token/monetary aspect (monetization), and the legal aspect (legalization). Hence, it could be said that the transition necessarily must be politicized, monetized, and legalized. Therein, the branches of the political State may facilitate the adoption of policies and standards that support transition. A token/monetization model may be used to collect fiat/money, and begin shifting people and resources into community. A legal model may be used to create contracts that allow for the creation of community and also facilitate the flow of resources and people into such a societal configuration. The Auravana Project proposes a contribution and residence program to operationalize this transition. Over time and through the execution of this transition program a community network of habitats/cities will emerge; wherein, there is no longer State-politics, market-tokenization, nor contract-legalization).

healthcare, subsidized by the State. Often, schooling is subsidized, as well as social security (retirement). Every country has social policies, every country has trade, and every country has market and citizen regulation. The commercial [access] determinant of all life, technology, and exploratory services, in the market-State, is money and/or influential power. In community, human and ecological service need are the determinants of all life, technology, and exploratory services support. In the early 21st century, the market and State operate together to maintain society.

NOTE: *People are averse to socialism, in part, because in the past, the authorities, when they acquire State power have traditionally become horrible despots. The "Machiavellian" way of running government is through secrecy and enforcement by punishment, pain, death, torture and prison. Secret discussion between governments and corporations, lead to each side telling their people whatever they want. This way of running the State is unlikely to lead to greater human flourishing. During transition, States will transition from covert to transparent operations.*

The State has various influences into the regional and global markets. Herein, States have industrialization ("fulfillment") policies that guide production:

1. States can nationalize and have direct State Ownership (so the technicians are State employees). The technicians and administrators of the State corporations then buy products and services from State stores where objects and services are prised in some manner (possibly, by resource availability and human working hour). Hence, in concern to the State, where appropriate, the State may nationalize (publicly own) productions and services, in order to share resources to support some significant policy change that mandates transparency and planned human fulfillment.
2. The State can discipline businesses when they don't meet targets of production.
3. To ensure continued investment, States can make it attractive and accessible through lucrative tax incentives.
4. States can directly subsidize the operations of a business.
5. States can give grants to industries for development work -States can directly invest.
6. In concern to the market, individuals can develop cooperatives that form unions of cooperatives. Possibly, these unions could be coordinated by the State, which develops standards and calculates optimal economic efficiency and effectiveness.

The transition from the market-State to community is a

transition from laws governed by the State, to standards maintained by societal working groups, and habitat team technicians that work within an integrated city network that meets the socio-technical needs of the whole population. Society is no longer navigated by authorities, politicians and enforcers, but by working groups, habitat teams, and coordinators, all of whom represent a group of dutiful contributors [to community].

During transition there will likely need to exist participation in the market-State in order to facilitate transition to community. The results of this participation will likely include:

1. Reduction of the market where people produce products for trade and profit.
 - A. Reduction of the profit imperative. Reduce and gradually remove the profit incentive.
 - B. Eventually, eliminate the profit incentive.
 - C. Reduce the circulation of money.
2. Create incentives that improve cooperation, reduce waste, and restore ecologies to states of productive abundance.

Signaling in the market-State about what is wanted is done through three primary processes:

1. Signaling though voting by people with property (citizen behavior).
2. Signaling through violence by people with authority (authoritarian behavior).
3. Signaling through purchases by people with purchasing power (consumer behavior).

Conversely, in community, the population intelligently surveys themselves about their needs and preferences, which are used by InterSystem teams among the population to produce optimized habitat fulfillment solutions based on the resources, contribution, and knowledge available.

To safely transition from what has come before (market-State) to what will be (community) necessitates an understanding of the structures of "what is" and "what could be". To engineer a safe future system and a transition thereto. Both systems must be understood and visualized together. The question, the task of operating the economy:

1. Is the duty of the State (State capitalism). Thusly, "public servants" are charged with certain [economic] tasks, narrowly defined, but which are seen as the province of the State.
2. Is best left to the market of private capitalist enterprise (private capitalism).

In concern to the economics in a market-State, there are people with property and purchasing power:

1. A class of employers who take important decisions

- and take a larger cut of the income.
2. A class of workers (laborers) who may take few important decisions and carry out the plans of the employers.

Transition involves the production of the means of production of community (i.e., community cities). In an integrated network of community habitats, the means of production are the cities (generally), and the products are the habitat services therein.

In the market-State, there is fixed capital and circulating capital, and then, labor. In community, there are common heritage resources (i.e., fixed capital) and there contributors to a common socio-technical environment (i.e., the circulating capital of contribution). The market, State, and community have different ways means of production (materialized society is a complex interacting system with sub-systems):

1. **In the market** production and distribution is a business function (Read: partnership for trade and profit). In the market, buyers and sellers trade; they trade resources, humans, and products.
 - A. Production by mixture of:
 1. Fixed and circulating capital.
 2. Labor exploited capital.
 - B. When the means of production are transferred to market ownership, then production and distribution becomes *a private and for-profit function*.
 - C. Products are made by private funds and sold for private funds.
 - D. Production controlled by private interests and partnerships; production involves trade, and likely, money.
 - E. Production and products are generally not

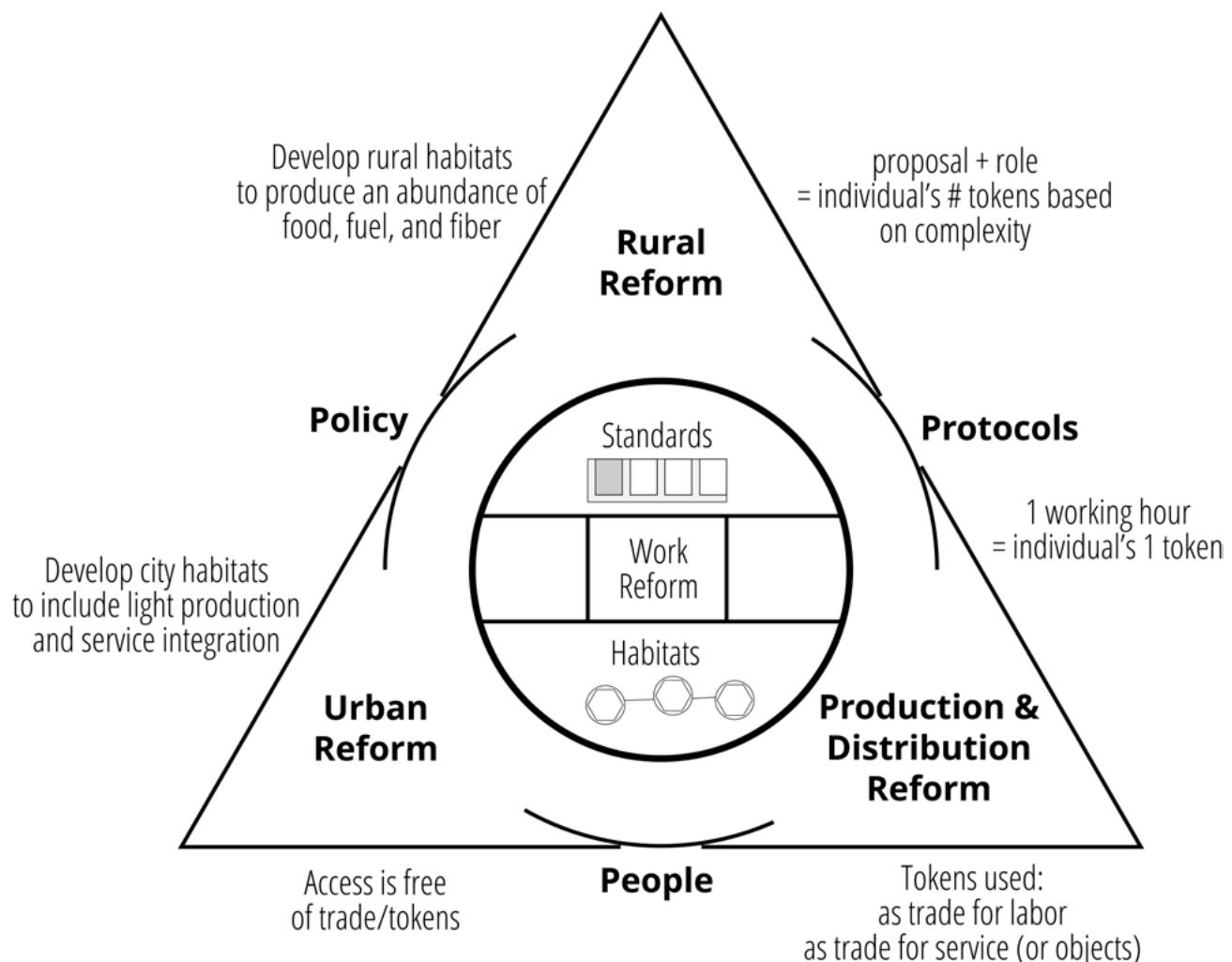


Figure 10. To transition from the market-State to community, there is a need to reform (change) the material environment and how it is produced. Hence, there is the need to reform/change the rural and urban environments, and the production and distribution system in general. In order to make the change, there must be a change to people, policies, and protocols. Therein, there must be a consideration of [community] standards, work reform, and habitats.

transparent, but there is some transparency with interoperability standards and open-source.

2. In the State production and distribution is a State [duty / coercion] function.

A. Production by mixture of:

1. Authoritarian control power-over, power-over-others.
2. Duty rightness, correctness.
- B. When the means of production are transferred to State ownership, then production and distribution becomes *an authoritarian/coerced and/or duty function*.
- C. Products are made with State funds and may be either sold or given for free.
- D. Production controlled by whoever controls the State; production may involve trade, money, duty, expropriation, and/or other territorial law.
- E. Production and products may or may not be transparent.

3. In community production and distribution is an InterSystem Team [community duty] function.

- A. When the means of production are transferred to community access, then production and distribution becomes *a commonly coordinated contribution function within a unified information standard*.
- B. Products are made by production systems composed of common heritage resources, contributed to by human contributors, who provide a service support system for the whole community population to access for free (no cost) and with freedom (abilities).
- C. Production controlled by contributors, guided by users.
- D. Production and products are transparent.

Each societal system provides choices:

1. In the market, when "you" have more money, "you" have more choices.
2. In the State, when "you" have more authority, "you" have more choices.
3. In community, when "you" have each other, a unified information standard, and a common set of coordinated resources, complete and optimized fulfillment for all is possible.

The market-State social contract contains:

1. **Employers** are the businesses and the State own the means of production and exchange payment for the employee to operate machines that produce the final products.
2. **Employees** receive a salary by a business and/

or the State, who use intermediary technologies (means of production) to build final products.

3. **Consumers** are citizens, who buy final products.

The types of transactions (trade relations) in the market-State under the social contract are:

1. **Citizens** (individuals, in a market).
 - A. Consumers (consuming owners) may trade their labor for something.
 - B. Employers (employer-ing owners) own production property and pay employees.
 - C. Employees (employee-ing owners).
2. **Business-to-business** (another business as consumer).
3. **Business-to-State** (State as consumer).

The community social contract contains a community standard and a set of habitat user agreements:

1. Societal specification standards (SSS).
 - A. Community project charter.
 - B. Community agreements.
 - C. Habitat agreements.
 - D. Systems science information system.

In the market-State, if transparency can even be gained, it usually must be gained through request (e.g., freedom of information act). In some States there are no laws (Read: freedom acts) that allow citizens to request transparency. It is important to note here that it is possible to have a State-type society with both high and low transparency. In community, the socio-economy is, by default, structurally transparent (because, the users are the producers).

NOTE: *In the market, in general, the entities in control of the State are oligarchs and dictators (in more authoritarian States), and representatives (in more democratic States). These entities are typically oriented by profit and power (especially after their first term in power). During transition to community, entities in control of the State are people oriented by community standards.*

In the market-State, the question is, which State and/or business produces the resources "you" need? In community, the production is planned (flexibly) in advance, in the form of a habitat societal system. In the market-State, the production is post-hoc (a.k.a., there are products/commodities that are sold into a market, via a price inclusive of competition among production, that is paid). In the market-State, profit signals a satisfied want/demand; profit also identifies to producers (businesses) where and what to produce more of. In market-Socialism, there are planned products that are sold into a market inclusive of competition, via a price that is paid. In community, there is no price paid; there is only free of price (cost, money, currency, credit, points,

tokens, finance, etc.). In community, society is flexibly planned through one globally cooperative InterSystem team composed of societal information working groups (standards and decisions), and societal habitat teams (who work in actual real-world habitats).

In the market-State, market entities go a long way to mask and conceal how objects and commodities are produced. Businesses in the market do not want (would prefer) the public not know what labor and materials go into a product, both for competitive reasons and to make the commercial transaction (purchase) easier and less thoughtful on the part of the purchaser (consumer, end-user). Businesses (production organizations in the market-State) know that the less the consumer thinks about what labor and materials went into a product, the easier it will be for them to consume product. More realistically, it can be said that under no circumstances

do most businesses want the public to know how their products are produced; which is the exact opposite of what happens in community. Sometimes even the brand owners themselves, and other employees internal to the company, don't even know how or where their products are manufactured. Alternatively, community is a system where everyone understands (or has the opportunity to understand) what is going on in concern to the manufacturing and production of everything in the economy (i.e., everything in the global network of habitats). In a community configuration of society, the producers and users, who are the same individuals, just in different phases of their life, want everyone to know how everything is produced so access (Read: consumption) maintains the link between production and usage. Versus, in the market-state where that link/relationship is broken by the "price mechanism", and

Table 21. Transition of societal system types via primary sub-conceptions. This table shows three types of society (columns) with the primary sub-conceptualizations of society (rows). The table has been filled in with the appropriate associable conceptions.

Societal Sub-System Conceptions	Types of Society		
	Market-State Type Society	Social-State Type Society	Community-Type society
Social	Concepts and objects in market-State configuration <i>Individuals</i>	Concepts and objects in social-State configuration <i>> Increasing to ></i>	Concepts and objects in community configuration <i>All individuals</i>
Direction (purpose)	Profit and Power	Community Standards Education and Adoption	Human Need Fulfillment
Orientation (values)	Competition, Security, Leadership	Openness, Collaboration, Intrinsic Motivation	Freedom [through togetherness], Restorative Justice, Efficiency
Approach (methodology)	Market-Politics (market economics), State-Politics (politics), Public-Politics	Standards Development, Standards Adoption	Systems Science, Critical Linguistic Method, Rational and Experimental Sciences
Decisional			
Resources (classifications)	Private Property, State Property	Cooperative Property, State Property	Common Heritage (no property)
Persons (subjects)	Citizens, Consumers, Producers	Producing-Consumers	Community Users, Information Working Groups, Habitat Service Teams
Objectives (requirements)	Profit, Power-Over-Others	Community Values	Community Values
Processes (procedures)	Trade, Government	Standardization, Cooperative-State Organization	Integration, Contribution, Coordination
Specifics (solutions)	Products and Services	Products and Services	Products and Services
Material			
Teams (humans & resources)	Businesses, Governments, Sub-Governments	Cooperative Businesses, Eco-Social State(s)	InterSystem Team
Roles (tasking categories)	Employer, Employee, Consumer, Authority	Self-Employee of Cooperative, State Employee, State Consumer	Personal Access, Common Access, Team Access
Objects (materials)	Real and Reifications	Real and Reifications	Real
Services (users)	Business, Government	Business, State(s)	Habitat
Lifestyle			
Contribution (works)	Little to None	Increasing	Full
Exploration (discovery)	For upper socio-economic class	Increasing for all	All
Recuperation (restoration)	For upper socio-economic class	Increasing for all	All

individuals and institutions become disconnected from common human needs and optimal fulfillment.

What is "value" in a societal system?

Note: Different configurations of society view "value", as a concept, as well as, what is of actual value, differently.

1. **Value is a concept** that means to have identified objectives that will conform decisions, and thus orient actions/results toward greater or lesser states of fulfillment and flourishing. Value can take different forms. In community, the three values are: freedom, justice, and efficiency. Values becomes objectives, which is why it is important to know what is meant, in-depth, by a given/stated value. In a social system, a value is an orientation, an intention when taking a decision that conforms the decision space in one resulting direction (and not another), because the intention has an objective (e.g., greater human fulfillment and not lesser). Here, a value (objective) is both a system state (a condition), and also, an on-going behavioral processes (conditioning). Here, there is valuing that which is best for the individual, which is based on common needs and individual preferences.
2. **[Actual] Use value form (useful to end-user humans; is the usage of the assembly of components)** the utility/function of an service-object [as applied to meeting a human need] makes that which is being classified, as a "use value". The decision (object production or change) has some useful objective (completes some goal). Some function thing (tool/object) may have a useful purpose, a "use value". It is an objective value of an object to a user that the user can put it to valuable and specific use. Engineers have requirements to produce what users expect, which are met by specific material quantities and qualities. Users (all humans) in society have human needs that must be met with global socio-technical services. These services are of use to all humans; their use value is global, common life support service, technology support service, and exploratory support service [use values]. Use value is measured in well-being (qualitative unit of the feeling well, happy, and with flow).
 - A. **Individual-feeling unit form:** Individual-feeling units involve individual conscious with feeling(s) of being complete in their fulfillment, and having wellness, happiness, and flow in life.
3. **[Actual] Material value form (useful to engineers and operators; is the assembly of components)** valuable to the engineer, because their material

properties meet real-world material engineering requirements. Individuals working in any society would want to know how many resources go into a product.

- A. **Physical unit form (a.k.a., physical quantity form):** Physical units involve measuring the inputs and outputs in terms of static physical quantities, including but not limited to: kilograms, liters, hours, watts, or units of production. For example, in an input-output table, the columns may represent various sectors of the economy, and the entries within each column would indicate the physical inputs required by that sector to produce a unit of output. Physical units allow for a quantitative assessment of resource requirements and can provide insights into the physical flows of goods and services within the economy. Materials are measured in physical units (quantitative units).
4. **[Actual] Ecological service value form (useful to the biosphere and life within it; is the planetary biosphere within which the components exist)** refers to the tangible and quantifiable economic worth or value derived from the ecological services provided by natural ecosystems. It represents the measurable benefits that ecosystems offer to human well-being and the economy. It is valuable because it provides and cycles needed resources and creative a liveable environment for humans and a diversity of other species.
 - A. **Ecological unit form:** A unit is a group (a.k.a., unit) of organisms that interact with each other and their environment in a way that is characteristic of that unit-environment. These unit-environments can be as small as a single population (how a specific population interacts within itself and with its environment), or as large as an entire ecosystem (how a diversity of populations interact between themselves and their common environment).
5. **[Market Concept] Exchange value form (i.e., market value, trade value, reciprocating value, price value, etc; is the trade of private property)** expresses something equal between things that are being exchanged (traded). The exchange value question is, "What is someone else willing to trade for the commodity?" Note that it is unwise to use the market (trade, price, and money), to account for and/or assess real-world human value. By doing so the real-world types of value (e.g., ecosystem service and human need fulfillment) cannot be adequately measured, and real-world value can be unsustainably destroyed to get money exchange value. There is no currency with its own

internal financial mechanisms (like interest that create an embedded growth obligation) that is compatible with global human need fulfillment and ecological restoration. There is no positive global human future that is compatible with the market where accumulation are possible. The two are fundamentally, mathematically (due to trade accumulation over time), and morally (due to incentives and signaling) incompatible. Note that in the market, things which have no actual value may have a price.

- A. **Consumer price value form** refers to the price/value a customer's willingness to pay. Subjective consumer [value] willingness to pay form.
- B. **Producer price value form** is a market standard that depends on:
 - 1. **Labor cost value form** refers to the cost value (price) of producing an object, including materials and labor.
 - 2. **Production value form (commodity value form)** refers to something having value because can be resold at a price (either as final usage, or to be used to produce something else). The sell value (price) of the commodity itself in the market.
 - i. If the demand for a commodity increases, and the amount of the commodity in the market stays the same, the value (price) of the commodity increases.
 - 3. **Intrinsic value form** refers to the value of money itself (inherent). If the money supply increases, inflation occurs, and the value of a given single unit of money decreases.
 - 4. **Authority value form** refers to the defensible protection of traders in the market, who maintain a monopoly on force (violence and coercion) in order to maintain the order of exchange/market system.
- 6. **[Market Abstraction] Price value form (a.k.a., points value form, tokens, credits, money, currency, certificates, financial value, bank account value, etc; is an account of the trade of private property as price output, paid, and points input, earned)** refers to a linear quantity count of some abstraction tied to a person physically (e.g., cash) or digitally (e.g., crypto), as their private property, and used to purchase products (or services) in a market. Money is an abstraction that humans give value to; because they believe that it is a unit of account and that it is the only possible unit of account, or only fair unit of account [in an economy]. Money forms a static quantitative social relation between people. Here, money is the measure of accountable value of

exchange over time. Money is a record (database / ledger) for the private and State property accounting of the exchange of goods and services, and for time shifting the exchange of goods and services. Points, tokens, money and currency are the "price" paid (by a user), in trade, for some object or service. The price is the quantity (of the abstraction) to be traded away from someone's total quantity (of that abstract/intangible unit), and into another person's account of that unit, for their own usage (as their new private property). It is possible for the points (i.e., money) necessary to purchase a commodity to become more or less valuable (liquidity value, a.k.a., financial value), and for the desirability of a commodity to not change. It is equally possible for the desirability of a commodity (desirability value) to change and the money value to remain the same. Individuals living in a market-based configuration of society will value points, tokens, etc. Monetary values may be derived from market prices or other valuation methods. Monetary units allow for the assessment of market economic value and can facilitate the comparison of different sectors and their contribution to the economy. Monetary point value input-output tables (i.e., bank accounts) provide a framework for analyzing the economic interdependencies between people and economic sectors, and abstracting the value-added at each stage of production.

- A. **Monetary units (monetary unit form; is a price-based tally unit that can be cycled after spent):** Involves measuring inputs and outputs in terms of monetary values (a.k.a., currency) that can be cycled after it is spent. This approach assigns a monetary value to the inputs and outputs to capture their commodity economic worth.
- B. **Point units (point unit form; is a price-based tally unit that cannot be cycled after spent):** Involves measuring the inputs and outputs in terms of priced value, whereupon once the value is "spent", it is deleted. Point units allow for a closer assessment of human value than monetary units because they do not incentivize re-use of the money (as a commodity itself). Hence, point units (as user demand surveys and accounts of working hour) and can facilitate the comparison of different sectors and their contribution to human fulfillment. Point input-output tables provide a framework for analyzing the economic interdependencies more objectively than monetary units, between economic sectors and also in estimating the value-added at each stage of production. Point

units involve measuring the inputs and outputs in terms of human values (i.e., human demands, needs and preferences, including working hour contribution). This approach assigns a point value to the inputs and outputs to capture their needed and preferred economic worth. Point values may be derived from user surveys or other valuation methods.

7. Labor value form (a.k.a., labor value substance; is human all human work) refers to labor in the market and contribution in community. Here, that which is valuable is that human that does any work. Individuals working in any society would want to know how much work/labor goes into a product. Labor value can refer to,

- A. **Working hours:** The magnitude of the value is determined by the amount of labor time it takes to produce some object (regardless of "laziness" of some workers over others). In Marx's labor theory of value, the value of a commodity is determined by socially necessary labor time (in hours).
- B. **Complexity labor value:** In capital, Marx theorizes that complex labor produces value at multiples of the rate of simple labor, based on how much extra labor it takes to train a complex laborer.
- C. **Wage labor value:** The token (money) income value a laborer makes per hour, per month, and per year.
- D. **Contribution labor value:** The magnitude of the value is determined by the presence of intrinsic motivation to contribute to production (community service). For instance, on a scale from 1 to 5, do "you" want to do the work; is the work intrinsically motivated and would it be done if "you" were not being extrinsically motivated, paid or coerced?

8. [Market] Surplus value form (a.k.a., exploitation value form) refers to the additional value generated by workers' labor beyond what is required to reproduce their own subsistence. Surplus value is the source of profit for the owners of production (Read: capitalists).

In the early 21st century, people trade property in a "market", frequently using a single, unified "purchase-option" token (Read: money) as the "integrated" sum comparator (i.e., the size of anyone's financial token banked account).

STATEMENT: *To transition safely and intelligently, the structure of each configuration of society must be fully understood.*

2.1 Access control at the societal level

Access (socio-economic) can be controlled at the societal level in the following main ways:

1. Force (State).
 - A. Law contracts and police.
2. Trade (market).
 - A. Property contracts and production enterprises (a.k.a., capital).
3. Agreement (all).
 - A. Individual "I will or "I will not" statements.
4. Availability (all).
 - A. Actual, physical availability.
5. Life-phase (community).
 - A. The phases of life (nurturing, educating, contributing, leisure).

2.2 The simplified structure of community

NOTE: *The community societal specification standard (SSS) identifies the structure of community in full.*

Community [socio-technical] standards are the entire basis for the structure of community at the societal scale. Community is a societal structure of global cooperation; it is moneyless and Stateless in operation; instead based on global coordination of contribution to configure common heritage resources into optimized habitat configurations. In order for there to be global cooperation, there must be global inter-operability; and for them to be inter-operable, there must be a common global standard (for society). In community, services and goods (objects) are produced for the common and personal [free] access of end-users (Read: the population). The system is designed with human end-user needs in the requirements from the start. In community, where production is a contribution by users, products cease to be exchanged; goods and services cease to be commodities, and private property ceases to exist. Instead, there is social contribution and common access, and things are not exchanged as commodities (i.e., there are no private owners exchanging commodities). A community-type society is a society without markets or States, where all socio-economic access is free of charge and violations lead to restoration and societal improvement. In community, there is no price, no trade, no currency; there is no token for access to common human need fulfillment. At the end of ones work life years, and months during work years, the contributor has access to leisure cities. In case of nominal fulfillment in habitats with local material configurations of access, there is no token, credit, money, debt, finance to access local socio-technical fulfillment. No currency is created or destroyed to meet global human needs for common object fulfillment through socio-technical habitat services. In community, people trust the system,

themselves, and one another, and hence, there is no need for coercive authority. Community is a structure that will be slowly, but continuously, transitioned to.

In community, people get access to a complex socio-technical platform of [habitat] services through:

1. An InterSystem team with an information set inclusive of one office (a unified standard) and one factor (a unified network of local habitat service systems). Herein, the products for end-users are:
 - A. Habitats services.
 - B. Information services.
 - C. Technological object in service.
 1. User access (personal and common).
 2. Contribution/InterSystem team access.

The structure of a community-type society is significantly composed of:

1. Community information sets.
 - A. Community standards.
2. Common heritage physical resources.
3. A community decision system.
4. A community contribution service system.
5. Community residency agreements.
6. Free access habitats (formed into a community network of habitats).

In community, there is a community coordinated working organization that involves:

1. Contribution service.
2. Information working groups.
 - A. Decision working groups.
3. Habitat operational teams.
4. Transition operations teams.

The two objective constraints on community are:

1. Human needs (as those common to all humans).
2. Available physical resources (including ecological services as processes).

Users are people with [opportunity for] free access to all of the following:

1. Personal access for personal use only.
2. Common access for common or scheduled use only.
3. Contribution access for InterSystem team use only.

NOTE: *Instead of there being legal persons (with rights), as there are in a market-State type society, in community, there are three types of access (coordinated to optimize human fulfillment and resource usage).*

Community necessitates a specific built environment in order to produce a societal system where need fulfillment is achieved through the processes of:

1. Access (consumption): Users access freely.
2. Production: Users contribute to production via working groups and habitat service teams.
3. Habitation (regulation): Cities are societal production and user access environments.

Community conditions are created through operationalization of community values as decision and master-plan objectives. All societies have a set of core, primary values around which they relate and materialize. In community, these values are defined and explained in a social system standard):

1. A core set of axiomatic values that orient toward human flourishing, and become objects that resolve decisions and new materializations more greatly toward human flourishing and ecological regeneration:
 - A. Freedom optimized human need fulfillment, given what is known and available. Optimized autonomy of mind and body. The psychological dimension of freedom involves autonomy, intrinsic motivation, to complete contribution-related work.
 - B. Justice distributive/egalitarian access (distributive justice) to ensure global sufficiency of human need fulfillment, and restorative justice operations where there are violations. The psychological dimension of justice involves effectiveness, of effort (mastery), as intrinsic motivation to complete contribution-related work.
 - C. Efficiency around resources and operations to ensure no wasting of human life or resource, sustainability and future preservation. The psychological dimension of efficiency involves flow and sustainability as intrinsic motivation to complete contribution-related work.
2. A set of stabilizing values that stabilize the core orientational values in ensuring an on-course/on-direction orientation.

Community is based, in part, on rational and experimental science (about the real-world and human fulfillment):

1. Observing, measuring, and recording quantities (of objects; identify objects).
2. Establishing inter-relationships between quantities/objects (identify concepts and processes).
3. Establishing inter-relationships between quantities/objects, humans (people), and the planetary ecology (identify human and ecological

requirements).

Hence, the stages of advancement of society in community are:

1. What is real and existing (do rational and experimental science).
2. What is the plan and predicted outcome (do analysis and planning).
3. What is the tested outcome (prototype, test, and record).
4. What is the integrated outcome (update, analyze, and revise).
5. Advance continuously.

Production in community is based on:

1. Global cooperation a global contribution coordination structure.
2. Global information a global information system based on a global information standard.
3. Subjects users (i.e., those with the potential for fulfillment).
4. Objects quantities of shapes (a quantity of a shape).
5. Services configuration of objects animated to meet human fulfillment requirements (processes that meet human fulfillment requirements, known as service concepts).

Herein, motion occurs to objects, which are arranged into technical configurations. Motions can be categorized and contextual by whether or not they meet human need fulfillment requirements at a societal level:

1. Human motion labor time.
2. Motion of objects motion of material quantities.
3. Service motion motion of material quantities in service to human fulfillment. For example,
 - A. Power (energy) time (a.k.a., power production).
 - B. Water (hydraulics) time (a.k.a., water pressure).
 - C. Architecture (buildings) time (a.k.a., architectural shelter).
 - D. Etc.

In community, the categories of market-State (capitalist: owner, property, authority) law code/standards are transitioned away from and replaced by societal standards and human habitat service code/standards. Instead of their being property, ownership, and capital, there are real-world human needs, community-based societal standards, and a habitat service fulfillment network is conceived of. Instead of capitalist law being the starting point for conceiving of the structure of society and interpreting cases of behavior therein, there is scientific knowledge of human well-being, fulfillment and flourishing. The starting point of community is human needs and the production of what is needed, as habitat objects and services, required by all humans to

be alive and thrive. Effectively, community agreement provides free ("unfettered") access to production as a user and a contributor.

In community, the "producing individual" (Read: human contribution worker) is interdependent with the whole population. In the market, the "producing individual" (Read: employee, laborer) is competing with the whole population for economic-resource access. Under State conditions, the "producing individual" (Read: the superior manager or the subservient subordinate) is competing with others for power-authority access in a State organization/corporation. Simply, the conceptual starting point for a community-type society is different than that of the market-State.

In the market-State, there are approaches and strategies adopted by the various market sectors/industries to promote ideas, products, and choices that are detrimental to health, well-being, and the ecology. In community, there are approaches and strategies adopted by a cooperative and coordinated organization that produces products and services that meet human needs throughout all life phases.

The question of what is actually needed survive by means of production is an important one that separates the market-State from community. In the market-State, the workers (who produce) need a paying job, and the owners need to profit, in order to keep producing (paying the workers and buying luxuries). Conversely, in community, the population needs contributors, access to resources and the means of production, and community standards.

Community is a type of society without money (i.e., it is moneyless), without a State (i.e., without relations based on power-over-others), and without property privileges (class division):

1. Moneyless means (a.k.a., marketless) no trade, no currency, barter, no market, no exchange tokens, no "options" tokens, no wage, no price, etc. Moneyless means that no mandatory exchange is necessary for survival and access to all services and objects in community. Moneyless means that there is no price for anything; that everything is free of the price mechanism. Moneyless means that there is no employer or employee class. Moneyless means that there is no private property. Moneyless means that there is three types of access to common heritage: team, common, and personal. If there is no property, and everyone owns nothing (a.k.a., everyone owns everything), then there is need for tokenization of exchange for final goods and services, and hence, no need to tokenization of labor services (because labour is a felt intrinsic contribution).
2. Stateless means (a.k.a., free of coercion) no government; no authority with the capacity to

- make laws of coercion, enforce laws coercion, and punish transgressors of the law within its territorial/jurisdictional borders. Stateless means there are no social relations based upon coercion, and the belief that power-over-others makes "right". In community, there is no State coercive (Read: punitive, retributive) justice system. In community, place of laws, there are societal standards, in which there are in specific codes of behavior, accountabilities, and restorative justice consequences when there are violations. Stateless means that humane societal standards are applied and restorative justice is operative. Stateless means there is no market, because the market continuously recreates the state of authority over others to defend property transgressions. If there is no criminal class, then there is no need for a State.
3. Market-Stateless means users are educated [on community standards] and contributors are intrinsically motivated to contribute [to commonwealth national services] to the operation of societal service systems.
 4. Property privileges means privileging some people with better access over other people, while in the same life phase/stage (nurturing, eduction, contribution, or leisure). In community, access is not stratified on the basis of a monetary or priced account.

Community and the market-State maintain fundamentally different perspectives:

1. In the market, resources, services, and assets can be bought and sold, measured in price, and organized according to private decisions.
2. In the State, the resources, services, and assets are owned by the State, some of which can be bought and sold (measured in price), and some of which are measured in authority, power-over-others.
3. In community, resources, services, and assets cannot be bought and sold, but they are still measured and organized. Things are produced for the purpose of being used, and not sold and used.

As a type-of society, relative to other potential organizations of society, community is:

1. A system that is *decoupled* from the market, and hence, market economic growth -not a societal system that contains a market/transactional system of societal relations.
2. A system that is *coupled* to real-time life and cooperative iteration; itself, coupled with a discoverable, affective (i.e., influential) real-world

- information-material environment. Community accounts for life and actions in an environment that may rapidly affect the life of all.
3. A societal system capable of coordinating a healthy habitat, as opposed to a societal system that incentivizes the mismanagement of the habitat.

Community can sometimes be confused with the market-State; wherein, people may confuse:

1. **Politics with science.**
2. **Politics (governance and market economics) with decisioning.**
3. **Politics with global objective, residential agreement.**
4. **Industrial production with human need fulfillment within productive and operational habitats.**
5. **Markets with global cooperation.**
6. **Govern[-ance/-ment] with global service accountability.**
7. **Priced and taxed market-State services with free and contributed community services.**

NOTE: *In the market, the pursuit of money [to the detriment of all] is a universal given incentive. In the State, the pursuit of power [to the detriment of all] is a universal given incentive. In community, the pursuit of global human need fulfillment [to the benefit of all] is a universal given. Together, these factors for a spectrum of possible configurations of society.*

There are horizontal and vertical links in the market-State:

1. Vertical links market subsidiaries and State authorities.
2. Horizontal links the market businesses, the State administrators.

Note: Vertical links do not need to be hierarchically based upon power-over-others, and horizontal links do not need to be based on extrinsically motivated employment.

Community necessitates a configuration of a society that does not encode the concept of trade or competition, which are properties of society that emerge together:

1. When trade is no longer encoded in society's configuration, then a global standard for human fulfillment may become the common open-heritage of all.
2. When competition (as a value/objective) is no longer encoded in society's configuration, then the State as a means of control through force, violence, and coercion is no longer incentivized to defend for malignant behaviors as a result of scarcity, induced by competition.

As long as there is competition as the system in which people have to operate and maximization of value (profit) is the key goal (purpose of the structure of society), then the exploitation will still be present, even if it takes a different form. The "laws of motion of capital" (as in, human behavior adapted to trade and competition) will still be present until the market and State are replaced with a community configuration.

A community-based economic system is based on human needs (i.e., their periodic completion) in the context of common heritage resources and habitat [re]-productions. Note that the productions in community are habitat service systems, forming a whole integrated fulfillment network of societal services and objects. In community, productions are [master-]planned, and most consumables are produced on demand (or, *to demand*). In other words, products engineered by community working groups, go to those who needed (and ordered) them. Those who ordered them knew what they were getting. In simple terms, in community, there is production for demand (of human needs), and not trade (of wants). Production occurs to directly meet human need fulfillment and not for trade, profit, etc. Households and whole habitats (cities) may estimate their daily, weekly, monthly, yearly, bi- and tri-yearly needs; given, transparency in production and decisions, using common heritage resources dedicated to the optimization of human-need fulfillment over many generations. Simply, households can estimate their needs, when what is known, currently available, and master-planned to be available over several years (given state conditions) is transparent to them.

2.3 The simplified structure of the market

A.k.a., The simplified structure of trade, commerce, exchange, property, free enterprise, business, buying and selling property.

The term "market" refers to the overall system or environment in which buyers and sellers engage in economic transactions that trade ownership of tangible and intangible items. Property exchange (trade) is the fundamental basis of the market; to necessitate property exchange, there must be custom and/or lack of abundance. In the market, services and goods are produced in order to be exchanged (for other objects or for money). Although a "market" is an abstract concept, a "market" economy can be defined as one in which goods and services owned and exchanged on the basis of prices paid; it is where transactions are negotiated, prices are determined and paid, and civil conflict settled. Here, it could be said that the buyer and the seller are two strands of a metaphorical economic rope. And, the State is the third regulating strand. Commerce (trade) doesn't depend on trust of/in others, but on a strong authority and trust in money. A market is somewhere trade occurs -if there is trade, there is a market; if there is a market, there is trade. In the market, access is

priced and bought. Summarily, in a market there is the exchange/trade of ownership. Trade always carries with it the risk of dependency as one gains advantage over another.

The presence of a market influences all aspects of society, in particular, user behavior. In the context of trade, over time there is accumulation (of property in the hands of the few), which leads to a few people of with sufficient accumulated property to influence State policy and political projects for their own advantageous benefit. Doing so will make the system obviously better for them. And, anyone who opposes that system is also opposing those who are doing well out of it. And so, there is behavior (likely) by the "elite" and "well done by" people to suppress knowledge and development, and particularly resource and people transfer, from one system to another where they are no longer above others in service to self as opposed in service to others. In other words, the elite in the market-State are most easily represented as thinking and behaving based on service to self (economic profit and authoritative power) and not service to other (systems engineering) who seek to optimize the fulfillment of all, because it benefits oneself most greatly in kind.

In order to engage effectively with the market, it is essential to understand the composition and affects of the market. It is essential to characterize the system in order to design an interface with the system that functions well. The market perspective is highly characterized by:

1. **Competition [at the societal level]** Actions take reflect a state of competition (in the market); hence, a lack of recognition of the common resource base, and common human needs, of all individuals on the planet.
2. **Trade [throughout]** There is a mandatory exchange of the self or of objects owned by the self (in the market); hence, competition [between individuals] is an incentive.
3. **Profit [for some]** This is a mandatory requirement for income as individuals and services (in the market); hence, gaining income [between individuals] is an incentive.
4. **Security [of future profit]** Actions taken reflect a state that competition will continue and future requirements will be met by taking more profit; hence competitive advantage and hoarding [between individuals] is an incentive. Personal resource acquisition facilitates the security of future profit.

The is observed to behave like what it produces; the market observably produces the exploitation of scarcity, not overcoming it through design (abundance). Socio-economic inequality is a defining characteristic of the market model, which inevitably deprives some cross-

section of society (obviously, because it isn't unified).

INSIGHT: If "you" can't produce for the market system or "you" can't consume from the market system, you are effectively worthless to the market system. A good tag line for the market might be, "Infinite wants, ignored needs". The market is responsive [only] to those people (or groups of people) with money.

The structure of the market is significantly composed of the following concepts (entities) related to trade and ownership:

1. **Property (a.k.a., specific objects or information)**

refers to authority (control) over real and/or imagined objects. Property in the market is generally tradeable. Property may be controlled/owned by individuals and organizations. The State is a type of organization that can controls property. Technically, all property is mixed market-State property, because the State has ultimate say over property within a given jurisdiction (i.e., the State's decision are universal and final; they have a monopoly over the enforcement mechanism also known as police and military). Conversely, in community, there is no property.

A. **Private property** refers to property owned by a citizen (individuals), or citizens together.

1. **"Public" corporate property** is a type of business/company whose shares are traded on a public stock exchange, and ownership is distributed among numerous shareholders. The term "public" in this context refers to the fact that the company's shares are available for purchase by the public. The assets and operations of a public corporation are distinct from the private property of individual shareholders. But, the individual shares are held as a form of private (tradeable) property by individual citizens.

B. **State property (a.k.a., national property, public property, government property)** refers to property owned by the State.

1. **State-private property** refers to someone's private property where the State 100% decides what is possible (e.g., a nature preserve on one's own landed property).

2. **Trade (a.k.a., event where an exchange occurs)**

is an exchange event between people; it is the process of giving and/or gifting, and getting given and/or gifted in turn. Trade is a dynamic concept, meaning that something is exchanged. It is [mandatory] reciprocal exchange. Trade can be voluntary or coerced. A trade event is a transaction. Trade is not what co-operators do; trade is what

those in competition do. Note that when gifting is expected to be reciprocated, then it is a trade. Conversely, in community, there is no trade.

A. **Wage (a.k.a., price paid for usage of a human body to complete tasks in the market)**

money received in trading self (as labor) for money (tokens). In the market-State, most of the population depends on an business employer, or the State as a business employer, for wages (a.k.a., salary, income, etc.). A wage is a reward that can be used for a future purchase (of priced object/service). In the market, wage determine one's lifestyle, one's way of living, and what someone has access to; it determines what options for access anyone has. The conditions of one's life, where you can go and who you can associate with, and even what one eats and drinks, is highly determined by ones wages and financial net worth. The average person ("citizen") is dependent on the employer and the wages they receive from the employer. The average person is really a "wage slave" (i.e., someone being exploited) for the profit of another. The whole working class in the market-State is highly dependent upon the capitalist class. No one can do more with their life than their wages or financial net worth permit. The wage (or net worth) is all the freedom one has. In other words, anyone's degree of freedom doesn't go beyond the salary and net worth someone has to themselves. Here, in the market where there is scarcity and competition for fulfillment, there is no shortage of people who will profit from others misery in the market.

3. **Price (a.k.a., cost of acquisition of an object or information, sale, cost)** refers to the monetary value assigned to a commodity (or service) in a market exchange. Price determines what can be accessed. Price is the amount of money or other objects/information that must be given in exchange for a specific object or information (as a "commodity"). Price is influenced by various factors, including money supply, the costs of production, supply and demand dynamics, and the social relations of production. The market is a system where price allocates resources (and money, applied in a "growth" framework, is a means of extracting resources). Prices on human need fulfillment create harmful incentives (they create [the values/objectives of] secrecy, competition, and scarcity, from which poverty, loneliness, and depression originate). In this sense, the market is an algorithm that accounts for trade; a system of private entrepreneurs (competitive individuated

units) bidding up and down prices. Market prices tell producers what to produce, and determine what can be produced. Conversely, in community, users tell contributors what to produce; and, there are no prices (i.e., no priced accounting). Money defines value by price. There are several types of price (a.k.a., currency, money):

- A. **Barter (a.k.a., intrinsic value money, object trade)** refers to a trade of a useful object with another useful object owned by two different people. Here, another useful object is the price of the trade. In this case, any object useful for trade is money.
- B. **Money (a.k.a., currency, token, credit, score, exchange ledger, finance, cash, share, legal tender, coinage, funds, capital, assets, monetary units, payment, purchase)** refers to a medium for trade accounting. Here, money is the price of a trade. In the early 21st century, money is an abstract [socialized unit] quantity produced by a State (or, private-public partnership) and tied to legal authorities therein (i.e., in the jurisdiction of the authority). Money is a unit of account[ing for mandatory reciprocal exchange]. Money has multiple synonyms, including but not limited to currency, credit, token, payment, etc. There is a money-demand element to a market-based society; money is demanded for access (as purchase) and for contribution (as employment). Money is whatever people give "value" to in the market where objects, information, and services are traded. Money is a concept, it has no intrinsic value. Money is whatever is in someone's mind as that which can be sold for more money. Money is that which commands the labor of others. Money is the value someone gives to something under the condition that they believe it can be resold to someone else and/or exchanged for something else. All money is a faith-based operation, especially debt-based money; because, the users has to have faith that the people administering the monetary program can be trusted, faith that the administrators are not going to quickly change the rules, faith that the money will continue to have value in trade, etc. Conversely, in community, there is no money. In the market, money is fundamentally used to buy access and incentivize actions. Money is means of incentivizing the extraction of resources from the ecology, for profit. And, money is the power to command the labor of others.
1. **Reification money (a.k.a., abstract money)**
refers to a medium of exchange and a unit of account used in economic transactions. Money is a static concept. Money is a[n abstract] homogenous representation for [real] heterogenous objects. In other words, money is a coordination tool/function for the standardization of the means of measuring value, facilitating the exchange of goods and services of all types. The term "homogenous representation" indicates that money allows different goods and services to be compared and valued on a common scale (with a common global/centralized unit), despite their inherent heterogeneity or diverse characteristics. As a "homogeneous representation" (a stable unit), it can be used to keep score for players in a competitive game for scarcity to fulfillment. Money is a social score between competing individuals (and families) for access to what humanity can provide. Money is a central accounting system for trading (of property with price) between users of a market. In the market-State, "money" means comfort, security, and power; more money gives better access. It does not matter who someone is, all are valued by their financial worth, by the size of their bank account. Everyone is compelled to take part in the race, competition for possession of property (and money accumulation).
2. **Commodity money (a.k.a., extracted money)** refers money that has value because it is physically made of something valuable/useful; "money" that has intrinsic value because of what it is made of and can be used by a human for some valuable purpose. Historically, commodities like gold, silver, salt, or other precious metals or goods have been used as forms of money.
3. **Usury money (a.k.a., interest money, debt-interest money, growth money)** refers to usury in its historic meaning, any positive cost, interest, tax, fees, etc., on money (i.e., on a currency). For example, the determined interest [usury] rates of a loan or the taxing of an exchange; making interest money on staked money or money in a "savings" account. The expectation of having more money returned than was "invested" in a "business" by a "bank".
4. **Capital money (a.k.a., "means of production" money)** is money applied only in order to get more of it back again.
 - i. **Surplus value money (a.k.a., growth money)** refers to the driving economic

- dynamic in capitalism as the maximization of surplus value (divided between profit, rent, and interest) in order to accumulate yet more capital. (Marx, 1990: 742)
5. **Legal tender money** money is allowed to be used for purchases, the most significant of which is the purchase of the State as a service (through taxation). A punishment-based authority may be engaged to enable or disable purchases using a currency.
 4. **Profit** refers to receiving a larger return of money (or commodities) after an investment in production and the sale of the product/service. From the workers perspective, profit is the surplus value appropriated by the owner of production through the exploitation (wage labor) of the worker. Profit is the difference between the total value produced by workers (and machines) through their labor minus the wages the workers receive in return. In the market, there are business who have a duty (a.k.a., fiduciary responsibility) to take steps to make profit for their shareholders. Conversely, in community, there is no profit. Note: A system of profit making (worker exploitation) is not compatible with considerations of humanity having common needs, and the wellbeing of workers.
 5. **Commodity (a.k.a., object or information produced for trade)** refers to a product that is produced for exchange in the market. A commodity has an exchange value that allows it to be traded or sold (i.e., someone else wants or needs it for some real or manufactured reason). Conversely, in community, there is no property. A commodity is something produced to gain additional property (i.e., produced to be exchanged/traded). Conversely, in community, there is no production for exchange.
- Commodities generally have several value-type inputs:
- A. **Use value** the usefulness or utility they possess.
 - B. **Exchange value** the value of what the commodity can be traded for.
 - C. **Labor value** the value determined by the amount of socially necessary labor time required for production.
 - D. **Resource value (scarcity value)** the rarity of the materials.
 - E. **Complexity value** the assembly complexity of its production.

The market is trade, and trade, in any advanced form, is price/money. Price-money is [valued as a representation of] trade accounting in the market. Money is a tool of control -- is [purchasing] power in the market-State. Money is, and has always been, a mechanism for control

[of others]. The financial system is a system for the control and manipulation of humans, as slaves, to those who own the financial system and/or have the greatest financial wealth. Money is intrinsically linked the power of the authority. For example, a viable currency is a currency that can be used to pay taxes to the State. Thus, the State (as the "supreme authority of the land") has a interest in perpetuating the State money cycle:

1. When the competing players do commerce, money changes hands.
2. When money changes hands, taxes are paid.
3. When taxes are paid, the State party gets funded.
4. When the State party gets funded, "our utopia gets strong and everyone is better off for it".

Trade (the market) is based on price. In the market, there are two things reified for a price:

1. A price for (i.e., salary, wage for) physical or fictitious (e.g., corporation) people.
2. A price for (i.e., cost, expense) physical or fictitious objects (a.k.a., goods, products, resources, commodities).

Price may be incorporated into economic calculation plan:

1. Production commodities (more market) through to production indices for calculation (more community): An "internal" pricing system within the planned economy - a pricing system between producers. Here, there are prices for objects and services that the means of production use to produce final production habitats).
 - A. For objects (really, resources).
 - B. For services (really, business/State).
 - C. For labor (really, users).
2. End-user production commodities (more market) through to user needs (more community): An "external" pricing system within a planned economy - a pricing system for end-user purchase/acquisition of final products. Here, laborers make a token wage, which they use to purchase priced objectively (or by supply/demand) goods and services.

Money operates on one value system, it defines value by "price" (of labor and resources). If there is no "price value", then there is no human value -if there is no money (or, power) to be gained, there is no desire (motive) to take action. The primary function of the market is to exploit scarcity and increase consumption, to hoard for competitive advantage, and to survive scarcity, or near scarcity. Money is an accountable "token" for value preand post-trade; it is a token for value (in the belief system of the "currency" having value). The market is

trade involving property and the accounting of value by way of money tokens (associated to individuals/families as money). Tokens are expressions of scarcity and a competitive value orientation. Tokens are a game theory reification of the option to access real-world objects and services. Tokens exist to account for trade (i.e., account for trade events in time with objects and work). A token management system is a system for the accounting of trades. Trading at the societal scale requires a system of accountability that records tokens assigned to every State authorized possible identity (as on-person money, and their financial-monetary bank account). Tokens are a score of access to property for every individual and/or family. Money has no intrinsic value, it must be believed in to have value. In the market, money has maximum opportunity to get a buyer access to anything that can be acquired and traded as property. In the common market, materials (commodities), humans (wages labor, employees), services (businesses), technologies (industries), and power-over (coercive government) policy can be bought and sold.

The commonly known words, "debit" (withdrawal, subtractive) and "credit" (additive) are the two sides of a financial bank accounting equation involving a system of accountable trade entries. In this system, debits and credits must balance for each transaction. In the context of double-entry bookkeeping for a bank, every financial transaction has two aspects:

1. A debit entry, and a
2. corresponding credit entry.

Note: In common parlance, sometimes the terms mean their opposite.

Money is supposed to index real value in goods and services, and human labor (in years). Money could be seen as an "optionality token" if it gives people who have it the option/choice to buy what they want (Read: trade) in the market. Money gives someone or some group the continuous ability to have proprietary access (a.k.a., private access, proprietary, property access) to whatever they want and is available to want, under the context of scarcity of access and competition for access, where the score of the competition is "money" scored in State currencies and individual/family net currency worth (relative individual belief-demand-want account of global financial value), where coercion maintains stability in the market for trade, that stability is controlled, typically by a State Law and enforcement.

In a market there is, unless it is barter, a money-sequence function in operation (i.e., a money market). The construction of that market overlays the human need for exchange without price; it creates a socially constructed contract, a "social contract", that humans must abide by (whether wanted or not). The real common and objective human needs become just, "*wants* in the market", which has its own set of incentives to continue functioning, its own structuring, which could be viewed

as necessarily taking priority over human needs.

INSIGHT: *Some societal systems are, because of their structure, life-blind.*

The market syntax is:

1. Self-maximizing strategies in,
2. conditions of scarcity or conflict over,
3. desired trade (payoff or profit) at,
4. minimum costs for the self to,
5. win/gain more.

[encode property] > [encode currency as private money-value, \$1] > \$2 > \$3 > \$n (money multiplication sequence, transactional sequence).

It may be of note that without a market (as a significant conception in fulfillment), the State may alternatively be used as a [national community service] platform for creating, coordination, and transitioning society to a community-type societal configuration, safely and effectively, transferring people from the old market-State type to the community-type configuration of the socio-technical environment.

Money is a proxy for what humans in the early 21st century value. Humans in the early 21st century think competition, and scarcity of access as property, is a value; they think authoritarian rule following is a value. In decisioning in community, human need fulfillment is the direction a scientifically informed user-contributor standards are the guide. In the market, all resources are private (and State) property. In community, all resources are the common heritage of all the world's people, and a coordinated contribution service delivers those resources into a development and operational system composed of an information service system and a material service system, which together meet all the needs of the common heritage human population living in a unified biosphere, planetary ecology with a diversity of other species. In the market, property (money) is anything that is measurable, extractable and changeable, and/or believable. Human need fulfillment is a [societal] systems engineering problem requiring specific social procedures and material resource configurations. Individual human need fulfillment, project operation and coordination, and physical objects must be measured and accounted for at the global decisioning level in community. In community, what is of value is global human need fulfillment, with a set of objectives within the values of freedom, justice and efficiency, which together with a set of stabilizing value procedures, informed by systems science-engineering, resolve our experienced society and its socio-technical constructed operations.

Money is a most highly decentralized "score accounting system" in a competitive game for resources and power over others. In the market, everyone is relative to each other in the state of competition for property (and not contribution for service). Here, there

is creation and defense [of private/State property], and defense incentives to innovate new technologies, based on scientific-engineering innovations, that maintain and make greater private property profit. Community removes defense (of property) incentives by removing property and replacing it with distributed contribution and habitat coordinated access to societal services and service objects.

In the market, the production to sales/purchase cycle (and then waste) must be inefficiently, continually active for users in the market to have money, and thus, survive. Sales events must be continuous, otherwise, sellers don't have the money to pay themselves or employees. Hence, store (physical and online) locations must be continuously present, continuously marketing, and continuously selling to consumers (who are themselves just employers and employees by another name). The market system is a wasteful production system, and it obfuscates the waste through the core separation of three socio-economic classes of access (to property).

Conditions in a market are highly likely to include, because they facilitate and are necessary for profit, are:

1. **Scarcity** means that there is not sufficient (insufficient) access to resources required for optimal human need fulfillment.
2. **Secrecy** means that individuals are hiding useful information.
3. **Competition** means that individuals are not working as a team together.
4. **Coercion** means that if "I will not do what I am told", then there is punishment with removal of access to need fulfillment. In the market, people need to work to have money to buy things. If people do not work, they do not have money, they cannot access/buy things. Access only comes through work to have money to buy things. The market is a coercion-constraining structure that constrains peoples motivations and behaviors to that of employment as given by employers for access.
5. **Property** means personal and/or State control over some object or area.
6. **Trade** means that there is a requirement for mandatory reciprocal exchange, which over time leads to individual/personal resource accumulation. That which is real (i.e., objects and humans) as well as that which is not real (i.e., abstractions, money) can all be traded.
7. **Corruption** means behaviors that are pathological to others regularly occur in the market; because corruption flourishes mostly in "muddy waters" in conflicting objectives, shifting priorities, and secrecy.
8. **Delegation** refers to the transfer of responsibility

for specific tasks from one person to another.

9. **Discrimination** means individuals favor one group of humans over another because of belief and/or attribute. The usage of money itself, such that some can pay for greater access over others is a primary form of discrimination (i.e., discrimination against the poor).

2.3.1 Business

A business is an organization or entity that is setup to operate within the market and conduct commerce (i.e., trade). Businesses operate under the rules of commerce of the State territory in which they do business. A business is a market-based economic activity that includes the purchase and sale of objects and people, and the providing of products and/or services to acquire money. In the market, business is required for survival, because it is through business that money is acquired, and then, spent to purchase needed goods and service. The two general objectives of a business are:

1. To acquire money, and
2. to minimise costs.

No business can last without acquiring money through funding and/or profitable sales. All businesses exists within a configuration of society known as, the 'market'. In a community-type configuration of society, there are no businesses.

A business plan is just the addition of the money factor to a normal project plan. At a high level, a business plan is a proposal to produce a product or service for profit. If it wasn't for profit, then it would just be a production plan. A business plan (market-interface plan) is a written document that describes a business (i.e., an entity conducting trade). It sets out a business's operating structure, goals and objectives, and strategies for achieving them. A business plan is focused on explaining what the business is going to do, how it is going to accomplish its goals, and also, the amount of money required and expected in return.

2.3.2 The business cycle

A.k.a., The structure of business, the structure of property trade.

There are three socio-economic [business] classes of users in the market:

1. The **consumers** have money (or don't, and are in poverty) and pay money to purchase what they (1) finally want and (2) have the money to purchase.
2. The **employees** need money to survive and make purchases, and therefore, work (through extrinsic motivation) for the employers for money (extrinsic reward), by following employer instructions and producing...what they purchase as consumers.

3. The **employers** have money and pay money to the employees to produce products for a profit of money for themselves. Generally the employers organize the means of production, but there are socialized market models where the employees are the ones organizing the means of production (and profiting).

In other words, user roles in the market are (market-user access types):

1. **Employers** these are the sellers who pay employees to do work (production owners, under whom employed managers reside).
2. **Employees** these are the workers who accept payment from employers to do work for the employers benefit.
3. **Consumers** these are the people who buy what the employers sell.

Essentially, the users of production products are classified as consumers (purchase final products) and employers (who use intermediary products, commodities, to produce final consumer products), both of whom are separated from one another under State law and market conditions. The consumers [pay money to] use the products of production to meet their wants. The producers are employers who pay money to employees who do the work of production (i.e., are the means of production, operating under socio-legal relations called "businesses" owned by the employers). The employers use the employees to make profit, which they then reinvest as "capital" (money and assets) for future productions. The employees who make the services and objects, are the same people who must then buy what they have made, while the employers "extracting profit" (i.e., exploiting the system for their benefit over employees, benefit-over-others) the whole time.

The global market is something like an "artificial intelligence" that is running parallel inquiry resolution processes (decisions) in order to resolve the current socio-economic configuration of society of the early 21st century. In community, where there is artificial intelligence (AI), AI is used to facilitate the resolution of an optimal solution selection, as the result of a parallel decision inquiry resolution process, in order to resolve, construct, and operate the optimal configuration of society, to date, given the intelligence of all commonly directed sources available. What was once done at the tribal (Dunbar number) level of human compute, now, through technology, may use human compute as well as electrical energy-power compute-power (composed of hardware and mathematical operations) that create software for the societal information, decision, and material systems. The market-State runs billion of distributed-parallel operations on billions of people maintaining trade and the protection of individual and

State property. Conversely, a community-type society runs millions of parallel operations on billions of people in order to maintain global human need fulfillment with common heritage resources and contributions.

The global market-State may be seen as a mis-aligned super intelligence (of many interoperating agents); the market-State structure is misaligned with common human fulfillment and global ecological regeneration. Note here that there is a recursive process when determining alignment; wherein, the socio-technical operating system is running on each individual human, and also running all the individuals humans together. In community, this socio-technical operating system that becomes recursive through education, employment/contribution, and leisure is open source, science informed, standardized, and contributed to be of human service.

In the market, there must be the continuous presence of stores occupying physical and computational space in order sell products continuously. A store that goes out of business will have its computational resources stopped and all the effort that went into making the store interface wasted or re-branded. A physical store that goes out of business will have to have its physical resources re-purposed for another store, or wasted. Products that aren't sold must typically be wasted otherwise their free access would negatively impact the sale of products that might be sellable

Property owners create and complete contracts (civil legal-State authorized) for purposes of self-interest and profit. Different market entities have different production projects. The market is the structure, the market is the political-economic organization in control. The market maintains power through personnel populating a set of primary roles:

1. **Owners (of the business; a.k.a., the capitalist class, the bourgeoisie)** those legally own the business property and take the profit. Owners own and controls the means of production (including, land, factories, personnel, information, etc.). Owners wield economic power, and owners profit from the [exploitation of] labor.
2. **Laborers (workers of the business; a.k.a., the working class, the proletariat)** those who do the actual work of production. Those who do not own the means of production and must sell their labor power to the capitalist class in order to earn a livelihood. The working class is exploited by the capitalist class and relies on wages for their survival. These are the business socio-technical laborers.

The three layers of activity ("class", socio-economic class, class division, class hierarchy, class consciousness, ownership level classes) in the market:

1. **Business owner(s) [profit takers]** entrepreneurs,

- investors, sellers. Take decisions (or not, if not authority) and communicating with the State. These people take the profit. The primary owners of major businesses have the most ownership and most access. Business owners own the property [means] of production, transportation and distribution, and re-collection. These people have the greatest power to hire and fire. These are the employers. Who has the ultimate right to hire and fire is who is in charge. These are people who take the profit.
- Community relation: these are the profit takers, and this class is not present in community.
- 2. Business administrative workers [information departments]** do the work of administering the business and communicating with the State. These are coordination [information] departments. These people take a large cut of the profit. Business administrators maintain businesses for the owners. They take care of business property and delegate business work to do. These people manage and take significant decisions. These people have the secondary level of power to hire and fire. These are employees, but may also be employers. These people administer business operations and take some of the profit.
- Community relation: these are the information and decision working groups and standards.
- 3. Laboring workers [habitat departments]** do the actual laboring work; wage slaves. These people take what is left over after the other higher employee-r/-s take their first cut of the income. Laboring workers may also sometimes not be paid at all; and in such cases, they do not have a wage, so they are just slaves. These people have the least ownership and least access. These people do the physical and/ or mental labor to produce products. These are not typically people who hire or fire others. These are the employees. These are people who work to make the profit for those who take the profit.
- Community relation: these are the habitat service team members.

In a market, the following types of labor transactions are common:

- Employee receives tokens for labor:
 - An exchange:
 - Equal exchange (i.e., is an owner in a cooperative).
 - Unequal exchange (i.e., is an employee who receives salary, where owner receives profit).
 - Tokens (e.g., money, credit, etc.).
 - That circulate.

- That do not circulate.
- No thing exchanged (i.e., not employee, is contributor with community access, or slave).
- Consumers, who have acquired tokens through labor, can buy from one or more sources:
 - A market of businesses composed of private owners.
 - Competing cooperative (competing groups of worker-owners).
 - A cooperative union (no competition; commonwealth of worker-owners).
 - State store (no competition, national industry).

The following elements are relevant to a work for wage/income system:

- Price:** objects and services have a direct price to be paid by a consumer.
- Cost:** the production of objects and services has a cost to be paid by the producer.
- Conditional:**
 - Money is provided based on employment. Only the employed get it only those that work get it.
- Social-State and central cooperatives:** Quantity of money is provided based on working hours, complexity, and demand.
- Distributed cooperatives:** Quantity of money is provided based on working hours and profits, or set cost agreed by group to be paid to worker for completion of a work proposal.
- Capitalism:** Quantity of money is provided based on ownership status, managerial status, and ability to make profit. Prior profit is put toward production in the form of "capital" to produce more money.
- Individual:**
 - Money is provided to the individual doing the work (employment).
 - Money is provided to the business (individuals) doing the sale (sales).
- Periodic:**
 - Money is provided on a regular inter-dependent with work basis (e.g., weekly work, monthly work, yearly work).

A market economy is governed principally by a set of market "laws" (a.k.a., business principles):

- Law of [market] demand:** A "law" (or, if one prefers, assumption) holds that people will buy more of a good if the relative price falls, and less if it rises; people will also tend to buy more of a good as their relative income rises, and less as it falls. Additionally, any development that changes the relative price of a good or the relative income of an actor will create an incentive or disincentive

- to acquire (or produce) more or less of the good on the part of a producer.
2. **The law of supply:** A "law" that states that there is a positive relationship between the price of a good and the quantity supplied by producers. Producers are then incentivized to produce more to acquire more profit. As the price of a good rises, producers have an incentive to supply more of it, while a decrease in price typically leads to a reduction in quantity supplied.
 3. **The law of competition:** A law that states producers and consumers have the freedom to enter and exit the market (and, if it is a regulated market, then the State is present; note here that "citizenry" is always a regulated State market). Every decision involves an opportunity or a cost, an "opportunity cost".
 4. **The law of business profit:** Society continues to advance because some people are willing to take risks as entrepreneurial business owners, in order to take a profit.
 5. **The law of competitive advantage:** A law that states in any given trade, one party will be advantaged in the end, over others. Then, it is best to have competitive advantage over others when going into a trade to benefit greater at the end, than the others.
 6. **The law of scarcity:** A law that states that if something is wanted, but scarce, then it can be sold (traded) for a higher price.
- CLARIFICATION:** *The term, "market economics", has multiple synonyms (a.k.a.'s), including but not limited to: bourgeois economics, capitalist economics, mainstream economics, neoclassical economics, Austrian economics, orthodox economics, conventional economics, political economics, liberal economics, etc.*
- The market necessitates a specific built environment in order to produce a societal system where want fulfillment is achieved through the processes of:
1. Consumption: Employees consume.
 2. Production: Employers produce.
 3. Regulation: States regulate trade.
- In the market-State, there are markets where the following are exchanged (traded and sold):
1. People are traded (Read: people markets):
 - A. En-slaved no bodily autonomy.
 - B. En-waged purchasing power gives bodily autonomy.
 2. Objects are traded (Read: objects markets):
 - A. Raw planetary eco-system resources.
 - B. Means of production objects (hardware machines for production).
- C. Intermediary production objects.
- D. End-user objects.
3. Services are traded (Read: services markets):
 - A. Management of production (including surveillance and policing of property).
 - B. Knowledge of production of objects (information and software systems for production).
 - C. Intermediary production services.
 - A. End-user services.
- Herein, "capitalism" is a system of productive market/trade relations with the following characteristics (Marx, 1984):
1. The **private ownership** of the means of production and the circulation of property.
 2. The **purchase and sale of labor** where the laborer works at the point of production for wages and turns over the product of his/her labor to the owner who hired him/her.
 3. The **sale (and disposal) into a market** of the commodities produced to enable the owner(s) to receive money (a.k.a., "revenue") greater than the money spent on labor wages and machines (i.e., to realize profit; a.k.a., surplus value).
- As a societal system, capitalism a set of linked structures:
1. **The primary organizational structure** has three primary branches:
 - A. **Industrial** produces products for other industries and for consumers. The primary industries are: extraction of raw mineral and liquid materials (i.e., mining, mineral wells, water sources, etc.); agriculture of plants and animals; chemical production; transportation; communications; computations; energy and power; machinery production; construction; production of consumer goods (including necessities and luxuries); etc.
 - B. **Commercial** sells (a.k.a., "retails") product to end consumers.
 - C. **Financial** sells abstract/intangible financial "products" to industry, commerce, and end consumers.
 2. **The State** to regulate the other economic sectors, and to provide services that the other three sectors miss.
 2. **The sub-structure** of the capitalist system is the planets mineral and ecological resource base, ready for exploitation.
 3. **The infra-structure** of the capitalist system involves two sub-classifications:
 - A. **Human workers (a.k.a., human capital):** the

- population of common [working class] humans who are [human] resources to be exploited as a labor force (a.k.a., wage slaves) for the profit of the owners. This labor force is paid a salary (wage) in order to handle and control the subjects and instruments of labor.
- B. **Public/social capital:** the socio-technical infrastructure that maintains the continuation of the society, including but not limited to: schools; transportation pathways (e.g., highways, railroads, airplane control); sanitation systems; water systems; etc.
4. **The supra-structure** of the capitalist system involves the multiplicity of beliefs, ideologies, and political views that spread and behave like viruses among the human population.

In the market-State people get access to products that they or a family member can purchase. Therein, people get access to the products of:

1. Other individual citizens (a.k.a., grey market, gray market, black market).
2. Businesses (organization with a requirement for profit; a.k.a., industry, white market).
3. States with a limited budget for expense on public [free] services (a.k.a., federal-market).

Under capitalism (a.k.a., market-State conditions), producers produce not for themselves, but for a market where people have wants. The immediate purpose of the producer of products is not to satisfy human wants, but instead, to sell products for a price that will make it worthwhile to continue to produce. The basic purpose of the producer, however, is not the sale of goods for a price, but the acquisition of profit (a.k.a., "surplus value"), which is the sum of money that is over and above the cost of production (or, the cost of doing business in the case of a non-producing organization like a charity or foundation). Profit makes production worthwhile and allows for the continued survival of every business (including "non-profits", which must still have a profit in order to survive). The general drive of the capitalist (owner of production) is to increase the rate and the mass of profit. Although, fundamentally, the rate of profit is more important than the mass of profit, the mass of profit is the more immediate goal. Naturally, the mass of profit can be increased, other things being equal, if the mass of products can be increased and sold in the market. (Weisbord, 2022)

It is relevant to note here that this organizational structure is relatively resilient and has a mix of stabilizing and destabilizing mechanisms, along with an overall characterization of violence. It mixes access [to property] classes. Everyone is a slave to their income, because income equates to access (replacing free access with access through income). Some laborers are also invested in business through the "stock market" constructed as

a "financial instrument" through which individuals can become fractional owners of a business. Herein, banks through the "fractional lending money creation model" construct "money" by which "debtors" can "purchase", but also must return with "interest". Fractional reserve banking is a system in which only a fraction of bank "money" deposits are backed (Read: available) by actual cash, and thus, are available for "money" withdrawal (for re-storage elsewhere or purchase usage). In this way, creditors (purchaser of money by means of interest payment) may be considered "borrowers", but are also in fact investors in some contractual inter-relationship between themselves and the producer of a [market-economic] service, the bank. Further, some laborers are themselves the administrators of the business. Some business owners are also the laborers in the business (i.e., do more than just take decisions and take the profit).

The governance [role] of market partnerships interfaces with the State through State acceptable governance documentation, including but not limited to:

1. Articles of incorporation (statements of what is to be done; certificate of incorporation).
2. Charters (statements of what is to be done).
3. Bylaws (rules of operation).
4. Business and financial plans (planning of what is to be done).
5. Contracts (human and enterprise agreements).

INSIGHT: *The physical market where buying and selling occurs is influenced by many factors, the most fundamental of which is the size and use of selling space and its relationship to traffic circulation, parking, and advertising.*

In the market, capitalists (production owners) are compensated for their ownership of the means of production. From the capitalists ownership of all income (as compensation for ownership), some income is removed to pay the laborers. Capitalists then primarily spend the profit taken from ownership (granting greater income to them than the laborers) on luxury [market] items. Therein, the upper socio-economic classes (capitalists) can afford to purchase the luxuries that the lower socio-economic classes cannot. Access to all items in the market comes at the price of one's personal income, the income of one's family, and the income of the State someone lives in.

Employers in the market-State include:

1. The State [corporation] employs people.
2. State legalized corporations employ people.
 - A. An incorporated individual (State permitted seller) may employ people.
 - B. A small group of incorporated individuals (State permitted seller) may employ people.
 - C. A fractionally shared group of incorporated individuals (e.g., stock market "financial

instrument", is a State permitted seller) may employ people.

3. Non-incorporated individuals may employ people.

Buyers in the market-State include:

1. The State may buy products.
2. Individuals may buy products.
 - A. Citizens may buy products.
 - B. Foreigners (other State's citizens) may buy products. Note that sometimes only citizens can buy products in a specific jurisdiction. For example, when purchasing requires a local State designated personal tax number, which a "foreigner" does not have. In Brazil, in 2022, for example, to make a purchase online requires inputting the person's Brazilian personal tax number in order to complete the purchase.
3. State legalized corporations may make purchases.

2.3.3 Business ownership

A.k.a., Market governance, business contracts, business property decisioning, employer ownership, employer organization ownership, business control, business governance.

The business is the employer. The employer produces products bought by consumers. Business governance is the system by which businesses (corporations) are directed and controlled to produce products to be bought. The business [organizational] governance structure specifies the distribution of rights and responsibilities among different participants in the business, such as, the share of owners, board, directors, officers, managers, shareholders and other significant owner stakeholders, and spells out the rules and procedures for making decisions on business affairs. By doing this, it also provides the structure through which the company objectives are set, and the means of attaining those objectives and monitoring performance. Doing this also establishes transparency with the State who seeks to regulate all business.

The people who own businesses, who operate businesses through their labor, and who purchase from business, must all sign contracts/agreements to conduct their economic business, and transact money/finance and ownership. In the market-State, all ownership is decided through contracts and the arbitration of contracts [by the State].

INSIGHT: *People don't run corporations; corporations (business rules) run people.*

2.3.3.1 Contracting (contracts interface)

PRINCIPLE: *The contract is the only thing that matters [to the State arbiter].*

The contract is a description of the respective

responsibilities, agreements, and allocation of risk between the two (or more parties). Contracts document the requirements for a solution and document the agreement. A contract is defined initially in text, and then secondarily, based on obligation(s):

1. Initially, defined (explicated) agreement of obligation by two (or more) competing agents.
2. Secondarily, defined by a judge who rules (decides, determines) whether or not everyone met their obligation(s). The judge asks:
 - A. Was there a breach?
 - B. Who benefited and who suffered?

2.3.3.2 Financial statements

A.k.a., Financials, operational business standards, revenue and profit and loss statements.

All businesses survive and operate based upon their "financials" (as in, their income and outgoing money). Financial statements (or financial reports) are formal records of the financial (money) activities and position of a business, person, or other entity. Financial statements facilitate the financial organization of businesses and hold information the State uses to tax businesses. Financial statements are fundamental for businesses; they provide a comprehensive overview of the company's financial "health and performance". They help the business itself, as well as other businesses (and States), make production and financial decisions (when made public). In other words, they are used for internal as well as external decisioning. They are a means of reporting on performance (according to price and profit), and are typically required for compliance with State regulatory oversight and financial taxation requirements. Financial statements also are signals to investors as to whether or not a future profit is likely to be made from any given organization.

1. Revenue, profit and loss statements (P&L statements, master financial statement):

The profit and loss (P&L) statement is a principal financial statement that summarizes the revenues, costs and expenses incurred during a specified period, usually a fiscal quarter or year.

A. Revenue statements (a.k.a., income statements)

is the total amount of income generated by the sale of goods or services related to the company's primary operations. An income statement shows the revenue (how much money came in), expenses (what you paid for), and profits (what is left over) for a specific time period.

B. Cost statements (a.k.a., expense statements)

is an amount that has to be paid or spent to buy or obtain something. Expenses

are business expenditures over time [in order to "do business"]. Expenses are used to produce revenue [for the business]. There are several potential types of cost/expenses to project's in the [capitalist] market:

1. **Fixed cost** of capital a one-time setup cost of project (or system).
 2. **Marginal cost** of capital cost of producing additional units of a good or service produced by the project or system.
 3. **Operating (running) cost of capital** continued cost of operating the project (or system).
 4. **Cost of labor** of capital cost of human [psycho-physiological] effort.
 5. **Cost of materials** of capital cost of materials for operating/running the project.
 6. **Cost of penalties (for the State)** a penalty, "What's the penalty for violating that law/rule."
- C. The primary equation for a profit-loss statement is that of the profit equation:
1. **Profit** = revenue - expenses (Read: Profit equals revenue minus expenses)
 - i. Profit(s) is what money is left over after money in is subtracted from money out.
 2. **Balance sheet:** The table of everything that is owned.
 - A. **Assets** what is owned (e.g., cash, inventory, receivables, etc.)
 - B. **Liabilities** what is being paid out (e.g., accounts payable, etc.)
 - C. **Owners equity** the initial amount of money invested in a business.

2.3.3.3 Budgeting (budgets interface)

QUESTION: How much is available to spend?

All elements of a project attached to the market are likely to have a cost attribution. A project may require elements from the market, which may or may not have a cost attribution. A budget is a pre-set allotment of some resource or currency. If the set-allotment isn't used, then it returns to a common pool. In the market, there is the incentive to use the whole budget, otherwise the budgeted items will return to the common pool, and next time the entity is budgeted, it may be budgeted less. In community, there is no budget, per say. Instead, there is a unified information system within which unified decision occurs, making budgets (Read: pre-allocation of some useful item) unnecessary and inefficient in most cases. In the market-State, budgets are generally associated with currency as purchasing power (e.g., how much money has the project been budgeted?). In community, service systems are designed for optimality, given what is known; therefore, budgeting of resources does not normally occur, except in rare cases, often involving ongoing incidents/emergency-related situations, where

resource budgeting (i.e., pre-allocating) becomes necessary.

A plan of finances is related to a budget; within a Project Proposal that involves the market, the issue is expected to carry a plan of finances. This would include a budget and a breakdown of how the money is expected it to be spent over the one year that the project will be in operation.

2.3.1 The structure of capital[ism]

A.k.a., The structure of the free market system, the free enterprise system.

The structure of capitalism is business owners making profit off of common heritage resources and human individuals. While making a profit is a central objective of a capitalist, it is important to note that capitalism encompasses a broader economic framework that includes other market principles, such as private property rights, State arbitration, and competition. In common definition, "capitalism" is where the means of production are not owned by the State (or citizens); but instead, the means of production is owned by private entities (i.e., by individuals in the market). In contrast, "socialism" means the State owns the means of production. "Capitalism" is private ownership of the market of commodity production. The things which the workers build do not belong to the workers themselves, but instead to the employer (capitalist) who pays a wage for the work.

NOTE: It could be said that "exchange value" is capitalism, which is expressed as a "market" in which competition is "valued", and likely controlled by a central authority neutral to all competing entities, a "government".

In the market, in capitalism, the employer has a legal right (sometimes even, mandate) to gain profits from the sale of the things the workers build. Thus, on important topics about the fundamental nature of what is right and wrong, in most capitalist societies, people are told to share and think, and then, expected to obey and are even incentivized to behave against sharing (as they age). Under the capitalist industrial system the majority of the population must work for an employer, and there must be employers to get anything done. The factory, machinery and tools all belong to the employer (employing) class, so most everyone else must hire themselves out to that class in order to live.

NOTE: In the early 21st century, all States are mixed capitalist-socialist (i.e., they all have a mixture of these principles/policies).

Capitalism is a system of productive relations marked by the following three relationships:

1. The private ownership of the means of production and circulation of private property, including

- money as private property.
2. The purchase and sale of people to do work (i.e., labor), where the laborer works at the point of production for wages (a salary) and turns over the product of the labor to the owner who bought the labor.
 3. The products of the labor are then sold in a market, the whole purpose of which is to get more money back than the owner put into making the product (inclusive of labor; a.k.a., profit is the name given to it by the owning class, and expropriation is the name given to it by the laboring class).

Capitalism can be explained simply as having two base types of socio-technical relations:

1. A group of the population has to sell their labor in order to survive and live.
2. A group of people who own the means of production, who pay for the work of the laborers, and then, make profit off of their work.

The structure of capitalism is the structure of the free market:

1. Private ownership of the means of production and of good and service deliverables.
2. Goods and services have price for access by users.
3. Competition among users and producers (when there is more, there is "shareholder capitalism", and when there is less there is "stakeholder capitalism", or "distributed capitalism").
4. Profit by those who are the private owners (or, share/stakeholder owners).
 - A. Entrepreneurship as an incentive. The free enterprise system encourages entrepreneurship for profit. Individuals are free to start and operate businesses, take risks, and seek opportunities for profit.
5. Limited/regulated State intervention to create a sufficiently safe environment to operate.

In the early 21st century, capitalism is then structured into three + one branches:

1. Industry any production of a physical product or service.
 - A. The industrial structure starts with minerals (mining, mineral wells, etc.), then cultivation field products (agriculture, cattle-raising, etc.), and includes metallurgy, chemical processing, transportation, communication, energy and power, production machinery, construction machinery, production of end-user "consumer" products and services (from home items to tourist services).

2. Commerce (a unique type of industry) the selling of products to end-users:
 - A. Citizens.
 - B. States.
 - C. Other businesses.
3. Finance the selling and gambling of money.
 - A. Central business finance "stock" market.
 - B. Distributed business finance "crypto-currency" market.
 - C. State finance "currency" market.
4. The State (which, is the +1 additional branch). The existence of jurisdictions/territories with their own rules and ability to control object and service flows, can be seen as a constraint on the expansive and unstable nature of capitalism.

In capitalism, the following pattern of behavior is the most common (and also most problematic for society and the ecology):

1. Form a physical bill of possible materials and techniques (for production).
2. Use a price list to convert this into a list of money expenditures.
3. Add up the list of money expenditures to form a final cost.
4. Select the cheapest final cost materials and techniques of production, in order to make the most profit.

In social-economic literature, "capital" is the value of all the means of production. Capitalist society, where the means of production is privately owned, is dominated by commodity exchange to produce and operate means of production, and capital finance, where owners (agents in the market) are actors in the economic system who gain profit over/out-of others (i.e., who "exploit" others). One of the agents has "money" and the other agent has a "commodity" (note, the principal commodities for any given economy is food and human labor). A trade then occurs (a swapping of places) and the physical/digital "commodity" swaps places. In a capitalist economy, economic production units compete with one another, and to gain competitive advantage, they keep commercial secrets and use the authority of the State to settle disputes.

The idealized version of the capitalist system has 2 owners (agents) and 2 items of "property" (Read: a commodity and money) as that which can be "owned" by the agents. The owners in this idealized and closed-system confront each other as equals. Yet, in the real-world, there has been accumulation going on for a long time when any given trade occurs, and advantage over others will occur certainty. The owners confront the money and commodities as objects of property, wherein the commodities are actual physical 'objects' and "money" reified as an object (note, money is a

concept made into an object that can be moved around like something physical can be). In the market, both money and commodities are property owned as objects that can be moved around. Effectively, capitalism means exploitation and wage slavery for the masses and luxury (at the expense of the masses) for the few. The law upholds and protects that robbery; the State then fools people into believing they are independent and free.

Capitalists are a group of people who live by making profit out of the work of others. Those who make the biggest profits are "rich" in options for access. Those who cannot make profit are "poor" in options for access. In capitalism, where the means of production are privately owned, the one people who cannot make any profits are the workers (instead, they make a wage), unless the workers are a cooperative, and then, revenue/profits are shared. In this way, the interests of the workers are separated (i.e., employer and employee), or together, in ownership. Workers seek to improve their lives by getting higher wages, and becoming owners (as investing and/or cooperative owners). Employers seek to improve their lives by making more profit and spending less on labor (workers).

NOTE: *There are no owners or property in community; only owners and property in the market-State (capitalism).*

There are serious contradictions between what people are told in capitalist society versus the actual reality of the situation. Many people are confused and lied to about the situation all the time, from one's earliest childhood. People are told to be honest, while being exploited; told to respect the law, while the law protects the capitalist who is doing the exploitation; told not exploit others, while incentivizing people to become capitalists; told to not bully or coerce, while the law is based on coercion; told to not hit others, while much video media glorifies violence; told not to be ostentatious, while the capitalist class flaunts his/her wealth and extravagance; told that hard work leads to success, while many hardworking individuals struggle to make ends meet; told that everyone has equal opportunities, while systemic inequalities persist; told that consuming brings happiness, while it often leads to empty materialism; told that money can't buy love or happiness, while financial stability is crucial for basic well-being; told that democracy ensures equality, while money and corporate influence sway political power; told that competition is healthy, while it often breeds exploitation and undermines cooperation; told that education guarantees upward mobility, while student debt burdens and limited job prospects prevail, told that the free market rewards merit and hard work, while it often favors those with inherited wealth; told that wealth "trickles down" and benefits everyone, while income inequality continues to widen; told that corporations prioritize the well-being of their employees, while many companies prioritize profit over worker rights and safety; told that entrepreneurship is a path to financial

independence, while the majority of small businesses struggle to survive and thrive; told that the pursuit of individual success is paramount, while neglecting the importance of community and collective well-being; told that employment is the goal, while neglecting intrinsic motivation; told that competition fosters innovation and progress, while it hinders cooperation, sharing and intrinsic motivation.

The law forbids stealing; it says that others are not allowed to take your property without your consent. But, the employer takes from the employees what the employees produce, and returns to them a wage. The whole wealth produced by labor is taken by the capitalists and kept as their property. The law says that the employers of the world do not steal from the employees because the exchange is done with the employees consent; because, the worker has agreed to work for his/her boss for a set pay. The law says that the employers of the world are not stealing property from the employees, because the labor is done with consent. The employer has the right, because of consent, to all that the employee produces (per the contract). Because the employee consented to the process, the law says that the employer did not steal anything from the worker.

However, when someone robs someone else with a gun, and the victim hands over their valuable belongings, did the victim consent. The victim turned the belongings over, but is that consent? The victim is compelled by the gun to consent to turning over his/her valuables. The gun compels the consent of the victim to take the action of turning their property over to the thief. Similarly, are people in early 21st century society are compelled to work for an employer, for a wage, in order to just survive. Human need for material survival compels people, power and wealth then compel people further. Work for the profit of others, or die, is a form of coercion. It is in part where the that a capitalist system is a structurally violent system because it would let others of our species die and it would coerce those with the means to compete against each other.

The two fundamental categories of socio-technical [economic relationship] in a market-State type of society are (taken as given, and eternal), which become objective constraints on the whole [socio-economic] system:

1. Owners (2 or more).
2. Items of property (2 or more).

Herein, trade occurs between the owners (1 & 2) and their two items of property (as an event in time):

1. Before the event:
 - A. Owner 1 has a commodity, and
 - B. Owner 2 money.
2. The event takes place (i.e., a trade occurs; trade).
3. After the event:
 - A. Owner 1 has more money, and
 - B. Owner 2 has a new commodity.

Then, to create (reify) "capital", there is:

1. Private ownership over (or, investment in) the means of production.
2. Production is for exchange (a.k.a., commodities).
 - A. Human labor that constitutes "value".
 - B. Products constitute "commodities".
3. Extrinsic personal reward for labor, profit and wage.
4. Items of property produced by the employees themselves have prices (at which a trade will occur) between owners.
 - A. If something doesn't have a price then it can't be accounted for in the market system, and it can't have markets address and resolve it.
 - B. Herein, it could be said that under market conditions in the early 21st century, corporations control the issues (of society) through price.

Capitalism is based on the circuit:

Money to commodities to more money.

$M \rightarrow C \rightarrow M'$

Note that this is a simple money growth equation and requires a constant growing stock of money for the economy to be maintained.

The primary economic touch points in capitalism are:

1. **Employee (laborer)** sells body for a price, gets money from employer.
2. **Employer (owner of production, capitalist)** owns means of production, including finance production, and purchases living bodies as "employees" for a price; purchases "means of production" to produce products to be sold to consumers for a price, whereupon through sale there is profit to the owner who distributes some of to the employees.
3. **Consumer** purchases, for a price, the delivered outputs of production.
4. **Regulator** creates and enforces laws (as rules/code) that bound the actions of the other three actors, and often also, bound the regulators themselves.

There are three primary types of "private" property:

1. **Money (i.e., intangible property produced for accounting for trades)** abstract physicalized commonly trusted account of trade.
2. **Commodities** actual physical resources that can be traded (note: typically a commodity is something that is produced for trade).
 - A. **Land (a.k.a., real property)** actual landscape.
 - B. **Materials** (mineral and other raw resource property) minerals and other raw resource

materials extracted from the environment and processed.

- C. **Capital** money and assets involved (or to be involved in) the means of production.
- D. **Buildings (a.k.a., real-estate property)** objects fixed to the landscape.
- E. **Products** movable objects smaller than buildings.
- F. **Bodies (a.k.a., humans)** trading the body's (self's) mental and physical labor for a wage.
- G. **Information (a.k.a., intellectual property)** private owning of information.

There is also private and State ("public") property:

1. **Private property:**
 - A. Objects as property (real property ownership) for individuals and businesses.
 1. Means of production as property.
 - B. Partnership as reified property (business ownership).
 - C. Information as reified property (intellectual ownership).
 - D. Trade accounting (money or tokens) as reified property (financial ownership).
2. **State-related [federal/union government] property includes:**
 - A. State territory.
 - B. State departments and their assets.
 - C. State businesses and their assets.
 - D. Public-private partnerships State assets as determined by contract.
3. **City-/municipal-related [government councils, boards, departments, commissions, officials, etc.] property includes:**
 - A. Council (a.k.a., boards, commissions, councils, departments, etc.) territory.
 1. Physical territory (a.k.a., State, country, nation, municipality, county, etc.).
 2. Decision territory (a.k.a., governance).
 - B. Council departments and their assets.
 - C. Council businesses/utilities and their assets.
 - D. City-private partnerships assets as determined by contract.

CLARIFICATION: *State property (i.e., government property) is sometimes called "public property", which is a misnomer, because it is not directly controlled by a consensus of the public)*

The primary values of capitalism as inherent in the market-State are:

1. Freedom, as:
 - A. Market freedoms (purchasing power).
 - B. State permissions (rights).

2. Justice, as:
 - A. Punitive justice (debt payment).
 - B. Market justice (monopoly of life).
3. Efficiency, as:
 - A. Inefficiency for profit.
 - B. Inefficiency for lack of intrinsic motivation.

Because there is only ever information, objects, and people, there are only three types of property rights in the market-State:

1. The real-object property [right] is the “right” to own objects as property, and have that control (of property-over-others) defended by the State.
2. The information property [right] is the “right” to own information as property, and have that control (of property-over-others) defended by the State.
3. The self-ownership property [right] is the “right” to own oneself as tradeable property for a wage, and have that control (of property-over-others) defended by the State.

Within the two categories of property, there are special types of property:

1. Within the commodities category there are:
 - A. Means of production (machines and information in productive arrangement) property that can be used to make and sell products, and make profit (in the market). This property is also known as “capital”.
 - B. Humans here, the commodity is the self, someone’s body and mind (*human employment; human is property as labor for the profit of another human*).
2. Within the money category is finance:
 - A. Stocks/shares a shared/distributed ownership of a single item.

The market-State (capitalism) accounts for the following specific concepts in trade:

1. **Profit and loss of tokens/money** (derived from human labor and business trade).
2. **Income and expenditure** (derived from business sales and business purchases).
3. **Assets and liabilities** (derived from business property and business debts).
 - A. **Investments** (derived from giving money/property to another owner in expectation of getting more money/property back in return).
4. **Taxation** (derived from State politicians, legislation, and enforcement).

All of these lose their validity in a community-type society. Transition will require a transformation in the understandings of some terms and concepts.

The two categories of money can be classified according to their relationship to the real-world (either real/physical or abstract/conceptual):

1. **Real** (physical) [PROPERTY].
 - A. **(C) Commodities (Actually Useful physical objects)**.
2. **Abstract** (reified) [PROPERTY]
 - A. **(M) Money (Trade Account)**.

Where there is accumulation (of property), then there is:

1. **Real** (physical) [PROPERTY].
 - A. **(L) Land (Actually Useful Physical Land)**.
2. **Abstract** (reified) [PROPERTY]
 - A. **(B) Bank (Trade Account)**.

Summarily, there is:

1. **Legal persons** (subjects: legal personality/identity):
 - A. People (a.k.a., legal people, “citizen”, legal person, etc.) individual citizens who can own property. Typically, a legal person is someone who can enter contracts, own property, and be a party to lawsuits.
 1. Property => contracts (trade).
 2. Contracts => lawsuits (disputes, which naturally arise where there is competition).
 - B. Organizations of legal persons.
 1. In the early 21st century, some organizations of legal persons can became legal persons themselves.
 - i. For example, Firms (corporations, universities, cities, States, etc.).
2. **Property** (objects: commodities and money):
 - A. Those objects that can be owned and traded by a subject (legal person).
 1. Commodities (real-world objects, physical).
 2. Tokens (single use trade account abstraction, trade reifications, distributed single user accounting no circulation of tokens between agents; after use, they are deleted).
 - i. Money (circulating use of trade abstraction) tokens that circulate and can be stored.

These socio-technical production relationships then go on to form the basic categories of a legal system (in order to control property and ensure production continues functioning). Production relations generate legal relations for the production process to continue to occur. The types of legal relations derived from capitalist production relations are:

1. **Market Support Law Code/Standard**: (a.k.a., capitalist laws, common market law, “Bourgeoisie” law, international law, etc.).
- A. **Criminal Law Code/Standard** (a.k.a., punitive

justice, retributive justice, penal system, etc.).

2. Constitutional [Bill of] Rights Law Code/Standard (a.k.a., constitutional law, etc.).

Constitutional rights given/granted to people (citizens) under State authority by what was written in a document by past political figureheads. These rights are given to entities in the system. In the market-State, there are two types of granted rights:

- A. **Legal person (citizen rights)** there are "right" relationships between people as "citizens".
 - B. **Property (property rights)** there are "right" relationships between people and "property".
1. Object [property] rights.
 2. Informational [property] rights.
 3. Self-body [property] rights.

NOTE: *In the construction of the set of laws that derive from market-State production relations, the existence of individuals bartering and exchanging (trade of property) is taken as pre-given, unquestioned and eternal.*

Capitalism is a structure designed to take a profit in abstract tokens off the labor of others in production of human market want (need) fulfillment. Capitalists profit, because they are the [property] owners of production (capital). Capitalists produce to make a profit, so that production can continue as "capital" for the next stage of production. And, under conditions of high competition and real risk, capitalists produce to make as much profit as they can, to buffer themselves from the loss of all socio-economic access. Herein, through the mechanism of profitability in the context of supply and demand, the market system adjusts production. A market-State society creates a role for "capitalists" who seek "profit" for themselves, and for further production. Capitalists make profit from others through what some have termed, "[surplus] labor". Capitalists accumulate, whereupon they reinvest a portion of the profit (into production), a portion is spent on luxury items inaccessible to the masses, a portion is spent on commonly accessible necessities, and a portion is spent into savings and financial investment profitability (of other capitalist organizations). In the market-State, production is entirely done for the purpose of trade (of commodities), and not direct human fulfillment. Markets lead to horrible waste, the degradation of people and the ecology. Money is an abstraction (reification) that humanity becomes subjugated to in a supply-demand commodity-money economy.

The abstraction known as "capital" exists in several sub-conceptual forms as money/tokens move around the economic system. Capital "exists" in:

1. **Money form** (have money), then
2. **commodity form** (money traded for commodity, have commodity), then
3. **production form** (commodity mixed with labor-

wage, have production), then

4. **commodity form** (have deliverable product), then
5. **in money form** (sale of product), then commodity again (purchase of commodity), then
6. **the cycle repeats.**

Capitalism is not interested in employing all those who want and are able to work; instead, a minimum of workers (wages) and a maximum of effort (productivity) is the principle and the profit of the market-State system. Capitalism is money growing more money. Money is intrinsic to markets (circulation), and tokens are intrinsic to trade (no-circulation). Trade-based transactions do not honor "our" human interconnectedness; they are inherently *severing* of human harmony. When anything/everything is commodified or commodifiable then some sort of misunderstanding of human identity is gripping psychology obfuscating our commonality and ability to live in fulfillment together. In capitalism, if it can't be sold, then either less of it will be produced, or it won't be produced at all. Community-based habitat service systems are not something that is sold or sellable. The separation of production under market-State conditions into: means of production and means of consumption, become unified within a data derived, materially realized, continuous habitat-need production network. In community, what is needed is tradeless and coercionless life, technology, and exploratory support in a habitat life-radius context.

2.3.1.1 *The layered structure of the early 21st century financial system*

In the early 21st century, the State financing system involves two layers of finance:

1. **Layer 1 (State money, currency):** This is the foundational layer, also known as "cash" money, which is issued by State entities like central banks and State treasuries.
2. **Layer 2 (bank money):** Commercial banks issue this secondary layer, often referred to as "digital" money, which vastly exceeds the amount of cash money on hand due to the banking practice of credit creation or fractional reserve banking.
3. **Layer 3 (non-bank digital money):** This layer is composed of digital money or credit that is created by entities that are not traditional (State approved and regulated) commercial banks. These could include online payment platforms like PayPal, mobile payment services, and protocols and exchanges (that allow users to hold balances).

In fractional reserve banking, when a bank receives deposits (Layer 1 money), it can lend out multiples of that amount in the form of digital money or credit (Layer 2 money). This is possible because banks are required to hold only a fraction of their deposits as reserves. When

a loan is issued, the bank doesn't hand out the cash it has stored, but rather creates new digital money that reflects the loan's value.

Banks issue these digital tokens/credits in two primary scenarios:

1. **For depositors:** Banks credit depositors' accounts with digital money in exchange for cash deposits, effectively transforming cash into digital form.
2. **For borrowers:** When issuing loans, banks create digital money as a promise to the borrower, in exchange for a future repayment agreement. The borrower agrees to pay back more money over time than the amount borrowed, representing interest.

The sum of Layer 2 money in the economy can grow significantly as banks make loans and contract as loans are repaid. Despite being different in form and creation, both Layer 1 and Layer 2 money share the same name and are used interchangeably in the economy, which can lead to a divergence in the monetary base (Layer 1) and the broader money supply (Layer 2).

2.3.2 Societal tokenization

There are two types of tokens in society:

1. **Cryptographic tokens (a.k.a., technical tokens, cryptographic keys)** are the outputs of cryptographic programs that use cryptographic algorithms and are the math behind user authentication. Cryptographic tokens are used to verify identities and authenticate users, which secures data and assets, and allows for effective coordination of any economic systems.
2. **Trade tokens (a.k.a., money, money tokens, options access tokens)** are used as medium's of exchange, enabling individuals to trade without resorting to barter. A "trade" token represents value and is universally accepted within an economy. Traded tokens allow for the effective coordination of price-based economic systems.

There are three top-level societal token quantification factors, which include, but are not limited to:

1. **Creation element (token management):**
 - A. How are the tokens created?
 - B. Who creates them?
 - C. Based upon what/why are they created?
 - D. And, what happens to them when used; can they be circulated or are they deleted?
2. **Distribution element (wage management):**
 - A. How are tokens distributed:
 1. Labor time (in hours).

2. Life-phase.
3. Salary class.

3. Sales element (price management):

- A. How are goods (services) priced?
1. In the market, goods and services are priced based upon supply and demand (and salary class).
2. In community, goods may be priced based upon:
 - i. Labor time (in hours).
 - ii. Life-phase.
3. A good's attributes:
 - i. Sustainability - for example, waste may increases cost of product.
 - ii. Depreciation - per day, month, year. As use value deteriorates/depreciates, then the price lowers.
 - iii. Abundance - for example, ease of copying or producing will lower price.

2.3.2.1 *Cryptographic tokens ("keys") compression (algorithmic information)*

A.k.a., Keys, cryptographic keys, authentication tokens, authorized access tokens, technical access tokens.

It is important not to confuse the term "token" as it is used in cryptography (a.k.a., digital token, cryptographic token, etc.) with the definition of the term as used in the market, where there is a mandatory requirement to get tokens (abstractions) in order to purchase access (i.e., trade for access, a.k.a., digital token, trade token, crypto-coin token). Trade tokens are used as medium's of exchange, enabling individuals to trade without resorting to barter. Instead, cryptographically speaking, a "token" refers to a digital identity verification "key" (not money), that is required to technically authenticate a user, and thereupon provide access [via a coordinated protocol] to a particular system or service. Cryptographic tokens are not money tokens (i.e., are not trade tokens). Cryptography, a token system serves as a secure method of providing or obtaining access via protocols (a.k.a., access rights), authentication, and/or authorization, often aiming to enhance security (and privacy where appropriate). Cryptographic tokens are utilized as a form/method of user-protocol authentication, and can take at least the various forms:

1. **Hardware tokens:** Physical devices, like USB tokens or smart cards, pins and biometrics, that store digital certificates (keys) or authentication information (keys and methods).
2. **Software tokens:** Digital representations generated by software applications. These can include One-Time Passwords (OTPs), cryptographic keys, or access tokens generated by authentication apps.

3. **Authentication tokens:** These are used in multi-factor authentication systems where a user needs to provide something they know (like a password) along with something they have (a token), increasing the security of access to systems or data.
4. **Access tokens:** In the context of web applications or APIs, access tokens are strings of characters representing the authorization to access specific resources. These tokens are commonly used in OAuth or similar protocols to grant limited access to a user's data without sharing their credentials.

2.3.2.2 *Trade tokens ("money") tokenization (trade monetization)*

A.k.a., Money, money tokens, options access tokens, credits, debts, etc.

Trade tokens (a.k.a., "options" tokens, money, etc.) are used as medium's of exchange, enabling individuals to trade without resorting to barter. A "trade" token represents value and is universally accepted within an economy. The basis of the global (as well as local) economic systems on the planet in the early 21st century is the market, where people and organizations trade objects and tokens (a.k.a., credits, money, currency, etc.). Tokens (credits) are a trade reification (i.e., conception made/believed real). All tokens are credits giving the owner/user options for greater access, and hence they are sometimes called "options tokens", because they give their owners more options than they would have without them. In community there are no options tokens. During transition to community it is possible to imagine their being options tokens for some leisure activities.

Tokens (credits) are reified representations of objects that are owned by people (or groups of people), and can be exchanged for real-world objects and services. Tokens are given after (or, during) labor. The laborer then uses the tokens to purchase access [for a credit amount price]. A market-based system is based on the conceptual model of trade, which is sub-conceptualized by token (e.g., abstraction exchange) and barter (object exchange). Objects are exchanged in bazaars and fairs. Tokens (credits) may sometimes also be used in bazaars and fairs, as well as barter, but the only means of trade [exchange] at larger scales is through the concept of token. In the market, token (i.e., credit, money, currency, etc.) is what gives access, and so, token is used as a [intrinsic] reward for doing work for others. All forms of token create a separation between individuals in society, wherein the focus for work/production becomes about money, and not about human contribution to human need fulfillment, and thus, all forms of credit are eliminated as an encoding in a community-type society. A transition society will likely use some form of token to facilitate the transition of persons and resources from the market-State structure to operation within a community-type structure. Fundamentally, token is an abstraction reified as a "unit" of exchange.

CLARIFICATION: *Barter is trading one less wanted object for another more wanted object, without any set medium of exchange. In other words, barter is trade without any equalizer (without an equalizing "monetary" unit of account), without money, currency, etc. Barter does not use money; instead, each party in a trade wants what the other party has (more than they want what they have), and they exchange/trade the objects directly.*

NOTE: *In the early 21st century, there is a long standing tradition for the need to own property as security [to sustained commercial and State access]. Hence, there is a long standing tradition for property accumulation.*

In the market, a token (credit) is access (i.e., money provides the option to have current / future access). There are many sub-types of access in the market. Conversely, in community, contribution is access, in that contribution produces services that provide access to users who are or have been contributors. In the market (trade), token is given by an [access] authority as a reward in the form of a physical certificate or digital token that signifies purchaseability (Read: ability to have access). The first form of credit is that of doing physical (including mental) work to achieve the token. The work accounting consists of physical/mental deliverables and/or time worked.

In most cases, tokens are produced by market and/or State entities, and then given by the token authority (generally, the State or some central bank). The work done to achieve the token is most frequently called, having a proposal to gain a loan, and employing labor, wage labor. After acquisition of the token, it can be used to purchase from a store, which is either: (1) a business or State that then uses the token to make additional purchases, or (2) is a cooperative or social-State that then deletes the token.

In some cases the token(s) can be exchanged for another type of token. In some cases the token(s) can be exchanged again after the first use for an additional purchase. In some cases, the tokens can be stored over time. In some cases there are fees associated with storage of token over time. In some cases, there is "interest" (profit) given to the storers of token over time. In some cases there are fees associated with each exchange transaction. In some cases there are fees associated with regulation (e.g., State taxes). In all cases there are [habitat service] requirements for production and transaction of tokens, and therein, power being the first and universal requirement.

During transition, money circulation may still be necessary for some duration of time. In newly built habitats, money may not be required to circulate internally, but there may be a necessity (for some duration of time) to acquire money to access trading markets and provide sufficiently for the population. In cities that are transitioning to community, there will likely be a need for continued money circulation until such

time as there is the infrastructure to provide sufficient fulfillment.

NOTE: When tokens are an incentive to do work, how society produces money will likely determine what individuals work toward. The question then quickly arises, If "you" are not a commodity, why would you want to use a currency based on commodity.

The first form of token-type trade, after object-to-object trade, is double ended:

1. Exchange of body or object for token. Here, token is given to [some]body, who receives the token and associates it with their identity/address (Read: personal token account/number). The most important question here is, how do people get the token?
It is necessary to ask how tokens are received:
 - A. Tokens received for doing work (labor).
 1. Tokens only received for doing work that meets specific criteria (e.g., community values, community objectives, net benefit, etc.).
 - B. Tokens received for mere presence, citizenship (universal income).
 - C. Tokens received for releasing property to community access.
2. Exchange of token [by some body] for access to a product or service. Here, the token given is given for some[body's] access to a product/service.
 - A. The most important question here is, what can be done with the token?

There are two primary accounting systems for tokens:

1. Token exchange between users is not possible. No individual exchange of tokens is possible (i.e., non-tradeable tokens). A token can only ever belong to one person. That person's balance still goes up when s/he gets paid and down when s/he makes a purchase, but that money is created within their personal account by a tokenized payment system, and then deleted from their personal account upon purchase (i.e., the token does not cycle).
2. Exchange (i.e., a tradeable/exchangeable token) a token may move from
 - A. Person to person it can belong to another person by transferring it to them
 - B. Person to seller to person the token can be transferred to a seller through purchase, and the seller transfers it to the workers/owners who then make purchases for themselves and the business.

It is relevant to note here that in common parlance there are several forms of "token", including:

1. **Credit (token)** a credit, token, or certificate that can be applied to the purchase of some product and/or service. Credit is used to buy (trade for) goods or activities in a market.
2. **Exchange credit (exchange token)** a specific credit unit that can be exchanged for another type of credit unit (usually called "currency").
3. **Debt credit (debt token)** a credit that has fees attached to it (usually called "money").
4. **Social credit** a credit that relates to the existence, work, and/or reputation of someone (usually called, "social credit", "benefit token", etc.).

Typically, in the market-State, trade is measured (and measurable) at three levels (i.e., the categories for keeping a measured account of trade):

1. **Inter-State-level:**
 - A. **Trade balance (a.k.a., balance of trade)** the balance of trade is typically measured as the difference between a State's exports and imports of goods.
 1. How many exports were traded versus imports?
2. **Intra-State-level:**
 - A. **Gross domestic product (GDP)** is a monetary measure of the market value of all the final goods and services produced and sold in a specific time period by a country or countries.
 1. How much product (in its monetary value) was traded?
3. **Production-/labor-level:**
 - A. **Time and effort (i.e., measured time and/or human effort)** work duration or work completed. As in, trade of body (sale of self) to do work for money or object(s), "wage labor".
 1. How much time/effort was traded?
 - B. **Money** an abstract intangible that is believed to have value. Money is fake in the same way patents are fake.
 1. How much money was traded?
 - C. **Physical access (real objects)** products and services that are valued, wanted and/or needed.
 1. How much physical access (to real objects) was traded?

"Anybody can come up with money, it's how do you get anybody to accept it." - Hyman Minsky

There are several primary interrelated functions (or, properties) of money (i.e., of tokens in a market):

NOTE: Money as a medium of exchange, as a unit of account, and as a store of value, are similar and interrelated conceptions.

1. **Money as a useful object (a.k.a., intrinsic**

"money", barter market, useful value) is barter, where there is no abstract money; instead, two objects of (intrinsic) value to their owners are traded. For example, trading salt for meat, both of which are food (and have nutrition). These types of trades typically occur either:

- A. Out of survival (i.e. need fulfillment scarcity) because someone is in desperate need of something, or
- B. Out of abundance because there is sufficient abundance to not sacrifice need fulfillment when one thing is traded for another.

2. **Money is a medium of exchange with a traceable supply** (a.k.a., money market, commodity market, trade token, options tokens, circulating medium, medium of circulation, commodity money, representative money, finance, crypto-currency, fiat money, abstract money, intangible money, etc.) in the market it is possible to trade objects for money, or money for money. As a medium of exchange, money allows someone to buy goods and services with an abstract thing. Money is an options "token" for "purchasing" access to something, and as a token, it circulates (note: not all tokens circulate). A medium of exchange is an intermediary "object" that is used to equalize value during a trade. This type of money can take physical and digital form; it can be tangible like coins and bank notes, or it can be intangible like digital money. Money is a claim on something else (i.e., an option to access something else). Money facilitates the purchase and sale of goods between parties who are not bartering. A circulating medium is any "object" used to determine goods and services' price ("value") during their exchange between parties (i.e., people). In general, anyone can possess money and participate "equally" in the market. Users of money want it to be fast, quick, and not cost much (Read: highly "liquid", high speed of transaction, and low cost). As a medium of exchange money is an abstraction, and it does not need to have any physical base, although it can have a physical base (e.g., gold, silver, etc.). The function of money, here, is to exist (and/or have a supply). The real-world questions here are, why is society organized to require a medium of exchange in order for humans to get their needs met, and why is society organized to require the circulation of an abstraction in order for humans to get their needs met? Note that in some cases, it may be possible to change the supply of money (currency) to meet changes in demand, so the supply is more stable. And, a supply may come into circulation over time through a protocol.

- A. **Exchange "value"** (i.e., exchangeable for value, as object or information) item produced to be sold in the market for a price (abstract value, commodity value, not life value):
 1. Was it produced to be sold in the market? Can it be sold in the market?
 2. What quantity of something else will it exchange for?
- B. **Money is an interchangeable unit** (i.e., "fungible") meaning that it is interchangeable with other instances of the item:
 1. A can of soup is more-or-less interchangeable with other cans produced from the same batch.
 2. A brand-new tennis racket is more-or-less interchangeable with other brand-new rackets of the same make and model.
 3. Units of a currency are designed to be interchangeable with all other units of that currency. For example, Alice spends 10 tokens from her wallet, there's no way of identifying whether the units she's spending are ones she got from Bob, Carol, or elsewhere. It's like water scooped into a bucket: when you scoop some out, you don't know which inbound scoop of water the molecules you're getting came from.
 4. Note: Actions are not interchangeable. Land is not interchangeable. Humans are not interchangeable.
- 3. **Money is a unit of account** (a.k.a., payment for debt, credit money, debt money) the ability to be able to price something in that unit (a.k.a., token, currency, etc.), as well as the ability to pay for something in that same unit (token, currency, etc.). As a unit of account, money provides a standard measure for pricing goods and services. It is an abstracted representation of a standardized unit "value", as price-purchasability. Money is a unit of account when someone trades with abstract money as the price. The price of the trade is a debt paid for in [abstract] money. As a means of paying for debts, money is an abstraction, and it does not need to have any physical base, although it can have a physical base. The real-world question here is, Why must humans be in debt to other humans in order to have their needs met, and what is actually being accounted for in the real-world when money is used as the unit of account (in place of human need fulfillment and socio-technical material services? Here, economic price stability is important. If the value of the money goes down, then prices increase. Volatility in the value of money is not ideal. Ideal is purchasing

power stability over time as opposed to money that is more volatile. The function of money here is to have a uniformly quantifiable account of exchange so that created money can circulate. Money can be a unit of account for anything, from "debt" to real work to materials to citizenship, etc.

- A. **Money is a store of "value"** you can hold your wealth in that token and have faith and trust that you are going to be able to hold your wealth in it over time. This function allows for money to be stored in a private [bank] account ledger (or, on a public distributed ledger). Where money is a "store of value", it holds value over time, allowing people to save and accumulate it (on a ledger, private or public). As a store of "value" (i.e., as the store of a competitive score, a competition-drive historical score of personal and family/tribe/State trades). As a store of value, those with [more] money want: (1) continued belief in the value of that money, (2) supply scarcity, and (3) future demand. When there is greater supply (a.k.a., oversupply, abundance) money loses purchasing value, and the opposite is the case when there is insufficient supply (it gains purchasing value). People want to store their [purchasing credit] value in a bank (or, on a public ledger) and have trust that it will remain stable in [purchasing] value (or even, increase in purchasability), over time. The real-world question here is, what is value? The function here is to hold onto money in order to use it later or have it grow as time-events pass. Note here that hoarding is the result of money (or a commodity) as a store of "value".

- 4. **Money as legal tender** (a.k.a., a State currency system, State tokens, State money, legal money, legal currency) means that money (typically called "currency" in this case) is recognized by the State as a valid/legal form of payment. The State authority declares that something is a valid/legal currency, and this is enforceable by law. Here, currency (money) a unit of taxable account; its use is taxable by the State. Typically, State issues [legal] money to provision themselves -State's issues debt. Money is merely a unit of account that the government issues as a tax[able] credit. In order to ensure that the population finds "value" in the money, they put a tax on it. The tax is only payable in the State currency. In other words, the State creates a tax as it is creating (or having the banks create) the accountable money. The State creates itself out of an abstraction (money), and "banking" is its typical vehicle. Governments of States spend money into

their economy (if they have it) then delete it after collecting the tax (or, recirculate it sometimes).

- A. **Deletability:** Credit/tokens are retired (deleted) from circulation; an action that potentially makes the circulation more stable, as both incoming and outgoing token quantities can be adjusted (a.k.a., "quantitative easing"). This is the practice of all known States and is commonly referred to as "Modern Monetary Theory" (MMT). The MMT abstraction is based in law and enforced by humans with weapons. The question is, Who is the State that controls money production and cycling (i.e., who controls the currency)?
- B. **Liquidity:** Credits/tokens with the condition of being easily exchanged for other property (i.e., can be used to purchase quickly and without some intermediary step(s). Can it be used to buy anything quickly?
 - 1. How quickly (in time) can some current item of property (digital or physical asset) be converted into cash?
 - 2. How quickly (in time) the item be bought or sold in the market?

The monetary system (a.k.a., monetary market) is the set of structures, institutions, rules, relationships, policies and procedures that do ate the supply and circulation of money, by which a country creates and circulates money in its monetary economy. It typically involves:

- 1. A State territorial/jurisdictional authority a government with law creation and law policing authority. Here the States role is to create and enforce laws that influence the monetary system (per some directive).
 - A. Fiscal policy involves government decisions on taxation and spending to influence the economy.
- 2. A central bank institution responsible for managing a country's money supply and maintaining monetary economic stability. The central bank may be privately owned or owned by the State itself. Typically, the central bank has the greatest control on the supply of money (i.e., has the most money supply control). Money supply control refers to the produced/regulated amount of money in circulation.
 - A. Monetary policy policy that comes from the central bank and related directly to the supply of money and circulation of money.
 - B. World central banks play a role in the international monetary [funding] system.
- 3. Commercial banks these banks exist under the primary central bank and interact directly with

users (i.e., consumers, employers and employees), providing loans of money, accepting deposits of money, storing money, and facilitating monetary transactions.

Money (trade tokenization) is an extrinsic reward that decreases critical faculties because the potentially rewarded [deciding agent] is thinking about the reward (while doing what someone else wants). Money is an options as well as a power-over-other type of conception; it sets up a socio-technical relationship set based on domination. Simply, money is a social power relation between people, one of domination and being dominated. Money is the power to command the labor of others. If someone has money, and money is valued, then that person can command a others labor with sufficient money. If a firm that has money it can command employees. If a government has money, it can command work forces and/or militaries. Note that these immoral characteristics are hidden in [Market-State] economics 101 courses in which phrases like "medium of exchange" and "store of value" are used. The actual social relationship which exists is command over the work/energy of other humans (labor), and the extraction of "value" from their efforts.

NOTE: *There are other ways of commanding, such as direct ordering/dictating about the work/behavior of others through authoritarian and slave-based social structures. The military is an example of an authoritarian-based social structure where commanders (officers of the State) order their soldiers/subordinates to labor. One person is in command, and others are to be commanded. If a command based structure is present then the authority, the commander, must be marked out in some way; they must have an emblem of authority, issued by the State. People under authoritarian governments often have their bank accounts frozen, they have their currency devalued, they are cutoff from outside information, financial transactions, and the common market. Under market-State conditions, these actions can significantly reduce the fulfillment of populations and ecological stability of regions.*

In a community-type society, there are no credits (money or tokens) used in the decisioning system of an economy (i.e., all goods and services are free to access and accessible without fees). In community, there are recorded changes to the informational and physical environment. The inputs to the information system are:

1. The original state of the system, and
2. the new change, and the output is the new state of the system inclusive of an environmental change.

In a credit-based [economic] system (i.e., a market), the transaction/trade[able] outputs can be spent/ circulated by individual identities composed of addresses

(representational of public cryptographic keys, which are representative of people). In a credit system, each trade/transaction consists inputs (the original state of all credit associations and the new trade) and outputs (the new state of all credit associations given the change and verification). Here, a "transaction" is a recorded trade/transfer of credit (e.g., bitcoin) from one address to another on the blockchain. A [transaction] fee is the full price/cost [in credits] associated with the record of that transaction. In both community-type and market-type cases, a change is recorded. The difference is that in the community-type system, there are no computed "token" outputs that can be transferred among individual people and market organizations. Community requires a trusted real-time auditable log of the state of the societal information and physical system, where messages are timestamped, ordered, and verified. Markets require an additional layer, that of trade, fees, and profit (credit).

During trade, except in barter, people accept something as a medium of exchange:

1. Salt, gold (has natural limit).
2. Paper bills, crypto-tokens.
3. Promises for money, traditional "credit" (has no natural limit).

Because a token (credit, voucher, etc.) is a reification, it can take on many forms. Tokens can take on at least the following forms (from physical to virtual):

1. **Mineral (via mining technology)** useful resource (e.g., salt). Minerals used to make a purchase.
2. **Piece of paper (bill reward via paper-printing technology)** paper certificate (e.g., bill). Bills used to make a purchase.
3. **Metal (metal reward via metals product production)** metal certificate (e.g., coin). Metal used to make a purchase.
4. **Digital token (digital reward/credit via distributed ledger technology)** distributed ledger technologies (e.g., distributed blockchain ledger or agent recorded ledger). The blockchain is auditable, is inherently transparent. An auditable distributed ledger for trading, exchange, and accounting for anything. Messages recorded on the ledger cannot be changed. This results in a verifiable and permanent record of data and transactions between two or more parties. Digital tokens are used to make a purchase. It is important to mention here that distributed ledger technology can be used for validation without having to produce credits (i.e., without fees for validation and credit circulation). A verified transaction using distributed ledger technology can validate any type of message, including crypto-currency transactions, contracts and their

signatories, any records (essentially, any type of recordable information). There are several different on-chain consensus mechanisms for "proof" (of an uncorruptable record/ledger). In this case, "proof" means verification (up to consensus) that a record (transaction) is valid ([ap]proved). These mechanisms include, but may not be limited to: Proof of work, Proof of stake, Proof of burn, Proof of capacity, Proof of authority, Proof of presence.

A. Data centric distributed ledger technology

(Data-DLT) (e.g., bitcoin) Distributed, decentralized blockchain hash ledger that uses proof-of-work (or, proof-of-stake "consensus") hashing to confirm transactions, wherein a confirming node (that did the work of "mining") is given a credit (as a reward) for the work. Each node in the network verifies the entire distributed ledger. This method requires more power and other resources because every node in the network must verify the entire ledger. All the nodes validating the transactions have the same state (Read: copy of the data). This model uses distributed ledger technology (DLT) with a decentralized ledger for all nodes to copy. As blockchain networks grow with additional nodes, increased energy is needed to confirm transactions. In the early 21st century, this technology is used to produce, distribute, and circulate credits ("coins") among network addresses. Here, "mining" is an algorithmic process that uses electrical power to perform computations. "Mining" creates/issues new coins and rewards participation in the network.

1. This technology is used to create an electronic [messaging] payment system (a.k.a., electronic trading economy, electronic profit economy).
2. Every digital "coin" on the blockchain is a credit (a.k.a., token, certificate, money, currency) that can be transferred between entities (Read: addresses, cryptographic keys).
3. Digital integrity is achieved through centralized validation (Read: global consensus). A blockchain is built by running software and linking several nodes together in a manner that algorithmic sustains accountability, trust, and validity.
4. Proof of Work has miners crunch numbers to validate transactions on the network. Validators collect a block reward. Here, credits come from validating messages. With proof of Stake, validators do not collect a block reward, instead they collect network fees (as their reward). Here, people who hold the credit get

the new credit/coins issued to them based on the amount of credit/coins they have.

5. In concern to Bitcoin, "miners" use electrical power and perform software computations in order to sustain Bitcoin. Therein, the "miners" receive two types of credit/reward for "mining" (i.e., "mining", in the early 21st century, is a two fee process): (1) new coins are computationally created with each new block (the first fee), and (2) transaction fees from all the transactions included in the block. Bitcoin provides two "incentives" for "miners": block rewards and transaction fees. Currently the vast majority of miner revenues come from block rewards, but in the long run they will come primarily from transaction fees as block rewards dwindle. Transaction fees are an anti-spam measure. A Bitcoin transaction is a transfer of bitcoin from one address to another. A transaction is a transfer of a "coin" value on the blockchain from one address to another. The initial recording of a transaction is broadcast to nodes in the Bitcoin network, these node then passes the recorded change along the network until it reaches a mining node. Miners will then order this transaction into what is called a block template. This is a "blueprint" for the block that the miner is attempting [via computation] to add to the blockchain. If a "miner" successfully finds [via computation] the next block in the chain, then this block template is considered "mined" (Read: found) and becomes an immutable block on the blockchain. Finally, this block is broadcasted to the network's nodes who record it in their copy of the block-chain. All Bitcoin transactions are published to the "mempool", where they are considered 'pending'. When a "miner" computationally adds a transaction to a block, it is then considered 'confirmed'. Importantly, there is a hard cap of 21 million Bitcoin that can be produced ("mined"), with the final coins (credits) being produced around the year 2140. Once the circulating supply reaches its maximum, Bitcoin "miners" will no longer receive block creation credits ("rewards"). They will instead be credited ("rewarded") with transaction fees, assuming there are no major protocol changes to Bitcoin between now and then. A Bitcoin "halving" event is when the credit/reward for "mining" Bitcoin transactions is cut in half.
- i. Simplistically,

1. A purchase is to be made, or a message is to be sent/recoded.
 2. That purchase/message request is recorded in a [signed] message/record (i.e., a new transaction is entered and/or a new message is recorded).
 3. A message is signed, and if the record has to do with credit, then the destination address for the credit is identified.
 4. The transaction is transmitted to a peer-to-peer computer network consisting of "nodes" (computers running specific software).
 5. The network of nodes validates the transaction and the user's status using known algorithms. Nodes on the network solves equations to confirm the validity of the transaction. Nodes can compete or cooperate to verify a transaction and place it into a block with other transactions. Under the state of competition, nodes are rewarded with payment of fees in the form of a credit/token, which can be used for purchase (or sale...which is just purchase of the credit by another). It is during this phase where digital credits ("cryptocurrency") may be created.
 - a. Here, the validation of new messages creates the credit itself. The credit itself is just another message with a number (amount/quantity) associated with a user's address ledger (chain of blocks).
 6. Once confirmed, the legitimate transactions are clustered into blocks [of data] to be added to the ledger.
 7. The node(s) that solve the equations (in some cases, first) receives credits as a reward.
 8. The blocks are then chained together creating a long history of all transactions that are permanent. A block on the chain is a permanent record/ledger, and cannot be modified.
 9. The transaction is complete.
- B. Agent centric distributed ledger technology (Agent-DLT) (e.g., holochain)** Agents (nodes) share records of their actions, including any data meant to be shared with the group, in a distributed hash table (DHT). All the nodes validating the transactions do not have to have the same state (Read: copy of the data). Apps are shared on the distributed hash table (DHT). Each agent owns an immutable hash chain and stores public data on a DHT node. Here, the user is the host. The more users (or agents/people) start using the application (Read: app), the DHT network as a whole gets more storage and computational ability. In some ways, this type of technology could be described as a 'post-blockchain' technology that requires no staking and no mining. A distributed hash table (DHT) means no Proof-of-Work (PoW), Proof-of-Stake (PoS), or any other consensus mechanism. This model does not need to produce credit (tokens) as a medium of exchange, but it can still do so. Here, credit as reward is acquired ("earned") in two ways:
1. Sharing hard drive space (e.g., holochain holofuel/ho token is a reward).
 2. Sharing processor computations (e.g., holochain holofuel/ho token is a reward).
 3. Digital integrity is achieved through distributed validation rules. If these rules are broken, other nodes can tell how and by whom, and then react accordingly. Each node that receives a record of a message validates it against the shared application rules and propagates it to their peers. If the rules are broken, that transaction is rejected by the validator. If foul play is detected on a node's part (the node is either propagating or validating bad data) that node is blocked and a warning is sent to others. A holochain is built by running software and linking several nodes together in a manner that algorithmic sustains accountability, trust, and validity.
 4. Simplistically, the process is:
 - i. A message is created in an application using this distributed ledger technology.
 - ii. The message is signed by the identity.
 - iii. A local copy is saved.
 - iv. The local identity adds the signed message to its own tamper resistant log.
 - v. The local identity shares the tamper resistant log with a selection of random peers that are using the app.
 - vi. Each peer app validates the message using its own copy of the application rules.
 - vii. If the message breaks any rules, validator app marks it as "Rejected".
 - viii. If the log does not break any rules, validator device saves the message, marks it as valid, and signs that statement.
 - ix. Validator propagates a copy of the log.

NOTE: A blockchain is a digitally distributed, decentralized, public ledger that exists across a network. A block-chain-type distributed ledger is an auditable distributed ledger for trading and/or accounting. A "block" is a file of permanently recorded data. All data about change is written into the block.

Tokens (credits, currency, vouchers, etc.) may be produced as:

1. **Credit (work and/or life produces "credit")** is defined as something produced to be used for purchases. In its simplest form, there are no costs to the usage of credit as a product (i.e., no "usury"). In its simplest form, the credit is produced, given to those who contribute their service, then absorbed and deleted when the consumer purchases something from the [State] store. More simply, labor is an opportunity to earn credit, it is not an expense, no one pays for it, it's simply created when it's earned, and then it is deleted after being spent. Not having usury (Read: no cost) means that there is no demurrage, fees, interest, or tax. The credit (certificate of credit by the State or cooperative) cannot be commoditized as wealth itself (Malouf, 2021). Here, credit is meaningless if it is not applied to something we (Read: society) has produced to sell and to be used.

A. **Labor vouchers (a.k.a., wage, salary, money, income)** is a credit (addition) into the account of an amount, during and/or after a period of labor, that may be used to purchase access to some service/object in the future by that laborer (i.e., the future "option" to take access). Laboring hours can be used to account for human labor.

2. **Debt (i.e., interest owed, taxable; produce "money" that produces "money")** is defined as money created by the market and sold to States (and sometimes, individuals) by market-based entities. In general, there is a cost (a.k.a., usury) to the use of the product "money" (an abstraction) produced by "bank" market-based entities. Here, money is a traded product. To be in debt means to owe something in return. Simply, if a currency has any cost involved, directly or indirectly, it presents itself primarily as a commodity. (Malouf, 2021)

A. Here, money is a "product" (it is an abstraction reification) of market-State entities. Money literally becomes a commodity, an external object capable of becoming the private property of any individual. And, in terms of authority, this capability "grants" its holder the power to call on the use of force/violence [through State authority] to protect the property.

B. In the market-State, there are costs (necessary

returns of investment "lending") to the usage of money as a product/commodity (i.e., "usury").

1. **Usury** means: practice of lending money at interest, as a requirement for greater return on the lending. It comes from the medieval Latin "usuria", alteration of Latin "usura", which means, "payment for the use of money, interest." There, usus means, "a usage, use, enjoyment." Here is the idea that if you get enjoyment from life and use objects, then it is because of an authority (as financial "king"), and therein, you must give more (objects/currency) back to the authority (as financial "king") gave you. From mid-15c. is is defined as, "premium paid for the production and use of money. Note that sometimes "usury" is used to mean, exorbitant interest, but herein, it means any cost to the production and usage of money. Here, usury means any interest on currency, not exorbitant interest. A transition token model transition away from (remove) usury.

C. The four general types of usury (i.e., cost to monetary usage; rent on usage of money) are:

1. **Demurrage** traditionally, demurrage is the cost (price) associated with owning (i.e., using, holding) currency over a given period. It is sometimes referred to as a "carrying cost" of money. For commodity money (e.g., gold), demurrage is the cost of storing and securing the gold. In concern to the protocols of specific cryptocurrencies, some cryptocurrencies have taken on the principle of demurrage by penalizing users for hoarding, where a fee is charged for holding unspent or unstaked coins. This fee may increase as time passes. It is meant to ensure that the cryptocurrency continues to circulate, thus stimulating price appreciation.
2. **Fees** the price paid for usage (as in, one-time-fee or rental).
3. **Interest** the price paid for the "debt" of having access to the production of money.
4. **Tax** the price paid for [State] dispute resolution services (i.e., the price paid to the State). The price paid for State [social] services.
- i. When a State collects money through taxation there are one of two things it can do with it:
 - a. It can be deleted.
 - b. It can be put in a general (public) for usage by State service or funding information/habitat production

- (through grants and subsidies).
- ii. A State can tax any possible occurrence:
1. Tax a "non-trade" event.
 - a. Gift.
 - b. Operation, construction, presence and/or usage.
 2. On "trade" event.
 - a. Sale/purchase.

Note that because money is (tokens are) a "product" [in society], that uses power to be produced, either electrical and/or mechanical. Herein, mechanical refers to physical money (Read: bills and coins), and electrical money refers to tabular ledger production and accounting of money (i.e., non-block chain digital currency as well as blockchain digital currency). In the market-State, currency has an energy (Read: power) cost.

There are four fundamental parameters that characterize the usage of a currency exchange model (Malouf, 2021):

1. The amount created and availability (finite or infinite).
2. Distribution method (connected or separate from work done).
3. What it is based on (tangible or not, e.g., gold or work).
4. Costs or not (usury, demurrage, fees, taxes, or none at all).

2.3.3 Digital trade tokenization

A.k.a., Token contract[-ion], token introduction.

A token (a.k.a., crypto-token, digital currency, digital money, digital token) is something that is presented digitally as [a representation of] something else. Any physical or digital thing/asset or process/action can be tokenized (i.e., represented as a token). Tokenisation is the process of digitally representing an existing real asset (e.g., land), another digital asset (e.g., intellectual property), or any action (e.g., labor) on a distributed ledger (Hileman and Rauchs, 2017). The action, exchange, is an event that is market on the ledger to have occurred. The tradable ownership of the digital and real assets occurs through the production and usage of tokens (fungible and non-fungible). Distributed ledger technology, and therein, blockchain, is a technology for recording any event cryptographically and for tokenizing anything, whether it be:

1. **Something physical** (e.g., land, gold, real estate, resources, tools, etc.).
2. **Something done** (e.g., any service, any event, platform access, work-roles, etc.).
3. **Something abstract** (e.g., currencies, investments, securities, projects, proposals, reputation, etc.).

4. **Something digital** (e.g., digital picture, music, as access control).

In other words, market-State assets (information and physicality) may be tokenized, and events (e.g., trades) may be recorded simultaneously, cryptographically. The tokenisation of assets involves the creation of digital "tokens" issued on the blockchain that represent/associate the asset. Herein, a token is a digital unit of numerical count that is placed in users' token bank[ing] accounts ("wallets"). The token system should record transactions as agreed by participants in a blockchain with redundancy to secure it.

Tokens issued through tokenisation (Read: token creation) exist on a distributed digital ledger (i.e., block chain). Where authority approves, tokens carry the "rights" of the assets they represent, acting as a store of options to access ("exchange value"). The real assets that are "legally" associated with cryptographic issued tokens continue to exist in the "off-chain" world, if there is even any association with real assets (which, there does not need to be). In the case of real physical assets, those would typically need to be placed in the "custody" of an authority to ensure that the tokens are constantly backed by these assets. Custodianship of assets is generally necessary tokenisation transactions.

Tokens are generated digitally by means of:

1. A **protocol** (protocol token).
2. An **application** (application token).
3. A **smart contract** (smart contract token).
4. A **powered computer, communications and data storage network**.

Clarification: Most tokens run over existing protocols as application specific tokens or as smart contract tokens. Hence, application tokens use smart contract tokens.

Tokenization has the following processes/functions:

1. **Create** token token is created to assign ownership (access control), and token is assigned to an entity's ownership.
 - A. After the token is created,
 1. does it have a limited life-time?
 2. can it be deleted?
 - B. After the token is created and assigned,
 1. can it be re-assigned?
 2. can it be fractioned?
 - C. After the token is recognized,
 1. what is the "smart" contract association of the token to the real-world?
2. **Get** token(s) token is acquired by an individual identity on a ledger.
3. **Give** token(s) token is traded to another individual identity on a ledger. After token is given is the token deleted or fractioned?

4. **Store** token(s) token is locked up for a period of time.
5. **Show** token token is shown for access. After token is shown is the token deleted or fractioned?

It is relevant to note here that all tokens are held in a "wallet" (address) recorded on an immutable ledger that links the "wallet" ID address to a token amount. Wallets hold cryptographically verifiable "digital" ownership of tokens (fungible or non-fungible). The amount of tokens possible with the address may be dynamic or fixed in some way. For example, it can be fixed [with a smart contract] so that it will only accept one type of non-fungible (ID access) token, like one ticket to an event or one ticket to continuously access some physical area as long as the ID non-fungible token is in the account.

Types of tokenization system contracts (a.k.a., smart contracts):

1. **Control contract** to change the protocol (master plan/specification) for a token system (under what conditions/terms).
2. **Token contract** to produce or trade/exchange a token (under what conditions/terms).

There are number of essential questions to answer when observing and/or designing a trade tokenization model. The primary questions for designing a token system (credit, currency) that orients a population living under market-State conditions more greatly to community may include (Dapprich, 2022):

Note: Money is based on the labor theory of value and is called a labor token, it simply doesn't circulate, and is required to access fulfilment services that are not free, and have a price to "you" (Dapprich, 2022).

The baseline questions for a token [control contract] system are:

1. Who controls the production, distribution, and deletion of the token?
2. Can the token be accumulated?
3. Can the token be traded?
4. Is there price for access, an expectation of tokens in return (an "I owe you", IOU)? An IOU, a phonetic acronym of the words "I owe you," is a document that acknowledges the existence of a debt. An IOU is an informal note that promises to pay a debt. That debt can be a debt to the State, to an institution, or to the public (i.e., the people).
5. Do people get unequal token distributions, based on labor, life-phase, mere existence, or other factors?
6. How much is available current, and how much will be made available, and when?

7. How are the tokens acquired?
8. What is the relationship between tokens and salaries?
9. How are the objects and services priced (in exchange for tokens)?
10. What software and algorithms will be used?
11. Is the organization an infinite treasury that can deal with contribution and salary accounting from the beginning?
12. How will fiat (State) currency be turned to tokens.
13. How will tokens be turned into fiat (State) currency?
14. Which tokens can be traded on what exchange?
15. What is the socio-technical relationship between tokens and the prices for the means of production (intermediary products) and the final-/end-user priced products?
16. How much energy is consumed to run the distributed ledger for community accounting (baseline)?
17. How much energy is consumed to run the trade-token accounting (tokenization)?

The primary list of questions for the design of a token control [contract] system are:

1. **Everyone has a token (or profile) account on a ledger that is stored at a:** Where is the bank, the ledger, the record, the statement, the data?
 - A. Private bank.
 - B. State bank.
 - C. Private individual.
 - D. Individual-public distributed digital network (e.g., Holochain, a distributed blockchain network powered by each device the app is active on).
 - E. Organizations (mostly businesses) digital ledgers (e.g., Bitcoin, a distributed blockchain network powered by investors).
2. **What is the token's creation and deletion, and quantity, linked to?**
 - A. **A physical object:** A token is created because of the existence of some thing physical. A token could be deleted if the physical thing no longer exists.
 1. A useful object (or, object believed to be useful), such as gold, silver, or salt.
 2. A physical person's presence (i.e., a citizen's presence). State vouchers (a.k.a., free tokens, citizenship points, citizen vouchers, citizen credit, etc.) are tokens allocated to all citizens (as a universal basic income) so that each individual gets a certain number of tokens (cyclically), because s/he exists as a citizen under the State.

- i. State vouchers (a.k.a., universal income, free money, etc.) can be exchanged for things that are produced (in the market and/or by the State).
- B. **A digital “object” (information):** A token is created because of the existence of some thing digital (e.g., intellectual property). A token could be deleted if the digital thing no longer exists.
- C. **An event:** A token is created after some event/process has occurred.
 - 1. A trade event (could lead to tokens being created or deleted).
 - 2. A threshold event.
 - i. Associated with the clearing rates (i.e., rate of take/accessing by users) of the products, where demand matches supply.
 - ii. Is a token given to someone in exchange for their labor? For work to be done is there a requirement to pay tokens for the labor. Is there a salary, income vouchers, wage tokens, labor tokens, etc? Does work mean the opportunity to acquire mandatory “options” tokens for life, technological, and/or exploratory services? Does work create money to purchase goods and services (priced with or without an embedded account for the work)?
 - iii. Work time duration (working hours, weeks, months, etc.) token is given per working hour.
 - iv. Role-set project task(s) credit is given for the completion of role and set of tasks (project or project milestone). Does the issuing and distributing of new tokens (“shares”) result from the passing of a new proposal for a project, role?
 - v. Life-phase associated credit distributions. How do token distributions and usages relate to the four life phases of nurturing, education, contribution, and leisure?
 - 1. Education credits.
 - 2. Contribution credits.
 - 3. Procreation (i.e., having a baby) credits.
 - 4. Leisure credits (a.k.a., luxury credits; note: leisure activities are considered luxuries).
 - a. After completing a certain number of total life working hours (contribution years) a nominal leisure credit is given for the remainder of the life.
 - b. If leisures are desired past the nominal phases (nurturing, educational, and contribution), then more work would earn more credits.
 - c. A set nominal credit for leisure (vacation) activities is set per year per life phase (nurturing, education, contribution).
- 3. **What does the [token system] authority do after a purchases with a token? What can the authority do after a trade/purchase event?**
 - A. Tokens can be exchanged for priced [city/habitat] products and services, and after exchange, the credits are:
 - 1. Semi-circulatable (some deleted, some stored, some circulated; modern monetary theory currency).
 - 2. Circulatable (i.e., can be given and/or sold to others). Does the token circulate; do tokens circulate? Can the token itself be traded, gifted, or re-sold? To circulate, the labor-tokens can be given and exchanged amongst people (i.e., laborers are paid in tokens that agent circulate). Laborers are paid in tokens that circulate amongst the economic agents. If tokens circulate, then indeed they (labor certificates) would just be money.
 - i. Where there is no circulation, the labor-tokens cannot be given and exchanged amongst people. In other words, when a someone redeems/exchanges tokens for a good/service, the certificate is cancelled and cannot circulate. What distinguishes labor certificates from labor money is that they do not circulate. Each person has a unique and distributed labor ledger token account. Laborers are not paid in tokens that circulate (i.e., they do not circulate amongst agents). To prevent circulation, the certificate has to be tied to the person. To tie a token to a person, the following techniques have been used:
 - ii. Historically, social punch cards hours worked are printed on a punch-type card, which were then cancelled out when you bought something from the social store. Holes would be punched in the card to cancel out hours worked.
 - iii. Today, social smart cards (electronic cards and distributed ledger wallets) a labor service accountability inquiry would keep time accounts of how long everyone in the population had worked, and if/what they spend their labor (token) on. Software would prevent private transfers between accounts, so that there is no circulation (and no black markets).
 - iv. All this is based on the assumption that

- the economy can be planned to balance the expenditure of labor against the allocation of tokens for labor. This can be done by planning in physical terms and in working hours.
3. Deleted: When someone buys a product or an activity. Is the token (credit) deleted upon usage (i.e., is it deleted after one purchase)? The token is deleted from the buyers account, and the purchased object becomes their:
 - i. Personal property (in market-State).
 1. It is possible to sell "your" personal private property for up to its cost, or even gift it. Can property bought with the token be resold?
 - ii. Personal access (in community).
 1. It may be possible to gift "your" personal property, but it is not possible to sell personal access[ing] items. Where any item personal item or personal credit can be sold, there is the potential for debt and accumulation.
 4. Delete or bank tokens:
 - i. Delete the spent token (no more purchasability, and token does not circulate).
 - ii. Bank and re-spend (token circulates, and can be used for future purchases).
 1. If the purchase was made at a token authority owning "State" store, then it could keep the full value of the sale.
 5. Tax trades:
 - i. Tax some portion of the purchase price, and take a percentage of the tokens, to be:
 1. re-spent, or
 2. deleted.
- 4. What method determines how laborers are paid in tokens (credit, labor vouchers)?**
- A. Subjectively, based on market conditions and an owner's personal decisions (in proportion to the revenue of the business and the owner's choice).
 - B. Objectively, in proportion to a task:
 1. In proportion to a task's formal [assembly] complexity and the associated laborer's role/accountabilities, using a formula. All products in an economy are assemblies with assembly complexity steps. The assembly index (ai) formula can order products based upon their assembly complexity and provide a statistical account of a solutions scaled complexity.
 2. In proportion to the education complexity required of the role.
 3. In proportion to what some voting population
- feels the complexity of the task and accountability is worth in compensation.
4. In proportion to the labor dis-likability/safety (difficulty in staffing)?
 - C. Objectively, in proportion to a duration of work time (most commonly, the hour, but could also be years):
 1. In proportion to the number of hours worked? Service-objects in the habitat centers (i.e., "communal stores") are marked with the number of hours of social work that went into them. The same amount of labor s/he gives to society in one form s/he receives back in another. The tokens can be redeemed for final consumer (user) items that take an equivalent amount of labor to produce. Laborers are paid in the number of hours worked per some time period (e.g., a week, in hours, etc.) on a complex socio-technical societal service assembly. Labor vouchers are earned based on hours worked and are spent at a store where things are priced according to hours. Labor vouchers (tokens, points) are given because of actual labor. Individual labor is a direct component part of the total social labor and is calculated into the price of service-objects. The social working day consists of the sum of the individual hours of work; the individual labor time of the individual worker is the part of the social working day contributed to by his/her share of it. In this case s/he receives a digital (or paper) certificate from society that she has furnished such-and-such an amount of labor, directly into his/her account (to be deleted upon usage or circulated after usage). Here, it makes no difference whether the math (Read: adding of working hours to identity and subtracting working hours after purchase) is done digitally in a database or recorded in a written booklet. The important point here is the cancellation of the token's "existence" so that there is no circulation. Summarily, working people are credited with hours worked.
 - i. The process/method of calculating out work-hour plans is commonly called "labor-time" planning (a.k.a., socially necessary labor time planning, socially necessary planning, etc.). Are workers getting the full value of their work, providing a rational basis for socially coordinated contribution-type actions. It is possible to imagine money for labor being

replaced by time vouchers (time-labor certificates). Goods/services (habitats) are marked at the public warehouse with their time content included. Labor time input serves to measure the portion of the common labor borne by each individual, and of the laborers share in the part of the total product destined for individual consumption. The social relations of the individual producers, with regard both to their labor and to its products, are in this case perfectly simple and intelligible, and that with regard not only to production, but also to distribution. (Marx, 1867)

- ii. In concern to planning, the socially necessary [amount of] labor (in hours of work) allocated to a branch of production depends on demand. Suppose it takes 1 hour to make a shirt; then, the shirt will be marked in the public stores at 1 hour. But, if that style of shirt is no longer wanted, the stocks will not sell. The State shops may have to sell them at 30 minutes or even 10 minutes instead of 60 minutes. Under these circumstance, the planners can see that some goods are selling:
 - 1. Below their labor part content, in which case the planners decide to make less of them.
 - 2. At their labor content, in which case the planners decide to make more of them.

5. What can tokens be redeemed for? What options does the token give the owner? What can the tokens purchase? What specifically can the token buy?

- A. Essentially, anything (service or good).
 - 1. Globally anything.
 - 2. Regional habitat network anything.
 - 3. Local habitat anything.
- B. Only specific services:
 - 1. Only leisure (luxury) items/services.
 - 2. Only excessive usage of power and/or data.
 - 3. Specific habitat services.
- C. Only specific businesses. In the market-State only, the "coin" can only be spent with the specific business that distributed it in the first place (i.e., a store "credit", a closed-loop, specific-business digital currency).
- D. Only life-phase appropriate service fulfillment.
 - 1. Nurturing.
 - 2. Educating services.
 - 3. Contribution services.
 - 4. Leisure services.
- E. Intermediary products (means of production).

The means of production may be bought by buying wage labor and production assets.

- F. Final user products. Here, there is user-consumer organizational level tokens and prices. There are two potential categorizations of final products that can be purchased:
 - 1. Any final product in the whole market.
 - 2. Only leisure service-objects specifically.
- 6. **What is acquired back from society; because of laboring for society? Is the same amount of labour which someone has given to society, received back in another form?**
 - A. Token money: Labor tokens with the ability to purchase products produced by other laborers.
 - B. Free access: Access to all that society has to offer based on life-phase access categories. Here, there is life phase optimized and intelligent access to service-objects.
- 7. **Who is a product being purchased from when the tokens are exchanged/deleted?**
 - A. A competitive-spectrum (for-profit) business an investor-/debt-ownership, profit-taking model.
 - 1. The economy is composed of many competing organizations, each of which internally has two competing classes, the capitalist employer (owner) and the waged employee (laborer).
 - i. Global market supply chains and stores (i.e., geopolitics; international market-State).
 - ii. National market supply chains (i.e., industrial-State businesses) and stores.
 - iii. Local business supply chains (i.e., local businesses) and stores.
 - B. A cooperative-spectrum (for-profit) business a co-ownership, profit-sharing model.
 - 1. The economy is composed of many competing organizations, each of which is internally cooperative. There are global, national, and local cooperatives.
 - C. A State (no-profit) business a co-[un]-ownership and labor sharing model. Trade with State supply chains and stores.
 - 1. The economy is composed of one cooperative, unified organization.
 - 8. **Where can labor tokens be redeemed? Where is the point of sales, purchase and acquisition?**
 - A. Interface location:
 - 1. Physically, at a physical store tokens can be traded and objects can be received.
 - 2. Online, tokens can be traded, and then, users can pick-up items or have them distributed to their location.
 - 9. **What data is the price of any given object/service composed of? What is the total, final**

purchase price of an object/service linked to?

- A. Directly to the capital-expense that went into its production.
 - 1. More of a cooperative-profit model. Here, the link is the marginal cost.
- B. To market forces and consumer drives.
 - 1. More of a investment-profit model. Here, the link is more profit.
- C. Directly to the labor-hours that went into its production.
 - 1. More of a labor-time accounting (socialist) model. Here, the link is the number of hours of work that went into a product. It is mathematically possible to tokenize (as an "options" token) the number of labor-hours that go into something.
 - 1. Is the purchase price fully made up of labor assembly working hours?
 - 2. Is the purchase price partially made up labor assembly working hours?
 - 3. Do laborers get the full working hours labor in the price of what they purchase? Here, what is described is a direct link between the number of hours worked and what any worker can equally, though possibly dependent upon life age, buy. There is a unity between work and output.

10. What is the formula (method, procedure, process) for distributing tokens, and what is it based on?

- A. Subjectivity (want and opinion): The market where some agents demand and others have tradeable availability (i.e., the demand and supply of products/commodities):
 - 1. of themselves (employees),
 - 2. of material availabilities,
 - 3. of capital (means of production),
 - 4. of production rates and labor sufficiency, and
 - 5. of final product availabilities.
- B. Objectivity (objects and concepts):
 - 1. Rarity (scarcity, difficulty) of accessing a required resource or a scarce service (e.g., leisure, luxury).
 - 2. Benefit / harm usage caused to humanity and to ecosystems.
 - 3. Mathematics, including linear [algebra, production logistics] and statistical [intelligence, Pareto efficiency].
 - 4. Coordinated administrative access: A user access system where tokens are cryptographic tokens, keys and identities for controlling access per agreement. These are "cryptographic" tokens, and not, "trade"

tokens (like the rest of the tokens discussed in this list).

11. Is there a token (monetary) cost to producers of the tokenization system (and tokens within it, and records within it)?

- A. Token producers: Is there a cost to produce the tokens?
- B. Token users: Is there a cost to users of the tokens?
- C. Actual habitat production: Is there a cost to usage of land, tools and labor to produce habitat and working group services as producers?
- D. Is quantity of final product units and intermediary technical units decoupled from consumer token "price" by an algorithm?

The most common types (functions) of tokens are:

1. **Identity tokens** (a.k.a., membership tokens, membership identity tokens, cryptographic identity tokens, authentication non-fungible tokens, authentication NFTs) membership to an organization (e.g., identity "key" token). An identity token is akin to a personal key/address for having an account in the system. Accounts, accessed through an identity token, always has [set] permissions (based on user-identity and a central protocol). Accounts in an identity accounting system may or may not have a "wallet" attribute where "tokens" are "held" on a public/private ledger. "Wallets" enable ownership within accounts. Conversely, permissions enable access by accounts. There are two types of "wallets" or "treasuries" (a.k.a., account-based, persistent token inventories) here:
 1. **Non-fungible "wallet"** - for holding non-fungible tokens in a:
 - i. Personal account ownership. Here, decisions about the account are taken by the single owner; the single owner is in control of their account of NFTs.
 - ii. Public account (a.k.a., distributed autonomous organization account ownership, DAO). Here, decisions about the account are taken by a group of owners following some central protocol. Here, the distributed owners are in control of their account of NFTs.
 2. **Fungible "wallet"** - for holding fungible tokens in a:
 - i. Personal account ownership. Here, decisions about the account are taken by the single owner; ; the single owner is in control of their account of FTs.

- ii. Public account (a.k.a., distributed autonomous organization account ownership, DAO). Here, decisions about the account are taken by a group of owners following some central protocol. Here, the distributed owners are in control of their account of FTs.
- 2. Utility tokens (a.k.a., purchase tokens, access tokens, utility non-fungible token, utility NFT, access NFT)** required to access or use the product, services, or platform. A standard cryptographic token that authenticates a user is a type of utility token (i.e., its utility is securing the authentication of a valid user). A utility token is a token that grants/gives access.
- A. **Show/trade one unique token for access:** Must show/trade one unique token for access.
 - 1. If, have to show only one unique token, then it is a non-fungible token (NFT; specifically, a non-fungible utility token).
 - 2. After showing, token holder:
 - i. Gives token to seller for future use (non-fungible circulating token; circulating NFT).
 - ii. Token is deleted by the system (non-fungible non-circulating token; non-circulating NFT).
 - iii. Token is kept by token holder (personal non-fungible, non-circulating token). This is the type of token most closely associated with the idea of a cryptographic identity control token and token system.
 - B. **Show/trade many tokens of the same unit for access:** Have to (or not) have sufficient amount of the tokens before access to a product or service is possible? Have to (or not) trade a sufficient amount for access to a product or service?
 - 1. If, have to have sufficient amount, then it is a fungible token (FT, fungible utility token).
 - C. Is (or not) deleted upon use?
- 3. Residency tokens (a.k.a., community and habitat tokens; residency non-fungible token, residency NFT, residency access NFT, residency identity token)** possibility for residency in community and/or a habitat (e.g., habitat agreement tokens, community residency tokens).
- A. Pay fiat to get community access token.
 - B. Pay fiat to get habitat access token.
 - C. Pay fiat to get governance "voting" rights.
 - D. Gifted a residency.
 - E. Gifted voting rights.
- 4. Decision tokens (a.k.a., governance tokens, voice tokens, vote tokens, decision NFT)** provide a data-point contribution to community decisioning. These are tokens used to take decisions.
- A. Habitat using member decision tokens (a.k.a., user vote tokens).
 - B. InterSystem Team member decision tokens (a.k.a., team vote tokens, tokens representational of work reputation + enrolled position in work organization).
 - 1. Communications among teams and groups of motivated individuals who have the skills, knowledge, and tools.
 - 2. Decisions among teams and groups of motivated individuals who have the skills, knowledge, and tools.
- 5. Governance tokens (a.k.a., voice tokens, control tokens, voting tokens, ballot tokens, decision tokens, decisioning tokens, trust tokens)** enabling token holders to govern/control the organization. These are decision participation tokens; only those with the tokens can participate in taking and approving decisions. A governance ("voice"/"vote") token is a token that grants/gives access to decisioning. A decision control token is something to give "voice" to someone during a time of decisioning.
- A. Market presence:
 - 1. Can the governance tokens be purchased and sold [on-ward to another agent]? if so, the market is present.
 - i. For example, buy into a residency program where users get access to the ability to submit issues for habitat residency alignment standards decisioning, and they get the ability to vote on the next iteration of the agreements list.
 - 2. The governance tokens cannot be purchased or sold [on-ward to another agent], only "earned"; then, the market is not present.
 - B. Used to:
 - 1. Distribute decision control to experienced contributors.
 - i. For example, only contributors can voice votes and objectives under the coordination of the contribution service system.
 - 2. Distribute and track the efforts of contributors as they contribute in a myriad of ways.
- 6. Trade tokens (a.k.a., product purchasability tokens, options tokens, money, trade fungible token, trade FT, finance tokens, financial tokens, etc.)** provide possibility for (option to) purchase products (objects and services).
- A. Products meet needs (and have a token price).
 - B. Products meet preferences (and have a token price).

- C. Products are luxuries (and have a token price).
7. **Payment tokens (a.k.a., finance tokens, native tokens, currency tokens, crypto-currency tokens, price fungible token, price FT, etc.)** are tokens used to pay for transactions. These are tokens that are fractioned, and the fractions owned by many people. These may (or may not) be traded for other payment tokens or for products and services. For example, crypto-currencies. Currencies (physical and digital) and assets (physical and digital) represented on the ledger as something of supposed real-world "value" (as represented by one or more tokens).
- A. Deferred interests units (D) as staked tokens (token stakes).
1. Stakes (temporarily released ownership.
 - i. For interest.
 - ii. For others benefit, no interest.
- B. Profit interests units (P) as tokens.
1. After capital expenses are taken from revenue, from production sales intake.
- C. Can token be purchased and sold?
1. For example, a digital currency, Bitcoin and Etherium.
- D. The token cannot be purchased and sold.
1. For example, a piece of land in a contractual land trust.
- E. May be re-cycled, temporarily stored, or deleted after use.
8. **Securities tokens (a.k.a., ownership tokens, share tokens, equity tokens, real property tokens, real-estate tokens, property-ownership token)** traditional assets (e.g., stocks and shares, actual contractual ownership) represented by digital tokens on the blockchain.
- A. **Structured as non-fungible tokens (NFTs):** If the ownership of a single real estate asset is divided among multiple tokens, these could represent fractional shares of the property. Each share would be fungible within its class (all shares representing the same fraction of the same property), but the property as a whole would still be a unique, non-fungible asset. The key difference lies in whether the token represents ownership of a unique asset in its entirety (making it non-fungible) or a fraction of it (potentially fungible within the asset's shares).
- B. **Structured as fungible tokens (FTs):** Real estate/property tokens can be structured as non-fungible tokens (NFTs) if each token represents a unique piece of property or a distinct portion of it with specific characteristics that cannot be interchanged. In this case, a single NFT would correspond to a unique asset, such as a

particular piece of land or building, and would carry the property's unique information, like its location, size, and legal details. This makes it non-fungible, as no two real properties are in the exact same location.

Other types of tokens include, but are not limited to:

1. **Pollution [indicating] tokens** (a.k.a., "carbon offset tokens") these are tokens that represent pollution category events.
2. **Benefit [indicating] human and ecological tokens** (a.k.a., regeneration tokens, "net-benefit rewards", education tokens, etc.) these are tokens that represent beneficial (to humans or the ecology) events.

Tokenization design for transition to a community-type configuration of society is likely to include:

1. **Producability (creativity, issuability, supply):** How are the tokens created? What is the supply of tokens? How will the tokens be created? Is there a supply fee (a.k.a., "gas" fee, price for minting). The tokens are created when/through:
 - A. **Project labor (project "contribution")** contribution occurs; to reciprocate contributions (a.k.a., contribution payment). Note that contribution is in quotes, because if there is token creation/exchange for work, then it is not true contribution.
 - B. **Proposal approval** a proposal is approved.
 - C. **Project assets** new assets are acquired.
 - D. **Project access** new access is created.
 - E. **Project products and services** the project economy grows, new tokens are minted.
 - F. **Treasury liquid assets** assets increase, more tokens may be issued.
 - G. **No new tokens** [can be created].
2. **Transferability (a.k.a., circulability):** Can token be transferred in any way? Can the token be transferred to someone else?
 - A. If tokens can be transferred, may someone treat them as assets or utilize them as investment vehicles?
 - B. How can tokens be transferred?
 1. Gifted.
 2. Inherited.
 3. Traded (traded on secondary market).
 4. Sold (re-sellable).
 - C. Is there a transfer/minting fee ("gas" fee, transfer recording price) If this token can be traded then where do the transfer recording fees go to?
 1. To computer for energy use.

2. To project treasury.
- 3. Receivability:** How do users receive tokens?
- A. Exchange fiat for token.
 - B. Exchange another token for Project's token.
 - C. Contribute and receive token.
 - D. Pass education experience and receive token.
- 4. Valuability over time:** How will the "value" of the token change over time:
- A. **Remain stable.**
 1. If it will remain stable, will it be stable to:
 - i. **Fiat** use stable coins issued by the DHO and *backed/redeemable by your the treasury, services, and assets.*
 - ii. **Buying power** use "Constant Seeds" (SEEDS/Hypha model), or make the Project's own stability protocol *backed by the treasury and assets.*
 - B. **Increase** (over time):
 1. If it will increase, then how does the token determine a value/price?
 - i. **Market-based** the "market" decides the price.
 - ii. **Asset-based** the total assets decide the price.
 - iii. **Protocol-based** it is algorithmically set with a redemption/issuance price (ABC).
 - iv. **Policy-based** the DHO is used to manually decide the price.
 - C. **Decrease** (over time).
- 5. Investability (loanability, leveragibility, intrestability):** Will the tokens be leveraged (leverageable, loanable, stakeable, investible)? How to gain more of that token back from temporarily allocating a token to a specific use/production?
- 6. Redeemability (demandability):** What is the token redeemable for [to provide its value]?
- A. May be shown or exchanged for:
 1. Treasury assets.
 2. Products and services (an access pass).
 - B. **Project assets** (if liquidation) redeemable for project assets value.
 1. Token = proxy.
 2. Only if value is *planned to increases over time.*
 - C. **Project access** redeemable for the value of staying at the project.
 1. Token = proxy.
 2. Only if value is *planned to increases over time.*
 - D. **Revenue share** redeemable for the value of any profits generated.
 1. Token = proxy.
 2. Only if value is *planned to increases over time.*
 - E. **Decisioning rights (governing rights)** redeemable for the value of *making decisions.*
 1. Token = proxy.
2. Only if value is *planned to increases over time.*
- F. Treasury assets** redeemable via exchanging \$1 in token for \$1 in another asset.
1. Only if value of token is *stable or linked buying power.*
- G. Products and services** redeemable within the project economy.
1. Only if value of token is *stable or linked to buying power.*
- 7. Distributability:** How are tokens distributed?
- Tokens may be distributed in the following ways:
- A. Among users of the platform.
 - B. To those providing capital.
 - C. To those providing labor.
- 8. Deletability:**
- A. If this token can be deleted, then how?
 1. After use/purchase.
 2. After certain amount of time stored.
 3. After certain amount of time staked.
 4. After individual leaves role.
 5. After individual moves out of a local habitat.
- 9. Fungibility (a.k.a., interchangeability, divisibility, replacability with another of the same kind, uniqueness, individuality, scarcity, ownership):** Will the tokens be fungible (divisible)?
- Fungibility is the ability to exchange one [token] with another [token] of the same kind. The fungibility of a token is determined by its degree of divisibility. Everything in an economy is either fungible (many of the same kind and replaceable) or non-fungible (one of a unique kind and irreplaceable), or somewhere along the spectrum between the two. The equivalent in a community type society is personal access is non-fungible, and common access is fungible.
- A. There are two types of fungibility (in terms of one-to-one conversion possibility):
 1. **Interchangeable tokens, fungible tokens** (crypto-currency, divisible assets, interchangeable money, digital money, etc.) tokens that are not unique; they are identical and dividable, and can work like currency. Money is fungible tokens. Fungible tokens have many identical units, like money. Fungible tokens are mostly used as cryptocurrencies. One token in a set of fungible tokens can be swapped for any other token in the same set.
 2. **Non-interchangeable tokens, non-fungible tokens** (NFTs, cryptographic assets, non-divisible assets, unique assets) are cryptographic assets on a blockchain with unique identification codes and metadata that distinguish them from each other. With NFTs,

each token is unique, in the same way many objects in the physical world are unique. An NFT is a unit of data stored on the blockchain and certified as a digitally unique asset. These are tokens that are 100% unique and have only one owner; they are not interchangeable on a one-to-one basis. Non-fungible tokens are units of data that represent a unique digital asset stored and verified on a blockchain. These types of tokens are non-interchangeable; they cannot be replaced with another non-fungible token of the same type. They can represent assets ranging from collectible items to real estate in blockchain games. NFTs can be bought or sold online and represent digital proof of ownership of any given item. An NFT is a blockchain record, in which a digital asset is anchored into a smart contract; it relies entirely on a blockchain network.

i. NFTs can represent ownership/access to (i.e., have actual uses; by showing the NFT, someone gets):

1. **Access to unique physical items**, such as: artwork, real estate, and events, subscriptions, or forums. It is possible to buy and sell real-estate property, such as land and houses, using NFTs (tied to LLCs) to transfer ownership and keep a record of transactions, similar to a deed/title. Anything physical can become an NFT, and owned. NFTs act as a digital twin of a physical object.

2. **Access to a unique event or group.**

3. **Access to unique digital media** (any digital work), such as: digital art, videos, music, GIFs, games, text, memes, and code. Anything that can be copywritten can become an NFT, and owned.

However, when someone buys an NFT representing an creative image they may or may not being buying the copyright along with the unique digital "asset/code" that they are buying. Buying either is possible - it just depends on the design of the token ("smart" contract). When someone buys a physical painting, that person is typically not buying the copyright. Instead, s/he is buying the physical object and a license to use and display it.

ii. NFTs can be used to:

1. Purchase and redeem for ownership of:
 - a. Physical assets.

b. Digital assets.

c. Title/deed assets.

2. Present and gain access to some-place, some-event, or some-thing.
3. Track transactions, such that creators can receive royalties from secondary sales.
4. In computer games, NFTs can represent objects, skills, and experiences that give players abilities and items.

iii. NFTs have the following characteristics:

1. Individuality (one user).
2. Ownership/access tied to an individual.
3. Uniqueness tied to an individual (cannot be interchanged with another).
4. Possible scarcity due to unique tie to individual. However, they would not be considered scarce if everyone can get one (i.e., everyone getting access to a personal dwelling, represented as an NFT).

In the digital economy, fungible tokens (FTs) function as the elemental units of currency on the Internet, akin to digital cash. Each unit of a fungible token is equivalent and divisible, allowing for precise, seamless transactions in the digital marketplace. Each unit holds equivalent value to another of the same unit, ensuring consistency and fungibility, essential features for any medium used in financial exchanges. While FTs are a fundamental part of the transactional infrastructure on the blockchain, they are distinct from non-fungible tokens (NFTs), which are unique and not directly exchangeable on a unit-to-unit basis (because, they represent unique physical objects or digital "objects"). Non-fungible tokens (NFTs) are digital "atomic" units of ownership on the internet; they are verifiable ownable digital assets. Here, the word "ownable" represents the market-based view; whereas, the word "associable" represents a non-market-based view of an NFT. Non-fungible tokens (NFTs), by definition, are unique digital assets that cannot be interchanged on a one-to-one basis due to their unique properties. An NFT represents a unique item with distinct attributes that make it different from other tokens, hence it is "non-fungible" - not replaceable by another token on a like-for-like basis. However, the concept of fractional ownership of NFTs does exist. This involves breaking down the economic interest in an NFT into smaller pieces, allowing multiple individuals to hold a share of the ("own") an NFT. While the NFT itself remains indivisible in terms of its digital representation and ownership recorded on the blockchain, the economic/access rights associated with it can be distributed among more than one owner. An NFT is just the idea of a token; then, there is the idea that a single token can be fractioned and have pieces of it acquired by more than one entity. This fractioning is typically managed through "smart" contracts and

requires legal and digital structuring to maintain the integrity of the NFT. Hence, tokens could be categorized as follows:

1. **Non-fungible tokens (NFTs):** Each NFT is unique and serves as an atomic unit of ownership for a specific asset. The NFT cannot be divided into smaller units that represent the original asset.
- A. **Fractional ownership of NFT structure:** This concept allows multiple people to own a portion of the rights associated with the NFT. Although the NFT itself remains a single, indivisible item, the value it represents can be fractioned. Each fractional share is fungible within its fraction class (meaning each share of the fraction is identical to the others), but each fraction is still part of the broader, unique NFT. Access to a group may not be fractionable, but ownership of land or a building is fractionable.
2. **Fungible tokens (FTs, financial tokens):** In contrast, fungible tokens are interchangeable because they do not have unique attributes that differentiate one token from another. Examples include cryptocurrencies like Bitcoin or Ether, and all State currencies are examples of fungible currencies, where each unit is identical to another and can be exchanged on a one-to-one basis. Fungible tokens do not represent ownership of a physical asset directly. However, they can be used as a medium of exchange or a store of value and may facilitate the acquisition or sale of real property through their conversion into fiat currency or by being accepted as payment. It's important to note that the value of FTs can be applied to transactions involving real property, but the tokens themselves do not embody any claim or title to real-world assets. This distinction separates them from tokenized real estate or other asset-backed tokens that directly represent an interest in tangible property.

To clarify, some tokens (fungible and non-fungible) can be transferred (traded, gifted, etc.) to other accounts, and some tokens once assigned to an account can never be transferred to another account (a.k.a., "soulbound", non-transferrable tokens). Marketplaces are locations where there are tradable things (including things only made for trade, "commodities"):

1. fungible tokens are traded for other fungible tokens (on financial exchanges) or for goods and services, and/or
2. non-fungible tokens are traded for fungible tokens or other non-fungible tokens.

Here, scarcity (including supply and demand)

maintains the price of tradeable things in a market. This means, the owners of tradeable things have an incentive not to allow copying (i.e., the creation of the abundance of digital things and/or currently "owned" information). Here, copying becomes bad for owners, for "creators". On the one hand, it distributes creative work to a wider audience (which is the goal for intrinsically motivated creatives). On the other hand, the abundance of media (by allowing copying) creates competition for attention and an increase in supply (thus reducing income/profit). MFTs and the supply of FTs can be designed to make something scarce, thus carrying on the auspices of the market.

Herein, in the market, there are fungible token sub-structures (i.e., digital currencies and "smart" contracts) that allow for :

1. **The purchase of non-fungible tokens**, through NFT marketplaces.
2. **The payment for computational labor** (a.k.a., computation or computational effort), commonly known as "gas", a measure of computational effort.

Hence, there are blockchains that:

1. Requiring token payments to purchase computing resources.
2. Do not require token payments to use computing resources.

Table 19. Fungible versus non-fungible tokens.

Category	Fungible Tokens	Non-Fungible Tokens
Primary Features	Divisible	Indivisible (non-divisible)
	Non-unique	Unique to physical object or software "object"
	Interchangeable	Not interchangeable
Market uses	Payment system	Intellectual property
	Store of market "value"	Academic title
		Artwork
		Music composition
		Gaming
		Utility
		Assets such as stocks or shares
		Access to a service (i.e., subscription)
Examples of tokens	Bitcoin, Litecoin, ERC-20 standard	ERC-721 standard

Category	Fungible Tokens	Non-Fungible Tokens
Unique value	Do not have unique value	Do have unique value, because each token has a unique ID
Content stored	"Value"	Data

The following types of tokenization structure are possible:

1. **Safety net & labor ("contribution")** tokens activate if holders vote to close the project all assets are sold and proceeds are distributed.
 - A. Token tracking: Tokens track total project value.
 - B. Demand side: Project assets.
 - C. Supply side: Project assets.
2. **Land stewardship ("kins domain")** members earn/buy and lock an equal % of tokens for the % of land stewarded.
 - A. Token tracking: Tokens track total project value.
 - B. Demand side: Project assets or Project access.
 - C. Supply side: Project assets.
3. **Community labor (community "contribution")** members earn/buy and burn N tokens every N for membership.
 - A. Token tracking: Tokens track a day's stay. For example, \$5 in tokens or 5 tokens.
 - B. Demand side: N/A.
 - C. Supply side: N/A.
4. **Owner access** members lock N and burn N tokens every N to access the project assets.
 - A. Token tracking: Tokens track a day's stay, revenue, and total value.
 - B. Demand side: Project assets, Project access, or Revenue share.
 - C. Supply side: Project access or to Reciprocate labor (contributions payment).
5. **Shares / revenue sharing** shares in legal entity. % profits proportionally to token holders (whatever isn't reinvested).
 - A. Token tracking: Tokens track land ownership.
 - B. Demand side: Project assets, Revenue share, or Decisioning rights (Governing rights).
 - C. Supply side: to Reciprocate labor (contribution payment).
6. **Debt / liabilities** tokens to be bought back and burned over time (repay).
 - A. Token tracking: Tokens track debt obligations.
 - B. Demand side: Project assets, Decisioning rights (Governing rights), or Treasury assets.
 - C. Supply side: to Reciprocate labor (contribution payment).
7. **Contribution accounting** no other legal or expected function established at the onset.

- A. Token tracking: Tokens track contributions.
 - B. Demand side: N/A.
 - C. Supply side: to Reciprocate labor (contribution payment).
8. **Fiat-stable currency** tokens to be used as a medium of exchange within the project.
 - A. Token tracking: Tokens track economic (buy & sell) activity.
 - B. Demand side: N/A
 - C. Supply side: N/A.
 9. **Free floating currency** tokens to be used as a medium of exchange within the project.
 - A. Token tracking: Tokens track economic activity.
 - B. Demand side: Products and services.
 - C. Supply side: Products and services.

2.3.4 Market demand manipulation

INSIGHT: *Demand is directly related to population.*

In a community-type society, there are no for-profit entities are trying to maximize or otherwise manipulate human consumer demand for their advantage (e.g., profit). Instead, a community-type society is organized to maximize the fulfillment of human needs and individual preferences ("wants"). A community-type society is not designed to stimulate wants for brand-based commercial products, particularly those that would otherwise not be wanted (if not for the propaganda). The ways for-profit entities in the market maximize and manipulate human consumer demand include, but may not be limited to:

1. Advertising and marketing, propaganda are a set of psychological manipulation techniques to get people to make purchases, and to believe biased information.
2. Manufactured scarcity production strategy of producing less than demanded, in order to raise the price and make the final product rarer (Read: produce in less than abundance protocol).
3. Manufactured obsolescence production technique to produce products that fail and/or have an accident on purpose, in order to force replacement (Read: use more resources than necessary/efficient protocol).
4. Recommendation services to facilitate other similar and or needed products/services. (e.g., book and video recommendations).

Many (if not all) market demands are manipulated statistics. To maximize power and profit, market-State organizations do the following to maximize sales:

1. State propaganda is what governments do to conceal harmful behaviors.
2. Advertising is what corporations do to gain

consumer demand and increase purchases of their products. Note here that advertising is propaganda, and some languages, like Portuguese actually use the word "propaganda" to mean "advertising" (i.e., they call advertising, propaganda).

3. Marketing is what individuals and organizations do to make themselves known in the market.

NOTE: *Conversely, cooperation and the sharing of resources and of access is what the population of community does to maximize global human fulfillment.*

In terms of economic calculation, what is most relevant is the aggregate demand for a needed product(s), as well as its prioritization and any preferences associated with it. For instance, what is most relevant for production is how many of a specific type of size 6 shoes are required to meet total demand. Shoes are a life-support priority. The user will likely have a preference for shoe color, unless the shoe color is determined by some functional specification (e.g., white shoes for a special lab-type work environment). Here, a different preference will have a model identifier associated with that preference of specific product (e.g., a red preferred shoe).

Here, it is essential separate what is essentially needed in type and quantity (e.g., size 6 hiking-type boot), from what is a customizable preference (e.g., the boots color). The boot represents a needed life-support, architectural-clothing service object. The color of the boot represents a particular user's preference.

The total number of a product required [by users] can be acquired in two ways; it is possible to know the total demand for an object by acquiring data on:

1. The total number checked-out of the community library (i.e., how many are being purchased now and have been purchased in the past).
2. Survey data for how many people need (or, prefer) access to the object(s). Surveys are extremely useful for the collection of preference-type demands. Depending on context, survey results can differ from final consumption results, particularly under social influence.

Herein, the number of products in the economy is bounded by the number of people in the society (and therein, in each local habitat service system). There is a one-to-one (one person to one product) or a many-to-one (many people to one product) relationship between the number of products and the number of people. For instance, whereas one person may use a toothbrush, many people may use an airplane.

Community design does not trying to maximize consumer demand (want); instead community engineers to maximize human need fulfillment, and not, stimulate want[ing]. From the standpoint of knowing what to produce in aggregate, what one individual prefers is not particularly relevant. What is relevant is the aggregate

demand for a product (e.g., X Life Support service, simple t-shirts, mountain boots size 10, etc). These are the endpoints that have to be balanced with demand; the user's actual need for objects and services. That number can be determined by what people purchase (market), by what people freely take (community access), and by surveys of human needs/issues/demands, their current fulfillment, and the surveyed preferences of people who are educated and understand community. Clean and robust data is hard to acquire when information surveying working groups don't understand community standards and/or when the surveyed users don't understand their own needs. Input/outputs systems aggregate similar things together for purpose of computation-planning.

2.4 The simplified structure of the State

A.k.a., The simplified structure of authority.

The State is a special organisation of force persisting to defend; it does the work of the monopolization of force, violence, and coercion. In a competitive environment, it is frequently used as an organisation of violence for the suppression of some class and the optimization of access of another class, where classes/users compete. The State may provide services, physical need fulfilment, financial, and also, dispute resolution services. Every State is a territorial "authority" with power of coercion and force over a population. The "market" is free to disregard the needs of those unable to participate sufficiently. Whereupon, a State (social service organization) is needed to provide a base of life support to help those unable to participate, survive (and thus keep the system relatively stable). In many ways, the "State" exists as an extension of the market's inherent basis in competitive advantage. The State can be used as a tool for powerful market and military entities, and it can be used to facilitate transition to community. In a context where there is a market-State, what decreases profits is less preferred and what increases profits is preferred. The early 21st century society is driven by business and military authority. State and business collusion at all time. The State arose with the development of private property. Throughout the ages, its outward form varied (e.g., monarchic, aristocratic, republican, etc.), but at all times its purpose was to secure those who had property (primarily, of the wealthy, who were few from the many who had less, or even, none). The State represents power that can be wielded and controlled by force (as in, power > control > force; power through control using force-over-others). In the market-State, there are citizens of States, and everyone on the planet is expected to be a citizen somewhere. Here, a "citizen" is a subject of the authority of a State.

At a basic level, the modern State functions for a population as:

1. A law business that maintains a high-level of

control over society through the creation and enforcement of law (and where present, the creation and operation of social-services).

Governments come to power to create and enforce law (based on their political ideologies). In other words, governments are established with the mandate to formulate and implement laws, which are often influenced by their underlying political ideologies.

2. **A security business (conflict resolution business)** to protect the people and their private property using courts, police, and military. As a security business, the State is a private (from authoritarian private through to democratic private and then voluntary private) conflict resolution authority, a private conflict resolution agency. Governments come to power to protect socio-economic entities within the jurisdiction (e.g., businesses, citizens, etc.).
- A. **A security production business** department that handles the research, design, manufacturing, production and roll-out of highly sensitive/ classified security-type technologies and weapons.
3. **A utility and social service business** that provides essential services where the market is insufficient and/or non-optimal, or where the State has assumed control (note: the pure ideal of socialism is where the State assumes control of all economic functions). Governments come to power to provide essential services to the citizenry.
4. **A fixed-property management business** that provides land rental management services. All property within a State territory technically belongs to the State (or, at least the State sees itself as having oversight), and unless someone has an "alodial title", that person does not own the land, which is the reason the State can tax the land owner for using (renting) the land. Within a State's territory, the ultimate ownership of land rests with the State itself, and private ownership is subject to State authority and conditions. The term "alodial title" refers to the concept of absolute ownership of land, free and clear of any superior landlord or sovereign (i.e., free of a greater State). In practice, allodial title is rare; most property held by individuals is subject to some form of taxation or regulatory control by the State. This is the principle that underlies property taxes: individuals and entities hold and use land that is technically under the dominion of the State, and in return for this right to use (rent), they are subject to taxation on that property.

Typically, all States in the 21st century have all the following elements:

1. A border/perimeter: A clearly defined territory/jurisdiction.
2. Population: One or more "nations" of people that live within that territory.
3. Central government: The ability to create and enforce laws with that territory.
4. Domestic monopoly on violence: The ability to maintain martial-order inside the territory.
5. Interstate sovereignty: In theory, control over domestic affairs without interference by other States.
6. Recognition: Diplomatic recognition by other States, through treaties.

The governance of a territory is "owned" (i.e., managed, conducted, has "right" to be controlled) by some select political individual (more authoritarian) or select political group (more democratic). The common names given for this individual/group of owners [of decisioning] over a State territory (with "lawful authority" over the land/assets) include, but are not limited to:

1. Authority.
2. State.
3. Government.
4. Nation.
5. Country.
6. Council.
7. Office.
8. Committee.
9. Board.
10. Commission.
11. Department.
12. National staff.
13. Royalty (imperiality, monarchy, dictators).
14. Territorial officials.
15. Jurisdictional officials.

Government's apply and create legal systems for purposes. Different States have different means by which governments achieve the power of the State. The State is the Structure, the government is the political-economic organization in control. The State maintains power through personnel populating a set of primary roles:

1. **Law administration (i.e., the politicians, policy makers)** those with the ability create, modify, and re-configure law.
 - A. Military enforcement workers those who enforce the commands of the politicians, where violence need be applied.
2. **Legal administrators (i.e., the workers)** those who carry out the decisions of politicians and

administer the law.

- A. Public service workers those who do the socio-technical work of social and technical urban services.
- B. Public enforcement workers (a.k.a., the Law enforcement workers) those who enforce the law in order to acquire, penalize, and criminalize offenders.
- 3. **Crime (a citizen violator)** is a harm, a violation of the social values and rules in which we live together. The State interfaces with citizens to investigate crime and punish the criminal (market-State), or restore fulfillment to all harmed (community). All criminal law refers to the coercive control of behavior, because there are consequences that affect an individual's human need fulfillment after a crime has been committed.

Law is a State structure for control over society. Law is a type of decision system, as is governance. The law is dictated substantially in the market-State on someone's influential place in the socio-economy and their wealth. Law has traditionally been used by those with power-over-others to maintain power and act upon their wants. In this way, law has traditionally been used by rulers to keep subjects under control. The State exists because of unequal distribution of optimized access to human need fulfillment given what is known and available. Because detrimental effects come from unequal distribution (and advantage, profit), the State exists to identify harm, and to punish or restore harm after it has occurred.

The State (where there is a market) is financed through taxes that come from the market. Taxes are collected coercively; if someone does not pay required taxes, then there is serious punishment. Hence, the State is funded through coercion, leading to an obvious reduction in freedom.

The State operates on a double scale in relation to authority (coercive control) and planning (centralization of design and operation):

1. From more, to less, authoritarian: More coercive, or less in control of the Law/Justice State. Here, laws are decided and justice is executed.
 - A. Where, "State" application of force is based less, or more, on violence as force. Here, force comes into play when an "authority" [of the State "authority"] says anyone cannot do the opposite of a command from a "lawful authority" of the "State".
 - 1. In the traditional market-State, and in application in the punitive-criminal justice system, the force of the State is based more on violence. Violence as:
 - i. Abuse of power-over-others (i.e., abuse of

authority).

- ii. Physically arresting the movement of, or killing, another human.
 - 2. In community, there is a restorative justice system in which medically trained InterSystem team personnel seek to restore well-being after a violation has occurred and the community (contribution working groups and habitat residents) seek to design better configurations of society without harm. In community, where force is required, it is based least in violence.
 - 2. From more, to less, centralizing in production: More centralized production in control of the Planning State. Here, economic plans are decided and habitats/cities are executed. In concern to the market-State. There is either more market economic planning (with less State planning), or more State economic planning (with less market planning).
 - A. Where, State planning of socio-technical (a.k.a., socio-economic) society is more, or less, controlled by the State. Here, standards and economic calculation come into play, developed by collaborative working groups.
 1. In the traditional market-State, there is always a mixture of economic plans:
 - i. family economic planning,
 - ii. State socio-economic planning, and
 - iii. market-profit planning (business plans as project plans with the addition of moneyut,
 2. In community, there is a unified information system, in which there is a global decision system within which there are InterSystem working groups and local resident participation, to evolve customized habitats that meet the human need fulfillment and preferences of their local residents, within a globally networked habitat service system.
 - i. Unified, global contribution coordinated service system consisting of an:
 1. Information system.
 2. Decision system.
 3. Habitat[ion] system.
- In the early 21st century, States require money (tokens) to pay their conflict resolution employees (i.e., pay their politicians and the State administrators. The State may be funded by expropriating (taking by force or threat of force) and/or creating money:
1. **Tax (a.k.a., economic coercion, taxation, forced taking, coerced taking, theft, violent acquisition, money appropriation; because it is**

under the threat of punishment) is the collection of money through threat of force, as payment to the State for rent and service usage. Tax creates demand for the currency of a State; because it reduces the quantity of currency available.

- A. **Individual static-property owner tax** (e.g., land tax, building tax, etc.). These are land-fixed taxes.
 - B. **Service static-property owner tax** (e.g., operating permits tax, construction permits, etc.). These are non-land fixed taxes.
 - C. **Individual dynamic-property owner tax** (e.g., any tax on trade or commerce, including sales/purchase tax, income tax, etc.). These are trade taxes; for any/every trade of a specific type, the State takes a cut of the price of the transaction.
 - D. **Fines to citizens and businesses** for non-compliance with a law/regulation. These are law violation taxes; where crime has occurred the guilty are taxed (a.k.a., fined, penalized).
2. **Sale of purchased and/or expropriated assets** (i.e., undefendable asset seizers).
 3. **Financial currency production** (i.e., money "printing", financial quantitative easing).

From an financial accounting perspective, there are two operations that the State can engage in:

1. Link a token's creation to it being spent -- creating linked to spending: A State can spend money into existence. This would involve the central bank typing in a number designating a certain amount of money into a computer so that it appears either on the State's account at first or directly on the account of a payment recipient. This is simply a matter of changing the numbers on the central bank's digital record sheet.
2. Taxing: The State can tax money out of existence by having the central bank delete money from the accounts of taxpayers.

All real-world government maintains two dimensions (i.e., two properties) in society, as a model:

1. **A spatial dimension (Read: objects and mechanisms)** spatial territory (a.k.a., physical territory, land and ocean).
 1. Land as territory (inclusive, or not, of undersurface area and atmospheric area).
 2. Ocean as territory (inclusive, or not, of undersurface area and atmospheric area).
2. **A decision dimension (Read: plans and solutions)** decision statements and directives. In a sense, the decision dimension has two distinct events on a continuum:

- A. **A coercion dimension** (a.k.a., military command; including, the use of violence for autonomy restriction; military applied sciences) enforced by violence, a military and/or police criminal justice (punitive, retributive) system organization.
- B. **As scientific dimension** (a.k.a., technical principle; including, the use of science for human fulfillment; medical applied sciences) all operations are based on evidence, because they are all based on engineered master-plans of engineered and socio-technically configured habitats. In enforcement operation in community, under a science-based operation, medical service InterSystem teams coordinate the restorative justice system.
- C. **A personal dimension** (a.k.a., demand) what do the individual resident state the individual resident needs and prefers (what do "I" state "I" need and prefer)? Surveys are sent to all citizens to determine needs and preferences in habitats.
- D. **A control dimension** (a.k.a., project control and coordination) the ability to coordinate [optimally; if not, not at all] all information and people required to solve for a contextual decision and then fully execute upon that decision, and then, monitor the results (Read: control; projects control).

In the early 21st century, the common law legal framework of government is:

1. **Code coordination** (defined base on purely technical actions) more technical code creation, modification, and deletion, by an intelligence.
2. **Code management** (defined based on control-of-others) legislation, by State politicians and State administrators).
3. **Code enforcement** (defined based on use-of-force) to use force to stop the breakage of serious laws and to investigate and hold law violators accountable to the consequences of their behavior. This is the ultimate power-over-other type of relationship; because, it is the touch-point for physical force/violence and the location where there is the potential for the escalation of physical force/violence.

Under the general early 21st century conditions of the State, the "code" is the "authority", and is enforced via the methods of:

1. **Coercion via law and law enforcement** (i.e., law and surveillance for violation by neighbours and/or State).

2. **Investigation of violations of law** (i.e., looking for breakage of law).
3. **Punishment of violations of law** (i.e., criminal punitive consequences for violation).
 - A. **Violence** (i.e., pain, isolation, up-to-death for resistance), in order to conform behavior in the context of a socio-economic market-State hierarchy of environmental signals.
4. **Restoration after violation of law** (i.e., restorative justice as practice in community and by few States in the early 21st century as an alternative to the criminal-punitive justice system).

There is a common saying, "Power-over-others corrupts, and absolute power over other corrupts absolutely". A good way to gain power over others is through government (i.e., the State). In a competitive, scarcity driven [market-State] environment there is no end to people seeking the control of, and power over, other people. In other words, in the market-State, there is no end to people seeking to use the State to control other people for their own ends. And yet, a State represents a "nation" of aligned people who through service of some national kind could transform them nation into community together. With more intelligence, trust, and transparency, the State could coordinate the transition to and operation of community.

2.4.1 The market's requirement for the State

I.e., The market's requirement for regulation and enforcement.

The way the market-State works in terms of wrongdoing, is that the citizens and consumers sue businesses that violate laws. The business then does everything they can to prevent having to pay. The business owners would desire to defend themselves from any legislation that would make it easier to sue. The way business has always resolved these issues, is either lose in a court of law and pay, or pay (e.g., lobby, bribe, etc.) to change the law so that the people have no legal right to sue in the case of damage caused by a business. Fundamentally, States in the market have evolved to protect property rights.

NOTE: *In the market-State, it is often easy for industries (of business), who are intimately tied in with the economics of the State, to use State law makers as a cover to create laws and gain/maintain advantage.*

There are two primary market-social State contracts (a.k.a., "social contracts" for the documented role of a governmental State):

1. State (government) mediates (regulates) the relationship between labor and business. Because the classes are in conflict (due to scarcity and competition between families), mediation (contract

- enforcement) is required.
2. State (government) as the caretaker (i.e., defender and services provider) of citizens. Because poverty is the inevitable consequence for competition for scarcity of access, the State must provide social[-ized] services to maintain a stable society.

Significant market players want a State for several reasons, including:

1. **To legalize their methods of profit gain (exploitation).** Capitalists have legalized their methods of exploitation through the State by influencing legislation and regulatory frameworks, zoning codes and property law, to favor their interests. They may, where legal, lobby for laws. Capitalists may utilize their economic power to shape tax policies and regulations in a way that benefits them.
- A. **Reproduction of capitalism:** The State plays a crucial role in reproducing and perpetuating the capitalist system. It provides the legal and political framework that upholds private property rights and enforces contracts, which are essential for capitalist accumulation. The State acts as a mechanism to maintain the power and dominance of the capitalist class by protecting their interests and suppressing potential challenges from the working class.
- B. **Class domination and hegemony:** The State helps maintain the dominance of the capitalist class (or, other class with power) by exercising control over the means of coercion and maintaining a dominant ideology. Through mechanisms such as the police, military, and legal system, the State enforces capitalist interests and suppresses dissent or revolutionary movements that might threaten the capitalist order. Additionally, the State helps perpetuate a dominant ideology that justifies and legitimizes capitalist exploitation, creating a system of consent and compliance among the population.
- C. **Capitalist expansion and imperialism:** The State plays a role in facilitating capitalist expansion and imperialism on a global scale. It supports capitalist enterprises in accessing foreign markets, acquiring resources, and establishing economic dominance abroad. The State's military power and diplomatic efforts are often utilized to secure favorable trade agreements, protect investments, and assert capitalist interests in other countries.
- D. **Crisis management and stabilization:** The State is often called upon to manage and stabilize

capitalist crises. During periods of economic downturn, the State may intervene through fiscal policies, monetary interventions, or bailouts to prevent widespread collapse and social upheaval. By acting as a stabilizing force, the State helps safeguard the overall capitalist system and prevents its complete unraveling during times of crisis.

- E. **Mediation of class conflicts:** The State acts as a mediator between the capitalist class and the working class, attempting to manage and mitigate class conflicts. It may enact labor laws, establish minimum wage regulations, or negotiate labor disputes to appease and control the working class. The State's role in addressing certain worker grievances or providing limited social welfare benefits can serve as a means to maintain social order and prevent mass uprisings.
- 2. **To prevent the inevitable violence that occurs when there are unsane conditions.** To clean up and serve punishment when inevitable violence ensues. Capitalists need the State to prevent and address the inevitable violence that can arise when social and economic conditions become unsustainable, which inevitably occurs under capitalism (Read: the boom and bust cycle of capitalism). By maintaining law and order, the State helps create a stable environment for capitalist activities to thrive. It can intervene to quell riots, protests, or labor strikes that might disrupt the functioning of markets and businesses. Additionally, the State's judicial system plays a crucial role in administering punishment to those who engage in violence or criminal activities, thereby maintaining social order and protecting the interests of capitalists.
- A. **Courts and police protect property rights:** Capitalists rely on the State to enforce and protect their property rights. Without a legal system that protects [private] property, it would be difficult for capitalists to maintain ownership of their assets and investments. The State provides a framework of laws and regulations that safeguard private property, ensuring that capitalists can engage in economic activities without constant fear of theft or expropriation of their property.
- 3. **To provide some degree of a safety net to those unable to find work or are to unwell to work.** This safety net can come in the form of social welfare programs, unemployment benefits, healthcare coverage, or disability support. By ensuring that basic needs (only) are met for those

who are economically disadvantaged or facing health challenges, the State helps to mitigate social unrest and maintain a level of social stability. This, in turn, benefits capitalists by reducing the risk of widespread poverty, inequality, and potential disruptions to the overall economy.

- A. **Socialized services:** Capitalists rely on the State to construct and maintain various infrastructural and public services, where the market fails to provide sufficiency. These include transportation networks, communication systems, utilities, and other essential facilities that enable businesses to operate efficiently. Note that in some countries, the capitalists control infrastructural and public services also.
- 4. **To maintain economic stability in a dynamic and reasonably chaotic system** where most people are taking decisions based on their subjective life circumstances without regard to the larger population.
 - A. **Fiscal economic services:** The State plays a role in maintaining economic stability through fiscal and monetary policies. Capitalists rely on a stable macroeconomic environment to conduct business and make informed investment decisions. The State manages factors such as inflation, interest rates, and fiscal policies to maintain stability, which in turn provides a predictable economic environment for capitalists to operate within.
 - B. **International economic negotiation services:** The State often negotiates international trade agreements, resolves disputes, and represents the interests of domestic capitalists on the global stage. Capitalists benefit from these diplomatic efforts as they can access foreign markets, participate in international supply chains, and expand their business operations globally. The State's involvement in international trade and diplomacy can open up opportunities for capitalists and protect their interests abroad.

2.4.2 The coercion dimension (of the State)

The State behaves coercively through its use of "legal" (a.k.a., legitimized) force/violence and authority to enforce laws and maintain order within its territory. A State that lacks any coercive powers would face significant challenges in fulfilling its fundamental functions, and its ability to govern effectively and maintain order would be severely compromised. Coercive powers are essential for a State to enforce laws, "protect its citizens", and "ensure social stability". A State might struggle to function without any coercive powers.

Some ways in which a State exercises coercion include,

but are not limited to:

- 1. Monopoly on violence (authority and code enforcement):** The State [authority] holds a monopoly on the [definition of the] "legitimate use" of force within its territory. This typically means that individuals and entities are not legally allowed to use force independently of State protocols, and never against State official authorities; instead, they must rely on State authorities to address disputes/conflicts.
- 2. Enforcing laws:** Without the ability to enforce laws through coercion (threat of pain), the State would struggle to deter and respond to violations of behavior (a.k.a., criminal activities). This could lead to a breakdown of law and order, with individuals or groups disregarding legal norms. Hence, coercive powers to both create and enforce law are crucial for maintaining socio-economic order. A State lacking such powers-over-other roles and activities would be less effective in handling such situations and preventing violence. A core function of the early 21st century States is to protect the "rights and freedoms" of its citizens. Without the ability to enforce these protections, individuals might be vulnerable to violations of their "rights" by others.
- 3. Legal system (law system, jurisdictional system):** The State operates a legal system that includes decision makers (e.g., courts, judges), and "legal" documented procedures. It can use the legal system to prosecute individuals or organizations that violate the law, imposing fines, imprisonment, or other penalties as determined by the judicial process. Coercive mechanisms, such as courts, are used to settle disputes between individuals and entities. Under market conditions without access to these mechanisms, resolving conflicts could become chaotic and potentially lead to vigilantism.
- 4. Police and prisons (law enforcement justice system):** The State maintains police forces (law enforcement) teams tasked with investigating violations of the law. They have the authority to arrest individuals, use force when necessary, and impose penalties for criminal activities, the two most serious of which are prison and the death penalty.
- 5. Military (force, aggression / defense system):** In matters of State authority defense / aggression, the State employs its military forces to protect its perceived interests and sovereignty. This includes the ability to wage war or engage in conflict to achieve strategic objectives. States need coercive powers to defend their territorial integrity and sovereignty, and often, to maintain power-over the citizenry. Without military, police, security and intelligence forces, a State and its citizens could be vulnerable to external and internal threats. In this way, most States have the power to diminish (through force) every citizen "right", but the inalienable/fundamental individual "rights", for the good of the "State".
- 6. Taxation (debt collection system):** The State may collect taxes from its citizens and entities within its jurisdiction. Failure to pay taxes can result in legal penalties, including fines or asset seizures, and prison, thereby coercing compliance with tax laws. Under some economic models of the State, the State does not rely on taxation to fund other projects, but deletes the token after usage. Under other economic models of the State, the State relies on taxation to fund public services and infrastructure [spending tokens collected]. Without the power to enforce tax collection, it would struggle to generate revenue, hindering its ability to provide essential services. States need a coercion mechanism (an obligation) payable only in that State's unit of account. Taxation is a coercion mechanism required to direct and provision society. The citizen, in order to get this unit of account to make the payment to access and continue to access objects, must do what the government wants (e.g., build a business, build a bridge, print more books, buy more corn, pay someone). Tax is a mechanism of coercion. The State created scarcity the moment it put a tax on the land, home, and trade. The story goes: the government wants people to do specific things; the people don't want to do those things; the government puts a tax on things, now that thing has to be done at the consequence of punishment if not. The belief causes people to think that there are certain types of people; those that are deserving, and those that are not. Most people in the early 21st century believe incorrectly that the tax payment is meant to pay for the government's spending. In fact, for most States, the incoming money does not pay for any service; instead, it is deleted.
- 7. Regulations and licensing (operations control system):** States regulate themselves, as well as have the potential to regulate all aspects of public and private life, including all constructions, productions, operations, and uses (on a scale from more State-regulated, to less State-regulated). States can require licenses/permits for certain activities, and non-compliance can lead to fines, closure of businesses, and imprisonment. A

regulated job (a.k.a., regulated industry) is one where, in order to perform it, certification or accreditation is required by the State, or the work product (deliverable) needs to be inspected and approved by a State regulating body (food and drug agency, medical board, etc.). The State often implements policies related to public health, safety, and welfare. Without the ability to enforce these policies (via a population of people willing and trained to use force escalation), their effectiveness could be limited, potentially resulting in public health crises or other issues.

8. **Emergency powers:** During times of crisis or emergencies, the state may expand its coercive powers, potentially limiting normally allowed activities, in the interest of "citizen security". This can include curfews, martial law, or other extraordinary measures. It's important to note that the state's use of coercion is typically constrained by legal and ethical principles, as well as the "consent of the governed" in democratic systems.

NOTE: *The degree and manner of coercion can vary widely between States and their respective legal systems and political structures.*

The use of coercive powers must be carefully regulated and subject to legal and ethical constraints, they are considered a necessary aspect of state authority. In democratic societies, the legitimacy of coercive powers is often derived from the consent of the governed and a system of checks and balances to prevent abuse. However, even in authoritarian regimes, coercive powers are central to the state's ability to govern and maintain control.

State power rests ultimately on an armed hierarchical dominatory force (i.e., better weapons). States maintain standing armies, not only to prosecute wars against other States, but also to put down internal threats to those in power and those with property. The power of the State includes the power to:

1. Command professional soldiery (Read: police and military).
2. Detain and arrest.
3. Detect, investigate, and conduct forensic services.
4. Convict, sentence, and imprison.

Authorities generally have the power and/or sufficient influence to do what is allowed at their level of government (within the State apparatus). Authorities generally have the power to do the following (i.e., their controls are):

1. Legally call for the use of State resource to physical detain and/or imprison of a physical person, in order that they be physically held as accountable

for a past behavior or association. The common roles in a government that can make petitions on behalf of the State to hold citizens (and State employees) accountable are called: directors, attorney generals, officers of the law, etc.). Under most early 21st century State structures, to call for someone and have them not respond, means the justified escalation of force (given the context of the crime) up to death if resisted. Those granted the power by the State to accuse, investigate, and charge criminally have the power of life-and-death over others where actual resistance means death.

2. Investigate who should be held accountable for a violation, simultaneous with an inquiry into what a violation is and if a violation even occurred. Here, there several roles (areas of investigation):
 - A. a role that investigates who committed a behavior (police investigations) by collecting, analyzing, and submitting "evidence";
 - B. a role that analyzes the submitted collection of evidence and reason, by using intelligence;
 - C. a role that follows decides individual accountability and consequence, based on intelligence and standards;
 - D. a role that investigates the standards themselves (standards working group investigations) in order to better conceptualize a legal system for community operations.
3. Detain and escalate force to arrest the movement of a person suspected to be held accountable.
4. Imprison a person admitted or suspect of a sufficient violation of the law to be arrested permanently.

2.4.3 The authority dimension (of the State)

A.k.a, the authority dimension, the command dimension, the execution dimension, the rights-over dimension, the power-over dimension, the force-over dimension, etc.

The structure of the State is significantly composed of:

1. **Authority (State)** refers to someone with control power (which may or may not be coercive power) some socio-technical system or human(s). Where authority represents power-over-others (Read: violence, force, coercion, punishment, criminality, etc.), then the most powerful is the one who has power over the military (or, highest police force), at any given time.
2. **Jurisdiction (territory)** refers to the area of land and water an authority occupies.
3. **Objects of State property** refers to State employee(r) controlled objects in their jurisdiction.
4. **People in public offices** (a.k.a., State jobs, officers

- and politicians) are those established by, or in furtherance of law.
5. **Law (coercion)** refers to the rules of what may or may not be done (and sometimes thought), and when to engage violence. Here, policy refers to law.
 6. **Contracts (agreements)** refer to the written and "signed name" agreements made by citizens to the State, to market organizations, and to one another. The State is a contract-enforcement organization (note: enforcement means force and violence).
 7. **Administrators** are the people who do the socio-technical work of the State.
 8. **Taxation** is the process of collecting money due (payments) for presence and/or [in-]action, in order to control the monetary system and/or pay for State operations.
 9. **Protection** refers to the government's use of force to protect "legal" property owners and members.
 10. **Violence** refers to direct (and then, possibly continuous) restriction on someone's access to that which is required to fulfill human needs, after an initial arrest of bodily autonomy (liberty, autonomy, sovereignty, etc.) into engagement of bodily autonomy, and possibly, the further diminishment of the fulfillment of human needs (in some cases, up-to-death).
 - A. For the State to function, people have to follow the law, or they will be punished with violence.
 - B. For the State to function, all people must be treated equally before/under the Law (a.k.a., the "rule of law" means that everyone is treated equally before/under the Law).
 - C. For the society to function, the Law(s) must (or, ought to be) certain (and clear), necessary (for reasons), and perpetuate predictable conditions (to safely transition these conditions must persist).
 - D. For markets to function, property has to be protected [by and up to means of violence] from those without property, and for those that are due their property by "court" conflict resolution.
 - E. Contract-enforcement decisions have to be followed up with violence if there is a lack of compliance.

The bi-polar methods of the version of the State where coercion is applied is:

1. **[Apply] Pain** cause pain to conform behavior. Punish when behavior does not conform. The punitive and retributive justice and policing system is a method of pain application. Where the State touches the citizen, a potentially painful operation ensues. There is the pain of the bureaucratic document service as well as that of punitive justice.

Judges, soldiers and police are the prototypical public servants of pain. They are practitioners of the 'painful' aspects of the State; professionals of pain, because they interact with the public where there is pain; either creating it themselves or taking control when it becomes excessive of accepted cultural/State ethics.

2. **[Do] Benefit** give some service to someone without the requirement for their direct reciprocation (note that trade is always still present). Many social-State services formed to do significant and real-world benefit. Where the State touches the citizen some potential need fulfillment gets met (Read: welfare, architecture, etc.). Employees in the welfare State are not practitioners of pain, but practitioners of some real-world human benefit.

In general, there are three layers of jurisdictional State authority (note: here, the States are embedded in one another):

1. **National-State (Federal Jurisdiction Federation of States)** Federal Market Incorporation. Federal government. Covers all territory within the jurisdiction.
- A. **Sub-National State (Local State Jurisdictions)** Sub-National State Market Incorporation. State government. Covers some territory within the next higher State jurisdiction.
1. **Municipality (Sub-Local State Jurisdictions)** Local Population Density Market Incorporation (generally claimed as a form of self-government, because it is more localized by its representatives than the other State-governments. Covers less of territory within the next higher State jurisdiction.

The general conditions of the State of authority as power-over-others are:

1. **Coercion** if behavior doesn't conform to law then there is punishment.
2. **Delegation** refers to the transfer of responsibility for specific tasks from one person to another.
3. **Secrecy** individuals are hiding useful information.
4. **Competition** in the market, the State maintains and regulates conditions of competition..
5. **Coercion** if "I will not", then there is punishment with removal of access to need fulfillment.
6. **Property** personal and State resource accumulation.
7. **Trade** mandatory reciprocal exchange, which over time leads to individual/personal resource accumulation. That which is real (i.e., objects and humans) as well as that which is not real (i.e.,

abstractions, money) can all be traded. In the market-State individuals, businesses, and States do their own planning and trade is the interface between them. In community, there is production planning at the global habitat as well as local habitat levels, which necessarily involves producers (InterSystem team members) and users (locally and globally).

8. **Corruption** because corruption flourishes mostly in "muddy waters" in conflicting objectives, shifting priorities, and secrecy.
 - A. If an official identifies his/her loyalties with his/her department (including material benefits, promotion prospects and salary), s/he will very possibly be eager to further its policies and appear loyal to authority.

2.4.4 Types of government (controlling a State)

All States (i.e., governments) are designed to control people. Governments control people through language (in the form of rules, regulations, and laws), and then, they rely on the population (in part) policing themselves, wherein the people follow, reinforce, and self-police.

There are only two forms of government, all forms of government are just variations on democracy and monarchy. Democracies and monarchies are the two forms of government. Democracies and monarchies are two types of control of people:

1. **Monarchy (a.k.a., family dictatorship, tribe dictatorship, religious dictatorship, god-like dictatorship)** generally, rule by birth, but could also come from merit in advancement of religious authority. Anarchy is just an unstable monarchy. Monarchy has explicit power and implicit politics. Those in power have ownership of the State apparatus explicitly, and they take decisions implicit to input of their own, with no input/control by those outside the family, tribe, or monarchic theocracy.
2. **Democracy (a.k.a., majority dictatorship, majority rule)** rule by the [opinionated] majority [sample of the whole population], wherein a dictatorship is just an unstable democracy that values punishment. Then, those who get State power become controllers of the State (police, military, and jurisdictional court) apparatus. Here, there is implicit power and explicit politics. In a more democratic environment, there is explicit power and explicit politics (public politics, political decisions). In a more dictatorial democratic environment, there is explicit-implicit politics ("do as I say explicitly or implicit harm to life will occur"), where people can be harmed if their implicitly or

explicitly expressed opinion does not agree with a ruler's opinion dictator.

A. **"Democratic" Planning (a.k.a., rule by trade and price, liberal democracy, market democracy)** rule by users who vote on representatives and plans that are linked to price, and somehow, linked to their own bank accounts. In a democratically planned environment where there is price, people are going to vote to fund their own bank accounts using the State.

B. **"Democratic" Social Planning (a.k.a., rule by some majority of the public)** rule by users who vote on plans (for cities/habitats) developed by the State apparatus. Here, the majority is a majority of the public. A user can vote in two ways:

1. **Citizen votes in a poll-candidate competition** for a candidate representative to take decisions in the future for the voter (i.e., such as, about the development of a new potential final master plan, or the creation/deletion of a law).
2. **Citizen votes in a poll-referendum competition** where the public together votes to take a decision with some degree of unity (of voting) and quorum (of selection) for the execution of a pre-drafted solution.

C. **"Democratic" Corporate Planning (a.k.a., rule by big businesses)** rule by the production technology owners who may develop and facilitate self-benefiting voting on plans. The corporations that produce are seen as the ones who should take decisions because they know best what to produce, when and how. Here, the majority is those technology owners with the most power and influence. Business can create plans for the State and can influence State decision makers (a.k.a., politicians) to take decisions that benefit business in general, as as well as specific and individual businesses.

D. **"Democratic" Scientific Planning (a.k.a., rule by merit)** rule by scientists who have relationships are the knowledgeable and sufficiently skilled ones to take decisions. This is effectively, rule by merit. Those with the experience and/or certifications are the ones to take decisions; they are the ones out of the many who are recognized as being the most capable ones to take the decisions because of their own hard work. Here, the majority is those merited with the responsibility of having accountability over decisioning.

Democracies are significantly characterized by the public voting:

1. Voting occurs in the market through people paying prices to buy (and own) products.
2. Voting occurs in the State by the election of representatives and selection of legal plans.

2.4.5 Types of work (controlling a State)

A.k.a., The State powers; the Law, branches populated by "government".

Employment positions in the State are as follows (Read: State employment-based authority classes; note: each of the three jurisdictional layers have some combination of the following):

1. **Politicians** (A.k.a., State executive workers and their counsels, State politicians) are employed by the State and acquire their position by either election or appointment by another politician. State politicians are generally elected by the electorate; wherein, they may or may not carry out their mandates. These people often have the most decision (policy-making) power. Politicians are typically not required to have any level of education, qualification, or to have taken a test. These people carry out the policy setting function of the State. Politicians are positioned at the top of the three branches/ of the State/government. Politicians exist in the upper echelon of the three "branches of the State" (Read: executive, legislative, and judicial).
2. **Administrators** (a.k.a., State non-executive workers, State workers, civil servants, public servants, public administration, bureaucracy, administrators, etc.) administrators are the supporters of those who minister (take) State decisions. They administer the workings of the State. In some States in the market-State, the administrators are also the policy makers, and in other State's administrators carry out the decisions of decision-makers (a.k.a., policy-makers, politicians). Most States follow the latter description of administration, wherein everyone who is employed by the State and is not a politician is an administrator. These people carry out the administrative function of the State (and set some policy lower down). State administrators are responsible for translating decisions higher in the authoritative hierarchy into practice. Administrators may also be tasked with making policy at their level. State employed professionals apply their specific knowledge to problems. These people are often employed for life, unlike most

politician-type positions that have regular elections. Administrators have some decision (policy-making) power, for which their is a spectrum of authority. Administrators could be viewed as the means by which those in higher authority have their goals carried out. From this view, the "policy makers" set the goals with decisions and the administrators are the means by which those goals are carried out. In general, public administrators are required to have a specific education and take one or more certification tests. In specific cases, power in the hands of some senior civil servants may in fact exceed that of some politicians. Contextually, administrators too may make, carry out/interpret rules and regulations.

- A. Different Statist ideologies see the employment of administrators differently:
 1. In some ideologies, administration is supposed to be the "neutral instrument" of policy decisions made by those higher in authority. Here, the administration domain is not supposed to take a political party side. However, in general, administration is always filled with political party politics and the ideal of a possible "neutral" administration is untenable. Civil servants respond to policy and politics as well as to administration.
 2. In other ideologies, the administrative branch is supposed to be political such that one party dominates everywhere (the politicians and the administrators are of the same party). Does someone have to be a member of a specific party before they can become an administer? If they do, then this is their ideology. Here, experts may or may not be employed as administrators based on ideological grounds. In this case, political skills would be necessary to succeed in administration, like in top-level policy making.
- B. There are many different administrator roles, including but in no way limited to:
 1. Human resource administration.
 2. Socio-technical work, from that of social services to municipal water processing.
 3. Policing citizens.

CLARIFICATION: Of course, the ideal public servant is one who operates automatically for citizens' wants. An example would be a traffic light. A traffic light performs a public service of high sophistication. By producing colours with well-understood meanings, traffic lights convey messages of great sophistication. The traffic light fits traffic to traffic, traffic to people, people to people in a matching exercise of impressive skill. In short, the ideal public servant would be one

who requires nothing except to be plugged in.

The common market-State categorized users of the State [apparatus] are:

1. Politicians (and their counsels) the executive salary and decision takers.
2. Administrators and other State workers (a.k.a., civil servants, public workers, etc. the workers for the executive salary decision takers who maintain the actual socio-technical functioning of the State (and market, in concern to regulation).
3. Corporations organizations of buying and selling owners in the market.
4. Citizens those who are accepted and then subjected to the jurisdictional authority of the local Nation-State-Union territory.

NOTE: *In some States, the State/government is the largest employer. In other States, incorporated market businesses/enterprises are the largest employer.*

In concern to the State, the keeping of records and monitoring of State activity allows the "State" to communicate with the "citizen". The communication is one way, from the "State" giving information and commands to the "citizens". The "citizen" then communicates to the "State" by voting in elections for popular representatives and completing surveys. Occasionally, there are 'referendums', where citizens vote directly on law. There may also be poles and surveys. Authoritarian regimes by definition reject the easy flow of communication from "citizen" to the "State". The two-way flow of communications from "citizen" to "State" as well as from "State" to "citizen" is seen in different terms in authoritarian/totalitarian States as from those of the democratic-State variety, and different still, in community.

States as territorial land organizations can do several things with land in their territory:

1. The State can not touch or use the land.
2. The State can rent the land to legal persons (yearly land tax).
3. The State can preserve and/or caretake the land and not allow public human access.
4. The State can preserve and/or caretake the land and allow humans to have common access, such as a national forest or State park.
5. The State can build State property on the land.
6. The State can sell the land into the market (residential, commercial, industrial including agricultural), typically after some master zoning city/director plan.

In general parlance, the idea of "administration"

mostly refers to social coordination/management. However, in the context of the State, "administration" refers to carrying out policy/law; hence, it refers to more than just coordination of social organization, it also refers to execution of orders, programs, and projects, and technology oversight (possibly even, development).

NOTE: *In some States (particularly small municipalities and developing States), distinction between politics and administration is not always clear.*

The primary branches of most States are:

NOTE: *It is important to note that the organizational structure and division of responsibilities can vary across different countries and contexts. The following is a common organization of the branches of State, however, some States have slightly different configurations of these branches and sub-branches; some States may also not have one or more of these branches.*

1. Executive (Read: figurehead leader, law maker, diplomat, etc.)
 - A. Executor (usually one person), who is labeled a "President" or "Prime Minister".
 - B. Ministries (Read: policy creators and law appliers.
 1. A.k.a., Departments of State, cabinets, secretariats, etc.
 - C. Military.
 2. Legislative (Read: law/bill makers).
 3. Judiciary (Read: interpretation & enforcement).
 4. Regulatory (Read: business and technology code/ rule creators and enforcers).

The general divisions of responsibility in a State structure are (a.k.a., governmental bodies, State bodies):

1. **Executive of the State** (a.k.a., president, prime minister, queen, king, etc.) carries out (execution) of laws (secondary policy-maker). The Prime Minister Officer (a.k.a., President Officer) in a government is so called because s/he is the first minister (prime officer), and typically, exercises overall authority with the right to 'hire and fire' other ministers. But, it is a central feature of all market-State organizations, especially political organizations, that they employ subordinates, advisers and technical staff to support the supreme policy-makers. In general, officers run the State through decisioning, and most significantly, the decision to hire, promote, demote, and fire. In some States, the actions of the prime officer may be more transparent than the other branches of the State, because the prime officer is famous public figure.

This is a politician-type position.

The executive branch of the State can be positioned in different locations, under the total structure of the State.

A. **Sub-Executive Departments of the State** (a.k.a., ministers, chiefs of staff, etc.) these individuals are like the CEO (chief executive officers) of a company. They run State departmental organizations through decisioning, and most significantly, the decision to hire, promote, demote, and fire. There is generally a lot of secrecy here. There is more secrecy in high authoritarian States, and more transparency in high community-transition States. Here, civil servants administer the ministers and help the executive carry out the law. The officers in these positions are typically in politician-type positions.

1. **Departments of the State:**

- i. Federal-State department organizations go by many names, including but not limited to:
 - 1. Ministry, department, council, commission, board, etc.
- ii. City-State department organizations go by many names, including but not limited to:
 - 1. Council, commission, board, etc.

B. **Departments of the State** the administers of the sub-executives who create [political/scientific] organizational working groups that create regulatory law over different factors of society. These factors are grouped into the State's conception of how work is completed in society (i.e., the controlling political/scientific perception of how to divide societal operations). The political "leaders" of the departments are the "sub-executives", and then, those who do the internal work are the "administrators" of the departments.

- 1. For example, in the market-State, many States divide their departments (boards, secretariats, etc.) of the State into something similar to:
 - i. Ministries, departments of State, etc.
 - 1. Ministers, chiefs, etc.
 - ii. Wherein, the departments of "federal-State service" administration are:
 - 1. Defense (i.e., military control association).
 - a. Illicit objects control associations (a.k.a., illegals, controlled substances that often including: guns and other weapons, chemicals and drugs, nuclear material, etc.).
 - 2. Finance and business-specific control

association, include but may not be limited to:

- a. Taxation (i.e., income control, as in, the internal revenue service).
- b. Finance (i.e., currency/monetary control).
- c. Economy (i.e., job control, etc.).
- d. Customs (i.e., import and export control).
- e. Immigration (i.e., residency and visitation control).
- f. Regulation (i.e., business/enterprise control).
- 3. Technical public service (production) regulation control associations include, but may not be limited to:
 - a. Transportation control association.
 - b. Medical control association.
 - c. Retirement control services.
 - d. Food and drug control association.
 - e. Electromagnetic signals control association.
 - f. Construction control association.
 - g. Transportation control association.
 - h. Education control association.

2. For example, in the market-State, many cities divide their boards and commissions into something similar to:

- i. Mayor (i.e., the executive, president or prime minister, same as a corporation or other partnership).
- ii. City council (i.e., the executive board, same as a corporation or other partnership).
- iii. Then, the departments of "city-State service" administration are:
 - 1. Transportation.
 - 2. Neighbourhoods (e.g., safety, construction, zoning, etc.).
 - 3. Economic development (e.g., commerce and trade board).
 - 4. Public services (e.g., public library, homeless shelters, etc.).
 - 5. Public utilities (i.e., water, gas, electricity, etc.).
 - 6. Urban planning (e.g., zoning, building codes, etc.).
 - 7. Human resources (e.g., employment administration).

C. The following are the different locations the executive branch may be positioned within the State:

- 1. Presidential systems: In States with a presidential system, the executive branch is typically lead by a president [officer] who

- serves as both the "head" decision taker of State and the head of government. The presidential office is usually located in the "capital" city, where the president's official residence and office, such as the White House in the United States, the Élysée Palace in France, or the Presidential Palace in Turkey, are situated.
2. Parliamentary systems: In States with a parliamentary system, the executive branch is headed by a prime minister [officer] or a similar position; while, the "head" of State may be the prime minister, a separate president, or a constitutional monarch. The executive's offices are typically located in the "capital" city, where the prime minister's office and official residence are situated. The "head" of State may have a separate official residence or palace.
 3. Federated (Federal, Union of, etc.) systems: In States with federated systems, such as the United States, Germany, or Australia, the executive branch exists at both the central and regional levels. The head of the executive branch at the central level, such as the President or Chancellor, typically has their office in the national capital. Regional executive branches, which may include governors or chief ministers, have their offices in the respective states or provinces, often located in their designated capitals.
 4. Monarchies: In constitutional monarchies, the executive branch is typically led by a monarch, who serves as the "head" of State, while the "head" of government [of the State] may be a prime minister or a similar position (e.g., president). The monarch's official residence and office are usually located in a royal palace or residence, such as Buckingham Palace in the United Kingdom or the Royal Palace in the Netherlands. The "head" of government may have a separate office in the "capital" city.
 5. Hybrid systems: Some States have hybrid systems that combine elements of both presidential and parliamentary systems. The executive branch may be structured with a president and a prime minister, with varying degrees of power and responsibilities. In these cases, the president's office is usually located in the capital city, while the prime minister's office may be situated nearby or in a separate location.
- 2. Legislative (primary State branch)** these people primarily make laws. These are the primary policy-makers; who make laws where delegated. These are politician-type positions. The legislative branch of the State can be positioned in different locations, under the total structure of the State. The following are the different locations the legislative branch may be positioned within the State:
- A. **Unicameral system:** In some States, the legislative branch consists entirely of a single organization of select people. The entire legislative power is vested in a unicameral parliament, which is the sole legislative body. Examples of countries with a unicameral system include Sweden, New Zealand, and Ukraine. In these cases, the legislative branch is usually located in the capital city, where the parliament convenes.
 - B. **Bicameral system with a single location:** Some States adopt a bicameral system, consisting of two separate legislative organizations of select people. In these cases, both law creation working group organizations (Read: "chambers") are typically located in the same building or complex. For example, in the United States, the Senate and the House of Representatives meet in the Capitol Building in Washington, D.C. Similarly, the British Parliament, which includes the House of Commons and the House of Lords, is located in the Palace of Westminster in London.
 - C. **Bicameral system with different locations:** Some States have a bicameral system where the two chambers of the legislative branch meet in separate locations. This approach may reflect historical or regional considerations. For instance, in Germany, the Bundestag (lower house) meets in Berlin, while the Bundesrat (upper house) convenes in the Bundesrat building in Bonn. Similarly, in India, the Lok Sabha (lower house) meets in New Delhi, while the Rajya Sabha (upper house) convenes in the Parliament House in New Delhi.
 - D. **Federated systems have a federal-legislature system with separate state-level legislatures:** In federated systems, such as the United States, Germany, or Australia, legislative power is divided between the central State-government and the individual-states or provinces (then, into counties, townships, and cities, or some other labeling). In these cases, separate legislatures exist at both (or, all) levels. The central State-legislature is usually located in the national capital, while individual-state legislatures operate in the respective states or provinces. For example, in the Brazil, state legislatures

- convene in state capitals, such as Rio De Janeiro, Mato Grosso, or Minas Gerais.
- E. Virtual or remote legislative sessions:** Some States have implemented virtual or remote legislative sessions due to various factors, including emergencies, technological advancements, or cost considerations. Members of the legislative branch participate in sessions remotely, using technology to connect and conduct legislative business. This approach allows for greater flexibility and reduces the need for a specific physical location.
- 3. Judiciary (primary State branch)** these people interpret laws, investigate breaches of law, as well as convict and apply consequences to breaches of law. In most cases, the "judges" in the judiciary branch act in a politician-type position, and the remainder of the personnel act as administrators of the branch. The judicial branch of the State can be positioned in various ways, depending on the State's structure. The following are the different locations the judicial branch may be positioned within the State:
- A. **State unified court system (a.k.a., unified court system):** In some States, the judicial branch is organized under a unified "court" system (a.k.a., unified legal decisioning working group). Under this method, there is a hierarchical structure of courts that use investigatory, argumentative (lawyers, advocates), and the police/military to handle different levels/contexts of cases [as issues that involve the State legal system]. district, or local (even, city or village) levels.
 - 1. **Federated State court system:** In federal systems (group of semi-autonomous sub-States) there is a division of judicial power between the federal-State and state-/local-State levels. The judicial branch is composed of both federal "courts" and separate "courts" for each state or province. Federal courts typically handle cases related to federal laws and constitutional issues, while state courts have jurisdiction over state laws and matters within their respective states. The highest "court(s)" of criminal/civil [argumentative] appeal (a.k.a., the constitutional "court") are typically located at the national/federal/State/governmental level, while lower-level courts may be established at regional, local levels (there may even be separate religious-State courts).
 - 2. **Specialized courts:** Some States establish specialized "courts" to deal with specific areas of law or particular types of cases. These specialized courts operate alongside general courts and provide expertise in specific legal matters. These specialized courts typically include such sectors as: family courts, administrative courts, commercial courts, labor courts, and environmental courts. The positioning of these specialized courts can vary depending on the country's legal system and administrative structure.
 - 3. **Constitutional court:** In some States, a separate constitutional "court" is established to interpret and uphold the constitution. The constitutional court ensures the constitutionality of laws and resolves disputes related to constitutional matters.
 - 4. **Mixed systems:** Some States adopt a mixed system where the judicial branch is divided into multiple levels or types of "court"s with varying scales of jurisdiction. These systems may include elements of both common law and civil law traditions, incorporating features from different legal systems.
- 4. Regulatory (generally, a secondary State branch)** the regulatory branch is sub-composed into associational control groups that control various aspects of society by making, applying, and enforcing code. The regulatory branch of the State can be positioned in various ways, depending on the State's structure. The following are the different locations the regulatory branch may be positioned within the State:
- A. **Ministry independent regulatory agencies/associations:** The Ministries contract with independent State budgeted regulatory branch organizations to perform regulatory functions. This official regulatory organization is entrusted with independent regulation separate from the ministries. These agencies are designed to have autonomy and expertise in specific sectors.
 - B. **Ministry-integrated regulatory branch:** Regulatory functions can be integrated into Ministries (or, primary State Departments). This approach consolidates both policy-making and regulatory responsibilities within specific ministries. The ministries can conduct the regulation themselves, or they can sub-contract it to a sub-ministerial organization or a market-entity.
 - 1. **Ministry sub-centralized regulatory authority:** In some cases, States establish a sub-ministry sub-centralized regulatory authority responsible for overseeing multiple sectors. This authority operates independently and under the supervision of a specific ministry.

- C. Regional or local regulatory bodies: Note that it is also possible to delegate regulatory tasks to local workers of authority in the InterSystem Team, who create specific codes/rules and consequences in order to optimize human fulfillment, safety and production.
5. **Administration (support service)** generally, these people administer the organization and follow through with decisions taken by the first primary three divisions of responsibility. These people do the work delegated to them by the other three management classes of the State. This is the position of the State administrative workers. Whereas politicians mostly just take decisions, administrators do the real-world work of maintaining and operating the State (and take decisions at their level of authority). The administrators of a State are also known as: civil servants, public servants, public administration, bureaucracy, administrative officials and officers, etc. Administrators are present wherever policy needs to be implemented. Therein, there are also a set of administrators who do the tasks of social administration. Some administrators also make some policies, but to a lesser degree than the politicians. The question is, what is the support service for? Is the support service for human need fulfillment, or is it for some other end? Is it for profit, trade, power?
- A. There are different types of State administrators, including but not limited to:
1. Social administration of human resources refer to the administration of the employees.
 2. Enforcer administration refers to the full-time State administrative employees who carry out judgement (court) and enforcement (police).
 3. Judges are judicial administrator's of the court(s), and they have subordinates. Judges take dismissal or remedy decisions in law as dispute resolution.
 4. Business and technology regulators (the regulatory branch) may also be seen as administrators, or they may be more of their own separate branch when regulation is highly politically biased and not based on the science of human fulfillment.
 5. Socio-technical administration (socio-technicians) are those skilled and certified personnel who do the actual work. The socio-technical administration category is the largest populated category of administration and ranges from:
 - i. Those who work solely with information (e.g., standards developers and
- researchers), to
- ii. those who work with information and tools (e.g., technicians), to
 - iii. those who do mostly social work, and have access to tools and information (e.g., social workers, counsellors).
- In a way, all these bodies share the similar function of creating and administering policy (law and the legal system). Everyone in the State is to some degree a policy (law, rule) decision maker, because all these user categories to some degree make, keep, and break policy. In most organizations of the State, both the politicians and the administrators can promote or defeat projects (Read: policy/law projects).
- ## 2.4.6 State policy and bureaucracy
- A.k.a., State law, State statements of control.*
- Policy refers to (Read: often, the word policy is just another word for) a legal system; policy means:
1. **Law (instruction)** to be administered through administrators, and in particular, enforcement administrators (e.g., police). The most common type of policy that citizens interact with are laws (i.e., what they must do/not do).
 2. **A decision:**
 - A. Decisions of people high/-er up in the hierarchy of the State. Policy is just another word for legal decisioning regarding aspects of a State organization. A policy is a directional statement or command by someone or a group of people within the State. Decisions by authority. A "policy decision" is a decision by State authority who has the "right" to take the decision and have others apply/follow its dictates. These decisions generally involve: the creation of law, State projects, and the ratification of budgets. There are many other contextual policy decisions.
 - B. Decisions made by corporations and handed as documents and/or directions to politicians to implement at the State level (i.e., special interest policy reports and other documentation).
 - C. Decisions to create, spread, and/or enforce, commands (must do) and/or guidelines (should do).
- Market-State writers have the following obtuse definitions of policy:
1. "[Policy is] a set of decisions taken by a political actor or group concerning the selection of goals and the methods of attaining them, within a given specified situation. These decisions should be

within the power of the policy-maker to achieve” (Roberts, 1971: 152).

2. “Policy may be defined as a deliberate course of action or inaction taken by those in office under the influence of values and pressures on the way resources/expenditure and coercion are to be used in pursuit of objectives or in support of other policies.” (Smith, 1976: 15).
3. “A purposive course of action followed by an actor or set of actors in dealing with a problem or matter of concern.” (Anderson, 1975: 3).

CLARIFICATION: *These are unclear definitions. Firstly, what is this “political actor” this spoken of? A political actor is the role of an authority who takes decisions, and has others “act out” (take) expected actions. In some ways, the word policy is just another word for decisioning related to any State project.*

Bureaucracy can have several meanings and generally refers to:

1. Type of society with a political economy (a.k.a., politicized economy).
2. Party-state bureaucracy.
3. Military dominated bureaucracy.
4. Ruler dominated bureaucracy.
5. Ruling.
6. All actions by the anyone in the State, except the “citizens”.
7. As administration refers to decisioning and operations by State full-time employees (not temporary representatives) whose salary is paid by the State. A bureaucracy is characterized by legal rules, a salaried administrative staff, a well-developed specialization of function, the authority of the (non-hereditary) office, and the keeping of written records and documents.
8. To describe a person or process as ‘bureaucratic’ is to denounce it harshly as inefficient and ineffective. In the literature, there is even a “law” given to the notion that work expands in order to fill the time available for its completion (Parkinson’s Law). When employment is coerced and not intrinsically rewarding, likely, most posts in the hierarchy will be occupied by employees who are incompetent to carry out its duties. Ultimately we must face, if not solve, the problem of administrative incompetence within community standards and intrinsic motivation. Here, the word bureaucracy is synonymous with mis-management.
9. Bureaucracy can mean different things in different places in a market-State type of society.

2.4.7 Executive State factors

A.k.a., State control factors.

In the market-State, the executive president/prime minister can generally take the following actions:

1. Make treaties with the approval of the legislative.
2. Veto bills and sign bills (note: a bill is a law).
3. Represent the State in talks with foreign countries.
4. Enforce the laws that legislature passes.
5. Act as commander during a war.
6. Call out troops to protect a territory against an attack.
7. Lead a political party.
8. Entertain foreign guests.
9. Choose advisors.
10. Recognize foreign countries.
11. Grant pardons.
12. Nominate legislative members and justices and other high officials.
13. Appoint ambassadors.
14. Talk directly to the people.
15. Represent the best fulfillment of all the people.

Generally, said executive officer cannot take the following actions

1. Make laws without the consent of another branch of the State. Note that when a president can make laws, the type of government may be called a dictatorship.
2. Declare war.
3. Decide how federal money will be spent.
4. Interpret laws.
5. Choose cabinet members or justices without legislative approval.

In the market-State, the typical roles and functions of the ministries (a.k.a., departments, cabinets, etc.) of the State are:

1. Policy formulation and implementation: Ministries are responsible for developing policies and plans related to their respective socio-economic/socio-technical sectors [of society]. The ministries analyze issues, gather data, consult with stakeholders, and formulate policies that align with the current government’s overall vision and goals. Ministries then oversee the implementation of these policies, ensuring their effective execution.
2. Regulation and oversight: Ministries often play a regulatory role, establishing rules, standards, and guidelines to govern activities within their sectors. They monitor compliance, enforce regulations, and take corrective actions when necessary to maintain

- public safety, protect the environment, and ensure fair practices.
3. Service delivery: Ministries may provide essential services directly to the public. For example, the Ministry of Health may be responsible for coordinating medical facilities and delivering medical services, while the Ministry of Education may oversee schools and educational programs. Ministries ensure the efficient and effective delivery of services to citizens.
 4. Resource allocation and budgeting: Ministries manage and allocate financial and human resources within their sectors. They develop budgets, allocate funds, and prioritize spending to achieve their objectives. Ministries also monitor expenditures, assess the impact of resource allocation, and adjust plans as needed.
 5. Stakeholder engagement and collaboration: Ministries engage with various stakeholders, including other government entities, non-governmental organizations, businesses, non-business organizations, and citizens. They collaborate with stakeholders to gather input, foster partnerships, and ensure that policies and programs address requirements.
 6. Data collection and analysis: Ministries collect and analyze data related to their sectors to inform decision-making, monitor progress, and evaluate outcomes. They conduct research, surveys, and studies to gather information and utilize data-driven approaches to improve policies and programs.
 7. International engagement: Ministries often participate in international forums, negotiations, and collaborations related to their sectors. They represent the country's interests, contribute to international discussions, and seek opportunities for cooperation and knowledge-sharing with other nations.

Administrative recruitment (a.k.a., hiring, employment, career staffing) to a bureaucracy, other than election or military takeover and military placement in administration, could be (i.e., selection/hiring to administrative position generally occurs in the following ways):

1. Elitist (traditional British, United States of America, Japan) is based on only hiring those who have attended the right universities and/or have the right background certification(s).
2. Experience (expert) based is based on ones expertise through experience at a role or skill, and the facilitation of mentoring to expertise. Of course, without a socio-technical engineering vision,

- determining who is or isn't an expert becomes difficult. Here, the public servant is seen as an expert, because of significant experience with some particular tasks to perform.
3. Reputation is based on who holds sufficiently high reputation. How much reputation and influence do they have; do they have enough for the position. Reputation can come from many domains (e.g., popularity, technical experience, etc.).
 4. Meritocratic is based on exams concerning a common intellectual training and understandings, and it typically involves of a code of behavior and discipline training (traditional French meritocratic model).
 5. Open employment, which would be a more democratic approach (Sweden model).
 6. Party-based is based on only hiring those who are part of a particular party. The hire must be a member of a specific political party (more socialist leaning). Are rulers, politicians, and/or administrators expected to be ideologically, rather than professional experts (i.e., "red" or "blue" rather than 'expert at some socio-technical subject')? Are non-experts preferred, provided that they are ideologically sound?
 7. Neoptist-based in that relatives are hired, because they are relatives (more tribal leading).

2.5 *The simplified structure of a production system*

A.k.a., Socio-technical production, habitat/city service production, political economy, socio-political production, etc.

Production (all) is a combination of two axiomatic factors where people, objects, and processes come together to do work:

1. **An office:** Information system, standards development, working groups, etc.
2. **A factory:** Production system, habitat productions, habitat teams, etc.

The results of production may be used/consumed via at least two methods:

1. Free for access (no cost/price/trade; no exchange for access).
 - A. Community is present; there is no market (societal level).
2. Exchange for access; cost/price/trade for access (not free; mandatory exchange for access).
 - A. Market is present, there is no community (societal level).

All production involves the following elements:

1. **Means of production:** Objects and information useful for production. The means of production refer to the physical and non-physical inputs used in the production process, including: 1) land; 2) machinery, tools, and technologies; and 3) knowledge. Note that the means of production typically excludes the resources that go into the final product, even though they are an input into production, they are not a means of production directly.
2. **Mode of production:** The mode of production refers to the specific social and economic organization through which goods and services are produced and distributed within a society. Different types of society have different ways/modes of producing:
 - A. In the market, the means of production are privately owned, and there is competition between owners. The dominant way of producing in the market is characterized by the private ownership of the means of production, wage labor, price, and the pursuit of profit. Under the State, the means of production are owned by those who own/control the State.
 - B. In community, the means of production are either common unowned or commonly owned, and all production is coordinated via a contribution service in a cooperative and transparent manner. The primary unit of production is the habitat (city) in which human life, technology, and exploratory needs are met through the production and distribution of service-objects therein. All access to produced products and services is free.
3. **Social relations of production:** The social relations of production encompass the relationships and interactions between different classes within a given mode of production.
 - A. In capitalism, the primary social relations are between the owner of production (employer) and the wage laborer (employee), the employee and themselves as a consumer, and the employer as a seller of some object/service to a consumer. The relationship between capitalists (who own the means of production) and workers (who sell their labor power) is characterized by the extraction of surplus value (i.e., exploitation).
 - B. In a community-type society, the primary social relations are between common heritage users and contributors. The relationship users and working InterSystem team members is

characterized by shared responsibility and stewardship. Users directly participate in production as contributors and as valid input stakeholders. Common heritage owners are custodians of resources and assets that are collectively unowned/owned by everyone (i.e., by the whole community population). Users and contributors hold the responsibility to ensure the sustainable use and preservation of these shared resources for present and future generations. Here, it is recognized that the well-being of the population (and future generations) is intertwined with the responsible coordination of a common heritage, and that actions are guided by common fulfillment, rather than individual gain over others.

MARKET APHORISM: *Who owns the production machines owns the economy, and in turn, the politics.*

Simplistically, there are several ways of producing a socio-technical society (and allocating resources therein through production):

1. Market-only allocation of capital (to production).
2. State and market (mixed) allocation of capital (to production).
3. State-only allocation of capital (to production).
4. Community-only allocation of resources and production together as a common heritage.

There are two types of incentives to produce society (or, re-produce society):

1. In the case of community, there is [intrinsic] contrition as a duty to society.
2. In the market, business uses the [extrinsic] terms profit and wage incentive (i.e., use money as an extrinsic reward to incentivize work). The market incentivizes extrinsically with money (as profit or wage), and product/service access.
3. In the State, governments use the [extrinsic] terms subsidies, grants, and coercion. The State incentivizes extrinsically with money and/or no-punishment as the reward.

There are the following possible options when it comes to the organization of socio-technical production (how is societal production organized at the highest level):

1. **Cooperative market industry (outcome)** internally cooperative and externally competitive; production owned-enterprise who compete to sell products at a price in a [service-object] market.
 - A. Many offices and factories in competition (i.e., not free).

- B. [many offices] [many factories] [many markets]
- 2. **State industry (outcome)** territorially cooperative and extra State/Union competitive; production by State coordinated enterprise who has no territorial competition and sells products at a price into a single labor-accounted [service-object] market.
 - A. One office, one factory, sale of priced product into a market (i.e., not free).
 - 1. [one office] [one factory] [one market]
- 3. **Community habitats (outcome)** "territorial" community with a unified, living community standard and network of free-access habitats, produced through coordinated contribution to global and local resource configurations (in the form of local habitats; and human-need support services therein).
 - A. [one office working on and with one integrated information set; standard] [globally coordinated and localized habitat production operations; habitats] //no market
- 4. **Political-State (condition)** territorial condition where there is representational opinion in the [political] State decisioning about regulations and productions in society. It is simply common standard to allow others (other people) to represent oneself while they take legal (already) decisions based on their subjective (internal-opinion) that concern the flow of resources in society.
- 5. **Social-State (condition)** territorial condition where resources and people are flowing into a community-type configuration of society (informationally, legally, and/or physically). It is simply common standard to help move people and resources into a community configuration by understanding and adopting the current standard for a community-type society. All organizations can formally identify alignment potentially and adopt/adapt community standards.
- 6. **Scientific-State (condition)** territorial condition where the flow of resources and people into specific configurations of society occurs through the green "go / no go" result of a whole societal decision system in order to produce scientifically aligned decisions about what is most likely to produce optimal states of fulfillment, given what is known and available, now and well into the future. There is a scientifically informed and standardized solution to producing master plans and equivalent operational habitats for a global network of human need fulfillment [habitat] services, provided freely for access through contribution.
- 7. **Eco-State (condition)** the proposal is for an eco-social State territory (special economic zone)

wherein the State plans the material habitat system network within its territory, under scientific engineering and community standards conditions. An eco-social State is a political-economy State that includes the ecology in the administrative processes of society. And, a social-State is a State that includes the fulfillment of common human needs through habitats composed of common heritage resources. Herein, the State has power over the material system and the government uses its power to create and enforce law to decide the flow of resources and work into a community-type configuration of society by materially reconfiguring market-State territories into community habitat-networked configurations. In this case, an "eco-social State" is a configuration of the State with policies that facilitate transition to a community-type society via the implementation of community-type socio-technical standards. This configuration of the State uses the legal system (laws, policies, courts, regulations, etc.) to move people and resources into a "community" (standards) aligned configuration of society. With the will of the population, an eco-social State may reorganize the decisioning and material environment to improve the life conditions of all of humanity, by building the life conditions of those in greatest need while raising the life conditions of all, so as to forget none. An eco-social State is one potential method of transitioning to community at the societal scale; there are a variety of other potential ways to achieve a community configuration of society.

In this sense, one might label a "scientific-eco-social-State" a State organization that develops and adopts standards that are restructuring the geo-political landscape to those of conditions representative of community [standards]. The -State does this through the adoption of social, ecological, and scientific standards that are likely to create community conditions. These social, ecological, and scientific standards are produced and distributed as a unified social, decision, material, and lifestyle standard (with a scientific knowledge database behind).

In community, habitats (urban environments) are made with every individual human-need user, and contributor, in mind (as a product). In the market, urban environments are made with some target market-sale audience in mind; whereupon, then the fixed/chattel property is sold into the market, again.

Production in community happens differently than production in the market/State:

1. In community, no one private individual or group of individuals owns the means of production. Instead,

production is composed of people working with common heritage resources to provide fulfillment to other people in the form of socio-technical services offered through a habitat service structure. Wherein, standards based on non-competing contribution to the means of production, and decision working groups therein, coordinate production master plans that are executed continuously by InterSystem habitat service team members. The core assumption is that humans and computation can do the work of optimizing human fulfillment.

2. In the market (the core assumption is that only the market can do, or can do best, the work of human fulfillment):
 - A. Centralized competing enterprise [private] ownership of the means of production (standard private capital ownership with fewer owners).
 - B. Decentralized collective [private] ownership of the means of production (standard private capital ownership with more owners; "stakeholder capitalism").
3. In the State (the core assumption is that only the authority can do, or can do best, the work of human fulfillment):
 - A. There is ownership of the means of production through State politicians and administrators who have access to two State authority control mechanisms (both of which are coercive):
 1. Money as reward incentive.
 2. Punishment as avoidance incentive.

2.5.1 Simplified differences in production between different configurations of society

Decisioning occurs differently (is practiced) differently, in different configurations of society. A base question when inquiring into the decisioning of different configurations of society is, "What is the unit of commensurate (homogenizing) value in each configuration of society?"

1. In the market, the units are "currency" and "profit" (greater currency).
2. In the State, the units are "political power" and "influence".
3. In community, the unit is the habitat [service system] as a human fulfillment and ecological service platform. Herein, the common unit of value is the planetary ecological service system, the "common heritage".
 - A. In community, the heterogeneous outputs of society are the habitat services and objects (Read: human fulfillment), classified according

to some combination of:

1. Life, technology, exploratory service support.
2. The second dimension to the heterogeneity of fulfillment outputs involves common and personal access.
- B. In community, "labor" is structured as contribution to a single, unified InterSystem team consisting of (i.e., the labor inputs of community personnel as part of the InterSystem can be reduced to two mediums):
 1. Information working groups working with information, producing standards and resolving master plans.
 2. Habitat service teams working within physical, localized socio-technical habitat services.
 3. The second dimension to the heterogeneity of labor inputs involves educational qualifications and professional contribution interests.

Table 20. Table shows the high-level difference in decisioning between a market-State and a community-type society. Decisioning in society involves agreements and decisions. In the market-State, it involves civil and State agreements.

SOCIETAL CONCEPTIONS	Market-State Society	Community Society
Actions	Trade & bureaucracy	Contribution & free access
Agreements	Contracts (civil & State; laws)	Community, residency, and contribution service agreements
Decisions	Business enterprises & state-governments	Systems science standards and decision working groups
Repercussions	Punishment-criminal justice orientation	Restorative justice orientation

Each configuration of society has its own prototypical, ideal type:

1. In the prototypical, idea socialist society the means of production are "publicly" owned by the State, the nation, or the people working at them; controlled by one or more "publicly" owned organizations (a.k.a., collective producers). Hence,
 - A. Production organizations are administered by the people and/or institutions accountable on their behalf. Since all production organizations under socialism are owned by the same people (i.e., the public), there is no need for producers to trade goods, as the public would remain the owner of those goods either way.
 - B. In-kind planning refers to the "cost" of production as evaluated in purely physical terms.
 - C. Labor-kind planning refers to the "cost" of

- production as evaluated in purely human labor hours.
2. In the prototypical, idea capitalist society the means of production are privately owned by individuals among the public; controlled by private owners of capital.
 - A. Production organizations are administered by people with a profit incentive.
 - B. Finance-kind planning refers to the "cost" of production as evaluated in purely financial/money units.

2.5.1.1 Socialist State

A.k.a., Social-State, socialism.

In the early 21st century, and prior to it, socialist State activities have had to be financed out of tax revenue extracted from the market (capitalist) sector, which has meant that the opportunities for expansion of "social welfare" measures and the "free" distribution of basic services have been dependent on the financial success and growth of the capitalist sector and the strength of the tax base. Note that any State seeking to plan its economy democratically would have to take into consideration its integration in the larger global supply chain; particularly for power and semi-conductor purposes.

There are two broad categories of socialist States, those where there is:

1. **Non-market economic planning** - occurs where economic-habitat/-city planning is integrated with engineering and socio-technical human need criteria, and calculation of local and global master-resource configuration plans are tooled to allocate and distribute goods and services optimally, without any form of price. In this type of social[ist] State, there is the "State-of-free" services.
2. **Market-based economic planning** - occurs where market entities trade objects and abstract commensurate units (Read: currency) to allocate and distribute goods and services according to priced labor time, or some other priced value that users (citizens, consumers) must pay for access (as in, trade and participate in a market). Here, under "socialist" conditions, only consumer-type products will be distributed with price; the means of production remain under public control and there is no trade (price) for resources within production. This is claimed to create a distinct economic system (i.e., "social-" State system), because it means no distinct ruling economic class, which privately owns the means of production (because there is no trade, only cooperation, within the means of production). Here, tokens are only assumed to be used in the distribution of end-user "consumer"

goods, and not in production itself. Wherein, token prices are adapted towards market clearing rates does thus not stand in the way of addressing the ills of capitalism, which I think are a result of its class character and the anarchy of production. Instead, flexible token prices are necessary for a sensible and equal distribution of consumer products. "Socialists" do not shy away from such solutions due to a mere superficial resemblance to the capitalist institutions they seek to transform.

CLARIFICATION: *Market clearing prices are the "clearing prices" at which a product(s) is sold-purchased entirely, such that the supply [from the producer] equals the demand [from buyers] in a market. It is the price at which all available units of a product are bought or sold, and there is no excess supply or demand. This term is primarily used in the context of pricing in markets, especially in economics. It refers to the price at which supply equals demand, resulting in an equilibrium where there is no excess supply or excess demand. In a social-State, this comes on the demand-side from education (and good starting conditions), and on the supply-side from cooperation and sharing, and financing.*

The discussion here concerns the conceptualization of an alternative socio-economic system that diverges from traditional capitalist-nation frameworks, by eliminating the private "ownership" of the "means of production" and replacing competitive [trade] markets with cooperative production standards and methods. This envisaged system, which could be aligned with socialist principles, emphasizes the absence of a distinct ruling economic class that derives its power and wealth from the ownership of production resources. Instead, the focus shifts towards a community-centric approach where cooperation and common [un]-ownership are encoded, fundamentally altering the dynamics of production and distribution within society.

In this model, tokens or similar instruments serve as a medium for distributing user products ("consumer goods"), rather than playing a role in the production process itself. This approach seeks to retain the market mechanism of "matching" supply (production>price) with demand (need>wallet>buy) for end-users, without introducing market-driven inequalities and inefficiencies into the production sphere. The token prices would be adaptable to ensure that consumer goods are distributed equitably and efficiently (i.e., they are priced to community variables), mirroring the concept of "clearing rates" in markets, but applied within a non-capitalist framework, to mitigate the adverse effects commonly associated with capitalism, such as economic inequality and production anarchy. Here, by keeping the distribution of "consumer goods" responsive to "market" signals through flexible token pricing, this model aims to achieve a more rational and equitably optimal allocation of resources.

Here, the capitalist token system is re-purposed as a socialist token-based distribution systems; to serve togetherness goals. The inclusion of this approach introduces the potential for separating from capitalist market dynamics, thereby removing the exploitative relationships and competitive pressures that drive much of capitalism's externalities ("ills"). Instead, by focusing on collective [un]-ownership and cooperative production, while utilizing efficient distribution mechanisms (habitats) for consumer goods, it is suggested that a more just and stable societal system could emerge—one that serves the needs of all members of society without the inherent inequalities of societies that emerged during the agricultural- and capitalist-industrial ages (from the agricultural revolution to the mid 21st century).

Here, the tokens share some characteristics of a contemporary money system. Both are an "I owe you" (IOU; a.k.a., debt) issued by the "State" or "distributed autonomous network" (as the representative of society). The representative then has decision control over the token system:

1. The State promises to accept money as tax payment (creating the potential for two different types of token economy):
 - A. Private token economy circulation (Read: market-capitalist economy).
 1. Here, the debt-token circulates among a population; fractioning and spreading "debt". A key difference between the base idea of a "token", and "money" is that money is a "token" that circulates in a private economy.
 - B. No-private token economy circulation (Read: market-socialist economy).
 1. Socialised production inquiry: The promise behind "market socialist" tokens is that they can be redeemed for a share of the "social supply" of consumer products out of "socialised production", directly (in that, there is neither circulation at all):
 - i. No circulation between users of the token [service] system.
 - ii. No circulation between the users and the token service system after price-paid usage.
 1. Tokens are deleted upon usage by price-paid -- the IOU is paid and the "debt" token is deleted).
 2. Here, debt/credit equivalence is achieved; wherein, the view could even be, instead of "debt/credit" (extrinsic), could be: "duty/service" (intrinsic).
 - iii. Here, how is price set; specifically, how is it set?
 1. Price setting coordinated decision agents (deciders) that use: Feedback

controllers and artificial intelligence to achieve the best possible convergence of actual prices with clearing prices. When setting prices, the price would factor in: changes in supply, expected changes in consumer demand, demand intensity, fixed production operations, working hours, etc.

- iv. Here, how close to common (abundant, and hence no price/tokens) is that which is being accounted for?
 1. Here, is it assumed that if one person has more tokens than another, that this is so because the person with more tokens is supposed to have a greater share of consumer products than another person?
- v. Here, are there life-phases being accounted for?
 1. Here, is it assumed that if one person has a unique token, and another does not, that this is so because the person with the unique token is in a unique phase of their life and is supposed to have a unique share of the consumer products?
 2. The token system would likely include the following components:
 - i. Tokens as a means of distribution: Instead of using money as it is understood in a capitalist economy, this system employs more accountable tokens. These tokens are not money in the traditional sense, but are representative of the labor-contributed and/or life-phase presence, by individuals to the collective effort of production.
 - ii. Wallets for tokens: Individuals hold these tokens in a "wallet," which is a metaphor for a place where the tokens are stored. There would be two categories:
 - iii. Lifespan-usable category: This could refer to a number of tokens that an individual is allocated for a certain period (presumably based on their lifespan or working life), used to access essentials and other products necessary for a good quality of life.
 - iv. Non-lifespan wallet category: This might represent tokens that are allocated for other non-essential uses, possibly including luxury items or services that are beyond basic needs.
 - v. Unique identity as a non-fungible token (NFT): Each person might have a unique

- identifier, perhaps akin to a digital identity, that is non-fungible, meaning it is unique and cannot be exchanged on a one-to-one basis with another identity.
- vi. Contribution-phase labor coefficient (fungible token): The labor contribution of an individual during the production phase is quantified in terms of labor coefficients, which can be fungible, meaning they are interchangeable and can be used to access a share of the social product. This is where the concept of labor-time calculation might come in, using those labor coefficients as a basis for distribution.
- vii. Priced access through tokens: While there is no traditional buying and selling, the tokens represent a pricing mechanism to provide access to goods and services. This "price" doesn't reflect a profit margin but rather an equivalent measure of social labor contributed, intended to ensure a fair distribution based on participation in the socialized production process.
3. Tokens are not used in exchange, or at least not primarily in exchange (note: if the system is digital, it could be fixed so that secondary exchange was impossible). The State (or, "society"), as the issuer of the tokens, does not need to receive the tokens back. Instead, they are simply deleted, while new tokens are issued as required. Here, tokens act as semi-non-fungibles; they are earned, or acquired, in fractions, and spent on priced needs and preferences, in "priced" fractions. And, they are unique (non-fungible) to the individual (identity/profile/wallet).
2. And, the "socialized" production State provides tokens; because of any individual's involvement in any:
- A. Labor-time complex (including, labor complexity and hours worked).
 - 1. Actual work (InterSystem team work with information and habitat services). This is accountable labor, easily priced into habitat objects and services.
 - 2. Wallet amount:
 - i. Will some people will have more dispensable fungible tokens, and thus, may be willing to pay more (in price) for the same want/preference/need than another?
 - 3. Creative entertainment-leisure work by public profile members of a State. This is difficult labor to account for; whether driven

intrinsically or by profit, it is not so easily priced, because it is a leisure peripheral input into basic habitat life, technology, exploratory, and information services. Creative and artistic entertainment work is not so easily priced as an exploratory service within the habitat.

- B. Life-phase (including free of price access to nurturing, education, and leisure-life phase services.

The capitalist and social-State models can be compared more precisely:

The capitalist model:

1. Tokens that circulate (i.e., circulating tokens; a.k.a., money) - fungible demand-supply.
 - A. Money is a circulating "I owe you" (IOU) to the State (i.e., I owe you, the State). Money is an "I owe you" (IOU) issued by the State, which circulates in the economy as it is used for exchange between private agents and for settling of payments in the private sector.
 - B. Money circulates in the private sector. It is used to settle payments between private individuals or enterprises before it is returned to the State through coerced tax payment.

The social-State model:

1. Tokens do not circulate - the use of a token system where tokens do not circulate (i.e., non-circulating tokens).
 - A. Tokens only (or, primarily) used to extrinsically mobilize labor for socialized production and to distribute goods, out of the social supply of goods, to individual consumers. The promise behind them is not that they are accepted as tax payment, but that they can be redeemed for consumer products.
 - B. Non-circulating social production tokens are non-circulating IOUs to society (i.e., I owe you, the public).
2. Priced in the socially necessary labor time needed to produce them -- linking the token price of items to their labor value (a.k.a., labor token State socialism).
 - A. The rates at which tokens can be redeemed for various products are fixed by their labor values.
 - B. The tokens are linked to labor in several ways:
 1. They are provided to workers in proportion to their labor contribution.
 - i. As hours of work: Workers receive tokens corresponding to the amount of time they have spent laboring, in hours.

- ii. As work role/description: Workers receive tokens corresponding to the role they are accountable for work..
2. They can be redeemed for consumer items that take an equivalent amount of labor to produce.
3. There may, or may not, need to be some adjustments to the number of tokens given out, for example due to differences in ability or need, or based on the kind of labor performed, or if non-contribution life-phases have tokens..
- C. If, it is assumed, that token prices accurately reflect the "opportunity cost" of a product, then labour, and users, can directly proportion this labour to various product types. Labour which is used to produce one product could alternatively be used to produce some other product. The amount of labour necessary for any one product thus represents the "lost opportunity" when the product is produced and consumed. It is this labour that is no longer available for other purposes. Labour used to grow and harvest pears can no longer be used to grow and harvest apples and so on. With labour pricing, consumers can freely decide whether their share of the social supply of labour be used to provide them with apples or pears or something else entirely.
1. However, labour values are an inadequate measure of the "opportunity cost" of a product at the point of distribution.
2. That said, labour is not the only input required to produce various goods. This means that labour cannot necessarily be directly and freely portioned to various uses, as other input requirements like land, natural resources, raw materials, skills, and machinery are also required. Land in a climate able to grow apples might not be equally suited for growing oranges and so on. While some of these additional inputs, like machinery, can themselves be produced by labour, others cannot. Hence, labor cannot be absolutely, directly proportioned; however, labor is one calculated economic input.
- D. Socialist labour token proposals suggest that products and services be priced through tokens (a.k.a., vouchers) denominated in labour time, that can be redeemed for consumer goods of equivalent value.
- E. This is clearly reminiscent of the labour theory of value which Marx (1999) thought governs the capitalist economy. However, unlike under capitalism, there would be no capitalist class to appropriate the surplus value produced by workers.
1. The labour tokens received by the workers differ from money in that they do not circulate (i.e., money circulates and these labor tokens do not). Labor tokens are issued to individuals by the [socialist] State, and holders then redeem them for products. It is possible to imagine under this scenario an exception for second-hand goods, which are no longer needed by their original owners.
2. In this regard, socialist labour tokens are more like a theatre ticket (an analogy made by Cockshott and Cottrell 2002, p. 54). The ticket itself is worthless to the theatre. It does not, for example, need the ticket back in order to pay its staff. Instead, the ticket is simply deleted as a user enters to see a show, and new tickets are printed as demanded [by users]. Similarly, socialist society can issue as many tokens as necessary and delete them as they are redeemed for consumer products.
3. Tokens are created at will by the institution (agency/office/branch) charged with keeping the record of the tokens, which could be called, like it is in modern monetary theory (MMT), the central bank (after its early 21st century equivalent). When private individuals use tokens to buy goods and services out of the social supply, the according number of tokens is deleted from their accounts, which is equivalent to what modern monetary theorists say is being done when taxes are paid to the government. In a socialist State, since people require tokens to obtain products, there is no need to create demand for these tokens through a tax burden. Taxes are also not needed to issue new tokens, as the number of tokens given out is not constraint by previously taking in tokens.
4. In this case, a State issues tokens and demands that people use them in order to acquire what they need/want. Individuals in such an economic system would thus have an extrinsically rewarded interest in acquiring these tokens and would be willing to do labor for social production. This way people would be extrinsically motivated to do labor for the production of products and services.
- F. A socialist society or State does not have tokens or vouchers before they are issued, and it does not need them back (in tax). The most influential discussion of this is found in Marx's Critique of

- the Gotha Programme (Marx 1999, part 1).
- G. The concept of “market clearing” rates is essentially market-based economic planning within a socialist framework. Market socialists (Dickinson 1930, 1939; Lange 1936; Lerner 1944), argue for the use of market clearing prices on the basis that these lead to a pareto-efficient distribution of goods based on individual wants. A distribution is “pareto-optimal” if it is impossible to improve anyone’s condition by modifying the distribution of goods without making someone else worse off. While pareto-efficiency is not the only desirable property of a distribution, it is in principle possible to move from one pareto-efficient distribution to another by changing the distribution of income. While income and prices in this perspective usually refer to money, we can equally apply this to non-circulating tokens.
1. The clearing rate of a product is the token price at which demand for the product corresponds to supply. The token prices of items are set so that they, as closely as possible, resemble clearing rates.
 - i. This means that everyone that is willing to acquire an item at this price is able to do so. Not that they will do so; only that they have the requisite number of tokens in their wallet/account to do so.
 - ii. It also means that anyone else is not willing to pay the same token price and could only be given one of the limited number of items by denying it to someone that is willing to pay more tokens for it than they are. At minimum, the person that would have to be denied the item would be willing to pay the clearing rate. Under this assumption the willingness to pay is a “reasonably reliable” indicator of the importance/want someone has for a product. This means that the clearing rate (a.k.a., want), and not labor value, is a more accurate end-user fulfillment measure of the opportunity cost at the time of distribution.
 2. What happens if the producer (Read: seller) deviates from the clearing price for an item in either direction?
 - i. If the price of a product is above its clearing price, as could well be the case if token prices are set to labour values instead of clearing rates, then some apples will be left over. At this higher price, demand for the product remains below their supply,
- meaning that some of the product will not be purchased (and likely sit unused, or may even need to be wasted), simply because prices were not sufficiently adapted to demand (i.e., too high). This is wasteful and would mean the labor and final product would end up having little or no use. This, in turn, means that there would be little lost opportunity if consumers were simply allowed to acquire the apples at a lower price.
- ii. If the token price is below the clearing rate, then supply will be insufficient, if there is nominal demand. This means that some consumers willing to acquire an the product at its price will be unable to do so. Which consumers do end up getting the product will end up being determined by some factor other factor, which may or may not be influenced by tokens.
 - iii. Importantly, if other factors (such as, token accumulation allowing for travel, or who gets there first in the morning), end up deciding who gets the product (and/or how many of the product) and who does not get any at all, then tokens lose their purpose in determining the fulfilling distribution of goods.
 - iv. The concern here is that a society that ties the token prices of products and services to labour values might as well not issue these tokens at all, as they will not end up being the deciding factor in the bundle of goods any consumer will receive. The problem, which Marx does not seem to have considered, is that the supply of products will not always perfectly correspond to the demand for these products (at labour prices). Inevitably there will be instances where some goods are over- or underproduced. A labor-token accounted society will have to distribute the overproduced items, assuming they should not go to waste. It will furthermore have to find some way to ration products that are under-produced.
 - v. It may be possible for an approximation of clearing rates to be achieved through a token model in a trial-and-error process, in which token prices are successively adjusted based on the observed deviations between supply and demand. Prices of items for which supply exceeds demand will have to be lowered, while items for

which supply falls below demand will have to be raised in price.

Modern Monetary Theory (MMT) is a theory of monetary economics where money is essentially an "I owe you" (IOU) that the issuer of the currency (a State) promises to accept as payment for taxes or fees (Wray 2015, pp. 48–50). In this case, the reason that money is valued is that people and market entities are required to pay taxes coerced by the State. The State issues and spends money, and can buy what is offered in the State's own currency. This does not mean that States will spend money at will, since anything that the State buys will not be available for the private sector to buy, and if the State purchases a large amount of market products, doing so is likely to raise prices. According to MMT, the purpose of taxes is not to generate monetary income for the State, as monetarily sovereign States (i.e., States which issue their own currency, can spend in that currency at will). Instead, taxes are primarily needed in order to create demand for the currency, so that the private sector is willing to accept the currency as payment. MMT claims that demand for money is created because people have to pay taxes and dues to the State.

The labor-time calculation model of planning is an alternative to traditional monetary-based economic systems. This model focuses on labor-time [accounting] as the primary unit of account rather than money/currency, with the intention to price the supplies of social production ("economy") through the direct measurement of individual human by/hour-time spent in production processes (i.e., working as a member of the InterSystem team).

In a system where labor coefficients are considered inputs, planning involves a detailed understanding of how much labor—measured in 'hour' units of time—is required for each type of work activity. These coefficients then become a basis for managing and allocating resources within the economy, aiming to achieve efficient and equitable distribution based on labor contributions rather than market-driven prices.

CLARIFICATION: Here, "coefficient" is a measure or a multiplier; it's applied in an economic framework. It quantifies the labor-time necessary for producing goods or services, serving as a sort of conversion factor that translates the amount of work into a standardized unit that can be used for planning and comparison (and pricing, if a pricing model is chosen).

This model is different than the market mechanisms that determine value and efficiency through competition and competitive price-trade signals; instead, a social-State has price-labor signals. By standardizing the quantification of labor (to hours) across various industries and work activities, it seeks to integrate production and distribution according to the actual time and effort involved by humans (Read: Actual InterSystem Team work); thereby, reflecting a form of value based

on socially necessary-labor time. By planning at the global and local levels, together, in this manner, the society might also focus more on meeting the needs and enhancing the welfare of its participants, rather than prioritizing profits, as in capitalist systems. However, implementing such a system would involve complex considerations; including, a requirement to address: how to account for differences in skill level, intensity of work, the qualitative differences between types of labor, location, and prior property and employment permissions.

Of course, it is important to note here that workers exhibit variations in their labor performance due to intrinsic interests, extrinsic motivators, physical and mental capabilities, technological situations, and family situations. In the early 21st century, individuals possessing physical or mental advantages have the potential to earn more tokens, achieved either through increased work intensity or extended working hours (all else being equal). Additionally, workers' family lives differ; for instance, some may have more children than others. Despite equal labor contributions, those with more dependents would still find themselves economically disadvantaged. These disparities are significant, persisting regardless of the configuration of the token system, and are one of many reasons why the goal of society should be to do away with tokens altogether. (Dapprich, 2022)

Complications with this model are numerous and include, but are not limited to (Dapprich, 2022):

1. People with a disability might be able to participate in the workforce, but be unable to fulfil the same amount of work that other workers can complete. Should this inability be apparent, it would be quite straightforward to reduce quotas for these workers or reduce the number of hours they are expected to work (while not reducing the tokens issued to them).
2. Workers who have more children than others would be poorer (Read: have less access overall) if given the same number of tokens. The assumption here is that parents would have to use their own tokens to provide for their children. This does not have to be the case, provisions could be made for life-phase. Provisioning for children could either be encompassed by the 'common satisfaction of needs' (Marx 1999, part 1) or by the funds for those unable to work. Education for the young could be part of the common satisfaction of needs. Here, tokens could be provided to children or their carers, similar to the child benefits paid in many modern capitalist welfare states. As long as these child benefits and common provisions for children are sufficient for the upbringing of new generations, the cost of raising children would not

- be a source of inequality.
3. There is also a concern that the work of caring for children, and/or taking care of a household, might be a source of inequality. Working to maintain a household is a form of work to maintain the habitat; it is a completely uncompensated form of work in a capitalist society. Carers of children might also have less time available for other work and could thus lose out on tokens if no measures are put in place to address this. Again, there could be a common fund for this. Another possibility is to recognize the work done by carers at home as worthy of the same compensation through tokens. Of course, there might then be psychological issues. If caretaking and upkeep work is adequately compensated in this way, then it would no longer be a source of inequality.
 4. Those who are sick may require significant medical resources to treat their condition, while those who are healthy do not. Under such conditions it is highly likely that there will be those who are not sick, but claim to be sick, in order to get out of doing tasks that they do not find intrinsically rewarding. Who makes the claim of someone being sick or not. Here, a socialized healthcare system provides treatment to those requiring it free at the point of use. While tokens may have to be redeemed for many other goods and services, the provision of healthcare would not require any tokens at all (i.e., it would be a universal basic and free service).
 - A. Note: From a habitat service system perspective, healthcare, food, and other habitat services ought not be differentiated between; they are all essential life support services. Everyone requires food, shelter, water, medical care, power, architecture, etc.

2.5.1.2 Market-State socialism (outcome/production)

A.k.a., Market-socialism, market-socialist, reformist welfare-State politics, social democratic capitalism, a welfare State with a mixed economy, market-retained socialism, market-retained socialist, etc.

Market socialists often advocate for a form of socialism that retains elements of market-based allocation and resource distribution. They propose a mix of public ownership and market mechanisms.

1. The token prices of consumer products should be responsive to supply and demand, and not be linked to labour time.
2. Prices should be regulated towards the clearing rates, at which demand matches supply.

There are critiques of the market-State (a.k.a., capitalism) that have no plan for a new societal-economic system (are very metaphorically speaking, "vanilla"), in that they simply want to:

1. Tax the rich and redistribute the wealth of the rich to social programs (i.e., to State welfare programs).
2. Retain the market where objects and/or services are purchased for a price paid in credits from an individual's private [financial] account.

Here, the significant questions in response to these "plans" are:

1. Will wealth be (to what degree is consent necessary to take action):
 - A. Exchanged for access to community?
 - B. Traded for tokens to residences and products (possible transition)?
 - C. Forced without access or trade (not community and not transition)?
2. Will there be a retention of punishment-based standards and criminalization practices, over transitioning to science-based standards and restoration practices?
3. Is there a retention of the market in the proposed (or, actualiz-ed/-ing solution)?

Is a requirement to know about planning:

1. Was the production of a product of planning for:
 - A. Free access?
 - B. Trade and profit?
2. Is the allocation of resources to production determined:
 - A. Before end-user exchange (access)?
 1. User survey (end engineering to determine production).
 - i. Access likely has no price.
 - ii. Access may still have a price.
 - B. After end-user exchange (produced to be sold after into the market)?
 1. Induced demand.
 - i. Access has a price.

Then, the technical-operational questions are:

1. Is the State the owner?
 - A. How does the State set the Price?
2. Are there individual owners, all of whom do work (or, have done work)?
 - A. How do the owners set the price?
3. Are there any working non-owners (those who do work, but do not own; and is it possible in the structure to have non-owning workers)?
 - A. How do the owners set the price?

Of production, it is necessary to ask:

1. Can production units (economic production units) match their production to the precise surveyed needs of the population, while simultaneously accounting for flexible production (a.k.a., preference inquiry)?
2. Are the economic units competing (market) or cooperating (community)?

Economic units produce intermediary and final products in the economic-production cycle of society, which include, but may not be limited to:

1. Habitat master plans significant re-formation, commonly every 3 to 5 years (a production cycle of 3-5 years, and material changes relative to what was decided). Common access, and team access, and personal access may all have significant material changes.
2. Sub-three year production cycle categories:
 - A. Instantaneous, on demand.
 - B. Timed production configuration cycle with some set degree of flexibility in terms of customization.

In the context of users, it is necessary to ask:

- Will the consumer (user) complete a consumer (user) questionnaire, which is the deliverable of a production organization, who inquires into, collects and accounts for data on what humans require on an individual, on-going, and planned multi-year (generally, 3-5 years) habitat master-planned basis? Are some production cycles also any duration less than 3 years?

In a market economy, allocation is determined after (a.k.a., ex-post, a-posteriori, etc.), once the commodity is exchanged in the market. The consumer decides the allocation after production. Alternatively, in community, habitats are master planned through a decision system that determines allocation beforehand (a.k.a., ex-anti, a-priori, etc.), with some accountable degree of flexibility.

The arguments for market-State enterprises are:

1. The argument that the market-State socialists make is that if the capitalist role/class was removed and there were only worker owned cooperatives, then all the surplus value that is produced would belong to the worker owners of those firms. Here, the claim is that there would be a full-cycle of value produced; commodities and surplus value (profit) produced by and for the workers, but not owned by a capitalist class.
- A. However, the enterprises owners that out

competed other enterprises in success would be operating as the capitalist class.

2. With State firms, the argument is, the surplus value that is produced would go to the State, who would distribute it to the citizens through highly expanded social-service welfare currency-exchange programs. All workers become employees of one huge syndicate. Here, "syndicate" (a.k.a., business organization) as the label means that there is still a market present.
 - A. A single office, a single factor, and a single market.
 - B. However, the State would in this sense be operating as a capitalist, commodifying resources (and people) to be sold into a market for State profit (to delete or redistribute).
3. Note that the State could also have a program to transfer people and resources into a community configuration of society; which may be called many names, including names similar to the topic of State firms, *just above*.

There are likely versions of the market-State that lean toward need fulfillment, but don't go sufficiently far as to be unlikely not to revert back to the market-State. There are a set of Socialized (market-State) types of economy:

1. **Market-competing industries** run by private property owners for profit, regulated by the State, who are represented by the citizens. Some States have a high degree of regulation, and other States have a low degree of regulation.
2. **Retained enterprises that are competing** with each other (as cooperatives) to sell commodities (and services) in order to maximize their income and keep their costs down, which is still a profit seeking activity.
3. **State political parties run a State hierarchy** of enrolled position owners, who regulate themselves, and who may or may not be represented by the citizen population.
4. **Retained States (or Union of States) that are competing** with each other for resources.
5. **Nationalized industries run by the State** in a non-competitive way producing commodities (and services) that are priced and sold into a market.
6. **Collectively owned industries** that are competing with each other to produce and sell commodities (and services) in a market.
7. **Worker cooperatives that are collectively owned and competing** with each other in the context of a market to produce and sell commodities (and services).

The following are examples of production structures

that have retained a market:

1. Retained enterprises: cooperatively owned by the worker enterprises that are competing with each other to sell commodities, in order to maximize their income. Producers compete for every "socialists" purchase in a market. [many offices] [many factories] [one or more market]
 - A. Retains operation based fundamentally on a profit seeking activity and will likely retain most of the behavior that goes along with capitalism.
 1. Collectively owned industries: collectively owned by their workers in the industry that are competing with each other to produce commodities in a market. [several conglomerated offices] [several conglomerated factory] [one ore more market]
 2. Worker cooperatives: collectively owned business cooperatives that are competing with each other to produce commodities in a market. [many conglomerated offices] [many conglomerated factory] [one ore more market]
 2. Industries run by the State: in a non-competitive way, but still producing commodities.
 - A. [one office] [one factory] [one market]

CLARIFICATION: *Community is a whole alternative type of society to the market-State.*

What are the expected results when families of humans have to produce and sell competitively (competitive firms)? If the businesses (families), themselves, are cooperatively owned (i.e., which is still a market), how will that lead to better outcomes than globally-distributed master habitat plans for a habitat network for the fulfillment of human need through societal service (InterSystem Team Service).

It may be possible that a population through patchwork may get rid of social exploitation, but (because it is patchwork) there is a likelihood over time of a reversion back to high-scale social inequality as some enterprises prosper over others.

Where is it possible to achieve vertical habitat supply chain [enterprise] integration:

1. Nation/state owned service supply system with full vertical integration from extraction to production to consumption to recycling.
2. Municipally owned service supply system with full vertical integration from extraction to production to consumption to recycling.
3. Worker owned service supply system with full vertical integration from extraction to production to consumption to recycling.

Questions that help to identify whether the market is being preserved:

1. Where is there still private property, and not free access?
2. Where is there still competition, and not cooperation?
 - A. Nation/state owned productions competing or cooperating (as habitat network) with one another.
 - B. Municipally owned productions competing or cooperating (as habitat) with one another.
 - C. Worker cooperative productions competing or cooperating (as InterSystem team) with one another.
3. Where is there still price, instead of free access?
 - A. Nation/State labor wage earned by workers who have to pay a price to access:
 1. Their productions sub-organizations.
 2. The productions of other sub-organizations
 - B. Municipality labor wage earned by workers who have to pay a price to access:
 - C. The services and objects in a local habitat.
 - A. Worker cooperative labor wage earned, priced productions.

For market socialism, success looks like transitioning from price-system based on market "forces" and incentives, to price-based on actual users' needs, resource availabilities, and contributors' labor, specifically in working hours and years. Market socialism removes the capitalists initially, through centralization, but maintains the price and profits (a.k.a., "surplus value") structure, which is then distributed to (either, or all) the:

1. State (in the case of State enterprises) In the case of State enterprises, the profits (a.k.a., "surplus value") would go to the State. Here, it is actually the State that starts acting as a capitalist itself.
 - A. The citizens who are legal residents in the jurisdiction.
2. Workers of the local cooperative (in the case of worker owned cooperatives). In the case of worker owned cooperatives (a.k.a., producer-owned enterprises), the profits (a.k.a., "surplus value") would go to the worker owners of those enterprises. Here, the workers become their own capitalists; they exploit themselves.
 - A. The workers who are legal employees in the business.

2.5.1.3 Consequences for the retention of the market in the structure of society

A configuration of society that retains the market may temporarily get rid of direct exploitation, but social inequality is likely to rise over time as some enterprises

prosper at the expense of others. Environments generate behaviors, and environments where people are competing for economic access to fulfillment is likely to drive specific behaviors. When a market is retained (trade still occurs), it is assumed that the following are likely consequences:

1. Production units competing in a market value secrecy (or at least privacy) in their operations and their exchanges.
2. A concentration and centralization of economic (production) units, and consequently, the monopoly behavior associated with that concentration.
3. A concentration and centralization of criminal (power-over-other) units, and consequently, the authority driven behavior associated with that centralization.
4. Worker cooperatives that were in danger of going out of business and/or not doing well, would be under the greatest pressure to take economic decisions based on, would up their competition, and there would be a tendency for economic decisions to be based on short-term goals and profit maximization, which would lead to gross distortions of use values and a tendency to ignore the environmental impact of production. Worker owned cooperatives that are not doing well and in danger of going out of business (i.e., those under the greatest pressure) would have a tendency to base decisions on short-term considerations.
5. Profit maximization would lead to gross distortion in the perceptions of individuals in concern to production of use values, including the ongoing tendency to ignore the environmental impact of production.
6. There would be a continuation of all the wasteful and unproductive activity regularly seen in capitalism, such as advertising, the financial sector and financial instruments that lead to economic cycles of booms and busts. And economic problems around unemployment when enterprises do go busts. And inflation.
7. A rise in social inequality as some enterprises prosper at the expense of others, and therefore, a concentration and centralization of economic units, and consequently the monopoly behavior that accompanies that.
8. Competition would impel economic units, even when owned by the work-force, to suppress the income going to consumption wages in order to compete more successfully.
9. Producer-owned enterprises would seek to employ wage labor to cover short term fluctuations, and even if they expand, the owners of the worker cooperatives would not want to expand the

number of worker owners, and instead, employ waged labor (non-owners), and obviously, those workers would be directly exploited as before. Labor will be extracted from those who are workers working, but are not owners.

10. Above all there would be a tendency toward the restoration of full-scale capitalism; because, the members of a workers cooperative would have a big dis-incentive to take on new members. The owners of worker owned cooperatives would seek to maximize their own income and not hire more worker owners for the enterprise.

As long as there is competition within the economic system in which people have to operate, while maximization of value is the key goal, then the exploitation will continue, all the laws of the motion of capital that Karl Marx (1867) described will still be at play; regardless of whether or not it takes a very different legal form. The "laws of the movement of capital" that Marx described would simply persist, including (Marx, 1867):

1. **Value exchange:** the value of a commodity is determined by the amount of socially necessary labor time required for its production. Exchange occurs when two commodities have equivalent values.
2. **Surplus value:** in market-State (capitalist) production, workers are paid less than the value they create through their labor. The difference between the value produced by workers and their wages is called surplus "value" (profit, extraction, abstraction, etc.), which is appropriated by the capitalist as profit.
3. **Exploitation:** market-State (capitalist) production as inherently exploitative, as it relies on the extraction of surplus value from workers who do not fully receive the value they produce.
4. **Regression cycle (accumulation and crisis; boom, bust; tendency of capital accumulation):** those who seek accumulation over others strive for continuous accumulation of capital, to maximizing profits over human needs. This drive can lead to overproduction of what is needed, economic crises, and class conflicts.
5. **Law of the falling rate of profit (i.e., tendency of the rate of profit to decline):** because of competition, the reward to increase productivity, capitalists invest in machinery and technology. However, this leads to a decline in the rate of profit over time as the organic composition of capital (ratio of constant capital, i.e., machinery, to variable capital, i.e., labor) increases.
6. **Class division and struggle:** the inherent contradictions and inequalities of capitalism would

lead to class struggle between the capitalist class and the working class, ultimately resulting in a revolutionary transformation of society. Trade both mathematically and realistically creates a socio-economically class-divided society. There is a tendency for the concentration and centralization of capital (mathematically and realistically).

QUESTION: *In the context of the laws/principles of the motion of capital, does the solution proposed standard represent a break with the laws of the motion of capital?*

In this context, historically, labor (a.k.a., value) in socialist economic calculation has forms:

1. **Concrete Labor: Labor theory of value (a.k.a., direct physical labor, Ricardian theory of value, concrete value)** the value of a commodity (object produced for market circulation) is the amount of labor time that went into producing it. The exact amount of time that could be stamped on the object.
2. **Abstract Labor: Value theory of labor (a.k.a., calculated labor, socially necessary labor time, Marxian theory of value)** here, it is not the amount of labor time embodied in a product that determines its value; instead, it is the average calculated amount of time that is necessary to produce that product on a world/global scale. And, that average calculated value (in hours, minutes, etc.) is something that is not determined by any agents of capital directly nor arranged by the producers who are subordinate to owners' demands at the point of production. In the real-world, currently and for the foreseeable future, the average amount of socially necessary human labor-time to produce an economy is changing depending upon, at least, the productivity of labor (i.e., workers who are healthy and intrinsically motivated will be more productive). The addition of new technologies may also reduce socially necessary labor time. The introduction of total city systems (i.e., integrated habitat service systems) strategically lowers the average amount of labor time universally across all material need sectors (as in, life, technology, and exploratory).
 - A. For example, if the global necessary average to produce a given commodity is 20 hours; then, if one production unit is producing it at 30 hours, then from the standpoint of the value form, the extra 10 hours that your production unit is performing above the average is not creating any value. The workers can work all they want, but they are not creating/augmenting value unless it conforms to the social average. The

average is what is called socially necessary labor time. Socially necessary labor time acts as a disciplinary mechanism behind the backs of both the workers and the capitalists. And, it compels them to adhere to the standard (number of hours). No body knows what the average is immediately, because as Marx says In Capital, value does not reveal its secrets immediately, the commodity does not have its value stamped on it. This is manifested through the laws of competition. For instance, if a production unit is producing a widget at 30 hours and the competitors are producing it at 20 hours, and 20 hours more closely corresponds to the socially necessary labor time, eventually the competitors will drive you out of business. State control mechanisms can protect businesses from going out of business when they have a much higher time frame for production than that which is socially necessary.

Above, there is a physical effort type of labor (human work), and secondly, there is a calculated total labor time (inclusive of human labor) as the average amount of time it takes to produce a product. Every act of labor involves both human work ("concrete") and calculated work ("abstract") moments of labor. The actual amount of labor some system puts physical effort into completing some task is labor. Socially necessary labor time is one measure of value, and therefore, it's a split between abstract and concrete labor that at the very instant of laboring the laborer is both laboring concretely, but also concrete labor is adhering to this social abstraction, simultaneously. However, without meta-information about physical labor, decisioning cannot fully resolve systematic solutions. Decisioning must also account for sex and cultural differences; it must account for the tools the workers are given and the state of technology they are working with; it must account for the workplace environment and life conditions. The average amount of time that is necessary to produce any product is constantly changing depending on human productivity and advancements/changes in technology. Real-time values are still acquirable.

Such values imply that there are two kinds of value temporality (i.e., what else can we do with the "time" in/of our lives). There is a temporality that is actual human/system labor time (i.e., "I worked" *this amount of time*), and then, there is another type of time, "you must work" *this many hours in order to augment this amount of value (demand)*, otherwise you are going to be pushed aside for someone else who will adhere to that standard. In other words, socially necessary labor time in a market-Socialist State. Marx talks about actual physical [concrete] labor versus [abstract] socially necessary labor time. There is a difference in the actual amount of hours a given individual works and the amount of hours

that individual must work that counts as valuable. In the market, all labor-time has cost; and therein, the market rewards those with lower socially necessary labor time (with cost reductions).

Here, there is labor-time as value, with duration (and intrinsically, human work present):

1. Working years (a.k.a., lifetime working years for contribution, contribution span, work span, etc.).
2. Working years (a.k.a., lifetime working years for sustaining self and household, health span).
3. Working hours per year (a.k.a., annual working hours).
4. Working days per year (a.k.a., annual working days).
5. Education hours per year (a.k.a., course hours, course credits, etc.).

A community proposal is a standards informed and overall-planned economy that determines the allocation of material resources and habitat services (and objects) prior (with some flexibility) to their production (the allocation with in a real-world, operational habitat). A social economy ought to be a planned economy. A community economy ought to use human-need (all) goal-directed economic coordination. A social economy ought to have some flexible production to allow for preference changes during production.

"On the on hand" these producing cooperatives are pre-figurations of some new and more equal society, but "on the other hand", as long as they remain within a market [capitalism], the workers/States in association become their own capitalists. Capitalism still exists, the workers are workers who are treating themselves as capitalist, essentially, exploiting themselves.

In the early 21st century, most States are a mixture of private-public, or private-State, agreements. The internal structures of the States on this spectrum lie between the State(s) owning everything to the private individual(s) owning everything, for trade to access. Some States in the early 21st century own everything, and blend that with some capitalist ideas of private property.

It is possible to imagine a society where workers are coerced, forced, or otherwise extrinsically motivated to work to receive/purchase life things for the price of their labor-time. Whereupon, the workers realize that it doesn't matter how hard they work, everyone ends up with equal anyway access/purchasing power; so, there is no incentive to do your best at the work. If workers do more work and get more purchasing power, then that incentivizes the artificial elongation of work. Ultimately, there is no incentive to do more work, or better anything, when equalization comes at an price-cost. People effectively become very inefficient without intrinsic motivation. When this happens, States then, sometimes start punishing people for not being productive. The alternative to forced equalization (without community consideration) would be to: incentivize them with wealth.

Thereupon, in the early 21st century, some States governments have realized that they could incentivize people with some wealth; and still own everything. All they have to do is couple the wealth, social incentives and social credits, with violence (with a strong and coercive State authority). This is a hybrid/mixed model -if you do what the State party tells you to do, then we will incentivize you with likely wealth. Or, we will censor, jail, or kill you. Effectively, such a State does not have "human rights", though it might acknowledge and seek to meet some specific material human needs. Authoritarian models generally, and effectively, censor all dissent of the party.

3 [Plan] Execution of transition from market-State to community

A.k.a., Market-State [transition] interface plans, community transition program, societal transition plan, community transition plan.

By taking these steps and working towards a more cooperative and inclusively global configuration of society, it is possible to create a world in which the needs all humans are met, and the ecology is restored. A key to transition is to transition over a sufficiently lengthy time that the transition is peaceful with community living always accepted through explicit consent. Once there is a sufficiently conceptualized and simulated societal system for a community-based society (i.e., no money, coercion, or class divisioning), it is economically and politically (law) inevitable that said community standard will replace market-State standards (and community constructions will replace market-State constructions). Especially, if community standards are more scientifically based and achieve better outcomes, then it may be a moral/ethical imperative to replace out-dated market-State standards and socio-technical operations with more updated community-based ones.

Some potential steps and strategies for the optimal fulfillment of human need, and a transition to community at the global scale, include:

1. Promote international cooperation and collaboration: by working together and sharing resources and knowledge, States can more effectively address global challenges. This may involve creating international organizations and agreements to coordinate efforts and hold each other accountable.
2. Align the technical standards used by global entities to those of community to proactively drive the integration of the various methodologies and the construction of a unified community information systems standard.
3. Prioritize well-being of the people: policymakers and governments should prioritize the well-being and needs of all people, rather than just a select few. This may involve redistributive policies and programs to ensure that resources are distributed fairly.
4. Ensure access to basic needs and conditions: all people should have access to basic needs and conditions from which to be educated about and contribute to community.
5. Protect human "rights": The protection of human rights is essential for the fulfillment of needs under market-State conditions, where States have the power of force, violence, and coercion, and trade

creates a state of some having advantage over others.

6. Protect ecological "rights": The protection of ecological service rights is important under market-State conditions, where market entities have the power, incentive, and desire for exploitation and obfuscation of production.
7. Address education: Create systems that provide individuals the option to remove limiting mindsets and schema, learned over a lifetime, and replace them with knowledge about society, and with the skills for human fulfillment therein.
8. Address misinformation: Create systems and processes to address misinformation driven by personally and/or politically-driven actors intending to mislead the general public about the realities of human potential to live in community at the societal scale. Inform better perceptions of what is possible given the people, resources, and knowledge available (and, in its opposite, disrupt perceptions that community and the elimination of the market-State is "too different" or "utopia").
9. Promote education and awareness campaigns: Education and awareness campaigns can be launched to promote the contribution to a community commons and an education about societal systems science engineering.
10. Create a tamper-proof record of project data, including project design, monitoring and verification data, and transaction records: This can help to reduce the risk of fraud and improve the accuracy and credibility of the information system. Herein, implement a digital ledger registry for access, for resources, for surveys, and for profiles (in community) and wallets (market-only).

INSIGHT: Conditions empower.

To realize a resource-based economy, there are a few key steps that would need to be taken:

1. Identify and survey the resources that are available and needed to meet global human needs. This would involve creating a comprehensive inventory of resources and determining how they can be used to meet various needs.
2. Identify and survey the needs and preferences of all users.
3. Develop a plan for how to allocate and use these resources in an efficient and equitable way to meet the users' needs and preferences. This would involve creating systems and processes for coordinating and distributing resources, as well as establishing standards and rules to ensure that they are used with trust, fairly and sustainably.

4. Implement the plan and establish systems for monitoring and adjusting it as needed. This would involve putting the systems and processes in place for production, well as establishing mechanisms for tracking and evaluating their effectiveness.
5. Engage with users to ensure that the productive fulfillment platform is inclusive and meets the needs of all people.

A strategy in the context of a transition plan refers to a method or approach the identifies how [specific] goals or objectives will be completed in related to a transition. Effectively, a strategy is a high-level description of how transition will be carried out. A well-defined strategy is crucial to ensure a smooth and successful transition from one [societal] state to another.

The method herein uses all of the following process stages simultaneously:

1. Identification/identifying (and filtration/filtering).
2. Amplification/amplifying.
3. Reduction/reducing.
4. Elimination/removing.
5. Establishing/creating.

The following strategy is to be used to facilitate transition to community at the societal scale:

1. **Identify (and filter for)** a community standard:
 - A. Community standards.
 - B. Scientific knowledge.
 - C. Community values.
 - D. Community objectives.
 - E. Human needs.
 - F. Resources and technologies.
 - G. Effective fulfillment services and habitats.
 - H. Effective ecological [service] regeneration.
2. **Reduce (a.k.a., diminish, decrease, lessen , etc.):**
 - A. Belief and introduce scientific knowledge.
 - B. Market values and introduce community values.
 1. Reduce property and trade.
 - C. Market objectives and introduce community objectives.
 1. Reduce profits, scarcities, and competitions.
 - D. State values and introduce community values.
 1. Reduce relationships based upon power-over others.
 - E. State objectives and introduce community objectives.
 1. Reduce coercion (in order to conform behavior) over the "citizens".
 - F. Market-State built environments and introduce community built environments.
3. **Remove (a.k.a., abolish, terminate, eliminate, etc.):**

- A. Belief (with systems science knowledge).
- B. Market-State values (with community values).
- C. Market-State objectives (with community objectives).
- D. Market-State incentives and requirements (with intrinsic motivation).
- E. Market-State built environments (with community-built environments).
4. **Establish** (a.k.a., create, make, introduce, set up, etc.):
 - A. A set of coordinated working groups to develop the standards and facilitate decisioning using the standards.
 1. Community standards.
 - i. A base of scientific knowledge.
 - ii. A base of integrated and unified information.
 - iii. A base of agreement.
 - iv. A set of clear consequences and/or penalties for non-compliance.
 - v. A clear set of standards and protocols for measurement and audit.
 - B. A set of coordinated habitat service teams to that complete socio-technical operations in the material environment to meet material human needs.
 1. A network of community-type habitats.
 - i. A base of life, technology, and exploratory service configurations of common heritage resources.
 - ii. A base of integrated habitat services within a planetary ecology.
 - iii. A base of residency and socio-technical [life phase] fulfillment.
 5. **Encourage (a.k.a, amplify):**
 - A. Encourage education: Encourage the development of community standards and their usage as educational material.
 - B. Encourage residency through the movement of people and resources: Encourage the re-location and/or re-configuration of people and resources from the market-State into a society representational of community.
 - C. Encourage disclosure: Encourage organizations to disclose all objects and processes related to production, and to report on events related to production.

NOTE: That which intended to be removed completely, will likely first need to be reduced over time, before being completely removed.

During transition there is a need to amplify specific elements of society, while reducing other elements of society:

- 1. Amplification of Community** plans and actions to amplify and build community:
 - A. **ADD** community values and objectives.
 1. Add applied community definitions of freedom, justice, and efficiency.
 2. Identify and engineer a habitat system that will co-operatively meet human need fulfillment requirements.
 - B. **INCREASE** community operations.
 1. Open source information working group services.
 2. Habitat working team services.
 - C. **ELEVATE** community standards and plans.
 1. Develop community standards and use them as a guide for organizational planning and operations.
 - D. **MAKE (CONSTRUCT)** community (people & resources) bigger.
 1. Develop community standards. Deliver community standards.
 2. Construct a community habitat network. Deliver an operational community habitat network that successfully meets all human needs given what is known and available.
- 2. Reduction of the market-State** plans and actions to reduce and remove the market-State:
 - A. **REMOVE** market-State (competition, scarcity, authority) values and objectives.
 1. Remove applied market-State definitions of freedom, justice, and efficiency.
 2. Identify and de-couple from requirements to compete in order to sustain elevated economic access and power-over-others.
 - B. **DECREASE** property and coercion operations.
 1. Closed source information working groups.
 2. Competitive industrial and competitive State economic operations.
 - C. **DE-ELEVATE** market-State standards and plans.
 1. Retrain personal on community standards.
 - D. **MAKE** the market-State smaller.
 1. Make trade, in order to acquire fulfillment, unnecessary.
 2. Make coercion, in order to sustain the peace, unnecessary.

A strategic societal transition requires the transition of the market-State construct into that of community. The market-State construct is composed of three principal systems, each of which contain people and resources, and must be transformed/transferred into a community configuration [of society]:

1. The market-industrial interface plan.
2. The social-State interface plan.
3. The civil public interface plan.

Herein, the following amplifications and reductions are planned for in order to successfully execute transition:

- 1. Amplification plans and actions** (a.k.a., add, increase, make bigger, elevate).
 - A. Community objectives:
 1. Construction of a community habitat.
 2. Construction of a community habitat network.
 3. Distribution of access to what is required to complete human need fulfillment.
 - B. Community values:
 1. Freedom (as defined by community).
 2. Justice (as defined by community).
 3. Efficiency (as defined by community).
 - C. Mixed values and objectives:
 1. Less labor with more production:
 - i. Abundance production through mimicking natural ecology.
 - ii. Abundance production through automation and artificial intelligence.
 2. Regeneration of planetary ecological systems.
- 2. Reduction plans and actions** (a.k.a., remove, reduce, make smaller, de-elevate) the following.
 - A. Market-State objectives:
 1. Profit production (over others profit).
 2. Property usage and defense (over other people's usage).
 3. State economic advantage (over other the advantage of other competing States).
 - B. Market-State values:
 1. Freedom (as defined by the market-State; including property and commerce/trade).
 2. Justice (as defined by the market-State; including authority and punitive/retributive justice).
 3. Efficiency (as defined by the market-State; profit/money production).
 - C. Mixed values and objectives:
 1. Militarization to defend from others.
 2. Exploitation and wasting of planetary ecological service.
 3. Scarcity to maintain commerce.

The following processes (identifications, reductions, ...) shall be carried out as part of transitional operations, in order to facilitate the emergence and sustain operation of community [at the societal scale].

INSIGHT: *New parallel community networks that can reduce our dependency on the market-State system will eventually build a sufficiently viable fulfillment system free of trade and coercion, and in doing so, drain the energy (people & resources) from the market-State while filling up community.*

Hence, the generalized process of transition may be as

follows:

1. **Develop a common wealth of nations, a common wealth of humanity.** A common wealth of nations is a group of people who are aware that their capacity to flourish or wither is dependent on one another and they come together to ask how they can support each other in ways that all of us flourish. A common wealth of nations coordinates its resources and contributions toward the development of:
 2. **Develop community standards** from/through working groups that develop standards.
 - A. **Adopt community standards** from/through habitat agreements and operational standards.
 3. **Develop an education system** from/through community standards.
 - A. Do this through development of community standards.
 - B. Do this through the State.
 - C. Do this through universities.
 - D. Do this through private education centers.
 - E. Do this through public access information.
 4. **Develop a base level of work and life conditions** to facilitate orientation into community.
 - A. **Do this through the State.**
 1. Do this through basic income (universal, unconditional, & periodic) as a public [monetary] service to all "citizens", paid for by:
 - i. Taxes mandatory, coercive State monetary collection events.
 - ii. Monetary "printing/minting" events token creation on/in a chain of created tokens.
 2. **Do this through the State** providing free access to services paid for by:
 - i. "Taxing".
 - ii. Token "creating".
 3. **Do this through State** law creations that introduce seriously consequential regulation on industrial non-cooperation, non-coordination, non-implementation of automation, and lack of safety.
 5. **Develop an economic calculation system** upon which to support economic decisions.
 - A. Account for simultaneously in a computer:
 1. Resources.
 2. Contribution (including, labor hours).
 3. Access.
 4. Location.
 5. Occupation.
 6. Plan with linear algebraic matrix operation calculations on the economic variables.
 7. Analyze with statistical service operations on the observed variables.
 - B. *Create an synthetic (artificial) support coordination system to co-ordinate resources and human fulfillment activities.*
 6. **Develop a virtual reality, clash-free simulation** of the physical, experiential environment.
 - A. Simulate the flow of resources from collection to integration to application to recycling.
 - B. Simulate the lifestyles of those in community to give individual humans the experience of what life is like (could be like now) in community.
 - C. *Create an synthetic (artificial) support coordination system to co-ordinate resources and human fulfillment activities.*
 7. **Transition State power** to the power of information working groups.
 - A. Create working groups that develop community standards.
 1. Create societal standards coordinated working groups that develop unified information standard for community.
 2. Coordinate with industry to develop industrial/production standards that build optimal material environments that appropriately and expectantly meet human fulfillment requirements.
 3. Create working groups that facilitate the resolution of decisions about significant changes to the material environment.
 - C. *Create an synthetic (artificial) support coordination system to co-ordinate resources and human fulfillment activities.*
 8. **Produce habitats** on land, based on community standards.
 - A. Do this through the State.
 - B. Do this through the private cooperative purchase of industries.
 9. **Produce a coordinated contribution service** to provide the public with the ability to contribute to community.
 10. **Transition production/industrial power** to the power of habitat service teams.
 - A. Coordinate with industry to develop industrial/production standards that build optimal material environments that appropriately and expectantly meet human fulfillment requirements. (note: State, industrial chief, and knowledge experts are representatives are in the groups.
 - B. *Create an synthetic (artificial) support coordination system to co-ordinate resources and human fulfillment activities.*

3.1 The market-State interconnection

A.k.a., The market-State transition interface.

The connection with community and the market goes both ways:

1. The community needs some thing from the market.
2. The community influences the public who own property in the market.

If we (a community habitat population) are using materials (raw and technological) that we are not making ourselves, and those materials come from a monetary market, then the community will require a market scheme (i.e., monetary stream) for trading to remain stable in economic resource usage and cycling. If community (habitats) require resources from markets, which is system that disallows access without exchange, then community will need to produce products and or services to trade into the market [as an "options token" to purchase future access], for future exchange. A system that is developing toward regenerative sustainability, but still requires resources from a market economy might be known as a 'hybrid-community' a community that is becoming more resilient and sustainable, but at the current time, requires resources from an external [authority-driven] system.

NOTE: *The early 21st century has a six content economic supply chain, linking the economies of different States across six continents such that build a highly complex technological item requires the supply chain of many States across six continents. This chain was developed after World War 2 (it is said, to prevent another similar global catastrophe).*

An early version of community will have to use money in a [global and local] monetary system to get to a system where we don't have to use any money, globally. A community that requires external exchange of resources might seek to develop an abundance of something which they use and for which there is at least some externally-exchangeable market into which they may exchange their abundance. In community, the notion of "abundance" implies the ability to help others. Herein, we realize that business is a fundamentally unsustainable trajectory, but while it exists as a governor to the access of needed resources then it too will require designed planning as a subsystem of the Real World Community information system. In other words, the "vehicle" for resource exchange between the community and the monetary market will have to be "business plan"; because, a business plan is a directional composition for a business entity and it inherently utilizes market jargon. A "business plan" is a necessary tool for the Community in communication with the market to which there is some resource-interface. Note that a "geopolitical planning assessment" is also necessary for placement of

the community within an authoritative State jurisdiction.

Fundamentally, while operating within a financial [instrument] system the community needs to have a financial model with which to effectively remain stable and operate [its own instruments, which are optimized for sustainability]. Hence, issues that utilize a resource with a financial cost must be calculated through a **financial [instrument] inquiry** process to determine the availability (or potential availability) of the resource by market exchange, which is an arbitrating limiter on access to the resource.

The financial transition to a community configuration can be any one or all of the following:

1. Borrow finances from a source of finance who can and will lend:
 - A. Borrow at no interest.
 - B. Borrow at an interest.
2. Friends and family pay.
3. State taxation of commerce pays, and tokens circulate.
4. Tokens are created by the State when an exchange occurs and are deleted after price-purchase exchange.

3.1.1 The market-State belief interface [to community]

i.e., Cognitive release from the market-State.

One of the most significant goals for transitioning current environments to that of a community-type society is to design a socio-economic environment where property owners feel satisfied with releasing their property over to the commons for community coordination; because, the property owner, as well as everyone else, gets a high level of access in return. A second most significant goal for transition is creating socio-technical physical environments where people have what they need, and feel "ok", so that they do not commit crime (and violations of moral standards), and there is no need for a coercive State authority-dictatorship. Hence, a safe interface to community, from the market-State, will maintain services that meet human need through all phases of the transition, ensuring continued accessibility, affordability, sustainability, and reliability.

INSIGHT: *During transition and on into community, human flourishing as a basis for all policy.*

There are both technical and human barriers to a safe transition to community.

3.1.2 The market-State standards interface [to community]

i.e., Transition of market-State standards to

community standards

Community requires the production and adoption of community standards. A unified standard for community is to be adopted by all societal organizations by formal agreement, thus establishing values and creating action items that orient toward global human need fulfillment. The following organizations are expected to adopt the standard, and over time, come into greater alignment with a community configuration of society:

1. Central government bodies.
2. Local governmental bodies.
3. Non-governmental bodies.
4. International and regional bodies.
5. Corporate production bodies (industrial bodies).
6. Non-profit and human service production bodies.
7. Education bodies.

3.1.3 The market-State city operations interface [to community]

I.e., Transition of market-State city operations to community operations

Transition proposals can be broadly separated into two categories:

1. **Build new environments from the ground up.**
Build a new environment without property; build new habitat service systems. These service systems may be built on new land (new developments), and they may be a rebuilt pre-existing built environment (conversion developments). In either case, on never built land or previously built land, an entirely newly building environment without the issues present in old environments is to be built.
2. **Transition existing environments.** Modify old environments into a community-type environment.
 - A. Identify what maintenance is required to maintain old infrastructure.
 - B. Identify what access-needs are required to be met (i.e., identify demand targets).
 1. Identify what work is required to meet the demand for a new environment (Read: new infrastructure).

In transition the social population needs to remove bad houses, and move those people to better, fulfillment-oriented, environments. Therein it is possible to have movement:

1. Movement from:
 - A. "Bad" living/housing conditions in the market-State,
 1. To "better" living/housing conditions in the market-State. Wherein, the options are:
 - i. Moving to a new house in the market-State,

better than the old.

- ii. Maintaining old infrastructure (back to working condition).
- B. "Bad" through to "good" housing conditions in the market-State,
 1. To "best" living/housing conditions in a community-type environment.

Both types of movement are possible simultaneously, new cities can be built and people can move in, and present living conditions can be improved in a prioritized manner, given local conditions.

Building habitat service systems through:

1. Through the market: Funding in the market.
2. Through the State: State political action (or local government political action).
3. Through citizens: Political actions on the part of citizens (individually and in groups).

3.1.4 The market-State power interface [to community]

There are three related and distinct methods to achieve [project] power (Read: control, advantaged information, and advantaged objects) in society:

1. The State method requires authority. No authority, no one listens to "you". To transition requires authority.
2. The market method requires currency. No currency, no one listens to "you". To transition requires money.
3. The public method requires education and respect. No education or respect, no one listens to "you". To transition requires education.

In the early 21st century, knowledge and objects are spread over a large number of property owners and owning stakeholders, each of them thinking and acting in their own ecosystems ("communities") and disciplines. Information flow between these owners (ideological, thematic and geographic) is low, and objects flowing between them is mediated by the market (trade). It is necessary to establish paths (physical and virtual) whereby information and resources transfer into a coordinated commons. Both States and cooperatives can incentivize the movement of people and resources into a community-type configuration (of society). The interface with the market-State ought to safely and intelligently transition the global market-State society, with contextual specificity, into community. States have a secondary function, and can present consequences to entities that do not follow standards and move resources into a community-type configuration.

3.2 Transition of the market [to community as a source of production and standards]

A.k.a., Transition of means of production, transition of industry, transition of production, transition of methods of production, transition of mode of production, economic transition, production transition.

Typically the market handles the elements of production, and hence, in a community-type decision system, it is easy to see how the market transforms into a coordinated and integrated, cooperative socio-decision-production system. Here, the market mode-of-production is transitioned to the community mode-of-production. Here, the State as a system of conflict resolution and militarization is transitioned into a standardized community-contribution operation.

Society is transitioning from a state of production in the hands of capitalists and State authorities, to a society where all production and distribution is subsumed by a cooperatively coordinated [contribution] organization. This cooperative organization has access to sufficient data to produce optimal plans. Production in community occurs through standards, decisioning, and habitat services, and represents a planned design (temporary state-solution) that is capable of assuring the fulfillment of the life (vital), technological, and exploratory needs of everyone.

In community, the production model of society will transform to one of systems science and efficiency, calculated labor and resources, less waste, and more restoration of fulfillment:

1. Transition from labor-for-income emphasis,
 - A. To contribution-for-access emphasis.
 1. Goal:
 - i. Maximize user fulfillment (i.e., user need to feel significant and contribute).
 - ii. Increase self-motivation.
 - iii. Reduce human competition for access.
 - B. To machine automation emphasis.
 1. Goal:
 - i. Maximize productive capacity.
 - ii. Increase efficiency.
 - iii. Reduce human exposure.
 2. Transition from property/ownership emphasis to strategic access emphasis.
 - A. Goal:
 1. Maximize good use-time efficiency.
 2. Increase overall good availability for use.
 3. Reduce production pressure.
 3. Transition from proprietary research; data hoarding and internal development to collaborative commons contribution.

A. Goal:

1. Maximize innovation.
2. Increase sharing and re-utilization.
3. Decrease opacity (i.e., decrease secrecy and lack of sharing).
4. Transition from globalization of trade to globalization of economic planning emphasizing a global societal system [data, information] with local customized habitats [materials, resources].
 - A. Goal:
 1. Maximize productive/distributive efficiency.
 2. Increase intelligence.
 3. Reduce waste.
 5. Transition from fragmented economic data relay to fully integrated, sensor-based digital and integrated systems.
 - A. Goal:
 1. Maximize feedback and information efficacy, certainty, and utilization.
 2. Increase total economic efficiency.

3.2.1 Market trade [access] deliverable

In order to access the market, a documented standard for the practice of the business must be delivered. The business plan (market-interface strategic plan) shall be developed. A market-interface business plan (sub-project plan) and accompanying analysis to ensure the continued livability of the community within the larger monetary market. The first version of the community [at least] will require significant resources from the market, and hence, the community will require some balance of [angel] donations and business interaction. The Community will have to interact with the market [to some degree], and this will have to be planned and accounted for.

3.2.2 Transformation of corporations and States

During transition, corporations and government agencies will transform their operations into open-sourced cooperative market-State structures that research, plan, and carry out societal operations. During transition, cities could become benefit corporations, or cooperative market-State organizations. These cooperatives could free lease their equipment and properties to the three types of community access: team (infrastructure and production operations); common (everyone); and personal (individual). There is no need for debt, rent, taxes, or labor costs for any cooperative State/Planning-level organization. Those who now have personal, community, and team resources are expected to caretake them. Transition ought to release workers from the threat of unemployment and penury that is used to discipline workforces under capitalism, while involving workers in the design and management of their workplaces, will enable a much more cooperative

and participatory ethos to take hold.

When there is credit present, then there is the employment of people who earn credit by working. If the credit is created by the work itself (i.e., its creation is caused by the work), then it is not an expense and no one pays for it; it is simply created when it is earned.

Here, the cooperatives are composed of people buying products and activities from the cooperative. The cooperatives in turn have free access to raw materials. The people in the cooperative work to produce, and get paid to work, and then in turn purchase products from the cooperative. The products are in turn composed of raw materials (physical resources) that were given/accessed freely by the same cooperative and/or a State cooperative. The cooperatives and community users are stewards of our common resource.

It may be possible to organize a transition system in which each habitat (community-type city) gets a community credit account, funded monthly with equal amount (χ , given to all habitats) times # of citizens. This fund is a direct universal basic income for local habitat service operations (and working groups). This credit could then go to buy resources, and buy labor, as determined by decision planning working groups. Alternatively, the habitat could get a monthly amount to buy resources, and citizens living therein could be given their own community credit account, funded with an amount equal to that which everyone gets, globally. This credit could be used directly for purchases or given to support a particular habitat service. In this case, the workers are not paid; instead, everyone gets paid for universally existing. Additionally, it could be that everyone gets a universal income, but workers get paid an additional amount (a "bonus"), because they are working. That additional credit earned may be used to buy anything, or it may only be used to buy luxury items.

In the case of the community credit account, it could be the case that all local citizens of a city can then vote on the selection of the next master plan [habitat solution] produced by the decision working group in conjunction with the local population. This vote would relate to where to allocate funding to teams in the habitat. Possibly, the vote could be set to only pass when the results equal 90% or greater. A visualized decision system and resulting solution will more easily result in alignment than when visualization is absent. It is also a possibility herein that only community members ("citizens") who may vote on a plan are those that have completed their service contribution duration. In other words, only those who have completed their duration of work service may vote.

In the case that no person or group has to pay for anyone's time, the biggest 'expense' most market organizations face in capitalist society is eliminated: labor costs. A university, for example, is no longer limited by how many teachers it can have due to a lack of money. Instead, it is only limited by how many people vote for a configuration of the habitat, and then, how many contribute to where currency and resources are focused after that selection is taken.

During transition, the serious question is, While corporate and State functions still require currency to buy physical goods in the global (open) market, how do cooperatives get funds to make those necessary purchases required resources?

1. The top-level cooperative organization is the State. Herein, there are several options: the State prints credits; the blockchain prints credits; the users print their own credits.
2. The habitats' together sell their abundance into the global open market, and the received currency goes toward community and/or personal credit accounts. In the case of a community credit account, the currency in that account may only be spent by habitat/city operations; it can only be spent by community teams on the global open market. Similarly, it may be that personal credit is only used for personal transactions (e.g., buying goods/activities from a cooperative).
3. More people buy into, and more States buy into, the construction of habitats in a community network. The purchase currency enters the community credit account, with which it is then used to purchase resources for habitat operations.

In order to understand the transition of corporations, it is necessary to understand how corporations exert their power in the early 21st century? Generally, there are three dimensions by which corporations exert their power:

1. **Power over decisioning** and control of the strategy means the power of legal [person] authority.
2. **Power to define issues** and potential issues means, the power to control the narrative).
3. **Power to avert conflict** means, the power to keep conflict latent between the interests of the powerful and those over whom power is exerted.

Corporations exert their influence and power throughout all of society:

1. Corporations operate within a political environment composed of many interacting elements where corporations are present. In the political environment there is: the legal political positioned persons, lobbying by non-political positioned persons to have political persons take decisions as they would, campaign donations, judges to interpret political decisions, and police to enforce political decisions.
2. Corporations operate within a financial environment with limited liability owners (shareholders). Wherein, shareholders ("investors"), generally, have indemnification and cannot be

- sued.
3. Corporations operate within an extra-legal environment wherein they can de-platform and hide the visibility of specific people so that the information is suppressed.
 4. Corporations operate with consumer environment, where a public of legal persons purchase their products and services.
 5. Corporations operate within a State schooling environment where an organization of legal persons facilitate learning and educate the young in some way.

While transition is occurring, the following are some potential transition strategies for industrial corporations:

1. Industry (employee-employer) may continue to play a role in developing products, but the play no role in:
 - A. Testing them, and/or
 - B. Selling and delivering them.
2. All results of testing and all results of sales must be made publicly available.
3. State regulators and State politicians should not take money from industry (as State policy/law).
4. Education should be based on community standards, and should not be funded or sponsored by the industry.

3.2.3 Market power

A business owns resources and a factory in some city. In the transition process, the Project transition team must develop and propose transition models for these large industries. The government using scientific inquiry and economic calculation, can set standards that various industry understand and comply with. Because a government (planning system) based on authority-over-others is escalative of violence (i.e., likely to escalate violence), it is likely that if States enforce compliance there is the potential for violence. Violence should be avoided at all costs (i.e., should be avoided with a 99% confidence level that it should be). To avoid violence, States could begin eliminating all crimes of a non-violent nature. And, instituting a system where no profit can be maid from prisons, where prisons are the contribution "State" population.

The State could set tax rates higher for industries that are larger. Effectively, instead of profit going into the accounts of owners, the "profit" would be deleted or used elsewhere. It would be used either way to develop a planned credit-based socially-organized market system. The money coming into the State from taxes can be transformed through a project into solutions for the fulfillment of.

Because the land and ocean is divided into territories, industry may also choose to relocate to places on the planet where the tax rate is lower. However, because

the goal of taxation in this case it the production and operation of a type of society transparently beneficial to all, leaving would reveal the lack of real (market) accountability.

Imagine, however, if a whole country has this orientation and politics. If a whole country population had an orientation toward transparency in resources, demands, and production capacities, and the politics to organize the coordinated production within and between cities and between industrial property and State property.

The Project needs both:

1. Project transition team members that have political power.
2. The support of the population.

The structure of the market carries with it the power to silence useful activity toward objective and common global human need fulfillment, through the profit incentive:

1. Advantage of having property (i.e., property is power [-over-others]). Hence, the default value of accumulating, expropriating common access items, and even, the items of other competing property owners, in order to have and maintain competitive advantage in a scarce market. Hence, the default value of openness and transparency is zero under capitalism. Meaning, if anyone can do something secretly, then they will do it secretly (as the most efficient path forward).
2. Advantage of having profit (i.e., profit is power -over-others]. Hence, the default value of creativity under capitalism is zero. Meaning, if anyone can produce some creative work for free, then people will consume it for free, and if they can get away without paying the creator, then they will get away without paying you.

3.2.3.1 Transition of liberal democracies

A.k.a., Transition of market democracies, market democratic states, market-State voting.

To determine if a State is a democracy, the following question is significant:

- In a democracy, does an alternative political system have a candidate representing that alternative?

If a State has a democratic political representation system, then there are "popular" voted elections that by rule/procedure are said to create political "representatives" who execute the decisions of the State on the people's behalf:

1. In a liberal democracy (a.k.a., liberal-State

- democracy), popular people are voted in to decide for and to regulate citizens and the economy (i.e., society) based on competition, trade.
2. In a social democracy (a.k.a., social-State democracy), popular people are voted in to decide for and to regulate citizens and the economy (i.e., society) based on authority, power-over-others.
- A. In a theocratic democracy (a.k.a., theocratic-State democracy), popular people are voted in to decide for and to regulate citizens and the economy (i.e., society) based on authority, power-over-others.
- B. In a community democracy (a.k.a., social-State democracy, community-democracy), popular people are voted in to develop community standards, to execute known community standards, and to regulate citizens and the economy (i.e., society) based on community standards, using the power of the State (i.e., using authority). Note here that it is in how authority is used that always makes the difference. Remove the incentive to have power-over-others and authority transitions to simple cybernetic control (i.e., project coordination).

To transition to community democracies must change,

1. Voting has to be de-linked from price so people cannot just vote themselves more money. In this way, a market democratic State is just people voting to perpetuate trade and fund their own market-public initiatives using the State (i.e., fund their own and their families bank accounts).
2. Decisioning needs to be transparent and understandable for effective progress toward real-world human fulfillment. In order to create more transparency it may be useful to share all data relevant data to stakeholders transparently. Over time, as decisioning becomes more transparent, the "working majority" in government is likely to be defined within increasingly large percentages over time. To do the work of government, a nominee (role, candidate, or party) to be voted in needs a "working majority vote" by some higher ratio of the population. This "working majority" figure could be defined as: 51%, 60%, 67%, 90%, and higher; it depends on what a working majority means in a given jurisdiction. A working majority is how access to the control system of government (the State) is achieved within a democracy.

A communityand science-based democratic transition would necessarily consist of transparency around all data about:

1. **The socio-technical economic system.**
 - A. All societal projects.
 - B. All resources.
 - C. All common conceptions of society.
 - D. All common operations of society.

A communityand science-based democratic transition would necessarily consist of voting:

1. **Voting in projects** to update society to a community-type configuration.
 - A. Standards working group projects.
 - B. Habitat master plan decision projects.
 - C. Habitat team operational projects.
2. **Voting in plans** to select, develop, and fund plans.
3. **Voting in coordinators** to the coordination role of the societal project plans.
4. **Voting in certified/educated contributors** to working group and habitat team positions to execute and carry out plans.
5. **Voting out unaligned politicians** to facilitate decisioning to update society to a community-type configuration.
6. **Voting in laws** that incentivize, zone, and construct community via standards and habitats, transitioning people and resources into community over time.
7. Updating and **completing residency agreements**.
8. **Personally living** in a community-type configuration of society.

3.2.4 Monetary Power

In transition, money can be used as an instrument of change -change toward a community-type society. This may mean that money is:

1. Invested in regenerative projects.
2. Contributed to community development.
3. Contributed by contribution.

The requirement to purchase a good or service will be transitioned to a socio-economic environment where needs are completely fulfilled by planning and contribution.

3.2.5 Property issues

In a market, service is traded for profit. How can a transition proposal enable people to share their services as free contribution or as a tokenized service (that deletes the token upon usage). Transition must not only account for governmental territory (State property), it must also account for individual and corporate (commercial) property.

How do all the different classifications of property under Market-State conditions become accessible under community conditions?

1. State property ("government property").
2. Corporate/business property ("industrial property").
3. State-corporate property ("public-private property").
4. Personal property ("individual property").

The proposal needs to be intelligent proposal so that property owners do not feel that they will lose anything.

3.2.6 Consolidation and cooperation among industries and States

Consolidation of industries under national (State) planning [control]. Here, the corporations are a link, a transition phase in the evolution of a truly cooperative industrial production system. The great corporations themselves in the early 21st century have the resources to calculate the labor, production, and distribution for whole States. The nation then assumes their functions (i.e., the previously privatized and individualized functions) at a global level for global account and global transparency. The nation as the sole corporation will relieve the undertaking of many difficulties with which the partial monopolies of corporations had contended. The industries become habitat services, productions to meet needs. Here, the functions of government, of the State, are not extended, but transformed. The enemies of humanity are not other nations, but hunger, shelter, and all other forms of common human need fulfillment.

When some global entity becomes the coordinating planner and producer of habitat services (previously commodities) there is no longer a need for exchange required between individuals in order for them to get what they require. Everything becomes procurable from one contributed source of human effortful contribution and common heritage resources. A system of direct design-production-cycling with feedback through contribution and participation takes the place of trade. By designing society through the engineered unification of all information sets it is possible to design an operational human life fulfilling system without money or coercion. Production and distribution are planned (via calculation in kind).

It may be possible for a State to standardize, plan, and operate a habitat service network, and it is not going to result in a vast increase in the scope of State intervention. Because, once an initial plan for habitat fulfillment is in initial operation, then a focus on criminality and policing can be decreased, exchanging resources that were once used for coercion, interpretation, and punishment into resources used for coordination, knowledge development, and statistical calculation.

3.2.7 Decide to contract more or less with State enforcers

Cooperatives (Read: a cooperative business entity) may bypass the State regulatory enforcers in their traded access to products otherwise forbidden (e.g., raw milk prototypical product). In this example, the contract

would allow people buying food to opt out of regulation by signing a document/contract that says: I won't sue the community, and I won't sue anyone, who makes me sick from my purchase of (raw milk, for example). As members of a cooperative, the State then lets the members buy the otherwise outlawed product (e.g., raw milk). In community, regulators are redundant; community designs and builds the best up until now, and all mistakes that happen are directly learned from and integrated into the next, or some subsequent, update; because there are a set of living societal standards developed by a working group.

To sue someone or some organization is to engage the use of the violence of the State. To sue is an action of punishment (State justice), and not an expression of the value of restoration [of trust] if a adjustable mistake occurred. From the view of many States, signing such a contract makes it possible to trade objects among producers and consumers that the State government otherwise forbids the trade of. This decision not to sue can be actualized upon by the State through the creation of a special regulatory socio-economic access [territorial-geographical] zone. It is possible to imagine that only those who have signed the contract are allowed to join a community habitat network, just like only those who have signed the membership cooperative agreement are allowed to buy and sell State otherwise banned products.

In the market-State, non-disclosure agreements are common in order to protect the secrets of competing market entities. In community, it is possible there may be a disclosure agreement relative to every contributed role -what must be disclosed as work for a role. Similarly, non-compete causes are common in order to protect a business from an employee leaving to work at a competing business, taking all the knowledge and skill, and social relations, with them to the competing business.

3.2.8 Business bankruptcy transition to common heritage

As companies go bankrupt during transition, their resources will be transitioned into the commons. As more people and resources flow into community configuration, businesses will go bankrupt, and their assets will become common heritage (materials) and open source (software) to be used to facilitate the transition to community. This is especially urgent with implantable devices. A business that builds something can go under and no longer be there to maintain the product and/or continue warranty service -the State will remain.

Note that this process using resources from companies that have gone bankrupt because of changing market conditions is similar to when a bank account remains inactive or dormant for an extended period and the owner does not claim or access the funds, and the State claims them (either permanently or temporarily). This

type of acquisition by the State is commonly referred to as "escheatment law" or "unclaimed property, State acquisition law." In escheatment law, sometimes the State holds the funds until the rightful owner comes forward to claim them, and sometimes the State absorbs the funds, deleting them or using them for purchases. Note here that when the state claims or seizes a citizen's property for reasons such as unpaid taxes, legal disputes, or other governmental actions, it is often referred to as "civil asset forfeiture". In the case of assets involved in a bankruptcy becoming State assets, usable for community transition, such an action may be called bankruptcy asset forfeiture.

3.2.9 Transition through the removal of markets

Transition by slowly and strategically remove markets where appropriate as people and resource transition into community configuration. It is possible to control the market through investment.

1. Expanding specific business(es) through investment.
2. Shrinking specific business(es) through disinvestment.
3. Closing specific business(es) through State intervention.

3.2.10 Financial investment/philanthropic access deliverable

In order to access and maintain good standing with high-net worth individuals:

1. Relationship development.
 - A. 1-3 High Net Worth individuals (or equivalent) for funding initial operations.
 - B. 3-10 High Net Worth individuals (or equivalent) for funding comprehensive operations. Develop relationships with those with the resources to see the project through to completion.
 - C. Relationship development in the geo-jurisdictional area where the community network is planned and/or under construction or operation.
2. Financial escrow account.
 - A. Finances for the construction and operation of the societal system will be maintained in escrow.
3. Cost budgeting.
 - A. The market cost to construct and/or operate a given state of the societal system.
 - B. Calculated cost of living.

3.2.11 Token transition

During transition it is possible to accounted for transition

through tokens:

1. Action of labor through tokenization [of the laborer]: It may be the case that during transition people are rewarded (with tokens according to their contribution to society's productive activities). This principle is often summarized as "from each according to their ability (to profit), to each according to their labor (to profit)." In other words, individuals receive compensation based on the amount and intensity of work they contribute to the production of goods and services. This technical unit "money" is then spent on the priced goods and services they produce for owners who take a cut of the profit as their own.
2. Labor vouchers (a.k.a., credit vouchers, labor tokens, State credits, State tokens, socialist labor tokens, etc.): To facilitate the distribution of goods and services, a system of labor vouchers is proposed. Workers are paid with these vouchers based on the value of their labor (in hours), and they can use them to acquire products from social stores and services, that are priced according to their equivalent current, going market rate, with a total calculated price-value (in hours and other variables).
 - A. To tokenize access to full-service leisure habitats and leisure activities within a region of habitats, up until the leisure phase of life.
3. To tokenize the non-fungible physical addresses behind a smart contract that is the by-law agreement for some person's residency dwelling in a local habitat. (via a nonfungible token, NFT) a physical address and attach an ownership deed to it. When the NFT token is acquired, then residency at a dwelling, in a habitat is acquired. Residency in a habitat has an purchase price, because everything in the global market has a purchase price. The purchase of the NFT grants the potential for global access to a community-type society, given consent to local agreements. The NFT is a personal-dwelling-habitat smart by-law contract on the blockchain. It can be given back to the residence system, and another one can be acquired for most anywhere in the global habitat service system.

Conversely, in community, the principle of distribution changes to "from each according to their ability, to each according to our common needs." This means that individuals are no longer compensated (through an extrinsic reward) based on their labor, and still have access to goods and services based on their needs, regardless of the work they perform.

It is significant to note here one of the major incentives

in the market for "options" tokens (i.e., money) that incentivizes harm. It is a harmful incentive to:

1. Get paid by the job.
 - A. It is not good to get paid by the job, because then "you" want to go out and make work for yourselves, or prolong the work. It has been the case where firefighters get paid by the job, so they go out and start fires themselves in order to create more demand, in order to get paid.
2. Get paid by the hour.
 - A. It is not good to get paid by the hour, because then "you" want to extend the amount of work "you" do to accumulate more hours, with the least amount of work.

3.3 Transition of the State [to community as a source of standards and production]

A.k.a., Transition of the State [to community], public policy plan, political policy, political agenda, State agenda, State plan, political plan, State policy change approach.

Typically the State handles the elements of conflict, and hence, in a community-type decision system, it is easy to see how the State transforms into a directive for distributive justice and restorative justice. Public policy is what governments do; why they do it and how they do it makes a difference to society (i.e., humanity and the ecology). A State is a political agenda composed of societal problems to which State leaders take societal-level decisions and State employees apply their labor/efforts. At a high-level, a State plan (a.k.a., political policy) is a proposal to use the resources of the State for some societal purpose. A political policy (State-interface plan) is a written document that describes a State (i.e., an entity with power-over-others). It sets out a State's operating structure, goals and objectives, and strategies for achieving them. A political plan is focused on explaining what the State is going to do, how it is going to accomplish its goals, and also, the amount of money required.

QUESTION: *How are States that are in economic competition with one another going to transform into states that coordinate the emergence and operation of community?*

The emergence of a community-type society necessitates the political freedom to live in community. Hence, a State-interface plan must be developed and a community-type political agenda must be advocated for, in order to eventually live in community. A proper transitional government that has to manage the countries affairs temporarily while working on the societal re-allocation of people and resources into a community configuration.

A State policy is necessarily part of the Project's execution, in order to transition to a community configuration of society where there are no States. In the early 21st century, the market and State operate together to maintain society. Hence, this State plan is also, in part, a market-interface plan. Prior to this plan there is a whole societal system standard which presents a vision of society where there are no States.

IMPORTANT INQUIRY: *What corruptible authority are you still subject to? The master says: I see your value and I want "taxes" from you. The citizen says: I see a social contract, and so I want "rights" from you.*

3.3.1 Transition of governments and States

QUESTION: *Is there the political economic will to transform from a societal structure that uses trade and coercion to one that uses transparent coordination and human need as a purpose to organize access to the societal structure (and all that humanity has to offer)?*

A "government" is a temporary political organization that controls the resources of a "State authority" socio-technical organization -governments are political competing institutions that control State resources for periods of time. The State is a set of societal-level agreements based in coercion and force. The State (political-government) is a concept; specifically, it is a belief in authority in people's minds. What exists is not the government or the State, but the belief in authority in people's minds. The belief in "authority," which includes all belief in "the State," is sometimes called the most dangerous belief/superstition, because it projects power outside of oneself onto another and/or a fictitious entity who assumes that power over others. Therein, politics is not composed of objects; objects are material things with shape. Politics is the local, regional, national and international exercise of power, or struggle for power, and the relationships between governing bodies, States and citizens. The governmental-State is not a material thing, it is a belief in authority in people's minds; the need to exercise control/power-over-others. The people are real, the buildings are real, the paper is real, the computers are real, but government(s) are not real; governments are a social construction. Governments cannot be observed; only objects with location can be observed. "You" can observe buildings and people, because those are real in concern to having location. The "State" (and, the "government") is a concept, not an object. The "government" is the current condition of organization of a system based on power-over-others (i.e., a constructed social force to regulate commerce and fulfillment).

It is certainly possible to study people, their beliefs and opinions and behaviors, but there is nothing (no thing) to study in concern to the "State". This is similarly so with the "market".

States don't exist, people who hold the [dangerous]

belief in authority, exist. Markets don't exist, people who believe that to have access they must trade, exist. Citizens don't exist, but people who hold the belief in government(s) do exist. What exists are people and other material objects; government doesn't exist, except for, in the minds of people, and even then it is wrong to say that it exists, it is just their imagination or a mental construction. Reification means to take a mental construction (a concept) and make it real in the world, and then treat it like it is taking conscious decisions and has real body parts. To reify something is to take a concept and think/act/behave like it is an object, which is essentially insanity. Today, people act like States are a real thing, when they are not. People claim to be followers or to have a duty to this imaginary thing called government and call themselves citizens.

Community transition is a project to overcome trade as well as a project to help people overcome the belief in authority (power-over-others for safety). If you don't get rid of the State, you are not going to get rid of the market. If you don't get rid of the market, you are not going to get rid of the State. In other words, if you don't get rid of State politics you are not going to get rid of the market, and if you don't get rid of the market (market politics), you are not going to get rid of the State. The State and market go together, and to not see them as intrinsically related will lead to the creation and adoption of solutions that are not holistically oriented toward global human fulfillment. In the early 21st century, many people are quite insane, they have accepted beliefs that make them so, and in the future this time we live in now will likely be called the time of great confusion.

States (or, more accurately, people with the belief in authority/government) use violence and coercion to sustain alignment, and so, in a way, transition must include a reduction in either the State, or in its basis in violence. There is a common saying, "When the only tool you have is a hammer, everything looks like a nail; until you realize that you have more tools than just a hammer".

Instead of looking at the history of society through the lens of class struggle, it is better to look at the history of society in terms of human needs (whether they are recognized, met, and if so, how; it is axiomatic). The lens through which people look will conform the resulting solution to posed problems. It is also best to look at societies through the four fundamental systems of which they are composed: social organization(s), decision organization(s), materializations, and lifestyles. These are the fundamental systems of every type of society and are the reason the auravana project documents are structured as they are. All former documentation, including that from Marx, fundamentally misunderstands the construction of society, and therefore, the solutions offered are not systematic or based upon a systems-engineering approach.

Intrinsically, the State is a structure for organizing power-over-others. In some way, using it is like joining the mafia and expecting to turn it into a charity. A new

way is clearly needed since the old way has observably not worked. Transition standards are required to operate concurrently and facilitate migration of a population to a better way of living. Imagine societies as boats traveling over water. Capitalism is a boat with people on board, it has holes in it and puts out a lot of pollution. Why put more holes in it as it is moving forward? Why try and trip it up as it is moving forward? Instead, bring a better boat alongside and show people a better way, and then hold their hand as they board the better way of living. A community member boat could jump aboard the capitalist boat and try to refashion the boat into the boat next door; this person may risk being beaten up by the people on board with capitalism who have become attached to their boat; both the rich and the poor may beat them up. And, as they are on board another boat, they may get caught up in local drama and forget the purpose of boarding the boat in the first place. A best solution is to construct the better boat, bring it alongside, and help people across. So, in my view political activism is jumping on board their boat. It is of course also possible to concurrently develop and facilitate the adoption of community transition standards by the population of the capitalist boat, so that their boat transforms into one truly representation of community standards. That said, I agree that political activism (jumping aboard their boat) and development of the rescue boat can be done concurrently.

INSIGHT: *Government has to take up the role of educating people about community and campaigning for a community-type society.*

3.3.2 Reform State operations into those of community operations

The process for reformation of the State is one that involves a policy change approach informed by community standards. In the community habitat network people receive good community-type conditions, including the free universal basic services of life, technology, and exploratory support; and under these conditions, they will engage in contribution based on human need fulfillment. A policy oriented toward community is one in which there is a standard/procedure to transfer resources and people into a community configuration of habitats. Here, all production is connected with the State transparency and increasingly with community standards. The State and market production of a habitat network in community. The State manages common resources and the market produces the components of habitats, until such time as community is reproducing itself. Community habitats are a common heritage resource. Here, the State facilitates the transition of an economy of buying and selling to one coordinating the flow of resources and socio-technical services into a community configuration made up of increasingly large numbers of people living in a community-type societal configuration.

A State has essential elements (Read: roles, activities and resources, that are necessary to account for during transition:

1. The State has workers (employees, contributors) and citizens (residents, users).
2. The State has leaders who decide and execute policy at the national-geopolitical level.
3. The State has an administrative structure for the collection and processing of information.
4. The State has individuals with a sense of duty; the duty to transform the nation into one of coordinated human need fulfillment.

The transition of the State involves the transition of work and citizenship through a complex multi-step process.

The State-based work of creating community at the global levels likely involves the following steps, in brief:

1. Gain policy change ability at the State-level.
2. Create a new ministry of habitation.
3. Mass distribution of Auravana [vision/purpose] System Overview publication.
4. State working group that registers and accounts for all common heritage resources. The State will start to register and account for resources, re-configure resources, and re-organize work in order to produce common heritage habitats and living-conditions.
5. Standards working groups revise, translate, publish, and distribute the standards throughout the State to begin implementing community-base public policies.
6. Decision working groups decide the local socio-technical city solutions. The local habitat service system master plans are calculated and customized for the needs and preferences of local populations, given all resources shared among the global network. The State will provide habitat services to everyone. The State will re-configure the material [resource and work] environment based upon a master decision system fulfillment plan. The State will account for and facilitate the re-organization of all work and resources:
 - A. Produce a selected [for execution/operation] master plan deliverable.
 1. Create architectural-engineering master [module] plan(s).
 2. Create resource life-cycle master [analysis] plans.
 3. Create [economic] production network plans at the local and global level.
 - i. Create local habitation production plans.
 - ii. Create global habitation production plans.

7. Provide community standards-based curriculum and education to all public schools and universities.
- A. Local leadership are educated on community standards, which they start to implement at the local-level with State support.
8. The State will authorize the construction and operation of community integrated habitats. For a master plan to be constructed, the State's planning commission – an appointed administrative body must approve the design as up to standard (code) and sometimes, zoning.
9. De-militarization of the interior State.
10. The State will subsidize standards development, transition operations, and the construction and operation of the 1st network of community university habitats.
 - A. Construction and operation of a habitat service system developed through (using a) community standard.
 - B. Legal stimulus. It is necessary to develop monetary measures (tax, loans) and non-monetary initiatives (training, workshops, education, awards).
11. Three factor transition model:
 - A. Rural re-configuration (transformation to community) involves creating habitats out of unproductive and/or soil degraded land.
 - B. Urban re-configuration (transformation to community) involves re-configuring the built environment, and re-organizing the work of productive and social services.
 - C. Subsidize and build habitat production centers.
 1. Operate construction equipment.
 2. Operate de-construction equipment.
 3. Operate recycling centers (which are a form of production/materialization center).
 4. Operate habitat service production centers.
 - i. "Light" production is production that is done within a habitat.
 1. Light production of architecture (land-fixed objects).
 2. Light production of socio-technical products (typically non-fixed objects)
 - ii. "Medium" production is production that is done just beyond the edges or just within the edge of the perimeter of an integrated city habitat. Heavy production uses medium machinery best environmentally isolated within the perimeter of the habitat, or concealed just outside the perimeter of a local habitat.
 - iii. "Heavy" production is production that is done away from human population densities. Heavy production uses heavy

- machinery best not operated near human habitation.
- iv. Note: A given resource may be able to be produced through light and heavy production (e.g., hydrocarbon extraction within the perimeter of a habitat and oil extraction in the ocean).

The State bringing community citizenship/residency likely involves the following steps, in brief:

1. State contracts based on community standards and objectives.
2. Citizens learn about and become educated on community standards.
3. Citizens agree to a coordinated community standards profiles.
4. Citizens agree to a habitat residency standards.
5. Citizens vote to update habitat residency standards (globally coordinated citizen vote; global policy).
6. Citizens human need [for resource economic] categories are identified and calculated.
7. Resource inputs, processes, and outputs are calculated from what is possible given parallel habitat local master plans.
8. Preferences for local aesthetic and production customization for a (for a period of time) are surveyed with local citizen voting selection.
9. Citizenship comes from participation in reconstruction, education, and customized plan selection.

During transition, the State organization becomes informed by real world science and engineering. The transition of the State to community involves the following objectives:

1. Participation in the State:
 - A. Participation in a community-directed political part(ies).
 - B. The State framework, using working groups, evolves the societal standard.
 - C. The State framework, using decisioning teams, computes the global, community-networked habitat economy.
 - D. In many ways, States in the early 21st century act like just another business, working on another level in, but on behalf of the corporate infrastructure and the representatives' self-interests. Therein, as long as there are two or more competitors fighting over control of one centralized system, where each wants to implement their ethical framework, is likely to lead to or sustain conflict [where human fulfillment could otherwise flourish].

- E. The State develops standards through working groups. Standards represent the accepted work of systems scientists, working groups and coordinators.
- F. All meetings by State and government employees and officials are video recorded in real-time and are made available to the public.
- G. What must be considered in terms of relationships:
 1. Relationship between politicians and the people.
 2. Relationship between politicians and the businesses.

In the early 21st century, where a State "touches" a citizen one of two potentials occur:

1. Where the "State" touches the "citizen" some potential need fulfillment gap gets met (Read: welfare). Employees in the welfare State are not practitioners of pain, but practitioners of some real-world human benefit.
2. Where the State touches the citizen, a potentially painful operation ensues. There is the pain of the bureaucratic paper service as well as that of justice. Judges, soldiers and police are the prototypical typical public punishment servants, and they are practitioners of the 'painful' aspects of the State. These are professionals of pain, because they interact with the public where there is pain; either creating it themselves or taking control when it becomes excessive of accepted cultural ethics.

States can create universal safety and access platforms for the fulfillment of human need without exchange (universal basic program adoption types), including but not limited to:

1. Architecture: for example, every married couple gets a free government provided apartment. Of course, the people with sufficient money will buy their own apartment instead of taking the government provided one.
2. Guaranteed basic income: for example, every citizen receives a monthly allowance with which to purchase goods and services that is not tied to their labor.

State organizations can use coercion to take resources (Read: expropriate, appropriate, use "eminent domain", etc.), or they can use standards that sufficiently explain to a population why a plan for human fulfillment is the best next choice. State organizations with police (standing militaries) have both ways of acting.

INSIGHT: If taxes are spent correctly, then we all

benefit.

3.3.3 The State coordination plan

A.k.a., The governmental plan, the State plan, the political plan, the State-interface plan.

In the government, authority dictates choice. If you don't have the authority, you don't have the choice. For any interaction with the State there is the requirement for multiple authority-type relationships and interfaces.

A State coordination interface plan includes, but is not limited to:

1. A governmental-State interface.
2. A legal-State contracts interface.
 - A. Legal State (citizen-to-State) contracts (including, "social contracts").
 - B. Citizen-to-citizen contracts.
3. A budget interface.
4. The financials interface.
5. The State interfaces.
 - A. The [public] relationship interface.
 - B. The education interface.
 - C. The "public" service interface(s).

Note that in the market, management level personnel have some relative degree of authority to reward tasks (their completion or relative degree of). Coordination is the result of motivation and the integration of self (intrinsic) to social (Commons) to scientific (science without profit motive). In the market-State, money and power can significantly lessen social consequent for harmful action.

APHORISM: *Under the State, authority dictates choice. If you don't have the permission of authority (or, authority itself), you don't have the choice.*

3.3.3.1 Projects unification

Separate projects (i.e., their leaders/owners) decide to unify their efforts under a public/State coordinated system.

Open (market or State) projects join together in development of a unified societal standard (and cooperative resource sharing, where legally possible):

1. Combine the information-side of projects aligned with "our" common direction, by formally organizing "ourselves" into working group teams that develop standards [for community]. By releasing content in an open source manner to affect change on a large scale.
2. Combine "our" ecovillage habitats and municipality projects by communicating alignment and planning

common access to resources [in order to sustain optimized global human fulfillment].

3.3.4 Achieve power State power

A.k.a., Achieve political power.

The "political" method is the method of acquiring power at the State level in order to develop standards and construct community. Is possible for people in positions of political power to use their power at the State-level to facilitate the transition to community. State-power is gained through "authority".

If State power conveys the ability to remove laws that harm human well-being and create laws that create community, then assuming State power and removing the damaging laws, and creating appropriate ones, is a valid transition action. For example, slowly, society is bettering in freedom and justice. Previously, when workers came to do work in someone's house, the owner of the house would have to hide their usage of cannabis, but today, in many "progressive" States, the owner has no fear of observation, because there is no longer State punishment for usage.

3.3.5 The State regulation "top-down" approach

QUESTION: *Is fulfillment flexible? Yes, today, there things that we could do to improve anyone's fulfillment, regardless of their backgrounds.*

The top down approach says that the transition will come from those in positions of power and authority in various governments and corporations. These individuals will use their influence and power (to create and interpret law) to transitioning their socio-economies more greatly toward universal access, a commons-oriented resource base, and the dissolution of all crimes without a real victim (i.e., "victimless crimes"). Herein, unconditional/universal basic income and socialized health care are seen as transition steps to this end.

There are people in positions of authority and power, in modern society, who understand that the world is changing, and they too desire to facilitate responsible change. One of the many challenges with this approach is that it is an attempt to use an authoritarian, force-based structure to create a non-authoritarian, contribution-based structure. Eventually, people with power over others would have to give up their powers as well as dissolve the structures that allow for those powers in the first place. We know scientifically that entering into a position of power changes cognition and behavior. (Hogeveen, 2014) Hence, anyone consciously attempting this approach must keep this in mind, always.

Is it possible to work within a current material environment in order to bring about a community type society. In the current city environments there are three types of relationships that need to be transitioned:

1. Property relationships, and hence, property issues.
2. Physical positional relationships, that include the position, type, and quality of resource available and allocated, and also, how organizations of those resources into technology has been, and is, affecting people over time. Issues of former material constructions (e.g., buildings, trash, tools, etc.).
3. Socio-psychological relationships with human fulfillment. These relationships refer to beliefs (assumptions), understandings (knowledge), and values (decision orientations). And hence, psycho-sociological issues that will need to be resolved into community.

Regulation can be used to accelerate change, specifically through standards (and therein, through interoperability standards). Standardization can allow everyone to collaborate and move much faster.

3.3.6 Scientific coordinator leadership [State transition approach]

Governments cannot deny transparently conducted science. Governments must fund science and science transparency into human fulfillment. Decisions must be taken upon the data provided by scientists.

Decision coordinators in the market-State are competing with one another. Decision coordinators in community are in cooperation with one another; and are thus capable of deciding rationally and transparently.

3.3.7 Reform relationship with politicians, bureaucrats, and other "policy makers"

A.k.a., State relationship building, authority relationship building.

The transition team must develop positive working relationships government personnel. These persons are central to the decision taking processes associated with planning within a jurisdiction. Relationships between politicians, most especially local politicians, State politicians, and [jurisdictional] planning practitioners must be considered and planned for in the development and transition to community. A robust State-community interface strategy enables councils to build effective relationships that survive people changes and provides greater opportunities for long-lasting success. "Political capital" enables effective work within a jurisdiction.

These relationships include, but are not limited to (note: some of these labels mean the same thing):

1. Elected officials.
2. Unelected officials.
3. Politicians.
4. Bureaucrats.

5. Ministers.
6. Chairmen.
7. Dictators.
8. Administrators.

A strategic approach to building relationships with these persons is essential.

The following key questions should be considered when developing a plan of action:

1. Who has influence?
 - A. Audit and map the authority hierarchy, prioritising them around who has the greatest influence on whether and how objectives may be achieved.
 - B. What is the relationship between:
 1. Central authorities.
 2. Local authorities.
2. What is your case, argument, and means of influence?
 - A. Develop messages, winning arguments, and means of influence which can then be tailored to different authoritative audiences.
3. How can they be reached?
 - A. Develop an engagement plan that identifies how to reach the target authorities, such as through one-to-one meetings and participation in conferences and events.
4. How will the State interface strategy be carried out and by whom?
 - A. Who in the organisation will be involved, what role will they play, and which other organisations can be worked with in partnership.

There are five primary abilities/factors required to develop effective working relationships with State authorities:

1. **Intellectual abilities (a.k.a., intellectual capital/assets)** your degrees, experiences, credentials, and the skills that you bring to your job, as well as those that probably got you the job. Intellectual capital comprises what you know.
2. **Psychological abilities (a.k.a., psychological capital/assets)** how you relate to others, including traits such as curiosity, empathy, emotional intelligence, learning ability, integrity, and coachability. These are often described as "soft skills," though since they are highly sought-after qualities, we prefer to call them "power skills."
3. **Professional/social reputation (a.k.a., reputation capital/assets)** who you know and how you are perceived.
4. **Financial status (a.k.a., financial capital/assets)**

how much money can be used for influence.

5. **Political capital** this factor rests on your reputation for displaying each of the prior factors.

3.3.8 The jurisdictional-geopolitical analyses deliverables

A.k.a., Geopolitical (jurisdictional) analyses [transition tool], jurisdictional plan, geopolitical plan.

Geopolitical analyses and conditions determine the appropriate (relevant, safe, feasible, etc.) placement of community-type cities on the planet. Geopolitical analyses and conditions can facilitate political transitions of current cities and city networks toward that representational of a city in community. This analysis is necessary for new city placement, either by private organizations of individuals, or by States.

A jurisdictional and geopolitical analysis is conducted as part of the normal standards development process. A working group develops and maintains the set of jurisdictional/geopolitical analyses. A working group completes a comprehensive jurisdictional and geopolitical analysis to determine possible locations for placement of the first community on this planet with comparison between locations and a feasibility/viability determination.

The jurisdictional analysis set informs on (i.e., determine if):

1. Changes in resources.
2. Changes in authority.
 - A. Is authority accepting of societal system type?
 - B. Is authority stable?
3. Changes in public perception?
4. Changes in public behavior?
5. Is the public environment safe?

The primary purpose of any geopolitical plan in the market-State is to:

- Create a plan to sustain peace (reduced violence) where you are.

A geopolitical plan is a plan for acquiring authority (relationships with political currency) in order to operate and duplicate a standardized societal system across the planetary population, under conditions of authoritarian rule [of law]. Here, the geopolitical plan is not to gain authority from others, but rather to enhance the fulfillment of individuals through interfacing with the State, but not participating in the State.

A jurisdictional and geopolitical analysis will determine possible locations for placement of the first experimental community city on this planet. It will also determine the possible rise in uncertainty of a city due to geopolitical changes in the location. The analysis will compare

between locations. It will provide (given current trends) a feasibility/viability determination for the experimental city for each location. What is 'risk', and how much 'risk' is acceptable?

NOTE: *The purpose of evidence in the market-State is persuade, not to explain.*

3.3.9 Transition by means of operating a social-State (State)

A.k.a., Transitional work organization by the social-State, socialism, socialized State-market method.

If the government (State) is present, then its structure can be used to change conditions more greatly toward community. The social-State is a socially coordinated State as opposed to a market coordinated State. When property is necessary, then it is necessary to utilize property, public and private, where required as a condition to establish an environment where there is no property (Read: a location where either everyone owns everything, or no one owns anything). This transition will be gradual and peaceful since cooperative compassion is the value orientation being turned toward. The acquisition of social property by the State (social-State) is likely to be rapid in some locations and lengthy in duration at others. It is different in different locations because of the local conditions. An actually social state may exists to provide a social function representative of community, by developing and offering community city proposals and facilitating the transfer of people and resources into a configuration of society most representative of community.

In a social-State transitioning to community, everyone has the ability to purchase life, technology, and exploratory support sufficient for their life phase: education, contribution, and leisure; the people in the contribution phase of their life are expected to work as a service to support all life phases, as required by each habitat and the whole habitat network. In a community-type society, everyone has the ability to freely access life, technology, and exploratory support optimized for their life phase: education, contribution, and leisure; the people in the contribution phase of their life are expected to work as a service to support all life phases, as required by each habitat and the whole habitat network.

For community, we need to finish competition (as a value) and sustain associations of people that are collaborative. Competition ends when collaborating on the creation, construction, and operation of community. The social-State supports those working for better, or, best conditions in production and distribution.

INISIGHT: *Eco-Social-State ("ecosocialism") is a transition project. It is also a type of society. A State that accounts for human and planetary ecology (i.e., human needs and common heritage resources).*

In the early 21st century, people are totally disconnected from what fulfillment is, from nature, and from themselves. How will community be created when people are alienated from each other and the sources of their fulfillment. We need everyone, because community is about one global society, global human fulfillment. New cities are normal. It's normal to create new environments; it is necessary of course to create new cities. Community cities developed by the social-State can house and fulfill people from all socio-economic classes. These new cities will take people with all sorts of prior socio-economic access (especially, poor socio-economic access), and give them optimal socio-economic access, given what is known and available. These new cities will take people with high socio-economic access and give them equal access, but without the stress of competition over human need fulfillment and personal ownership.

We need a new city, which can be duplicated effectively. In the meantime, we can begin gradual transition to a social-State structure for the coordination of new community-type habitat service systems (new community cities). We can continue education and awareness building activities.

We need big companies too because we need the productions of some of these companies to construct the city. So, we need to change the view and orientation of relevant big companies that control design, coordination, production, and operation of public-commercial products. The big companies are often owned by many people, which diversified property ownership (making capitalism relatively stable), but also making it so that many people must change their orientation at the same time for the business to transition its values and decisioning to those of community. How do big companies become connected under a social-State? Big companies operate under a unified State issued credit production and distribution system. Working hours are visualized (transparently) so that workers and coordinators can see what work is required for what production. The social-State then distributes credit to the population, most often through either work for credit or mere existence for credit. Owners essentially, and metaphorically speaking, let go, of their contractual ownership of the property of production and distribution to a higher, socially coordinated body (i.e., to the social-State).

New cities won't have the property issues of the old cities, but to construct the first city (or, first few) will require support of, and/or purchase from, big business.

NOTE: For some there is a great contradiction: How will be the construction of the first model cities through capitalist production. However, this is not a contradiction; it's a necessity under Market-State conditions to support community development by purchasing goods and services from big business and other entities.

What is necessary for global human fulfillment is the

transition of big business to a social-State organization. In the early 21st century, businesses operate based upon debt currency, in a social state, there may be a state production-credit system. In this case, working hours to production outputs are identifiable and calculable by all involved. It's about being accountable between human needs, human production requirements, and material realizations.

In transition, we are trying to bridge an association of enrolled relationships between competition for scarce monetary market "financial resources" and a system where people freely contribute work time to societal service. Work time to societal service in community is about giving back and forward to community by contributing to the advancement and operation of life fulfilling services. Work time in a market-State is about work for tradeable currency. Work time in transition may be about a centrally planned social-State distributed credit system for working duration, which is then used to purchase additional services and products, moving from life support to start, to the free support of the whole societal habitat environment.

The transition may occur through a social[ized] State-market method. Note here the social State-market method (in some contexts, known as "socialism") is the method of State (or, social coordination [of access] organization) credit-based production and distribution. The State (some social organization) produces products, which are purchased by means of a State distributed credit (i.e., a currency), also produced by the State (or social coordination [of access] organization). The credit to individuals (families, etc.) is then deleted after the purchase of a product from the State.

A new city and city network is important, but the goal of the project is global human fulfillment, so the project requires more transitional change factors (and agents) in execution of the transition to community, as a type of society, a global scale. The global population needs more human development through political change that will facilitate transition on a local and global basis. Here, what is proposed is a form of State ownership of a credit-market (i.e., commercial) operation. The credits are not for individual or competitive group benefit; they are as a method of economic [social] accounting and planning. A State credit and State planning system under societal conditions where there is a transition from the market to community.

3.3.10 State power (leader and bureaucratic roles)

INSIGHT: *The societal transition from market-State to community is a transition from protocols based on power-over-others to protocols that prevent the appearance of power-over-other relationships.*

In the early 21st century, most of the land on the planet is controlled by States (governments). In the social State-market method, the State guarantees life support

services to the “global” social population. This may occur at the State [government] level, or it may occur at local-city government level. Over time, a co-operative “State” organization acquires property that was once personal, commercial, and/or public. The property is used to produce, distribute, and delete credits for participation in, and/or existing as, a “citizen” of the “State”. Participation means doing work [for credit] toward the production and distribution of needed services and goods. Note here that participation here is not synonymous with contribution, because there is payment (in credits, currency). The State accounts for demand and calculates the required production and distribution of demands within a planned environment. Summarily herein, the State acts as a planning system. Community is a type of society with contribution (no payment) and [moral] access relationships (as, relationships liked to human need, human demand without for-profit advertising and structuring). Planning systems (including, deciding systems) can be based on some scale from that of power-over-others (i.e., authority of another) or on contribution (i.e., contribution to another). Community is the later and the State is in the early 21st century highly based on power-over-others. Therein, States are based on laws (codes of punishment), and laws are enforced by punishment (or, a monopoly on escalating violent force). A transition of the State from a system that plans the punishment of people to a system that plans the credit-market state of the economy will then need to be planned. This is a second transition that the State will have to undergo, to the extent that all calculation, production, and distribution of fulfillment is done through contribution [without any credit payment].

Government may just be a belief (Read: the belief in authority), but the process that humans go through in taking decision and constructing objects that effect many people are very real. Because of this it is important to account for government, because the government (governmental roles, and people who believe in government) make decisions in the real world that affect everyone.

In community it is understood that forcing others to act in production is [equivalent to] enslavement. During transition, government ought to lessen the number of tasks done by those who are only participating in order to gain credits for purchasing things.

Requirements of the State include, but are not limited to:

1. The State begins doing economic calculation for all production and distribution (i.e., for all businesses that all willing to contribute the information on personnel, resources, production and distribution).
2. Individuals contribute information about their needs to the State.

QUESTION: *How can the State liberate access to global fulfillment through technological planning and operation.*

3.3.11 A State political party

Members of the transition team have a much greater chance of facilitating the transition to a community-type society when their approach includes a political strategy, a financial strategy, and a public strategy, because in the early 21st century, society operates significantly based upon politics, governments, and infamy. An approach that accounts for and is connected to all three is connected to real-world decisions.

There is a necessity during transition for political organization. There is a requirement of the transition team for political organization, because the capitalist and authoritarian classes organize themselves at the political-national and -international levels (in multi-national firms, in trade organizations like the WTO and European Union, BRICS, and in military alliances like NATO). Unless people organize themselves into aligned political parties (for global community), and unless these parties ally themselves together, they may be unable to overcome the distributed and also united forces of capital politics.

The purpose of a community-State orienting political party is to transition government to one where decisions are arrived at through the maintenance of systems science based standards for operation of a habitat. In this way, the purpose of a community-oriented government is to dissolve government (and the State) as well as the market into a societal organization structured through community-derived socio-technical standards and community habitat operations. Herein, the government/State becomes equivalent to a standards setting organization that is also a networked habitat service system (Read: city network) operation. In this sense, the standards setting structure is representative of the society's social organization, and the habitat service structure is representative of the society's technical organization. In operation, they form a mixed information-materialization system.

QUESTION: *What percentage of people (Read: the territorial population) are members of the party?*

3.3.11.1 Political engagement

There are two primary questions when it comes to the adoption of a political engagement strategy:

1. How to gain political power and/or influence?
2. What to do with that power and influence?
3. How many of the total population understand the direction?
4. How many of the total population agree with the direction?

3.3.12 Funding from the State

During transition, the State will identify and fund a new socio-economic model involving developmental areas,

including but not limited to:

1. [Core incentive Benefit as defined in the Community Specification Standard] Reserve incentives for companies that don't only not harm future environmental growth or human harm, but only give incentives to organizations/companies whose process/products actively contribute to better futures. Reserve incentives for any organization facilitating the movement of people and resources into a coordinated community commons where the heritage is shared for the betterment of all of humanity.
 - A. What types of (functions of) organization are of benefit to the movement of people and resources into community configuration:
 1. Deciding and producing services using open-source and free-shared technologies and visualizations.
 2. Using open-source and free-shared community standards.
 3. Using technology efficiently to meet accounted human needs.
 4. Using resources sustainably within carrying capacity (of input from and output to an environment).
 5. Produce less waste of informational and material resources.
 6. Habitation construction (practicalizations) in the form of an integrated physical habitat service systems (i.e., locally customized habitat service systems).
 7. Networked data storage and digital (information) processing and real-time feedback.

3.3.13 Democratic government cooperation (government roles)

Democracies will work together; they will start sharing resources, information, and services. Embassies generally located in State capitals and are the location through which diplomats from States interact and communicate with their citizens. Democratic government cooperation could be run through an international diplomatic embassy association.

3.3.13.1 Proclamation documents [State transition approach]

A.k.a., State contracts.

Proclamation documents are essentially State written contracts between authorities of the State and the citizens of the State's jurisdiction. There are a variety of written declarations used around the world that foundation the laws and just use of violence of a given

society.

These proclamation documents include, but are not limited to:

1. **Constitutions:** An identification of the fundamental principles, relationships, and/or established precedents that constitute the formation of a State, and in particular, the ability of the State to use violence to govern citizens.
2. **Amendments:** Are temporary patchwork and not integrated redesigns of the foundational (constitutional) document. These add code/rules to the foundational document.
3. **List of rights (a.k.a., bill of rights, list of rights constitution of rights, human rights):** A list of what the citizens are entitled to from/against government; and what no just government should refuse, or rest on inferences. Rights protect citizens from government and from one another in aberrant cases.

State proclamation documents can be changed and are subjected to the opinions (whims) of different governments.

3.3.13.2 "Rights" [State transition approach]

In the market-State, the State protects (or, is claimed to protect) scripted listings of [State provided] rights. Therefore, "rights" are an important concept for human fulfillment under market-State conditions. Rights are essential for health and well-being. Market-State governments will use their power to create and enforce law to protect the rights of people and ecologies, as well as business.

NOTE: *In the market-State, abstract competing organizations (Read: businesses) are given "rights" too.*

Through political action and governmental change, people can achieve more rights to fulfillment and remove the rights of abstract competing organizations [to pursue profit]. People with good material conditions will create community. If people don't have good material conditions, no life support, etc., then community is more distant. We need to create the conditions for community's emergence. Material conditions affect our lives and our society, today. Material conditions influence human behavior.

3.3.13.3 Resource survey accounting [State transition approach]

Country-, State-, government-wide accounting of all resources, material and financial. A resource survey of all potential habitat resources includes a survey of the following:

1. All material resources owned by the State.
2. All material resources owned by business.
3. All material resources owned by individuals.
4. All financial resources owned by all parties (including, all banks).
5. All labor resources owned by all individuals.

This is a country and jurisdiction-wide accounting for the production and distribution of products and services, and it will be transitioned to over time. It may (or, may not) form the framework for the instantiation of a community-type society. Herein, the State intentionally collects data on resource, production, and consumption statistics. These are calculated in sums of materials (or, goods). These sums represent quantities of resources that may be used as a data input to a global habitat service economic decision system.

3.3.13.4 De-marketization [market transition approach]

A.k.a., Demarketization.

De-marketization refers to the [slow] removal of the market from societal operation. The removal of the market may be sudden and rapidly convert an environment directly from the market-State into community. However, in most cases, the transition from market to no-market will happen slowly and by means of a slow or transitioning from market-State to social-State and from their to community (forming a continuum of societal types from high to low market).

De-marketization may occur by setting structural rules that make fulfillment the goal instead of the goal being amassing private capital for the few feasible.

3.3.13.5 De-Statism [State transition approach]

A.k.a., Non-violence as an approach.

For people to move forward in the transition, there are two important strategies

1. To reduce the waste-based characteristic of the State, by reducing bureaucracy and reduce the middlemen of the mode of production that works today under capitalism.
2. To reduce the authority-based characteristic of the State, by reducing violence through structural, socio-technical, and material change. By transitioning from hierarchies based on power-over-other type relationships to those based on dedicated contribution and competence.

3.3.14 Transition by means of national state services

Wage inequality within a region and among the global network can be reduced by implementing policies that:

1. Mandate use of automation technology, and

2. The State provides a universal basic income to share gains from automation and reduce income inequality between individuals in society. Because, automation eats away people's ability to spend. And basic income acts as a dividend therein for the people.

The most important questions in terms of universal basic income are:

1. Where is the money from universal income going?
2. Where is the money for the universal income coming from?
3. What is universal support? Note that it typically refers to national or municipal support.
4. What is the quality? Typically refers to intuitiveness, functionality, and expected results.
5. What is basic? Basic typically refers to taking care of basic human needs. Universal basic support is meant to take care of basic human needs. But, in the early 21st century there is no common accepted definition for basic human needs. What human needs are basic? Food is an obvious basic need, but then the equation is, how is food measured?

3.3.15 National State support

A.k.a., Unconditional basic income (UBI), universal basic income, universal basic support, unconditional support, cash/credit/token State income, State financial support, State cash transfer assistance, State basic services, free services, etc.

There are two forms of unconditional State support of citizens:

1. **Universal Basic Income (UBI; or, universal basic pricing and purchasing)** is a proposed State-public program for a periodic payment delivered to all citizens on an individual basis without judgement or work requirement. Universal basic income (UBI) is a system where everyone in a community is given a regular fixed amount of money from government intended to meet basic needs and free from any conditionality. The State pays money to citizens so that they may buy goods and services. The basic concept of UBI is that every person is entitled to a fixed amount of money from the state regardless of their income or need, and the payment is free of any conditionality. The same fixed amount is paid no matter how wealthy or how poor the person may be. It is not linked to any life event or risk such as unemployment, sickness, or old age. Instead, it is a payment made to everyone for life. Without any conditionality, it would allow those who choose

to work to do so but others may choose to do something other than take up employment. There are variations to this model. Some are intended to replace all other welfare benefits and others simply to provide an additional layer to existing welfare schemes. Some paid to a defined group rather than the entire population. Universal basic income equates to free money, and people shop around for what they want in the available market, or, they shop from the State store (depending on the particular economic configuration). People spend the universal income in stores, either commercial/businesses in the market, or in a State store.

A. The UBI token (a.k.a., UBI money) could be given as a universal yearly guaranteed income, equal for everyone, that would sustain a set standard of living (hopefully, high and optimized standard of living). Less may be given to the young and full is given to every adult. The amount given could be based on life phase. The basis for the claim of the credit by everyone is that they are all individual humans in a particular phase of life. Possibly, the workers and retired get equal yearly credit (or, the retired get more), which is deleted at the end of each year (or set cycle), and not transferable to anyone. All who do "work" in each of their life phases in community do the same, and have access to the same that all of community has to offer at that access life phase (nurturing, education, contribution, and leisure).

2. Universal Basic Services (UBS; or, universal services, free services) is a proposed State-level program to provide free goods and services. The State subsidizes free services. This includes free food, housing, transport, healthcare, education, utilities, infrastructure, and communications, etc.

3.3.15.1 Basic income

Basic Income is a fixed cash State coordinated grant programme that adheres to the principles of commerce, universality, individuality and unconditionality. Basic income is one possible mechanism to establish a guaranteed individual human fulfillment safety net, reducing socio-economic inequity. Regular unconditional cash transfers are an efficient way to provide an economic basis of human need support (to make sure that everyone can face the future with a base level of fulfillment, and in a healthy and happy manner). A basic income is universal and unconditional floor of monetary income. Money is needed for markets. A universal floor of access is needed for human well-being. When well-being is tied to markets, then a universal floor of money is needed. Everyone then has some money to spend into markets; in other words everyone has some

voting power on what businesses should be open, what goods should be made, and what services should exist. Everyone can vote on what should or shouldn't be a functioning business. In many ways, basic income is financial freedom for humanity to have a floor of support to live well.

Among the many benefits of a basic income is a reduction in the drain on individuals' cognition. When there is a basic floor of income (Read: access to fulfillment), people are less likely to a behavioral from a state of survival and a feeling of inequality. This reasoning is significantly why the income must be global (to the population; because, if it is not global, it will be sensed by some as creating unequally, and will always be rejected and/or distorted. Other social benefits include, but may not be limited to (Benzell, 2021):

1. No significant reduction in labor supply.
2. Increased self-employment and part-time employment.
3. Slight decrease in alcohol and tobacco use.
4. New mothers extend their maternity leaves.
5. Birth weights improve due to better maternal nutrition.
6. Graduation rates and educational outcomes improve.
7. Hospitalization rates decline.
8. Crime goes down, especially illegal hunting.
9. Domestic violence decreases.
10. Trust increases.
11. Food security increases.
12. Improved cognitive functioning and personality traits.

Herein, if there is tax, then it could be based on income and/or consumption, such that those whose income is higher or who purchase more have a higher tax (per some fixed rate, not tax brackets).

Basic income (a.k.a., universal basic income, unconditional basic income, floor income), etc., has five necessary components (i.e., basic income is money that is):

1. Market/commerce:
 - A. Price: objects and services have a direct price to be paid by a consumer.
 - B. Cost: the production of objects and services has a cost to be paid by the producer.
2. Unconditional:
 - A. No work requirements.
 - B. Money is provided independent of employment status. Also, for the employed, it adds to that which the employed already get for work.
3. Universal:
 - A. Everyone gets it. Who is everyone? Does someone get it during all of the four life-phases (nurturing, education, contribution, leisure), or

- does someone only get it during specific life phases; for example, someone can only get it during the education and contribution phases, and thereafter, all access is free (no price to access)?
- B. Money is provided independent of income status.
 4. Individual:
 - A. Money is provided to each individual within a household (not the "head of household").
 5. Periodic:
 - A. Money is provided on a regular dependent basis (e.g., weekly, monthly, yearly).

Basic income is a floor, so no one ever falls through it and it reaches everyone. With a basic income people will have the safety net (comfort) to work intrinsically more often than extrinsically, and hence there will be more labor workforce, not less. If a basic income was present, and then taken away, it is likely to reduce intrinsically motivated work; reduce the desire to work. Basic income allows everyone to say no to non-intrinsically motivated (or worse, coercive) work conditions. Hence, there becomes bargaining power with employees outside of labor unions. Basic income increases trust among society. Basic income increases intrinsically motivated work among society. Hence, everyone gets the same floor, but different people pay different amounts of taxes.

UBI ought not be considered welfare, because where welfare is exclusionary (Read: some people get it and some do not); universal basic income includes everyone. Welfare income programs around the world include, but are not limited to:

- Food assistance [income] programs, cash assistance programs, child assistance programs, unemployment benefits program, disability programs, etc. Herein, there is always the concern about qualification and the concern about losing the qualification and no longer reaping the benefits.

The two requirements of a basic income system are:

1. Everyone receives the same basic income floor.
2. Everyone pays taxes at a fixed rate, based on consumption and/or income.

In a digital, crypto-currency market where UBI is in effect, there are may be three classes of socio-economic access:

1. Those who live off the universal income from the State in the form of crypto-currency, and do not work.
2. Those who acquire State crypto-currency (UBI) as well as work for a business to earn additional

currency, in order to have a higher level of socio-economic access than the UBI feeders only.

3. Those who are the owners of the production and distribution systems, super-State authorities, and those who are already wealthy (possibly, because of early adoption of crypto-currency).

The linking of basic income to the State could be three-fold:

1. A national basic income could be linked to living in a State (or, union of States) as a citizen.
2. It could be linked to non-citizens ("foreigners").
3. It could be linked to living (as a resident) in a pre-planned community habitat (within the community habitat service system network).

3.3.15.2 Policing basic income

If this income is universal and conditional, then society does not have to have a significantly large citizen investigation service to investigate whether any citizen/household ought to be disqualified and taken off of the income program (for earning more than some base level, or having property over some base level). When this income is not universal, there is a significant administrative policing required to police the citizenship in order to disqualify and punish those who earn or have more than is allotted by the State. Often, these policing personnel may surveil the population and enter their homes and financial accounts with, and sometimes even without, a legalized written warrant (to determine if they are outside the bounds for receiving the benefits).

3.3.16 Transition by means of a national community-habitat service network

A basic income could be linked to living within a habitat in the community [network of habitats]. Herein, the State is only paying someone a basic income because they are living in a specific type of habitat (i.e., a community-type habitat). The State organizes the movement of citizens and resources into community habitats through community standards working groups and community-type habitat development (re-construction of the material environment into one representative of a community-type organization).

The movement into the habitat could be phased according to the life phases of humanity, such that a specific percentage of the makeup of the whole population of the habitat is composed of some part contribution phase persons, some part education phase persons, and some part leisure phase persons, over time:

1. **Contribution service:** The first phase to move into a habitat would be in the contribution service phase personnel. They may receive:
 - A. A basic income.

- B. A contribution basic income (contribution bracket).
 - C. Labor income (working hours / work proposal as incentive/reward).
 - D. All community-habitat services are free and available all the time, except leisure ("holiday") services, which are only available 1 month per year.
- 2. Education service:** The second phase persons to move into a habitat would be in the education service phase of their life. They may receive:
- A. A basic income.
 - B. An education basic income (education bracket).
 - C. Education income (for assignments complete as incentive/reward).
 - D. All community-habitat services are free and available all the time, except leisure ("holiday") services, which are only available 1 month per year.
- 3. Leisure service:** The third phase of persons to move into a habitat would be in the leisure phase of their life. They may receive:
- A. A basic income.
 - B. A leisure basic income (leisure bracket).
 - C. Leisure ("holiday") services available for free all year long for the rest of their life.

A national community habitat service approach involves, at least the following elements:

1. Community standards development by working groups at the State level.
2. Community education at the university level.
3. Community program on-boarding.
4. New habitat construction (either new development or a completely re-planned configuration of an pre-existing urban development).
5. Community habitat on-boarding.
6. Basic income to all people in the community habitat network.
7. Free basic habitat (life, technology, and exploratory) services (a.k.a., national community services) to all people in the community habitat network.

It may be possible to transition to community through the introduction of a State coordinated public-private partnership that creates a special regulatory zone for the development and operation of a national-State community habitat service, including:

1. Integrated habitats are planned.
2. Public-private partnership for land acquisition.
3. Integrated habitats are constructed.
4. National community habitat construction creates a special regulatory "community" zone.

5. People are on-boarded into the integrated habitats.
6. The whole community habitat population gets access to:
 - A. Free/national community services.
 - B. Basic income (universal, unconditional, periodic).
7. The contribution-age population works for the local production service system, which sells products into the global market, and receives income from their purchases as part of the local habitat cooperative that distributes pay on an hourly basis.
8. The contribution-age population pays an income and/or consumer tax that either:
 - A. Removes money from circulation.
 - B. Pays money into a UBI account.

Herein, the possible stages of internal economic transition in relation the community's profits from production, may be:

1. After having first met the needs of the people within the habitat [network] at some basic service level, then:
 - A. Production profits go to the working individuals per working hour and/or proposal.
 - B. Production profits go to basic income.
 - C. Production profits go to production of basic services (i.e., production profits are collectivized), and used to buy what's not yet produced internally.

NOTE: *It is expected that over time, a community-type regional configuration will out-compete capitalism, because there is no profit going to private capitalists.*

There will continue to be a need for "outside" resources (possibly, until such time when the community network encompasses a continental region). The acquisition of "outside" resources may occur through two means:

1. Trade (in the market):
 - A. Money paid by the community-type society for commodities produced in the market (as a trade event).
 - B. Money is collected by the community-type society for commodities produced in community (as a trade event).
2. Donation (in the market):
 - A. Objects and/or services are freely given for use under market conditions.
3. Regional socialization to community:
 - A. A joining populations gives/combines their resources with the community network).
 - 1. If there is another ["socialist"] State, Union, region, or industry that wants to join the community network, then they merge their project control and accountable

resources as an expansion of the community [standardized] network.

3.3.17 Contractual agreement access deliverables

A.k.a., Plan contracts, legal agreement plan, legal declaration plan.

In a non-corrupt market-State jurisdiction, all that matters is *what was in the contract*, because the State will use what is in the contract to reason its final opinion.

Agreements are made between competing entities, for which a 3rd party (e.g., the government) holds the parties accountable. Contractual agreements include legal, regulatory, etc. Entities in the market-State may have to make contractual agreements with other market-State entities in order to access resources. These agreements may be made with any of the following organization, or mixture of organizations:

1. Local government (city / county law).
2. State government (states law).
3. Global government (federal law).
4. Business contracts (commercial-civil contracts).
5. Property (monetary-civil) contracts.

3.3.18 State permission-agreement [access] deliverables

A.k.a., Permits, permitting.

In order to access and maintain good standing with the State, an organization under the jurisdiction of the State must act in compliance with its "laws". In every jurisdiction there is an operating jurisdictional compliance mechanism. The operational community will need to maintain compliance with required State regulatory bodies, requiring an operating jurisdictional compliance plan; they are typically called permits (i.e., authority permission slips). These regulatory State bodies establishing both the code for compliance and the penalties for non-compliance with standards and protocols to deter deliberate misconduct. This can include fines and sanctions for project developers found to be in violation of established standards and protocols.

3.3.19 Habitat network creation by the State

The community habitat network could become a department of the State. Wherein, the State funds the community habitat network through different sources:

1. There is only common heritage resources and duty, and no business partnership agreements are required.
 2. The State funds a national digital-crypto community-habitat duty service that builds and lives in an integrated network of habitats.
- After national duty service (Read: labor years) is

complete, the habitat is freely accessible for all.

3. The State funds the network through money (digital crypto) creation and circulation (socialized, State-payment of labor).
4. The State funds the network through trade with a larger market (trade business).
5. The state funds the network through global individual donations (donations business).

3.3.20 Constitutional integration of community-type standards

Constitutions are the basic rules of the State (i.e., they are rules that the current government must follow). These rules affect the flow of resources and work throughout the territory of the State. Constitutions are considered binding [social] contracts for all people in a jurisdictional territory, regardless of whether the constitution was or was not selected by the territory's current inhabitants. A constitution is the basic logic for the operation of the State (democratic-type). A constitution specifically defines fundamental policy, political principles and establishes the structure, procedures, and powers and rights of a government, and its limitations.

The constitution detailed herein, like any constitution, enumerates and limits the powers and functions of the State. It is possible to create a constitution that includes the principles of a community-type society. In order to transition society to community, it is likely necessary for the State to adopt of a constitution as well as a set of community-type socio-technical standards. The constitution should mention community standards directly.

The average State is composed of some combination of an executive with an executor (president or prime minister) and a set of ministries (cabinets, etc.), a legislative group, and a justice group (note that there is also: the regulatory branch, for regulating market entities and technologies, and the military branch). Here, these groups control [to some relative degree] the material environment. Then the constitution must either use these functions and/or change these functions to be more aligned with community and facilitate the flow of resources thereto.

3.3.20.1 Transition of the primary State functional branches

The transition to community may occur when administrators become coordinators, and socio-technical operators become habitat service team members. The State-type decisioning becomes subsumed by a decision system that applies a globally coordinated protocol for resolving problems into solutions based upon the accumulated integration of real-world information about how to optimally fulfill human needs.

The branches of government transition their operations through a set of community-type standards into

operations representational of community:

1. In community, there is no president or prime minister:
 - A. There is no president/prime minister in community; hence, during transition [of the State] to community, the president/ prime minister will adopt the role of Global Transition Coordinator. This role is primarily responsible for coordinating a transition team, updating the public, and developing positive working relationships with foreign officials. During transition it is possible for a president to lead the change in terms of a new social contract (community-habitat residency agreements/profile). The Global Transition Coordinator shares updates with the public, and makes requests of the public. Other common presidential/prime minister actions may be present. Here the lead executive becomes a member of the transition team, possibly, the Global Transition Coordinator. The executive directors' may assume the role of transition team coordinators, because they are accountable for legal transition and legal compliance. The rest of the executive branch of the State is dissolved -including, the prime [corporate] executive often named as president, prime minister, or dictator. The legislative branch (including staffed divisions of the State) is dissolved into an InterSystem Team composed of information working groups and operational habitat teams who work together at both the local scale as well as the distributed-global one.
2. In community, there are no ministries:
 - A. There are no ministries in community; hence, during transition [of the State] to community, the ministries become a unified and integrated access oriented information and resource-based service system for the population. This service system includes, at a high-level: a contribution service system; an information standards service system; and a material habitat service system. In community, there are working groups that develop the standards that are applied/ operationalized by habitat service teams. Ministries traditionally develop procedures and standards that relate to the implementation of law (associated to that ministry) by the legislature. Here, the ministries become working groups that develop a set of standards and habitat teams that operate habitats.
3. In community, there is no legislature:

A. There is no legislature in community; hence, during transition [of the State] to community, the role of the legislature becomes less and less of one composed of the legislation of violence (when to use it and when not), and more and more composed of decision system working groups that acquire data and resolves decision protocols toward the greater global need fulfillment of all. Here, the legislature becomes the decision service system.

4. In community, there are no civil or criminal judges:
 - A. There are no judges in community; hence, during transition [of the State] to community, the role of punishment by way of judgement transforms into a restorative justice service operation, highly inclusive of medical investigation and well-being restoration practices. Here, criminal/civil judgement becomes the restorative justice service system.

3.3.21 Transition of legislation (legal-laws) to those of community

The following laws ought to be passed by governments/ States:

1. Government can pass legislation to create laws that are functional toward the development and adoption of community standards, and the transition of populations into community-aligned socio-technical configurations (in community cities).
 - A. Government cannot turn off global communications (i.e., the internet) for [any] legal reason.
 - B. Government can pass legislation removing and neutralizing laws that prohibit adoption of community standards.
 - C. Government can fund (i.e., create laws to give money to specific purposes). An agricultural subsidy (also called an agricultural incentive) is a government incentive paid to agribusinesses, agricultural organizations and farms to supplement their income, manage the supply of agricultural commodities, and influence the cost and supply of such commodities. Simply, a subsidy is a benefit given by the State to businesses, usually in the form of a cash payment or tax reduction, to plant or not plant some type of vegetable crop. There may also be subsidies for livestock, although this is rare to non-existent. Governments subsidize products (e.g., crops), and so they need the population to buy those products (e.g., eat those crops) so that they get their money back. Subsidies are one way States influence markets. In some

cases, governments give subsidies to control markets (including the education and research ones). Bad decisions can be enabled [to repeat] by subsidies; if bad decisions are subsidized, society gets more bad decisions. Subsidies are incentives that influence priorities.

3.3.22 State reform of the market

I.e., Transition via State incentivizing specific markets and market behaviors.

States may have more or less [financial] influence over markets. State have varying degrees of control over an economy and human behavior.

There are degrees of control for which a [political] State has over an economy:

1. Authoritarian the Party can allow some companies to do better, and the party can dissolve some companies if they want to. The party can punish the company if it violates the party-law. Here, there are as many productions and factories as the party says there are.
2. Democracy has representatives and regulators provide money (subsidies, grants) to the market to promote behaviors, and they change legal code to regulate behaviors. Companies may only be dissolved by the partners or the State, in the case of a crime. Regulators can punish companies that violate the law. Here, production has many offices and many factories.
3. Socialized there is one production office and one factory; there is a unified information system expressed emergently through a set of societal specification standards that realize a global habitat network operation.

The State-government has four ways to influentially change behavior:

1. **Violence (i.e., direct and coercive):** Incentivizing and de-incentivize behaviors through coercion (Read: adding and removing crimes from the legal system).
 - A. Direct and indirect military-intelligence action.
2. **Money (i.e., funding):** Incentivize social behavior through money (Read: funding).
3. **Information (i.e., propaganda or science):** Informing social behavior through signs and propaganda (Read: informative signing and marketing).
4. **Engineering (i.e., systems science):** Engineering technological systems that conform behavior. For example, installing a urine detection system in

elevators, which stops the elevator when urine is detected, whereupon habitat service personnel (e.g., police and medical personnel) are called to restart and inspect the elevator.

State governments can subsidize (financially influence) a market production entity-sector (industry) in the following ways:

1. **Direct funding** (providing finances directly to some organization):
 - A. **Grants** (a.k.a., government grants, State grants, etc.) giving money directly, after policy documentation is written, then the public presents a proposal for a granted portion of the money available to meet the policy, then the grant is accepted or not; if accepted, money is paid directly to grantee.
 - B. **Subsidization** (a.k.a., government subsidy, State subsidy, etc.) creating policy and then paying an entities in an industry to do, or not to do, work.
 - C. **Loans** (a.k.a., government loan, State loan) are direct lends/credits of money with a requirement to repay the debt (sometimes, with "interest"). Common types of government loans include, home loans, college education loans ("student loans"), disaster relief loans, business startup loans, and veterans support loans.
2. **Indirect funding** (providing finances indirectly to some organization):
 - A. **Tax breaks or tax credits** (a.k.a., government rebates, State tax rebates) where the government either returns a portion of the money paid through tax ("tax credit"), and or requires less tax to be paid ("tax break").
 - B. **The elimination of fees or penalties** wherein the government removes regulations that would otherwise penalize and/or prohibit the operation/usage of something.

The three dimensions of the market can be influenced by the State to incentivize action and/or inaction:

1. **On the production side (employer)** production can be incentivized directly and indirectly through all methods above.
2. **On the consumer side (consumer)** the purchase/usage of a product can be incentivized through tax credits (Read: tax rebates). For example, common consumables that government regularly give tax credits for are the purchase of an electric vehicle and solar powered roofs.
3. **On the labor side (employee)** through regulatory legal standardization of worker safety, worker processes, and a minimum wage.

3.3.22.1 Subsidies (a.k.a., State funding, State budgeting)

A subsidy is a set of money, a budget, set aside to spend on a specific production:

1. To transition to community, the State may subsidize:
 - A. The community system as a societal product:
 1. Community standards development.
 2. Community habitat operations.
 - B. More generally, during transition:
 1. Holistic cultivation of land.
 2. Use of automation, networking, and intelligence technologies.

Common subsidies, given by States, include:

1. Housing subsidies: States may provide subsidies to individuals or families to help them afford housing, often in the form of reduced rent or mortgage assistance, or even, free housing.
2. Agricultural subsidies: Farmers may receive subsidies to support their income, encourage specific farming practices, stabilize food prices, or even, provide free food. Farmers may be paid to farm, and also, not to farm.
3. Education subsidies: States may subsidize education costs for individuals, such as providing grants, scholarships, or low-interest loans to students.
4. Healthcare subsidies: States may offer subsidies to individuals to help cover the costs of health insurance or medical care, or may provide free healthcare.
5. Energy subsidies: Individuals may receive subsidies to offset the cost of energy-efficient technologies, such as solar panels or energy-efficient appliances.

3.3.22.2 Market regulation [law] changes

Reduce and eliminate laws and organizations promote competitive strategies. In the early 21st century, there are relationships between governments and large corporations that benefit large corporations over human cooperation and human need. Large corporations engage in lobbying (a competitive strategy), where lobbyists lobby government for rule changes (regulations), and do so with much greater efficacy than small businesses and individuals. Small businesses don't have the financial status and relationships to do so. In many cases, the only organizations who can comply with the new regulations are the large corporations (often because of added costs).

3.3.23 Transition via litigating the State preemptively

The State must have a rational scientific basis for government force and violence. Where there is risk of State force, given the rules of the jurisdiction, it may be best to litigate first against the State and have State authorities respond. Many States have systems where if litigation is brought against the State for an action it may have rapidly taken in the future, the matter goes to court (and the State cannot take rapid and drastic action).

3.3.24 Transition of State land into common habitats and caretaken ecologies

States are founded on the monopolistic/imperialistic control of land. Rent is paid to the State in the form of tax for land-property, as well as market-State transactions thereon. Therein, governments are founded, in part, on what they will do in concern to their monopoly over land (a.k.a., territory). Therein, governments are founded, in part, on what they say they will do in concern to their monopoly over land (a.k.a., territory).

Herein, it may be important to form a government around land-concept transformation. The transition is:

1. From payment to the State for rental and usage of land (i.e., land tax).
 - A. To free access to land for community purposes and living (i.e., free goods and services, supported by a community standard structure).

3.3.24.1 Special regulatory zones

It may be possible to achieve the status of a special regulatory zone for development of community habitats through appropriate jurisdictional bodies. These bodies approve the development and/or redevelopment of an area of land in order to construct community habitats.

3.3.25 Transition of the justice system of the State

Because the early 21st century is characterized by a punitive justice system and criminal prisons, the transition must involve a decrease in punitive behaviors. A decrease would look like a reduction in the length of sentences and turning the system away from punishment practices and towards rehabilitation and restorative justice practices.

In the early 21st century, the State of Norway maintains a semi-restorative, semi-punitive [criminal] justice system. The governor of the Halden prison, one of Norway's semi-restorative prisons, states (Delune, 2021),

"In Norway, the punishment is just to take away someone's liberty [to social-public access]. The other rights stay. Prisoners can vote, they can

have access to school, to health care; they have the same [other] rights as any Norwegian citizen. Because inmates are human beings. They have done wrong, they must be punished, but they are still human beings. We are releasing your neighbour. . . . If we treat inmates like animals in prison, then we will release animals on to your street."

Therein, the Halden prison architect, Gudrun Molden, explains,

"The sentence is taking away the freedom. . . . Everyday life shouldn't be the sentence."

A point of transition from the market-State to community would be to separate:

1. Standards (code) creation in community, standards are created by informed information working groups.
2. Standards (code) violation this is an event in significantly violation of a standard.
3. Standards (code) investigation this is the investigation to determine who behaved in violation, and when.
4. Standards (code) restoration this is the medical system to facilitate restoration to full global community fulfillment.

In order to achieve a justice system reflective of restoration of well-being, the following must likely be done:

1. Remove all profit from the justice system.
2. Remove all civil property trade law from the justice system.

The legal system shall do the following in order to follow through with transition:

1. Removal of all local-victimless crimes The removal of all crimes without local distinct victims, that aren't crimes of damage to something physical (e.g., all personal drug crimes).
 - A. These include, but are not limited to: drug legalization (drug decriminalization; the removal from the law/code books all rules about what someone may use to alter their consciousness).
2. The removal of psychological experts from court jury conviction proceedings.
3. Interoperation between police, national duty, and medical/fire personnel. National/interSystem medical-defense personnel interoperate during and after incident response. Medical and infrastructural restoration teams support re-construction and during post incident recovery and restoration.
4. It is likely that a justice system in transition will

eliminate pleabargains. A pleabargin represents a lighter sentence (if convicted) if the suspect admits to taking some punishment for some or other wrongdoing. For example, in the case of the presence of a "pleabargin", if "you" don't say "you "did it (i.e., don't just take the plea bargain), then "you" will likely be punished more if convicted. In other words, "you" either take the plea bargain or "you" go to trial and we will try to punish "you" for 10 times more years.

5. The whole State system will be made transparent, except areas where there are on-going investigations and defense matters.

3.3.26 Transition by means of rural habitat transformation

A.k.a., Land reform, land redistribution, rural reform"community integration and restoration (rural reform and agrarian reform)

The State plans for new habitat service systems in the rural environments that are constructed through, and operate under, a community-type socio-technical standard. Here, rural environment refers to land that is either sparsely populated or not populated at all (and may be contrasted with urban or city environments). Originally, agrarian reform meant that the market-State divided up ownership of acquired land as property between individuals and the State. Herein, reform refers to the State repartitioning rural territory for the construction of community-based habitat service systems -the State acquires land and plans new cities and city environments on that land. Hence, instead of partitioning land for property usage (residential, commercial, and public), it is partitioned for new habitat service systems guided by a community-type societal [socio-technical] standard. Here, there is the production of new habitats, based on community principles, in rural areas.

State either controls the land in some original [historical] sense, or it acquires landed property (from individuals and/or commercial entities) through either payment or eminent domain. Eminent domain law entitles the government to take (whether by peaceful means or by force) land for public use. Property owners are rarely successful in stopping governments from taking their property under eminent domain. Some constitutions (for example, the U.S. Constitution) gives the person (or business) the right to "just compensation". "Just compensation" is a jurisdictionally defined term, meaning that different jurisdiction will define what a "just compensation" is differently.

It is possible for the State to give people an incentive to move out into new, integrated community-type cities. When they leave the old environment, the environmental resources will be re-collected and used elsewhere to continue the building of community-type environments.

Rural community integration and restoration environments include:

1. 2 to 4 family units with ecological design minimum viable habitat service system (MVP). AuraCurve represents the minimal viable product.
2. 4 to hundreds of family units Ecovillage, or community-ecovillage network.
3. Hundreds to hundreds of thousands family units community-city, or community-city network.

Herein, the adoption of AuraCurve architecture is likely to lead to the adoption of structures that enable the objectives of community; such as, integration of services for service effectiveness, service efficiency, and modularization.

NOTE: *Territories are always in transition, and hence, it is wise to consider how territories could be transitioned to facilitate global human fulfillment.*

3.3.26.1 Land distribution

Redistribute land (mostly rural land) for sustainable regeneration. Sustainable regeneration may include locations with population densities from that of a small ecovillage up to a city scale. People have the option to in locations with different population densities and contribution requirement. People living in smaller scale ecovillages may require more resources, but the people living there are also capable (and potentially responsible in the community network) for producing above their own needs.

3.3.26.2 Rural city development

In the market-State, people move to the city for more and better access. The people who move to the city, some of them have to move for poverty and financial reasons, and some of them move just for better access to services. Wherein, often, the rural land is bought by corporations. Individuals and governments can begin to design new cities (i.e., new city designs). In a social-State, rural land would over time be come to be owned by cooperatives, which are in a relationship decreasingly sustained by a social-State (as the social-State becomes decreasingly Statist). The result of this transition to greater states of cooperation becomes an engineered and increasingly large network of habitat service systems at the city scale (but also, house-hold, several household, and eco-village scales). People in community living in habitat service systems are regenerating land while living a fulfilling lifestyle. New community-cities could be placed in previous rural environments.

3.3.26.3 Wildlife habitat optimization

Wildlife preservations and habitats can be established at the same time new city systems are built. The planning for habitat service system's for humans can include

planning for wildlife and the larger regional ecology. Both wildlife preservation areas and wildlife corridors may require designation. It is important to recognize that preservations and corridors can still be caretaken and maintained by humans. Restorative agriculture is an approach to cultivation that involves animal movement over natural landscapes in a controlled way. The same principle could possibly be applied to wildlife preservations and corridors to optimize species, diversity, and even provide cultivation support for cities.

Wildlife preservations and corridors reduce unnecessary human disruption to the peaceful life of other animal species that share the planet. Community seeks to share our planet with all the life on earth. Humanity should have a peaceful co-existence with wildlife.

In the early stages of transition, appropriate policing of the habitat, including preservations and corridors may have to occur, and there may have to be real consequences for people and organizations that violate decisioning around protected areas.

3.3.27 Transition of taxes

Tax is a fee paid for State services; it is the mandatory price to be paid for accessing State services. It could be seen as a price paid to live in a market-State society. Tax is the appropriation (taking) of people's resources [through threat of force and violence]. If a citizen's income is taxed, then that person cannot buy as much stuff from the market. If a portion of someone's income is taxed away, then what is happening is that that person's ability to go and consume resources is reduced. If tax is being paid, then by definition the payer is not buying as much stuff; however, that means the government can buy more things (note: unless the tax is just for deletion of money from the economy).

The idea that tax is bad and burdens people ought not ignore what is being bought. Buying a great medical system, education system, and transportation system is a great idea. Buying community habitats is a great idea. Buying the fulfillment of human needs, which are common to all, is a great idea. Buying the transition to community is possible. Human lives are improved when systems that optimally and commonly fulfill needs are bought.

If someone is sitting on a lot of wealth, in the early 21st century, s/he doesn't need any socialized public services, better than that can be easily bought in the market; here, it becomes easy to see why individuals with more money might have a personal preference that they personally pay less tax, because they personally do not use those [public/social] services and/or don't want to pay for other people's need fulfillment. Those in power often support this view; because, those in power want to stay in power, and are supported in power by those with money, so delivering resources to those who can help them stay in power is a wise decision.

INSIGHT: Taxes could be seen as a net benefit if the money was used to purchase community standards and habitat operations.

3.3.28 Transition via externality cost financial calculation

During transition, it may be possible to incentivize externality analysis by creating an environment where businesses have to pay for the externalities in the future if they do arise. Creating an environment where externalities would affect the cost equation.

3.3.29 Law-based transition of property

Create laws that allow and ensure community licensing:

1. All state deliverables can only be licensed as common to all (commons, by-attribution) and share-alike (non-future privatizable).
2. Community be legally allowed to use patented, copy-written, and intellectual property information.
 - A. The State can legally use patented information to transition to and operate a community-type configuration of society.

Create laws that disallow property:

1. Plants, animals, and seeds, and their parts, are not human inventions and cannot be made property.
2. Information and intelligence that can be used to optimize human fulfillment cannot be made property.

3.3.30 Transition of debt and property

It is possible that during the transition the State could offer citizens a total debt relief. The federal government could offer to eliminate all personal debts, mortgages, loans, credit cards, etc. This central State authority would cancel all debt. In exchange for acceptance of this total debt forgiveness, the population will transition their current properties into a community type configuration through coordination of that property into community-type access categories (Read: personal, common, team). Property owners together with coordinators organize the flow of resources that were once property. It could be said that the owners of the release ownership of any and all property and assets. In return for the release of property to community, the individual becomes a credentialed member of a community network of habitat service systems. Here, to be credentialed means to have an identity in the social information system (a "commons living identity"). In general, this identity provides the individual with unrestricted travel and unrestricted living. In the case of transition, there is no new owner of the property. Instead, the property becomes common heritage divided up into three classes of access: personal, common, and team (work). During a transition, some of

the property may enter a State focusing organization that configures the resources into a set of habitat access-based services. Therein, all land, including commercial land, properties, and resources will transition into an community-based access commons.

Note that no debt means no insurance, no rent, and no taxes.

Debt forgiveness and property released to community access could be seen as a significant net benefit if there is the persistence of an optimal community operation afterwards.

3.3.31 National service transition

A nation is an abstraction, a concept only; because, it is an imagined area of land, an anthem, a flag, a made up name, a reported history, and an unreported history. Nations are "fairy stories". Instead, people and the events that occur to them are real, nations are social constructions (abstraction, operational entities competing for fulfillment).

INSIGHT: National flags are symbols, are constructs, are emblems of a system of control that involves the creation of nation-States. Most nation-States are defined by borders that have been arbitrarily drawn on a map of the world. And of course, the world is owned by someone other than the residents who live in the individual countries as defined by the borders. People have been organized into nation-States using flags, anthems, uniforms, medals, statues. In the early 21st century, flags indicate ownership, control and governance over a population.

The concept of a "nation" as a group of people with a common social direction is also possible, and can be used to advantage community development. In fact, these two definitions of "nation" can be brought together: by realizing that nations are abstractions and realizing that "we all" share a common [optimizable] direction. Nations may be artificial divisions of global fulfillment, but the names associated with nations often carry influential socio-psychological power within their territories. Nations with friendly and companionable, relaxed populations may have an easier time realizing that there is no need, any longer, to divide their users and contributors (citizens) fulfillment up by profit, class, or authority, by competition.

Here, instead of viewing national service as a duty to the military, national service is seen as becoming part of the economic production system of society (the place the "market" presently holds). In this view, to do national service is to be of service to others (i.e., a duty to facilitate the fulfillment of others). It is possible to transition the armed forces into habitat "national" service support systems using their principles and units, guided by community standards. In concern to transitioning the

most strong authority-based structure (because it is based on taking and defending life with life), systems science standards must transparently be applied to transform decisioning from attack-type language to systems science (and discipline science) language.

INSIGHT: *If "we" enlist those who would commit the same atrocities as the former authorities, we wouldn't be any better, just the same with a different name.*

There are two ways to conduct national service:

1. **Contributing as national service** (as work on a community InterSystem team):
 - A. Contribution; where, individual selves (individuals) see and are motivated by a duty to contribute to society. Here, national service is contribution.
 - B. Limitation on access; where, if someone never works for national service, then they cannot "retire" and spend any leisure years as a resident in a leisure city.
2. **Forcing ("drafting") into national service** (as work for the military or State social services):
 - A. Conscription unavoidable draft into national service; where, individuals must work for national service, or there is punishment by jail (up to death).
 - B. Limitation on access an avoidable draft, but with economic consequences; where, if an individual never works for national service, then they are punished by having less labor-economic opportunity (primarily, in the way of limiting good job access).

3.3.32 Transition from rigid authoritarian hierarchies to community oriented functional hierarchies

Functional hierarchical organizations are essential for community. The habitat service system is a functional hierarchy composed of service teams, sub-teams, and working groups. Each function is filled by contributors and/or automation. It is staffed with people who are intrinsically motivated (primarily) to complete their tasks and align with each other and the coordinators that organize all work. Involves working groups and teams. It is open to contribution and closed to the labor market and political voting. Personnel have operational autonomy in their function ("niche") with [protocol] restrictions (i.e.,within limits).

There are hierarchies in the animal kingdom, but the hierarchies created after the agricultural revolution have create a configuration of society with a vast separation between the haves and have nots (on the socio-economic access hierarchy). In the rest of the animal kingdom there isn't such vast separation between the lowest in

the hierarchy and the highest. In human society in the early 21st century, there are significant and unnecessary differences in access between members of the population, which create a socio-economic class based separation of the population. Functional hierarchies get work done (i.e., work to meet requirements). The socio-economic access hierarchy of the early 21st century is functional, but for a different purpose than that of community, and hence the result is a large access gap between those who have more access and those who have less.

3.3.32.1 Reduction in militarization (*military fusion*), and peace amplification

The question of which set of authoritarians should control the population is not a useful one; it doesn't have a right answer. A government that operates to liberate a population would start by liberating the population for all the terrible actions governments can takes. The United Nations Declaration of Human Rights is one attempt at this. In this way, community adoption represents demilitarization of the State and corporations. Community, and transition thereto doesn't address our grievances through military force and violence. Demilitarization of regional states among one another, whereupon all of the resources put toward the prior military are put toward building community habitats.

3.3.33 Appropriation strategy (State)

A.k.a., Expropriation, seizure, public use, eminent domain, forfeiture, confiscation, requisition, property theft-ed-contributed continuum.

Appropriation (expropriation) occurs under essentially all States in the 21st century. In most cases, it has been renamed as, eminent domain (a.k.a., Public Use, Public Service). Eminent domain is the government's "right" to seize private property for public use. In the United States of America, the Fifth Amendment to the United States Constitution specifies that eminent domain can only be carried out if property owners are provided with fair and just compensation to make up for the property they are losing. Under the laws/contract of other States, appropriation via "eminent domain" does not have to result in fair and just compensation.

INSIGHT: *No one likes anything of value taken away.*

In the market-State, expropriation generally requires permission some governmental working group (e.g., judicial), and requires compensation. This type of expropriation can be extremely expensive. During transition it is possible that the compensation provided to those whose properties have been taken by an eminent domain law would have to be new property in an integrated habitat service system, where community standards are operative. For example, the government

may expropriate the land from people, firstly, so that they may move into a more fulfilling habitat environment, and secondarily, so that the land and objects can be re-purposed. This re-purposing of the environment generally involves the recycling of materials, the restoration of land, and the building of new integrated habitats. The best compensation for expropriation is a community-type society.

3.3.34 Legal strategy

During transition there will need to exist a transition team that completes legal work and monitors legal-related topics, to ensure that there are no legal issues that could arise that could harm:

1. The completion of the objectives of this direction; as in, to transform society at a global level into a community-type societal operation.
2. Individuals working on this direction, either physically, psychologically, or financially.
3. Market-State organizations that are doing significantly beneficial work toward this direction.

If possible, the legal team may need to:

1. Take pre-emptive action where there is legal uncertainty.
2. Review all agreements to ensure:
 - A. Legality of actions.
 - B. Clarity on violations of community objectives.
3. Provide legal consultation to other teams.

3.3.35 Transition via special economic zones (SEZ)

A.k.a., Special jurisdictions, special economic zoning, free economic zones, special sovereignty zones, special administrative regions, special legal zone, the network State, etc.

It may be necessary for the initial habitat(s) to acquire special regulatory permissions from the relevant governing(control)bodies of the State in order to establish a special economic-jurisdictional zone for experimenting with transition to a community-type society. Special economic zones can be established by governments to facilitate the development and operation of community. These zones provide organizations with the opportunity to operate and experiment with different and/or fewer restrictions and regulations, potentially benefiting from tax incentives and unique socio-economic regulations not applicable to the rest of the territory. These regions or zones are often regarded as experimental, serving as testing grounds for novel socio-economic policies and strategies. They typically possess a substantial degree of autonomy from State control, operating under separate economic and legal systems while remaining under the sovereignty of a larger State. Some of special

zones are in fact significantly sovereign nations on their own (Read: separate from the federal State), such as indigenous land ("reservations"). Alternatively, a State itself can establish such an experimental zone and utilize State administrators for its governance. In this scenario, instead of being autonomous, the experimental zone receives continuous resources and support from the State.

In many jurisdictions in the world, indigenous people and religions are granted special privileges and regulatory permissions. It may be possible to create indigenous and religious habitats where the transition to community is facilitated by these permissions and privileges. These organizations may be able to acquire special territorial and regulatory zoning.

NOTE: *It is important to highlight that a community-type configuration of society operates without a market (and eventually the State). Special economic zones within a market-State context are frequently pursued by individuals and entities seeking reduced State influence (including regulations and taxation) while maintaining the presence of a market, which is not the goal of community.*

Establishing a special economic zone, created and supported by a government, can offer several advantages for experimenting with the socio-technical standards for a community-type configuration of society, including but not limited to:

1. Flexibility and reduced regulations: Special economic zones often operate with fewer restrictions and regulations compared to the broader jurisdiction of a State. This flexibility allows for the exploration and implementation of innovative socio-technical standards without being constrained by the existing legal and regulatory framework. It enables the community to adapt and experiment with alternative approaches that may not be feasible in the larger society. This can help bring in the necessary resources and expertise required for implementing and testing new socio-technical standards.
2. Controlled environment for experimentation: Special economic zones provide a controlled and focused environment for testing socio-technical standards. By establishing a designated area for experimentation, the impact and potential risks associated with implementing new standards can be contained and studied more effectively. Lessons learned from the zone can then be applied to the broader society if successful. Special economic zones setup a safe-to-fail environment (a.k.a., safe-to-fail probe). The current version of the standards can be tested at a small scale, and if the system does fail (in its current form) the consequences will

- not be catastrophic.
3. Showcase and demonstrate viability: Special economic zones can serve as showcases and demonstration sites for the viability and effectiveness of new socio-technical standards. If the experimental zone proves successful in achieving desired outcomes, it can inspire confidence and generate support for wider adoption within the larger society.
 4. Learning and policy development: Establishing a special economic zone allows for the collection of valuable data and insights on the practical implementation of socio-technical standards. This information can inform policy development and decisioning at the local and State levels. It enables community standards developers and State policymakers to assess the social, economic, and environmental impacts of different standards and make informed decisions based on empirical evidence.

Overall, a government-established special economic zone provides an opportunity to explore, refine, and validate socio-technical standards within a dedicated and supportive environment, contributing to the advancement of community-based configurations of society.

3.3.35.1 Indigenous territorial zoning

In many jurisdictions in the world, the indigenous are granted special privileges and regulatory permissions. It may be possible to create indigenous habitats where the transition to community is facilitated by these permissions and privileges. Indigenous organizations may be able to acquire special regulatory zoning. Native indigenous often, though not always, have sovereignty over what happens on their land ("reservation"). What happens on their land is largely up to them, except (generally) for taxation by the federal State. The native indigenous effectively have their own land and law.

3.3.35.2 University special economic zoning (SEZ)

It may be possible for a university habitat to acquire special regulatory permissions from the appropriate State jurisdictional control bodies. Special economic zones can be created by governments to facilitate the development and operation of a community-university habitat.

3.4 Transition of public [to community through education and service]

A.k.a., The public relations interface plan, the education plan, orientation plan, the re-orientation plan, the citizen communications plan, the relationship plan, public plan, etc.

It is essential to interface (as an organization) with the public (the citizens) in a healthy and respectful way. It is essential to share community with humanity. Citizens' engagement and public involvement are essential in urban design and habitat planning to ensure the development and operation of community for people who seek to live there.

The transition of the public's perception to community involves the following objectives:

1. Participation in advertising & marketing (propaganda):
 - A. Visualization and memetic marketing
 - B. People aren't going to want a different system until they know what a different system looks like, feels like, and how they visualize themselves therein. One of the first things transition needs to do is conceptualize the system they know what it looks like, and rationally why it is wanted, and then, facilitate others' want of it too.
 - C. If harmful and irritating work is automated, then the "bourgeois ego" (capitalist ego) horizon can be overcome. The capitalists (those with most of the physical and financial resources) will support a society that works well for all. "Bourgeois egoism" stems directly from the bourgeois mode of production, from capitalism, with its particular focus on competition, purchase and sale, supply and demand, and the bourgeois illusion of "free choice", "free will", and "pulling oneself up by the bootstraps".
2. Transition accounting goals:
 - A. Needs survey.
 - B. Resource survey.
 - C. Services survey.
 - D. Task tracking.
 - E. These socially relevant data categories (needs, resources, etc.) must begin to be fully accounted for. In specific concern to resources, laws may have to be passed (or repealed) protecting those who are guilty of resource crimes, in order to get them to provide valid data, and thus, allow decisioning to take optimal decisions about what is possible given what is available.
3. Principle realizations about the current system:
 - A. The State is corrupt by the very nature of voting someone in who then follows their own self-interest while having a career in government. And, secondarily, government is formed from a monopolization on coercion and power-over-others to protect and regulate (control) populations of humans.
 - B. In the market, voting is tied to price, so people

- [can] vote themselves more money (at the expense of money for others). A democracy, for example, is people voting to fund their own market-public initiatives at the State level.
- C. The market is corrupt by the very nature of trade. Trade leads to a corrupted socio-technical environment because it disrupts cooperation by aligning incentives with profit and power-over-others and operationalizes processes that advantage one trading party over others sufficiently frequently that power-over-other structures emerge.
 - D. A system based on cooperation and common resources is likely to outperform a system of competition and profit, given what is available.
4. Principle realizations about the transition system:
- A. The transition system must educate.
 - B. The transition system must transition values to those representative of community.
 - C. The transition system must transition normalized behaviors to those representative of community.
 - D. Both the market and the State will have to be transitioned away from and into a unified community-based societal system.

3.4.1 The publicization plan

A.k.a., Marketing plan, advertising plan, relationship development plan, etc.

The publicization plan includes a set of required steps in order to gain sufficient reach, and thus, retain significant contributors and the desire for residency:

1. Via partnering with an influencer.
2. Via operating multiple "campaigns".
3. Marketing materials (promotional materials) include, but may not be limited to:
 1. Brochure media and distribution.
 2. Video media and distribution.
 3. Press release into professional news cycle.
 4. Pitch deck and presentations.
- A. Real marketing proposals ("pitches") include, but are not limited to:
 1. A ticket/token to a new humanity and way of living on the Earth.
 2. The ticket is to be a shareholder (stakeholder) in an emerging community configuration of society.
 3. The habitat being an alternative to a startup. We live together, professionally, and work on the same project so that people in other communities and habitats can use and build upon our own work.
 4. To live together in community fulfillment

with others based upon a set of agreed upon community standards.

3.4.2 A communications plan

A organization's communications plan includes at least the following:

1. An organization role/person chart.
2. Appropriately used coordinated scheduling and communications software.
3. A matrix of possible communication types and their priorities.

3.4.3 Public relationship strategies

The two primary relationship plan strategies are:

1. **Get a group of people together who understand and agree with the system so much that they will complete the tasks necessary to create it.**
2. **Start creating the environment so that other people can witness** how it is doing something that they like and want, and now they can see it, and now they want to join. Show "me" a simulation to visually understand the situation.

3.4.4 Parallel campaigning

Creating a set of parallel campaigns is a powerful strategy to facilitate the transition of the public towards a more community-oriented mindset and engagement. By running coordinated campaigns that address different facets of community building simultaneously, it is possible can foster a sense of collective identity, facilitate development, and motivate a desire to reside in community. These campaigns can encompass themes, such as:

1. **Neighborhood revitalization (a.k.a., ecovillage development, community settlement alignment):**
 - A. **Stakeholder workshops ("re-envisioning" workshops):** The most common form of public engagement in city decisioning, in the market-State, is that of the "stakeholder" workshop (SW; a.k.a., stakeholder engagement workshop) for local residents. In these workshops there are polls, questionnaires, public hearings, education, presentations, and consultation between the policy makers (a.k.a., politicians) and the public. In these stakeholder workshops the coordinated actions of government, academia, entrepreneurs, and social agents can transform cities and towns into community innovation ecosystems by presenting more choice (i.e., more options) to the actual residents. "Stakeholder" workshops are

coordinated workshops that hope to produce a better neighborhood deliverable (cyclically, over master-planning time).

2. Sustainable living (a.k.a., regeneration movement, restoration movement):

A. Environmental clean-up of trash.

1. Neighborhood clean-up service to pick-up trash; habitat trash pickup work groups.

B. "Circular" economics (a.k.a., "doughnut" economics).

1. Standards development "mastermind" workshops that develop the common standard for community.

3. Civic participation:

A. Standards development "mastermind" workshops that develop the common standard for community.

4. Competition:

A. For any discipline, because all disciplines relate to society. For instance, an:

1. Architectural competition to develop a next-level, innovative sub-sector in a habitat (in AuraCity, for example). The working group goes over the finalists for integration, based on a criteria (alignment with each standard/deliverable). You, as a finalist will attend the workshop where each finalist presents their work. The "winner" will, as it is a competition, receive a socio-economic reward.

Each campaign serves as an important transition node in the network of community development, inspiring individuals to become active contributors to, and residents in, community. Through strategic messaging, education, and inclusive initiatives, parallel campaigns can collectively weave a narrative that encourages individuals to recognize the value of community, forging stronger bonds, and ultimately, creating more resilient and vibrant societies.

3.4.5 Education campaigning

There are many ways to market the Project. Since education is the best path to comprehension and development, it seems a marketing campaign around education workshops would be a prioritized objective for the total campaign.

In concern to an education-oriented marketing campaign, the campaign could be structured as follows:

1. A transformative journey that invites the audience to explore the intricacies of crafting a resilient, equitable, and sustainable society, and city network. Rooted in six meticulously designed standards for community configuration, this

campaign embarks on an enlightening expedition into the realm of societal systems science. Our workshops serve as gateways to understanding, envisioning, and actively shaping the future of society, like no other. Join us as we revision society, unravel the complexities of community dynamics, and empower you to contribute meaningfully to a brighter, harmonious world. We must have the courage to uncover the real-world and make the efforts to fundamentally improve the face of society. By fundamentally changing the face of society, we ourselves and the planet. We now have enough integration of information on the planet to guide and orient us toward optimized human need fulfillment and ecological restoration.

3.4.6 Environmental clean-up campaigning

Better living conditions need to be created now, even before the realization of community, for those who do not have a baseline of living conditions. Trash (waste) throughout our common landscape must be collected and disposed of appropriately. In order to do this, it is necessary to increase education around, and public exposure to, messaging regarding the environmental hazards of pouring oils, antifreeze, paint, solvents, cleaners, preservatives, and prescription drugs down household and storm drains. The campaign must include disposal technologies, public education, and engagement.

3.4.7 Audience engagement

It is essential to identify the specific other party with which a relationship is to be developed. In relationship development, it is important to know the audience (interlocutor) so it is known how to talk to them about this project.

NOTE: *In the market, there is also the marketing and sales phase. In community, once a new service (or service asset) is developed, it is used by people by people that have previously communicated a desire for its use, and those who have been communicated to about its use.*

3.4.8 Shifting priorities and values

It is necessary to plan social re-orientation:

1. How to shift values at the individual scale?
 - A. Simulate the experience of a desirable life in a community-type society and describe how it is possible at the global level.
2. How to shift values at a global scale?
 - A. Simulate society so that it may be understood how cooperation is possible at the global level.
3. A shift to what priorities?
 - A. More human, more compassionate, more

empathy, more sensitive to the well-being of others and the ecological condition of the earth. Less interested in materialism and owning things to achieve happiness. Less limiting beliefs. Less lazy thinking and more objectivity. More concern about people and other animals. More interest in commonalities. More interest in cooperation. More sharing.

For some people, it won't make sense until they visit it and spend time there.

3.4.9 Good media environment strategy

The media can have a powerful influence and can even stop wars if they had searched deep enough, and not just reprinted propaganda. Basically, populations don't like wars. And, populations have to be fooled into wars. Populations don't willingly and with open eyes go into war. So, if we have a good media environment then we will also have a peaceful environment. Our number one enemy is ignorance. The number one enemy of everyone is not understanding what is actually going on in the world. It's only when you start to understand that you can make effective decisions and effective plans. The question is, who is promoting ignorance? Well, those organizations that try to keep things secret and those organizations that distort true information to make it false, accidentally and intentionally.

3.4.10 Utilizing a memetic marketing strategy

"Memetic" is a concept referring to the spread of desire(s). The term, "meme" first entered the public domain to mean something akin to a mind virus an idea that spreads through the population like a virus. Advertising (marketing and propaganda) is a memetic process where entities that seek to influence the public's behavior, they imitate other people's desires. The memetic principles says that individuals accept what they want to want by looking at others and what they want. Memetic desiring is a component of motivation.

For transition, the question is, how does the transition team help people stop desiring things that they would not otherwise desire if it were not for propaganda and the purchase of influence (in the form of the purchase of someone acting out a want)?

3.4.11 Public engagement

While "public"-engagement activities should be tailored to meet the needs of individual audiences, they should also be designed to encourage partnerships that connect one group to another – i.e., industry to schools, museums to universities, media to civic organizations, and all manner of networks – to provide the richest interactions, the sharing of knowledge, enhanced technical literacy, and a connection to others.

Public engagement activities in each of the three topical strands of life is required:

1. **Science** (discoverability and certainty).
 - A. Science produces updates to [information] standards.
 1. Standards changes may produce updates to [standard] master-plans.
2. **Technology** (possibility and assembly).
 - A. Technology produces updates to [material] habitats.
 1. Technology changes may produce updates to [operational] service-plans.
3. **Society** (applicability and actuality).
 - A. Society produces current life experience(s).
 1. Physical life-changes produce updates to [individuals'] self-plans.

In the context of what is required for every [habitat as a product] assembly, is:

1. **Correct information** (an accurate textual and visual model for understanding, and constructing and operating).
2. **Functional materials** (mass of amount and composition).
3. **Generational power** (energy of amount and composition)
4. **Life [human and ecological] need fulfillment** (completeness amount and composition).

These three strands are directly correlated with the desired public engagement outcome:

Citizen scientists who are gaining new knowledge (science) and using technology for sustainable living and personal exploration as members of a human society.

3.4.12 Public education

During the transition, a goal is to help the population gain awareness of what is happening today, and how life can be different. In the early 21st century, most people are alienated from this information. The transition ought to resolve this obfuscation and ignorance of most people in the world so that they can help in the transitioning to a community-type society.

3.4.12.1 Re-training

In order to create live in a community-type society, it is necessary to re-train the workers and managers of the old society. The two most important types of re-training are:

1. Retraining employees to produce habitats and operate habitat service productions.
2. Retraining managers to coordinate contribution.

3.4.12.2 Workshops

Workshops are awareness and motivational building exercises that convey as is best as possible the experience of what it is like to be in, feel a part of, and contribute to community. These workshops will be given throughout the world by a dedicated team of workshop contributors. These workshop operations by transition team members are a method of transition. They are a method of transitioning the awareness, skills, and motivation of people toward community. One way of resolving scarcity, poverty, and conflict in the world is by creating a vision for a world without poverty (scarcity and conflict). And then, sharing that vision with everyone. And then, build new environments where people can live that vision. Over time, all will be brought into a community-type society. Have transition personnel travel the world giving workshops.

A transition team could construct and operate Workshop Centers in existing cities around the world to help ease and accelerate the transition. These centers act as guidance facilitation offices that facilitate the transition to utilization of the societal specification standard for a community-type society. Each center serve a variety of functions: it can collect, collate, and order data about the local environment according to the auravana standard information model [categorization structure]. These centers can be hosts to workshops as well as data collection and processing entities. The centers can takes data about the city or town or village in which the center is located and apply it to the inquiry of how to transition and operate that environment through usage of a community-based socio-technical standard.

3.4.13 Education conditions optimization

The policy of transitioning student funding would be to free up access to people who can't afford to education, particularly, university. Therein, these people won't have debts later, because what comes next is a system that won't be monetary. It is important to free up access to university type programs under the conditions of open access.

Here it is essential to consider two questions in relation to education:

1. How education occurs (e.g., intrinsic and community-type vs. extrinsic)?
2. Who controls/develops the information being shared (Read: the curriculum)?
3. Who specifically shares the education (i.e., who is the facilitator/teacher)?

Probably the most important question is:

1. How well integrated is an educational experience into the:
 - A. Societal information standards [for a

community-type society], and

1. Do learners work/mentor with the a set of societal information standards?
- B. Habitat service team operations.
 1. Do learners work/mentor with an operational habitat service team?

3.4.14 Promotional marketing

The role of promotional marketing is to:

- Initiate information flow through marketplace conversation to raise awareness and credibility, and to produce useful leads and tangible increases in those who desire Community to be a materialized reality within the near future at the planetary scale.

Produce a sufficient increase in:

1. Those who understandably agree with this direction.
2. Those who contribute to this direction.
3. Those who live in a societal system expressing this direction.

3.4.15 Active participation

Raising awareness and credibility through active participation:

1. It is possible to raise credibility within industry, the marketplace, and politics (etc.) by actively participating in industry, marketplace, and political conversations; thereby raising awareness of the presence of a Community-type of society and the services it offers.
2. Within the community, a way of raising awareness is by asking and answering questions in for a, such as mailing lists, wikis, and discussion groups.
3. Social media (e.g., twitter) and other online content distribution platforms (e.g., YouTube) are useful for word-of-mouth marketing (WOMM).
4. Awareness and credibility may be raised by publishing educational content via online platforms (e.g., YouTube, podcasts, etc.).

Raising awareness in the market requires money and market know-how. Organizing events such as conferences and workshops, participating in fairs, sending out marketing emails, and advertising are typical marketing activities that can be undertaken to raise the projects profile and build credibility.

A key way of communicating to industry is to use case studies, white papers, and brochures. These materials allow for specific targeting to different audience segments. For example, a technical white paper for system administrators and a case study for case study

for a CEO.

3.4.16 Local population engagement

It is essential to identify the local population and develop positive working relationships with them.

3.5 A generalized strategy for transition [to community]

Transitioning from a market-State to a community involves a set of common strategies that apply to both the market and the State. By harnessing these shared strategizing appropriate actions, the transition towards a community-centric model can be facilitated, allowing for a more integrated and collaborative approach to societal organization and well-being.

A good strategy for changing any ecosystem requires a critical mass of its influential participants to change (awareness/education); so that, the new system is not significantly and continuously informed only by the mindset and culture that created the old system. Humans need to become educated on the real potentials, and unlearn the illusion that the market-State is the only means and/or optimal means of meeting human needs.

3.5.1 Scarcity reduction, and abundance amplification

Amplify the production of abundance [of access] to good quality services and products that are increasingly integrated into a global habitat service coordinated operation. Once there is abundance of access to specific services and products, then it will likely be easier to transition more fully to community standards.

In order to meet global demand, production efficiency must be optimized through automation protocols. The transition development goal for the amplification of abundance is:

1. An abundance of access to quality products and services at marginal cost using automation, mechanization, computation, and robotics technologies.
2. An abundance in access to goods and services may assist in the realization of the population that full transition is possible.
3. Transition must include the showing and demonstrating to others how a life with access to quality services and products is possible without trade (i.e., for free), given what is known and what could be made available. Therefore, habitat simulation using engineering visualization software is a sub-requirement of this development goal, for global fulfillment, and for safe operation of automated systems at scale.

Machine labor in the market is only useful to the extent

that it is cost effective. The key to life is cost effective machine labor. Machine labor that can be produced efficiently enough so that most people can afford it. And the key to that is that the energy powering the machines be cheap, because every machine that we use, not only uses energy itself, but is produced by hundreds or thousands of machines that themselves use energy. The lower you can get the cost of energy, the lower the price of everything. And, the higher the cost of energy, the higher the cost of everything.

3.5.1.1 *Transition by means of reducing useful information scarcity, and transparency amplification*

All data about human need fulfillment, from power production and usage to insurance databases may be made transparent to the public. These databases contain information that when exposed to public view and analysis may reveal patterns that knowingly lead toward and away from health and life fulfillment. In particular, insurance companies know the day, date, time, location, and cause of death for everyone that they have issued an annuity, life insurance, or reinsurance policy on. Many financial services products are based on how many more months someone has left on earth. Insurance companies place the totality of this data on "actuary tables". Insurance companies have data on tens of millions of deaths, and they trace that data back to a causality, or series of causalities in order to predict accurately and make a profit off of individual policies than payouts (a prediction failure). These companies have extremely accurate medical and death data. With accuracy, they can predict the onset and severity of diseases given sufficient background data to a high certainty. If this database was transparent to all, it would reveal a lot about early 21st century society. Many companies collect voluminous amounts of information, but they do not share it with anyone; instead, they use it to price financial and other service-products against "you".

3.5.1.2 *Transition by means of adoption of open source*

A.k.a., Open-source, copyleft, copy-left.

During transition, there is significant adoption of open source designs and components. In the early 21st century, it is possible to make some predictions of what would happen if all source code were made open and left copyable (such as GPL).

1. It would become apparent how ugly and broken the source code of old products and systems is.
2. Serious security vulnerabilities would be localized and fixed.
3. Court cases of copyright theft would surge, now that the evidence is all in the open.
4. Community would build a network of open and

- free access to habitats around famous software products that are now open, left licensed.
5. The software escrow business would collapse.
 6. Downloads would increase enormously for some period of time.
 7. Intrinsic motivation would increase as contributors get access to free software.
 8. Closed source software vendors would tighten up their trademark policies significantly.
 9. Closed source software vendors would fund a huge lobby to revert the decision to open-source everything.

During transition, States may pass laws that move the informational property of hardware and software companies into the open source, when:

1. The company goes bankrupt.
2. The company no longer supports the hardware/software.

What if a purchased [software] service breaks, and "you" (the user) do not have the source code from which the system was created, you can:

1. Wait until the original vendor decides to fix it, which may very well be the best solution for non-critical items.
2. Find a work-around using what is available in order to do what is needed by another way.
3. Switch to an entirely different application that does not have the problem.

3.5.1.3 Transition by means of development of a collaborative commons

The collaborative commons approach is well-described by Jeremy Rifkin (2015) in his written book entitled, "The zero marginal cost society". The collaborative commons is a lateral sharing and effort contribution network facilitated by our modern telecommunications systems, which generally bypasses the capitalist market altogether.

Considering the persistence of this commons, there are two possible transition triggers to community using the The first transition trigger is a shift in something called "marginal cost". In business, "marginal cost" is the cost of producing an additional unit of a good or service after the fixed costs are covered. Hence, "zero marginal cost" means that after fixed costs are accounted for there are no additional costs for producing more of the same good or service. The technological revolution we are experiencing right now will soon reduce costs for most goods and services to near zero, making goods and services essentially free. The second transition trigger is the tendency in capitalism to automate to turn things previously done by humans into automated functions. The continuous pursuit of automation leads to the erosion of labor positions -technologically induced

spikes in unemployment. What remains after these triggers have been activated in the context of community (and community standards) are activities that people do out of enjoyment, not for the necessity of money or due to force. More and more people are participating in the collaborative commons, putting their efforts and energies into common designs and open projects.

The internet has entirely changed the way humanity communicates, shares, and designs. The 3d printing revolution will entirely change the way humanity materializes objects. What really matters is that people have an understanding of what is to come so that they take rational and healthy decisions, and not create or otherwise advocate for laws that prevent this natural progression.

One of the major challenges with this approach is the creation of technological unemployment, leading to a reduction in the purchasing power of the general population, and a turn toward violent discontent.

3.5.2 Development of a perception of no loss

Whoever is at the top of the market-State pyramid likely does not intend to change the superstructure, because they will theoretically lose privileges. And, in a predatory system, the loss of privilege is one of the worst things that can happen to a person. In particular, the owners of small and large business may come to lose the fear of the abolition of the market-based administrative system of production and consumption of goods and supplies. There are many thing people may fear the loss of when transitioning from the market-State to community. Fear of the loss of a job, an income, a livelihood, a culture of competition and exchange.

3.5.2.1 Historical debt

Contributors to the transition to a community-type society are not directly creating community to fulfill some historical "debt". However, some people working toward this direction may have the idea of eliminating a historical "debt" as a motivating factor in their minds. Yet, the very idea of "debt" is harmful, and the direction of a community-type society is about overcoming the very idea of "debt". Together, there is no need to view society from a debt-based perspective, where people are in debt to anyone or to any [historical] organization. And yet, contribution can be viewed as meeting a moral obligation to give back to society everything society has given to one [in free access, free from coercion and extrinsically priced access].

3.5.3 Development of transparency as a value

Any proposal for transition must seek to reduce the secrecy around, and the complexity of, global human need fulfillment. Transparency of data is necessary for public trust. Lack of transparency conveys a huge competitive [political] advantage for those personally benefit by not being so. The best informed consent

is transparency; the best reputation is transparent "representation". Transparency is key so that the whole population can benefit from whatever people do at the Intersystem level.

QUESTION: *How do we get people and governments to stop trading and using money?*

The businesses and government(s) must have a set of socio-technical standards that make work, production and distribution transparent and accountable.

QUESTION: *When is the government [most] transparent and accountable?*

The government is most accountable and transparent where there are political parties in positions of leadership that have the values of cooperation, transparency, and sharing (i.e., the common values taught to children).

3.5.3.1 Global international agreements accepting transparency

Agreement signed by all nations:

1. To share data.
2. To share human requirements and accountability.
3. To share production and distribution.
4. To share a common standard [structure] for socio-technical conception and operation.
5. To share a common habitat service system [network].

3.5.3.2 Transparency in science

Scientists need to be freed from a system where they aren't fighting for grant money to continue their work. In the market-State science is full of corruption of both the method and resulting data. Secrecy enables corruption. Socio-economic access limitations on standard scientific data should be dissolved for scientists to conduct studies (statistics) on all the available data, not just that which they have monetary (or not) access to.

3.5.4 Trade reduction, and cooperation amplification

INSIGHT: *Abundance stops trade.*

Turn waste streams into new materials and productions. There are four forms of trade [in the market] that may be reduced and eliminated:

1. Trade in goods (GATT).
 - A. Commodities (raw materials).
 - B. Intermediary products.
 - C. Final products.
2. Trade in services (GATS).
 - A. Real assets.
 - B. Financial (abstract) assets.
3. Trade in humans (HR).

4. Trade in inventions, creations, and designs intellectual property (TRIPS).

3.5.5 Competition reduction, and cooperation amplification

Re-work anti-trust laws so that private and public corporations are sharing their data with the State and accounting for fluctuations in inputs and outputs given human requirements.

3.5.6 Development of a dislike of the hierarchical [wage] labor structure

A structure that is hierarchical is an organ a control board on top of the organization that makes all the decisions and shuts out the people below. Here, authority refers to the coercive control of another's behavior (as a wage, that authority has autonomy to decide for others). Each level in the organization is staffed by someone with power over those below, and is in competition for power with those above and below. This type of structure is closed to contribution, but is open to the labor [wage] market and political voting regulation.

3.5.7 Development of intellectual understanding

A.k.a., Awareness and understanding development, learning about the real world human existence, intellectual understanding.

It is necessary to use one's mind (and mental energy) to understand the concept [of operation] of a community-type society. Hence, it must be asked,

"How can we gift mental energy for people?"

Society can ensure they have access to good fulfillment-type experiences, which will help create healthy minds, including: good food, time for rest, time for self, social, and natural exploration, and time for contribution.

3.5.8 Development of a community-type value system

A.k.a., Value system transitioning.

It is necessary to take specific actions based upon community to initiate and conclude transition to community at the global scale. Hence, it must be asked,

"How do we change values?"

Rational populations change values with the advancement and integration of knowledge. Then, it must be asked,

"How do we access and distribute knowledge optimally at the global scale?"

Rational populations distribute and access

advancements and integrations in knowledge through a unified, coordinated, and open-source information system[s model]. Consequently, it must be asked,

"How does a population become rational?"

A population becomes rational when it comes to recognize moral (or otherwise, consequential) relationships between the ecological world and common human fulfillment. This recognition comes in the form of classifying all resources as common, while accounting for human needs and ecological carrying capacities. Hence, values are changed toward community by means of facilitating the development of rational [moral] principles in individuals and social organizations.

"How do we elect [political] leaders that embody the values of community?"

3.5.9 Better living and working conditions, now

NOTE: *Living and working conditions are causatively linked.*

In the market-State, most people are locked-in, paycheck-to-paycheck, excluding time for anything else (including, becoming educated about community and working toward community). By definition, the "working" class must spend its time and resources on necessities, reducing and/or removing altogether the time and resources that could be spent learning, working toward, and sharing community. It is likely necessary for transition to give workers and others better working conditions. Better working conditions are necessary not only because all humans deserve better life conditions, but because better conditions will likely lead to better states of consciousness and better education, which will make transition easier. Certainly, people need better life conditions now if they are living in poverty.

Society in community is so constituted that there is no motive to be corrupt. There is no way for an official who might be predisposed to make a profit through their power to do so. There is no structure or motive to be corrupt in this way. The socio-technical system no longer incentivizes corruption. Society is so operated in the market-State that officials are under a constant temptation to misuse their power for the private profit of themselves or others. Under such circumstances it seems strange that anyone would entrust them with their affairs (i.e., their fulfillment). It is possible to let go of selfishness when enough intelligence (and trauma therapy) is applied to reduce and eventually eliminate scarcity in global fulfillment.

Society ought facilitate a reduction in people's life and brain inflammation so they can respond better and have a better decision space to select from.

QUESTION: *How do we enable people to be productive toward creating and transitioning to community? Does giving people better socio-*

economic access in the market-State facilitate transition to a community-type society? Will it make people comfortable, and then, not motivated to go the extra steps into community.

If you are helping a population of people move out of the condition of poverty in some city in some country (i.e., in the market-State), is that really helping the development and construction of a community-type society? How does helping local populations out of poverty, but remaining under market-State conditions, translate to helping develop a community-type society? As supporters and contributors to the direction of a community-type society with limited time, energy and resources, how useful is it to help some impoverished group gain more market-State access. Will that assistance translate to more resources and/or influence put toward the direction of a community-type society?

Are you just helping a few people out of poverty, because if we're just talking about better access in the market-State that really doesn't relate to the development of a community-type society, because the context remains embedded within the market-State. For those working toward transition, the context should always be the creation of a community-type society. Of course, that context may not be lost in aiding impoverished persons. The fundamental goal is to create a community-type society, not necessarily to help a few people to live better lives under market-State conditions.

3.5.9.1 *Sleeping conditions optimization*

The market-State ought to provide access to equipment that humans need to feel recovered and restored as much as possible, so that they take the best [and non-inflamed] decisions. It is important for people to have access to good quality sleeping condition. This is important for them to feel more rested, and hence, less inflamed. Less inflamed people are nicer to one another and start less conflict. People who sleep well and sufficiently are nicer to each other and they feel less hate.

3.5.9.2 *Starting with the historical conditions*

Society is in constant transition. Over human recorded time, borders [in the minds of humans] have appeared and disappeared over time. Sometimes these borders became reified and became physical borders (e.g., great wall in China or Hadrian's wall in the united kingdom. "Frontiers" (borders) in minds and materials appear and disappear over time.

Obviously, the Project will have to start from a condition that is given today, Today, there is a geopolitical situation where land and sea territories are divided by States (governments, nations) whom therein they have authority to summon force through escalation of violence. In the early 21st century there are "States" (i.e., roles in government) that compete one another. Within the States (governmental roles) there are people who have power over others within their territory/

jurisdiction. This is the condition that we have at that moment and for us to make the transition. We are transition is what is left from one point to another and we are at that point where there is this configuration of territory and government and everything else then any city that we start.

The state of society is inherited from the past. "Citizens" to any nation-State inherited their State's configuration with these border limits. It is possible to present to industry, government, and the public a new version of government and industry, because society is in constant transition.

It has been proposed by Milton Santos and many others that there are three phases of development: hunting and gathering [indigenous] lifestyles, technical production without hunting and gathering [city] lifestyles, and thirdly, the technical-scientific informational environment. It is the informational processing aspect of this third phase of development that allows for coordinated fulfillment of demands that conveys the ability to coordinate activities at scale, and hence, no need to fight and fight for resources. Today, technicians (those people who operate cities and the technical productions therein, have science and have information to resolve decisions optimally together for everyone's fulfillment.

APHORISM: *It is important to recover people all along the way.*

3.5.10 Distributed sustainability

The distributed sustainability approach says that the transition will come from a mass social adoption of sustainable technologies and regenerative ways of living. Sustainable ways of living lead to the localized fulfillment of needs, and a resource transformation cycle that accounts for the Earth's natural ecology. Neighbourhoods and individuals will slowly become independent of the market and State in the fulfillment of common human and ecological need.

Globally, the number of sustainable projects is growing at an exponential rate. One of the major challenges with this approach will be to bring neighbourhoods and individuals sufficiently together to create an optimized and integrated city system after they have become established as their own "sustainable" units. Further, people can become comfortable (if not pacified) with a decision that has no real impact on the fundamental structure of the society around them.

3.6 Transition by means of changing the material environment into a community habitat network

The evolution of our societal landscape demands a re-imagining of our material environment, both in updating existing urban spaces to align with the standards of community and in the deliberate creation of new

cities from inception, grounded in these community standards. This dual approach seeks to bridge the gap between the past and the future, aiming to transform current cities into vibrant hubs of collaboration, sustainability, and inclusivity, while also envisioning and constructing entirely new urban habitats without the need to transition existing socio-technical production and State relations to community (i.e., private property). By infusing established cities with community-driven innovations and by crafting new urban spaces from the ground up, it is possible to create a global network of community-type cities.

3.6.1 Transition by means of updating existing cities (urban updating)

A.k.a., Community revitalization, neighbourhood revitalization, neighborhood community alignment, city transformation.

If a city with complex and serious legacy constraints is to be transitioned to a community-type environment, then the following should likely be considered. Firstly, the material environment would have to be modified so as an integrated living environment persists, and thus, an efficient use of resources (note: efficiency is one of the core values in community). Bringing a city up to the material standards of community may be challenging because of property issues, historical architectural creations creating inequality in aesthetics and access, prior pollution, etc. Regardless, it is necessary to be transparent about what state a city is in.

The legacy constraints include, but may not be limited to:

1. Property ownership (i.e., property issues): Issues related to property "rights" ownership and land permissioning (zoning) can hinder the transformation process.
 - A. Necessity to transform: A consensually agreed upon integrated socio-technical habitat service master plan.
2. Authority ownership (i.e., court-military/police issues): Issues related to authority, including past decisions, opinions, and force can hinder the transformation process.
 - A. Necessity to transform: A consensually agreed upon set of three plans: residential plan, contributions plan, and justice plan.
3. Fixed structure issues (Read: historical architectural creations): Existing historical architectural structures that may create disparities in aesthetics and access within the city, potentially impacting the transition to a more equitable community environment.
 - A. Necessity to transform: A consensually agreed upon new and/or transformed architectural service master plan.

4. Prior pollution: The presence of historical pollution or environmental degradation that needs to be addressed as part of the urban updating process.
- A. Necessity to transform: A consensually agreed upon new and/or transformed architectural service master plan.

The most significant question here is:

How do we bring an existing city not yet in the community network up to the standards of a community-type society so that it can join the network?

3.6.2 Constructing new habitats without legacy constraints

A.k.a., New cities without legacy constraints, new city environments from the ground up.

This approach involves the envisioning and constructing of a habitat [network] without legacy (e.g., property) constraints. This approach involves the design, development, construction and operation of new cities that facilitate the fulfillment and the flourishing of all life on the planet, without historical "baggage".

An operationalized habitat applying community standards can be used to begin the creation of integrated living environments helping people move out of poor conditions (and other conditions of distress), including but not limited to:

1. Property (ownership and unownership) stress.
2. Chemical stress.
3. Acoustic stress.
4. Mental stress.
5. Emotional stress.
6. Electromagnetic stress.
7. Infection stress.
8. And other environmental stresses, such as air pollution, light pollution, mold stress, cleaning stress, pest stress, etc.

The first form of this system will likely operate as a single, integrated city system. It will function not only to sustain itself, but to produce and otherwise generate abundance so that the city system can duplicate (and possibly up-scale). In other words, the living designs that produced the first city will evolve through what we learn while operating in the first city, and they will be used to duplicate the socio-economic operation of the city itself such that we will have two cities operating as a two node community network, then three cities, then four, then five, and so on. Thus, we shall establish a vast community-city network composed of multiple connected integrated city systems that reference a single socio-economic design specification oriented toward everyone's fulfillment and flourishing within the community network.

Simply, we will create and found the first community-

city, then duplicate the city into the formation of a community network. We expect that ecovillages and other transition-oriented/sustainable neighbourhoods that have sufficiently aligned with this new socio-economic design could easily transition to, and join with, the community network.

In concern to modern towns and cities, however, it is far more efficient to build new cities as self-contained systems from the ground up than to restore and retrofit old ones. New cities can take advantage of the latest technologies and be clean, safe, and desirable places to live from their inception.

3.6.2.1 A university network (education, research and technology development)

A.k.a., Community university cities, community university habitat network.

University habitats share the purpose of discovering, learning, and developing a more fulfilled environment. A university habitat is a location where people live and work together toward community at the global scale. University habitats produce highly educated and capable populations, with great potential to improve the conditions on the planet. These first habitats function as universities for a community education and the opportunity to explore the higher potentials of humanity. A university habitat is essentially a co-operative, co-learning, and co-development living environment; it is the prototypical educational, developmental, and operational environment. It is possible that this approach may make grant acquisition easier.

It may be possible for a university habitat to acquire special regulatory permissions from the appropriate State jurisdictional control bodies.

3.6.2.2 A rural restorative habitat network

A.k.a., Rural restorative habitats, restorative rural habitat network.

The AuraCurve societal transition approach involves the following (note: this plan is discussed in greater depth in the System Overview):

1. The overview of the society in transition. The social, decision, material, and lifestyle engineering of a society in transition. The material engineering of a set of habitat-village type locations where people live in environments that optimize soil regeneration and to provide essential food nutrition for humans.
2. Geopolitical (as situation) awareness.
 - A. Geopolitical analyses (location relevancy).
 1. Brazil.
 - B. Land analyses.
 - C. Technology analyses (including materials and import).
 3. Intervention project proposal.
 - A. Intervention location.

1. Geo-positional location.
 - i. Habitat village location.
4. Proposal for the integration of Auravana specifications standards, and possibly, an AuraCurve reform model, into decisioning (decision making) within market and State organizations. The result is that market-State organizations slowly move toward cooperation for human community fulfillment (in the standard, a set of criteria).
5. Construction of the first habitat system using AuraCurve architecture. AuraCurve architecture is one big part. Because AuraCurve architecture allows for total infrastructural integration, modularization, and efficient maintenance, while sustaining generalized human aesthetic principles. It is important for transition because we need small efficient habitat systems that can be rapidly duplicated and constructed. Auracuve architecture provides for habitat integration.
6. Duplication of the habitat, possibly in different configurations, over the landscape; thus, creating a larger and larger restorative environment where humans are fulfilled and the habitat produces an abundance of food, fuel, and fiber.

3.6.2.3 New cities project phasing

The following is a generalized set of project phases:

1. Phase 1: Produce minimum viable design (MVD) or minimum viable product (MVP).
2. Phase 2: Develop minimum viable market-State relationships (MV-Relationships).
3. Phase 3: Account for minimum viable resources (MV-Resources).
4. Phase 4: Build out system in minimum viable construction phases.
5. Phase 6: Full duplication.

3.6.2.4 [Project Plan] The Venus Project (TVP) and its Resource-Based Economy (RBE) Plan

The function of The Venus Project is to design, develop, and prepare plans for the construction of an experimental city based upon a set of mutually rational, socio-technical principles.

The following is a simplified version of The Venus Project plan (*What is the plan*, 2020):

1. Phase 1: Raise awareness.
2. Phase 3: Build an experimental research city. Build an innovation hub, a "Center for Resource Management", and eventually build more and more technologically advanced and mostly self-sustainable experimental cities.
3. Phase 4: Build a leisure city.

Note here that most of the plan has to do with raising awareness, and educating people about Fresco's work and the idea of an RBE.

The Venus Project more details in the four phase plan:

1. To test its designs and proposals, The Venus Project is working toward putting its ideals into practice with the construction of an experimental research city. Blueprints for most of the initial technologies and buildings have begun. Fund-raising efforts are currently underway to help support the construction of this first experimental city. This new experimental research city would be devoted to working toward the aims and goals of The Venus Project which are:
 - A. Recognizing the world's resources as the common heritage of all Earth's people.
 - B. Transcending the artificial boundaries that separate people.
 - C. Evolving from a money-based, nationalistic economies to a resource-based world economy.
 - D. Assisting in stabilizing the world's population through education and voluntary birth control in order to conform to the carrying capacity of Earth's resources.
 - E. Reclaiming and restoring the natural environment to the best of our ability.
 - F. Redesigning our cities, transportation systems, agricultural industries, and industrial plants so that they are energy efficient, clean, and able to conveniently serve the needs of all people.
 - G. Sharing and applying new technologies for the benefit of all nations.
 - H. Developing and using clean and renewable energy sources.
 - I. Manufacturing the highest quality products for the benefit of the world's people.
 - J. Requiring environmental impact studies prior to construction of any mega projects.
 - K. Encouraging the widest range of creativity and incentive toward constructive endeavour.
 - L. Outgrowing nationalism, bigotry, and prejudice through education.
 - M. Outgrowing any type of elitism, technical or otherwise.
 - N. Arriving at methodologies through careful research, rather than from mere opinions.
 - O. Enhancing communication in schools so that our language corresponds to the actual physical nature of the world.
 - P. Providing not only the necessities of life, but also offering challenges that stimulate the mind while emphasizing individuality over uniformity.
 - Q. Finally, preparing people intellectually and

emotionally for the changes and challenges that lie ahead.

The Venus Project has protected its intellectual property and restrictively copywritten its designs (with non-community licensing); it can sell and control the distribution of its city plans. The Venus Project could sell the plans to governments or high net worth individuals, whereupon, it could be paid to consult and otherwise advise proceedings. The Venus Project can legally use its opinion to prevent others from using its private property.

3.6.2.5 The Resource-Based Economy 501(c)(3)

The Center for Resource Management plan is available from:

1. *The Center for Resource Management Masterplan.* The Venus Project. Accessed: March 16, 2020. [<https://thevenusproject.com>]

Resource Based Economy is a 501(c)(3) Non-Profit Organization [<https://resourcebasedeconomy.org>] that works on designing, testing and implementing a new socio-economic system called a Global Resource Based Economy.

The first instantiation of a Global Resource Based Economy will be The Venus Project's "Center for Resource Management", which is being developed by Resource Based Economy 501(c)(3) for The Venus Project.

The purpose of the center for resource management will be:

1. A living lab for global solutions.
2. A living space for sustainable housing, food, energy, and other human requirements.
3. An environment within which to develop future cities.

The center for resource management will provide the following functions:

1. Tourism.
2. Food and agriculture service.
3. Water service.
4. Energy service.
5. Sharing of products and services.
6. Media production and outreach platform.
7. Medical care, recreation, and more, platform.

The Center for Resource Management's circular shape can be divided into 8 equal sections. To reduce the required upfront costs and operational complexity, we plan to build the whole complex in stages, starting with 1/8th of the circle. Because of the systems approach to laying out the site plan, each element is included even when at 1/8th of the scale: agriculture, energy, living premises, amenities, tourism. In the ideal scenario,

once the 1/8th section is in operation, the revenue it generates will be sufficient to build and develop the other 7 sections.

The Venus Project will apply a scaling up procedure/strategy:

When the Center for Resource Management reaches the maximum population it was designed to support, half of its residents will transfer and initiate a first city, while the other half will stay and continue operating the Center for Resource Management. Both of these will then continue taking in people from the outside who choose to join, until they both reach maximum population capacity, upon which they will again split, now forming a total of four. Each of the four will then repeat the same process.

Employing such an exponential process means that after 15 divisions, there can be 16,000 cities. The cities will likely vary in size depending on local conditions and needs. As a thought experiment, we estimate that somewhere between 15,000 and 30,000 cities will be sufficient to house all people on the planet. The worldwide interest we've already had indicates that, by having tourism and open information about the cities, people will choose to visit and eventually live in them.

The Venus Project's goals for its sub-project to create the Center for Resource Management include:

1. Plan and initiate the Center for Resource Management project. [Done]
2. Start the volunteer team of architects, engineers and technicians to develop the project. [Done]
3. Develop conceptual site plan. [Done]
4. Develop buildings, infrastructure and operations for the center. [In Progress]
5. Populate the team with experts from disciplines that we are currently missing. [In Progress]
6. Estimate land requirements for the whole complex and the cost of building 1/8th of it. [In Progress]
7. Acquire land. [In Progress]
8. Raise funds for the construction of 1/8th. [In Progress]
9. Physical construction.

The following is a list of deliverables for the buildings, infrastructure, and operations of the Center For Resource Management:

1. Agriculture and meal plans.
2. Energy production.
3. Water resource management.
4. Landscaping.
5. IT/Telecommunications network.
6. Transportation.
7. District energy.

8. Business mode.
9. Exhibition of the future.
10. Access center.
11. Restaurant.
12. Living premises.

Team members of The Venus Project and Resource Based Economy are completing the documentation for these categories deliverable as required for the complete delivery the Center For Resource Management.

3.6.2.6 The Center for Resource Management technical description

The work for the Center for Resource Management is broken down into three phases:

1. Phase 1: Architectural programming and schematic design.
2. Phase 2: Land acquisition and detailed engineering blueprints.
3. Phase 3: Physical construction of the center for resource management.

Assistance from a wide variety of specialists is needed at this time in order to proceed with Phase 1 and Phase 2.

The project requires the following technical contributions:

1. Access center: Inventory managers, 3d printing specialists.
2. Agriculture & food: Agricultural specialists, fish farming and aquaponics experts, nutritionists & dietitians, restaurant managers, cooking automation experts.
3. Building design: Architects, structural engineers, mechanical/hvac engineers, electrical engineers, fire suppression engineers, hydraulics engineers, interior designers.
4. Business model: Business plan developers, agribusiness specialists, tourism experts, strategic partnership managers.
5. Cost analysis: Quantity surveyors.
6. Energy generation & distribution: Electrical engineers, renewable energy experts, battery storage experts, district energy geothermal engineers.
7. Facilities management: Facilities managers, environmental health and safety managers.
8. Fundraising: See our fundraising team.
9. Land acquisition: See our land acquisition team.
10. Landscaping: Landscape designers, irrigation designers, lighting designers.
11. Medical care: Healthcare facilities managers, healthcare professionals.
12. Exhibition of the future: Museum directors, museum planners, exhibition designers, curators.

13. Project management: Bim managers.
14. Telecommunications: It/telecommunications engineers.
15. Transportation: Transportation engineers, traffic engineers.
16. Urban planning: Urban planners, architects, environmental planners.
17. Waste: Experts on zero waste, cradle-to-cradle principles, upcycling, life cycle analysts.
18. Water management: Water management engineers, hydraulics engineers.

3.6.2.7 Venus Project sub-teams

The Venus Project has a number of collaborating sub-teams:

1. Academia team.
2. Architectural, engineering, & construction team.
3. Communications team.
4. Data-driven decisions team.
5. Digital technologies team.
6. Editorial team.
7. Fundraising team.
8. Graphics team.
9. Human resources team.
10. Land acquisition team.
11. Marketing team.
12. Organizational structure & project management team.
13. Public speaking team.
14. Social media team.
15. Sociocyberneering education project.
16. Transcription team.
17. Virtual reality team.
18. Video team.
19. Vision team.
20. Website team.

3.6.2.8 [Project Plan] One Community roadmap

One Community is a sustainable living group that wishes to make open-source, eco-friendly buildings components, up to and including a duplicable city center, for a more sustainable, close-night and environmentally conscious civilization. To a large extent, because the One Community solution is extremely sustainable, low tech, and openly licensed, it is likely to function appropriately within a sufficiently stable market-State jurisdiction.

The One Community project has the following phases:

1. **Phase 0:** Provide CAD files, spreadsheets dealing with monetary and resource costs of the buildings, electricity and water, for everything required and with multiple variants.
 - A. A replicable information model for expansion.
 - B. A master plan that shows the conception and

operation of 7 open source and sustainable low-technology village systems.

2. **Phase 1:** Demonstrating a better way build demonstration villages.
 - A. Building seven self-sufficient village/city prototypes.
3. **Phase 2:** Open source project-launch blueprinting.
4. **Phase 3:** Inviting the world to participate.
5. **Phase 4:** Universal appeal and global expansion.

Membership to One Community grants the ability to contribute and potentially live in one of the sustainably duplicable villages within 21st century society. In order to accomplish this, One Community has a dedicated team and a detailed membership application:

1. *One Community Invitation/Application Form Template.* One Community. Accessed: March 19, 2020. [[docs.google.com](#)]
2. *One Community Invitation.* One Community. Accessed: March 19, 2020. [<https://www.onecommunityglobal.org/invitation/>]
3. *Becoming a community member.* One Community. Accessed: March 11, 2021. [<https://www.onecommunityglobal.org/membership/>]
4. *One Community Home Shares.* One Community. Accessed: March 11, 2021. [<https://www.onecommunityglobal.org/home-shares/>]
5. *Global sustainability strategy.* One Community. Accessed: March 20, 2020. [<https://www.onecommunityglobal.org/global-sustainability-strategy/>]

What is provided once the One Community team moves to the eco-village property:

1. Experience, coaching, structure, leadership, and finances to create everything on this site.
2. Food, power, internet, phone, daily entertainment, on-going education, and all building materials and equipment.
3. Communal living space until your own home is built – a home you will own through Home Shares.
4. A model for earning you revenue from your home if you leave (see “Community Sponsored Business”)
5. Resource Based Economy that provides vehicles, cellphones, computers, laptops, appliances, etc.

One Community has identified several differences in its approach toward materialization of community over that of the Venus Project:

- *Moving toward the venus project.* One Community. Accessed: March 19, 2020. [<https://www.onecommunityglobal.org/the-venus-project/>]

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TABLES

Table 22. From the market-State to community as a type of configuration of society involves the following changes, differences, and adaptations (i.e., transitions).

from MARKET-STATE	to COMMUNITY	from market-State standards	to community standards
from State	to Community	From a scope based in "business enterprise" profit production	To a scope based on marginal cost, and then, common free-coordinated heritage of operational habitat services
From a scope based in representative and military dictator control	To a scope based on systems science development of standards and habitats	From discrete communities	To continuous community
From coercion	To support	From family, tribal, and industrial communities (many divisions and conflicts)	To societal-level global community (one harmonious society)
From State coercive authority	To trust and transparency enabling support systems	From ideological differences	To human need fulfillment
From State services	To community [standards] services	From property	To common heritage
From bureaucracy	To optimized coordination (of contribution and users)	From trade	To global coordination
From State administrators and State professionals	To societal information groups	From social-ladder climbing, ruthlessness	To discovery, exploration, and fulfillment
From currency-based access (money)	To free habitat service access (no money)	From hoping and dis-empowering	To self-empowering and systems science
From contracts (civil & State; laws)	To community, residency, and contribution service agreements	From representing by voting	To direct users and contributors
From laws governing ownership and transfer of ownership	To standards explaining access and societal education	From anxiety and prolonged fear of deprivation	To well-being and prolonged happiness
From market-State zoning laws (territorial usage social-contracts)	To community habitat residency (and contribution) social-agreements	From fear (e.g., death, speaking, associating, etc.)	To certain fulfillment and self-esteem
Punishment-criminal justice orientation	Restorative justice orientation	From corruption, deceit, greed, and bigotry	To socio-individual harmony and caring
From State mediation of the relationship between labor and business	To contribution service support system	From harmful values and incentives (secrecy, competition, scarcity)	To community values and common flourishing (positive) incentives
From State assuming the role of caretaker of, and responsible for, citizens	To personal duty to contribute, giving back to society all that society has given to all	From private [property] financial status ("options" tokens in bank account) accessibility	To free coordinated community contributions, resource productions, and user accessibility
From laws at the city/municipality, county, and State levels	To agreements at the community, resident, education, and contribution levels	from market-State employment (paid work)	to community contribution (unpaid work)
From contractual "legal" binding clauses	To non-legal binding clauses where the State coercion (criminal) apparatus is not an arbitrator of justice	From private, public, and intellectual property	To common-personal access
From criminal binding "legal" clauses	To habitat services, particularly, the medical InterSystem team operations service, based on contribution agreements associated with restorative well-being justice [techniques] informed by evidence	From merit-based access (school planning)	To free habitat education and contribution support services
Conquering, uniting people's by force under one banner. Uniting humankind through force and violence.	Commonizing, uniting people by access to common heritage resources, information, and coordination). Uniting humankind through community.	From wage-based access (market prices)	To global planning for access to common heritage resource services in habitats
		From industrial professionals (employees)	To societal habitat teams and working group contributors
		From corporate ladder climbing, ruthlessness	To contribution and socio-technical recognition
		From work as "grind" and alienated labor	To work as intrinsically motivated contribution
		From work as service-to-self	To work as service-to-other
		from market-State decisioning	to community decisioning
		From discrete communications	To continuous information-artificial intelligence

TABLES

From discrete decisions	To societal standard integrated decisions	From unused urban space	To vibrantly used sectors
From global economic trade	To global habitat co-operation planning	From bland, propagandistic, and ostentatiously decorative pathways and architectures	To appropriately elegantly (and vegetated) decorative architecture with biomimetic shapes and sequences
From corporate-State controlled options	To optimized human need and preference fulfillment, given available resources and information	From vehicle centric	To walkable and accessible, walkability centric
From business-State (public-private) planning	To local-global contributions planning	From private and State-public transit	To mass-rapid and personal-local/regional intelligent human transit
From pricing and financializing	To coordinated cooperation	From inefficient object transport	To mass-rapid intelligent object transport
From priced property access	To free common-personal access	From scarified lands	To restored wild environments
From focus on private property	To focus on societal access	<i>from market-State lifestyles</i>	<i>to community lifestyles</i>
From closed source licensing	To commons share-alike licensing	From a residency and life-radius in the a market-State territory	To residency and life-radius in community
From property owner profit	To global human need fulfillment	From focus on self, others in turn	To focus on others, self in turn
From financial profit investment	To residency legacy investment	From interrupted play and flow	To intrinsically motivating and flowing life-radi
From economic scarcity	To global human need fulfillment accounting and planning	From lifestyle diseases and mental suffering	To flourishing mental and physical radiant health
From economic secrecy	To economic transparency	From the inhumane treatment of animals	To holistically planned animal and plant ecological cultivation service systems
From marketing (advertising, propaganda)	To a unified and intelligent direct-access information system		
From ideology diversity	To mutual understanding		
From shareholder and stakeholder capitalism (free business enterprise)	To habitat common-heritage master planning service distribution		
From criminal justice	To restorative and distributive justice		
<i>from market-State urbanization</i>	<i>to community urbanization</i>		
From market-State [city-network] service environments	To community [integrated habitat support network] services		
From market-State decided zoning categories related to commerce, residence, and industrialization	To community decided zoning categories related to the habitat life, technology, and exploratory support services		
From market-State priced budget decided operational processes of profit (for self-over-others), salary (for labor expropriated payment), capital (for re-investment potential)	To community human need priority decided operational processes of incident (emergency), operations (maintenance) and planning (strategy)		
From starchitect aesthetics and ugliness	To sustained biomimetic natural aesthetics and beauty		
From industrial pollution (exploitation)	To materials life-cycling		

TABLES

Table 23. Different types of credit/token system, separated by categorical criteria. The different configurations form the columns, and the criteria and type-categories form the rows.

Credit-Market Systems	Org 1.	Org 2.	Credit (certificate, token, reward)	Social-credit system (reputation, benefit system)	Exchange- type credit (currency)	Debt-type credit (money, credit fees)
Properties/Rules of Credit (it = credit)						
Form (Reification)						
Is it a raw resource (e.g., salt, gold, etc.)?						
Is it a fabricated physical product (e.g., metal coins and paper bills)?						
Is it a fabricated software product (digital coin, digital cryptocurrency)?						
Fees (Priceability)						
Is there a fee for storage?						
Is there a fee for making a purchase (purchase transaction fee)?						
Does the exchange for another type [of credit] have fees (currency exchange fee)?						
Is there a fee for giving an amount to another person or group (taxation, transaction processing fee)?						
Is there a fee for control and regulation (taxation fee)?						
Is there a fee for the production (production fee)?						
Is there an interest debt fee (a bank loans credit, inquiring the in-debted asset owner who provides payments [on "interest"] over time? Are there debt[or] fees; is there "interest" (interest fee)? Is there a fee for lending?)						
Is there a fee for assistance with ownership and regulation (financial and legal services)?						
Is there a fee for replacement of a purchase if it breaks or is damaged (insurance)?						
Resources (Materials)						
Requirements for material resources?						
Requirements for human resources (administration)?						
Requirements for electrical power?						
Producability (Printability)						
Is the amount producible fixed (finite) or infinite?						
Is it inflationary or deflationary?						
If fixed in quantity produced, does the structure require taking salary from some workers to pay other workers?						
If flexible in quantity produced, is it produced and deleted as required by an algorithm?						

TABLES

Is it printable by a central bank (fiat currency)?						
Is it printable by each agent in a distributed network [bank] (holochain coins)? Is there a fee for sharing storage and computation?						
Is it printable by the first node to solve a computational problem in a distributed [digital] network (blockchain coins)? Is there a fee for proof of work/stake?						
Is it printable while being stored/staked ("planting", hex and seed coin)?						
Is there a cost to the producer of the credit?						
Is it a commodity produced for profit?						
Exchangeability (Tradeability, Circulability)						
Can / cannot be exchanged for credits of another type?						
Can / cannot be exchanged for another purchase (can be used to purchase again)?						
Can / cannot be given freely (without price) to another human or group?						
Is / is not a commodity (can it be bought and sold; priceability)?						
If price is present, is price disconnected from the total volume (quantity) available?						
If it is loaned, can it be loaned again (re-loaned)?						
Receivability						
Is acquisition by means of a payment (Read: salary) determined by private owner ("boss"), or by an open source, common algorithm?						
Is / is not connected to work?						
Is / is not connected to hours?						
Is / is not connected to work results (reputation)?						
Can it be bought by another currency?						
Storability						
Can / cannot be stored over time?						
Does amount reduce over time of storage?						
Does amount increase over time of storage (e.g., "staking")?						
Deletability (Eraseability)						
Can / cannot be deleted?						
Is deleted after what?						
Is deleted by who?						
Rewardability						
Is there a credited reward for joining?						
Is there a credited reward for having prior assets (i.e., the prior assets are converted to the credit)?						

TABLES

Is there a credited reward for explicated behaviors?						
Decidability						
If algorithmic, who decides the algorithm?						
If algorithmic, what data is input into the algorithm?						
Recorded accountability						
What can be bought with the credit?						
Is the ledger public (open to everyone) or private (closed to those not explicitly permitted)?						
Taxability						
Can the token be taxed?						
Once the tax is taken is the token deleted?						
Once the tax is taken is the token added to a general ledger?						

Table 24. Execution > Relationship Development: *Demonstration experience criteria for the facilitation of relationship development and understanding.*

Role	Measure (destination = city/cities in a community-type society)
SELECTION	
Selection	The extent to which the destination is chosen over others.
Identification	The degree of recognition/association of the destination.
Differentiation	The lack of confusion with other destinations. The lack of confusion with other projects and organizations.
Anticipation	The extent to which the demonstration/showcase generates a desire to visit the destination. The intensity of the desire to visit that the demonstration/showcase generates.
Expectation	The nature and importance of the specific benefits the visitor expects to realize from the destination experience.
Reassurance	The extent to which the project proves a "cloud of comfort" for the visitor a feeling that all is, or will go well, at the destination.
RECOLLECTION	
Recollection	The ease, frequency, and strength of recall of the destination experience (via demonstration/showcase). The extent to which the project/brand helps create memories of the destination and the visitor's experiences. The intensity or warmth of memories elicited. The degree of comfort provided that the future/current choice was/is a sound one.
Consolidation	The ability of the project to serve as a catalyst to tie together the many "bits" of memory of the destination experience
REINFORCEMENT	
Reinforcement	The ability of the project to "cement" a consolidated and coherent memory of the destination experience.
REGENERATION	
Regeneration	The extent to which the project regenerates word-of-mouth enthusiasm and interest from past to potential visitors. The frequency with which word-of-mouth regeneration occurs. The breadth and scope of word-of-mouth among various types of market segments.

TABLES

Table 25. Table shows a comparison between a market-State type of society and a community-type society formed through habitat systems. The market-State is formed from abstractions, whereas a habitat in community is formed from the requirement to meet real-world human needs for fulfillment without overlaying non-required and non-desirable abstractions.

STATE ABSTRACTIONS		MARKET ABSTRACTIONS		HABITAT SYSTEMS			
Authority, Coercion		Property, Trade		Data Objects	Habitat Elements	Device Elements	Application Elements
State (a police role)		Market (a trade role)		Projects	Habitat [Project]	Hardware [Project]	Software [Project]
State component <i>Political enforcement role in: authority over life</i>		Market component <i>Business role in: trade of life</i>		Communications	Habitat component	Technology component	Application component
State interface <i>Political enforcement role in: authority over life</i>		Market interface <i>Business role: in trade of property</i>		Locations	Habitat interface	Technology interface	Application interface
State process <i>Political enforcement role in: authority over life</i>		Market process <i>Business role: in sales and purchases</i>		Materials	Habitat process	Technology process	Application process
State function <i>Political enforcement role in: authority over life</i>		Market function <i>Business role in trade of human labor for credit for purchase for profit/trade</i>		Equipment (devices)	Habitat function	Technology function	Application function
State interaction <i>Political enforcement role in: authority over life</i>		Market interaction <i>Business role: in ownership</i>		Allocations	Habitat interaction	Technology interaction	Application interaction
State service <i>Political enforcement role in: authority over life</i>		Market service <i>Business role: in trade of usage</i>		Occupations	Habitat service	Technology service	Application service
State event <i>Political enforcement role in: authority over life</i>		Market event <i>Business role: in trade of operations, and when operations occur, there is profit</i>		Operations	Habitat event	Technology event	Application event
State issue <i>Political enforcement role in: authority over life</i>		Market issue <i>Business role: in trade of maintenance and problems, and when there are problems and maintenance, there is profit</i>		Resolution (Solution issue)	Habitat issue	Technology issue	Application issue

Table 26. Execution > market interface: Market-State vendor requests types.

	Request for Information (RFI)	Request for Information Registration of Interest (EOI / ROI)	Request for Proposal or Request for Offer (RFP / RFO)	Request for Tender (RFT)	Request for Quotation (RFQ)
Purpose	Develop strategy or learn more about suppliers capabilities	Develop strategy or learn more about suppliers capabilities	Determine feasibility of each potential supplier's bid	Compare costs between competing vendors	Compare costs between competing vendors
Why	Purchaser does not have sufficient information to write a detailed request	Similar to an RFI	Purchaser seeks solutions-based submissions to meet their requirements	Purchaser has clearly defined criteria or specification	Purchaser has clearly defined criteria or specification
Why	Purchaser is not necessarily committed to buying	Purchaser is not necessarily committed to buying	Possibly no clear specification	Judged on both price and qualitative factors	Judged primarily or solely on price
Why	Likely to involve a further request before final decision	Likely to involve a further request before final decision	Greater flexibility than RFT	Purchaser is committed to buying	Purchaser is committed to buying
Why		Often used as a screening or shortlisting tool	Suited to professional services		

TABLES**Table 27.** Market-State to community tokenization (and non) access frameworks.

Productive Activity (Tasks)	Entity that Recognizes Work	Entity that Produces Token	How is a Token Produced	Who Has Addresses / "Wallets"	Storage of Record	How are prices determined	Sales	Taxable	Access Result
Work Type	Location/Organization	Tokens (Fungible are tradeable & Non-Fungible are non-tradeable)						Usage	
CONTRIBUTION	Contribution Service System	Contribution Service System	ID tokens only; No money token	Only human addresses, No "Wallets"	Public databases; Verifiable & distribution	Only calculation & contribution; No prices	Only distribution centers; No Sales	No token no tax	Only Personal & common access; No ownership
USE-LABOR	Production/Distribution entities	User (self) & Production entity & Bank & DAO	Working hours &/ Labor Complexity & Vote	Individual wallets & Production center wallets	Public databases; Verifiable & distribution	Working hours &/ Rent on ecosystem (land, materials, power labor complexity)	Sales distribution centers	Tax to education and leisure general ledger / deletion	Property
WAGE-LABOR	Banks & Employers	Banks / States / Miner	Fractional reserve &/ Mining reward	Bank wallet & Production center wallets & self-wallet	Private databases;	Market	Sales distribution centers	Tax to general ledger / deletion	Property
EDUCATION	University (Academy)	University (Academy)	Certifications complete & Education hours	Individual wallet & University wallets	Public databases; Verifiable & distribution	Working hours &/ Rent &/ Certifications	Sales distribution centers	No	Property
LEISURE	No work	Societal Leisure Service	ID tokens only; No money token	Only human addresses, No "Wallets"	Public databases; Verifiable & distribution	Only calculation & contribution; No prices	Sales distribution centers	No	Property
HOME KEEUP (in community)	Self	No Tokens	No tokens	Self	No prices	No sales	No	Personal Access	

TABLES

Table 28. The possible functions of any token include, but may not be limited to the following: is usable (usability), is deletable (deletability), is produced by what organization, produced when (producibility), is usury, is tradeable, is taxable.

Function	Possibilities			
Is usable?	For ID access (community use)	For priced access (market use)		
Is deletable?	Is deleted after first use	Is deleted after n number of uses	Is fractionally deleted over time or with events	Cannot be deleted
Is produced by?	Produced by self (<i>make up number and write it down</i>)	Is produced by bank (<i>fractional reserve</i>)	Is produced by digital miner on distributed digital ledger	Is produced by producer onto distributed digital ledger
Is produced when	Before work is recognized (proposal-role tasks)	After work is recognized (working hours)		
Is usury?	Interest on stake/storage	Expectation of greater return "investment"		
Is tradeable?	For another of the same	For one of a different	For an object/service	As a "gift"
Is taxable?	No	Yes and deleted	Yes and added to a general ledger (State general ledger)	

Table 29. The financial calculation of an economic sector. All figures are thousands, millions, or billions of currency (e.g., dollars, etc.). Generally, the capitalist class spends their surplus income (surplus over other laborers) on luxury items. Herein, there are several constraints that are introduced during transition. Firstly, the total output of the means of production has to equal the total use of necessities in the economic sectors of community (life, technology, and exploratory). However, during transition, the total output of the means of production has to equal the total use of resources over all economic sectors. Secondly, the total output of necessities has to equal the total wages paid amongst (all community habitat sectors, or all societal sectors). Thirdly, the total amount of luxuries produced has to equal the total profits (and these luxuries are made available to the leisure class (a.k.a., retired) permanently and the other classes periodically).

Inter-Societal Economic Categories	Economic Sectors of Society	Financial variables				Total Cost in currency
		Constant Capital	Salaries (a.k.a., wages, variable capital)	Profit Income (a.k.a., profit + interest + rent, surplus value)	Rate of income / salaries (a.k.a., living labor, wage rate)	
Community Habitat Sectors (produces necessities)	Life (& Subsectors)					
	Technology (& Subsectors)					
	Exploratory (& Subsectors)					
Production	Sector(s) that produce the means of production					
Market	Market-based luxury goods and services sector					
Market	Market-based industrial production sectors					
State	State-based industrial production sectors					
State	State-based military-industrial sector					
Total Cost in currency						

TRANSITION SERVICE OPERATION (PLAN)

Residency Service Operation (Plan)

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Abstract

In the market-State, there are typically representatives who take governance decisions for citizens. In community, there is the concept of residentation, where individuals humans are not represented (in a political State legal system), but resident (in a common heritage habitat-societal network). Residency operational services seek to facilitate the movement and onboarding of residents into a community-type habitat network, where they live and decide through consented agreement.

Graphical Abstract

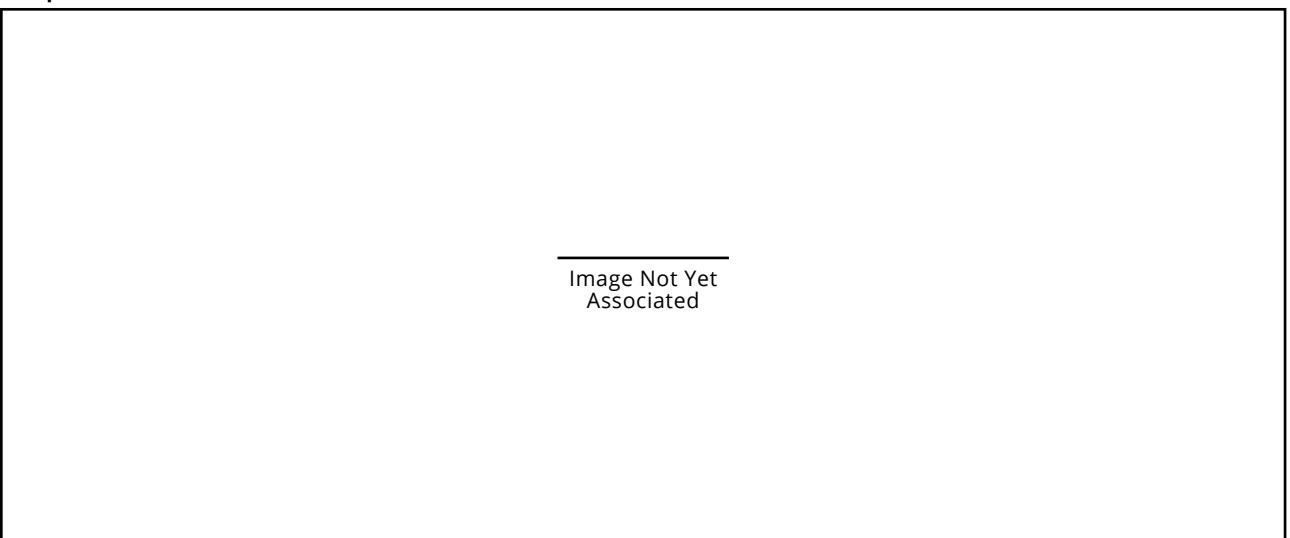


Image Not Yet
Associated

1 [Plan] Community residency

A.k.a., Community residency program.

In order to transition to community, it is necessary to begin developing and moving into membership and then residency in community-type habitats.

A simplified, potential, residency service operation plan may consist of the following phases:

1. The service of education is open to those who see the value of a community-type configuration of society (i.e., the service of education is open to those who see the value of community).
2. The service of contribution ("labor") is open to those who have gone through education.
3. The service of residency is open to those who have gone through education and/or contribution.
4. The service of leisure (as a phase-of-life) is open to those who have gone through contribution.

More simply, the phases are:

1. Become educated on community standards.
2. Contribute to the development of community habitats and standards.
3. Reside in a community habitat once educated, and once the physical habitats of community are constructed.
4. Enter the leisure phase-of-life after the contribution phase.

1.1 Community habitation touch points

Touch points for community habitation include:

1. **Volunteering** - visiting to do work.
2. **Visiting** - visiting with no work requirement.
3. **Residing** - living in a dwelling unit full-time.
4. **Renting temporarily** - paying to use a dwelling unit.
5. **Voting/surveying/agreeing** - customizing the configuration of the habitat.

1.2 The organizational transition service plan

A.k.a., Organizational service-function plan, services, organizational services, organizational functions, actors, service proposals.

The Project organization shall provide the following services (i.e., user service analysis, stakeholder analysis):

1. Token coordination (a.k.a., token management).
2. Coordination of communications.
 - A. View access.

- B. Message access.
3. Coordination of education and orientation.
 - A. Learning service agreements.
 - B. Mentoring service agreements.
4. Coordination of residency.
 - A. Residency agreement profiles.
 - B. Residency agreements.
 1. Surveys, analyses, and decisions.
5. Coordination of contribution.
 - A. Work agreement profiles.
 - B. Work agreements.
 1. Work description "contract".
6. Coordination of standards.
 - A. Information service agreements.
 - B. Information service operations.
7. Coordination of habitation.
 - A. Habitat service agreements.
 - B. Habitat service operations.
8. Coordination of production.
 - A. Production service agreements.
 - B. Production service operations.

User objectives for the organization's service include:

1. The objective of the user is to visit and eventually gain residency in a community habitat where their human need fulfillment is optimized without trade or coercion.
2. Different phases of life have different contextual objectives related to the primary user objective in each phase:
 - A. Those in the education phase of their life have the objective to learn about the operation of community.
 - B. Those in the contribution phase of their life have the objective to contribute to the construction and operation of community.
 - C. Those in the leisure phase of their life have the objective to live up to their fullest potential.

Herein, members of the public ("citizens") may acquire access to an organization with the following functions:

1. Tokenization.
 - A. Token exchange agreements.
 - B. Token exchange protocols.
2. Coordination.
 - A. Project control agreements.
 - B. Coordination control protocols.
3. Identification.
 - A. Identification agreements.
 - B. Identification protocols.
4. Communication.
 - A. Communications agreements.
 - B. Communications protocols.

5. Education.
 - A. Education agreements.
 - B. Education protocols.
6. Residmentation (residency agreement program, habitation).
 - A. Habitat residency agreements. Habitat operational [live-in] agreements.
 - B. Habitat residency protocols. Habitat operational [live-in] protocols.
7. Habitat operation.
 - A. Working and User agreements.
 - B. Working and User protocols.
8. Production operation.
 - A. InterSystem team production [for work] survey.
 - B. End-user production [for access] survey.

Members of the public ("citizens") will have access to a functional organization through a stepped process:

1. Get identified.
2. Get token(s).
3. Get communications.
4. Get residency agreement program.
 - A. Become societal residents through the residency agreement program.
5. Get education services.
 - A. Become educated/oriented through education services.
6. Get contribution services.
 - A. Become contributors through contribution services.
7. Get habitat service access.
 - A. Become habitat residents through habitat live-in programs.
8. Get production object access.
 - A. Complete product production surveys cyclically.
 - B.

2 [Plan] Finances

A.k.a., The financial plan, the monetization plan, the money plan, the business plan, the market-interface plan, currency plan, funding plan, profit plan.

In order to complete work in the market-State, money must be accepted and spent. To do anything in the real world, there is the requirement for internal motivation. So, the first thing we need is contributors. To do anything in the market-State, there is the requirement for money. So the second thing we need is money. In the market, finance dictates choice. If you don't have the finances, you don't have the choice (i.e., you have a more limited range of options). For any interaction with the market there is the requirement for multiple financial-type relationships and interfaces.

The primary purpose of any financial plan in the market-State is to:

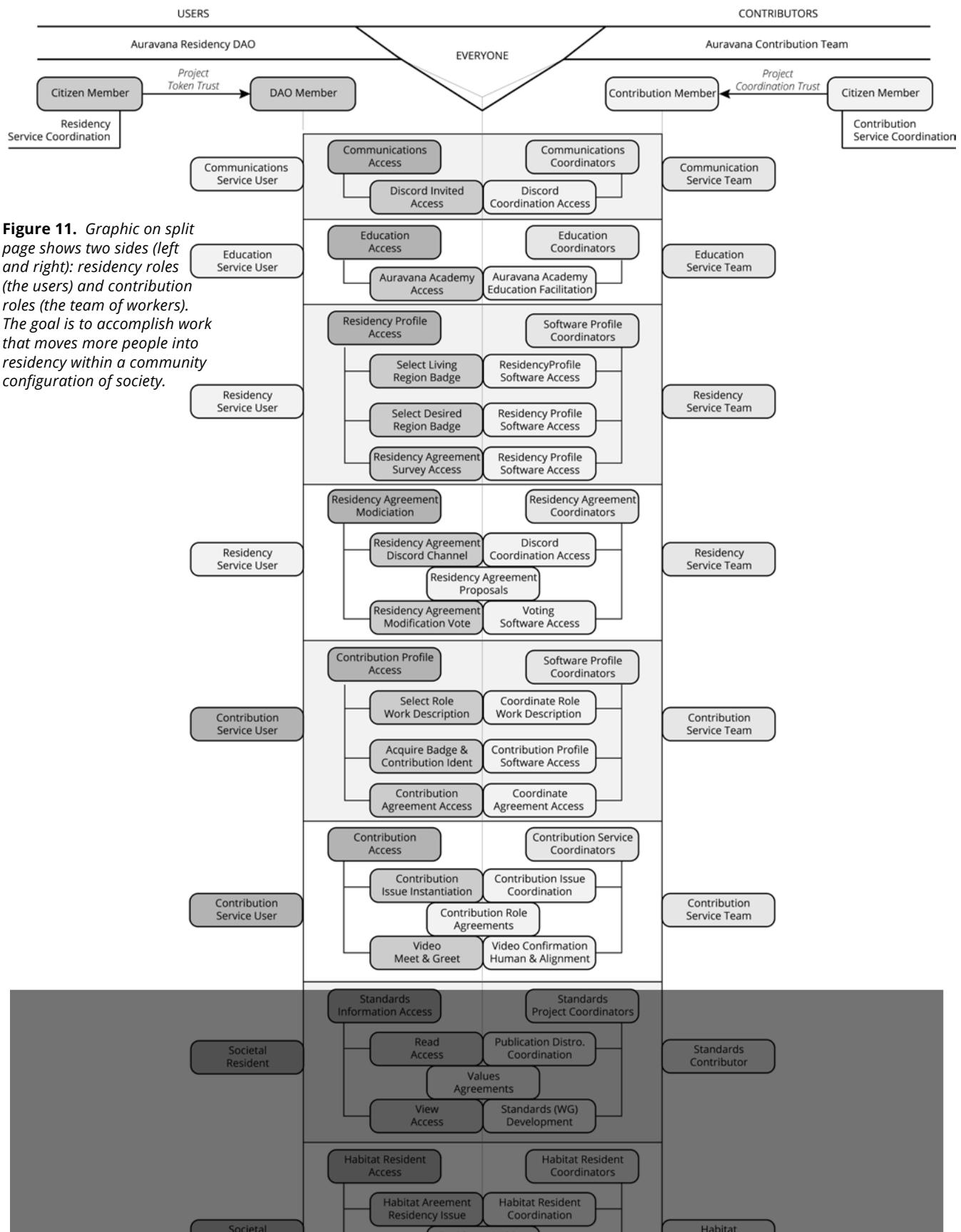
- Create a plan to attract the [money] resources to where you are.

A financial plan is a plan for acquiring currency (monetary "funding", financial input) in order to develop and duplicate the specified and standardized community across the planetary population, under conditions of market price. Here, the business plan is not to extract value from individuals, but rather to enhance the fulfillment of individuals through interfacing with the market, but not participating in the market.

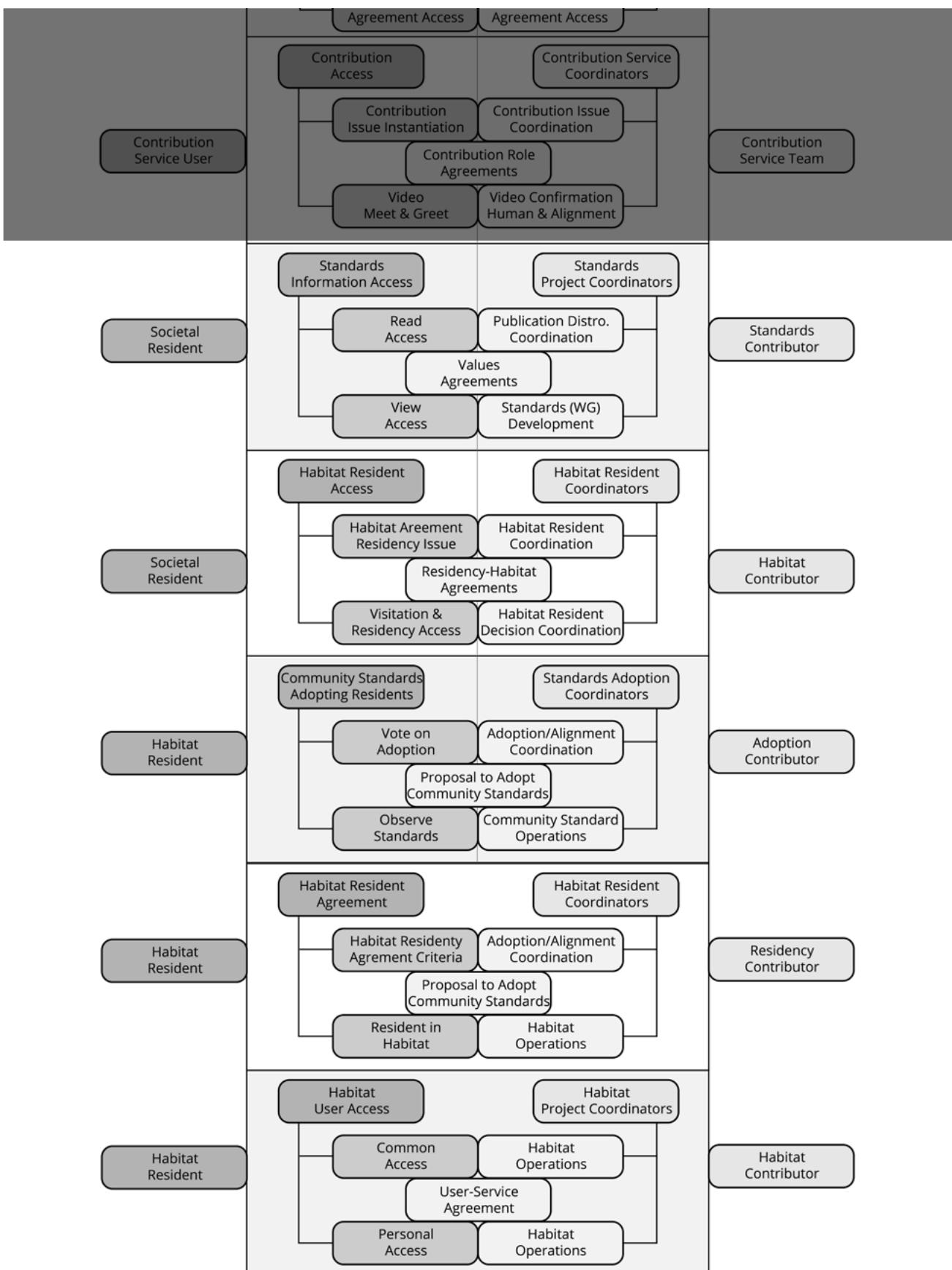
Standard financial operations include:

1. Recording all events that involve money.
2. Accepting money.
 - A. Market entities.
 - B. State entities.
3. Paying money.
 - A. Market entities.
 1. Transaction service entities.
 - i. Escrow (tactical short-term money holding) service entities. Escrow is a legal arrangement in which a third party temporarily holds large sums money or property until a particular condition has been met. Escrow generally refers to money held by a third party on behalf of transacting parties.
 - B. State entities.
 4. Storing money (placing and taking out of).
 - A. Market entities.
 1. Banking (midto long-term money holding) service entities.
 2. Investing (giving/paying money to another

RESIDENCY SERVICE OPERATION (PLAN)



RESIDENCY SERVICE OPERATION (PLAN)



market entity with an expectation of more money in return).

5. Financial due diligence collection and analysis.
- Due diligence is the name given to the process of finding out every little thing about your company before an investment is made. The goal is to ferret out any problem or risk that might make an investment less-than-wise.

To sustain existence as an entity in the market, and succeed, the following questions are necessary:

1. Can the organization make money?
 - A. What is the current and future market for consumption of the output of the organization?
 1. Growth of market and size.
 2. Profitability of market.
 3. Price sensitivity of market
2. Can the organization hold a competitive advantage in the market?
 - A. Are there ways to differentiate?
 - B. Are there ways to be more efficient?
 - C. Are there barriers to entry?
3. Can the organization build a customer and/or patronage base?
 - A. Ease of acquiring traffic, customers and/or patrons?
 - B. Customer/patron loyalty?
4. What are the operational demands/requirements of the organization?
 - A. Are the demands feasible to carry out (is there the effort)?
 - B. Are the demands viable to carry out (are there the resources)?

A market coordination interface plan includes, but is not limited to:

1. A purchasing interface.
2. A contracts interface.
3. A budget/financials interface.
4. A State-finances interface.

The required sub-plans for existence in the market-State (additional to nominal habitat plans) include, but are not limited to:

1. A geopolitical-jurisdictional-market continuous analysis.
2. A business [money] plan.
3. A State [legal] plan.
4. A public [education] plan.

By funding this project you are participating in a noble cause.

The steps of the money plan are:

1. **Construct organization (coordinator role).**
 - A. What is the purpose?
 - B. What needs to be done (visualized)?
 - C. Who is accountable (roles)?
 1. What is the organizational structure?
 2. What are the work agreement descriptions?
 - D. What is the legal/jurisdictional authorization?
 1. What is the type of registered entity. How is it registered and where is the entity registered?
 2. What is the [State/smart] contractual structure?
2. **Sell token access (treasury role)** to the organization to the public (i.e., sell a token that gives the public access to the organization).
 - A. What are the monetary income sources? Who are the funders?
 1. The funders are those who desire to live in community at the local and planetary scale. The funders are those who know that human need fulfillment is possible today given the resources and information has access to today. Funders can become residents in community. The funders are those who know what is possible.
 - i. Individuals, grants, States, foundations, donations, etc.
3. **Accept money (treasury role).**
 - A. How will the money be collected (accepted)?
 1. The money will be collected into a bank account held by a legal/jurisdictional entity.
 - B. Who controls the fiat (a.k.a., money, treasury, etc.)?
 1. The bank account will be controlled by a role(s) in the organization.
 - C. How will the treasury take decisions (or where are decisions about the treasury taken)?
4. **Account for accepted money (treasury role)**
 - A. How much money is the Project looking for?
 1. To calculate this in full, it is necessary to calculate the total cost of the first university habitat.
 2. The project can be broken down into deliverables, and therein, it is possible to calculate the cost of each deliverable that goes into the whole habitat deliverable.
 - B. A contributing, trusted reputation and qualified, individual is given a non-tradeable, non-fungible token to treasury decision access (a.k.a., treasury badge). This token decrypts the private keys to the treasury.
 5. **Spend money (decisioning and treasury role)** as stated on (i.e., How will the money be spent? What

are the ways the treasury will be used?):

A. Roles (a.k.a., proposals, work descriptions):

1. Team coordinators' salaries.
2. Working group members' salaries.
3. Habitat team members' salaries.
4. Transition team members' salaries.

B. Tasks-deliverables:

1. Master plan(s):
 - i. To develop open-source architectural-engineering plans for habitats.
2. Assessments:
 - i. To complete land assessments per the Material System standard.
 - ii. To complete jurisdictional assessments per the Project Execution standard.
 - iii. To conduct resource and product life-cycle assessments.
3. Software:
 - i. To develop coordination and decision software for societal operations.
 - ii. To develop habitat service operations software for the habitat.
4. Agreements:
 - i. To coordinate voting on agreements.
 - ii. To coordinate residency agreement profiles and residency agreement survey completions.
 - iii. To analyze residency agreements (1) to produce better surveys with better alignment analysis, and (2) to inform survey takers and voters on the results of all agreement survey analyses.
5. Service-object productions:
 - i. To coordinate production survey design and development.
 - ii. To coordinate product survey taking (for needs and preferences).
 - iii. To coordinate survey integration and analysis for future production and master-plan decisioning.
6. Land acquisition:
 - i. The purchase of land to construct and operate a habitat (network) per a master plan.
7. Resource and technology acquisition:
 - i. To purchase the resources and technology required to construct and operate the habitat.
8. Construction and operation:
 - i. To construct and operate (produce) a local habitats to a previously decided master plan.
9. Marketing:
 - i. To promote the business to create and

duplicate regenerative rural habitats for local human fulfillment.

C. Relationship development:

1. Locating/finding current organizations and habitats (cities/villages) that are looking to align with and adopt a unified set of community standards.
2. Facilitating adoption of standards by organizations and cities/villages.

There is a legal organization for the collection, holding, and spending of financial resources. This legal organization includes:

1. Legal/jurisdictional [contractual] documentation.
 - A. Necessary legal submissions and State documented authorizations.
2. An operating agreement:
 - A. A charted identification of a project and roles.
 - B. A description of how decisioning will occur.
3. A bank account for fiat organization funds (money).
 - A. Identification of human accountability.
4. A wallet for personal token funds (money).
 - A. Get and give personal token funds.

2.1 Incoming finances inquiry

A.k.a., Revenue inquiry.

What are the revenue streams? The following revenue streams must be accounted for:

1. Outside of the initial funding event, how will continued revenue be generated for Project operations?
2. Will revenue be generated on-chain / off-chain, or both?

There are four primary market-State funding inputs:

1. Market selling (of information, objects, or events).
2. State grants, subsidies, contracts, etc.
3. Public entity grants, contracts, etc.
4. Philanthropies (donations).

There are four primary funding sources to find:

1. Wealthy people (current financial status, investors).
 - A. Find high-net worth individuals with a value system alignment.
2. Crowds (citizens, investors).
 - A. Find groups of individual citizens with a value system alignment.
3. Business owners (entrepreneurs, investors).
 - A. Find market organizations who would fund the production of a planned, integrated network of city systems.

4. State politicians and State regulators who desire to improve the lives of those they represent.
 - A. Find State officials who have budgets to support community operations.

Financial funding can come from multiple market-State sources:

1. **State funding** (e.g., grants, direct funding) acquire funding from State entities.
2. **Crowdfunding sources** (many low amount inputs) acquire funding from the public.
3. **Philanthropist sources** (high net worth sources) acquire funding from high-net worth individuals.
4. **Buy-in (purchase agreements)** establish purchase agreements with members of the public who would like to buy into (i.e., purchase residency in) the city. These purchasers would become the city's inhabitants (or members). It is feasible that once the project is complete up to site selection and preparation, that a large number of people who presently reside in the market-State would pay for the materials, tools, and effort, to acquire a place in the city.
5. **Business plan interface** this proposed society maintains a business [plan] interface with the market, wherein products produced within the habitat service system are sold into the market-State (when required).

A broad funding plan may include the following funding sources [plan]:

1. Income plan for habitat service system.
 - A. Income plan for land cultivation.
 - B. Income plan for buildings.
 - C. Income plan for product manufacturing.
 - D. Income plan for services.
2. Government/State funding.
3. Crowd funding plan.
 - A. Local population funding.
 - B. Global crowd funding.
4. Personal and family funding.

What are the income (investment, revenue, etc.) sources of fiat money?

1. Residency funding: Payment for residency in a habitat. Incoming residents pay. Purchase residency in the community-network of habitats (i.e., buy a personal dwelling in a habitat), wherein, habitats in community have a set of legally enforceable community-oriented rules/procedures.
 - A. Continued (rental).
 - B. One-time (deed, title).
2. Visitation funding: Payment for visitation to (touring

- and exploring) a habitat.
3. Education funding: Payment for education in a habitat.
 - A. One-time.
 - B. During education phase.
 4. Public funding:
 - A. Donations, patronage.
 1. One time.
 2. Monthly.
 3. Yearly.
 - B. Wealth heritage "investors".
 - C. Crowd-funding investors.
 1. Rewards include:
 - i. Standards (e.g., system overview in color). For example, from 20-50\$ system overview in color; from 50-100\$ concept coloring book; 100-500\$ four systems plus system overview in color; >500 all eight standards.
 - ii. Concept coloring book.
 - iii. A visitation stay at the habitat.
 - iv. Attend a workshop/course at habitat location.
 2. No reward (donation).
 5. Market funding:
 - A. Market sponsors.
 - B. Foundation grants (research and production).
 6. State funding:
 - A. State grants (research and production).
 - B. State education funding.
 - C. State land distribution.
 - D. State production support.
 7. Revenue from production of saleable unique [market] products:
 - A. Types of products:
 1. Commodities (objects, resources, technologies).
 2. Information (intellectual property).
 3. Socio-technologies (people, knowledge, skills, and tools).
 - B. Into the:
 1. Local markets.
 2. Global market.

There are lots of ways to get money. However, and importantly, the Project wants to get money in a way that will not interrupt the community standardized design of the city network and any cities future duplication. The licensing of products will be an issue of great significance if there are investors. There is no intellectual property in community, and the standards for community are open source. Hence, there is no intellectual property, and transition, because all information exists within an open and collaborative (safely) information standard, must likely also include at its foundation the non-encoding of intellectual property. Then, over time, where urban

environments are present, then private property will be phased out, and in new community-based integrated habitat service urban environments, such environments are constructed from the ground up to exclude the encoding of private property.

Investors will get the royalty streams after operational costs to run the city and associated societal operations. The revenue stream back to the investor comes through commercialization of objects, information, or teams.

2.1.1 Financing through financial instruments

A diverse array of financial instruments can serve as the foundation for economic activities that transition people and resources into a community-type configuration of society. The implementation of any financial instruments would require a robust legal frameworks to ensure that they align with the community's goals and values.

The following financial instruments are possible:

1. Debt financial instruments (a.k.a., debt instruments):

A. **Municipal bonds (a.k.a., profit bonds):** Used by local governments to finance public projects. Municipal bonds are debt securities issued by cities, towns, states, and other government entities to finance public projects such as schools, highways, and infrastructure.

1. Provide fixed interest payments and return of principal at maturity.
2. Often tax-exempt at the federal and sometimes state and local levels.

B. **Social impact bonds (a.k.a., community development bonds):** Similar to municipal bonds, but specifically aimed at funding social impact projects.

1. Can be issued by municipal bodies or private organizations.
2. Returns are based on the achievement of social outcomes. Government or another commissioning body may repay investors with interest if the project meets its goals.

C. **Green bonds (a.k.a., green-benefit bonds):**

Issued to fund environmentally friendly projects.

1. Can be issued by municipal bodies or private organizations.
2. Returns are based on the achievement of "green" outcomes. Government or another commissioning body may repay investors with interest if the project meets its goals.

D. **Education bonds (a.k.a., education-benefit bonds):** Issued to fund educational facilities and programs.

1. Can be issued by municipal bodies or private organizations.

2. Returns are based on the achievement of education outcomes. Government or another commissioning body may repay investors with interest if the project meets its goals.

E. **Healthcare bonds (a.k.a., healthcare-benefit bonds):** Issued to fund healthcare projects, including hospitals and community health initiatives.

1. Can be issued by municipal bodies or private organizations.
2. Returns are based on the achievement of healthcare outcomes. Government or another commissioning body may repay investors with interest if the project meets its goals.

2. **Equity financial instruments (a.k.a., equity instruments):**

A. **Corporate shares (a.k.a., corporate stock, business equity):** Shares of stock representing equity or ownership stakes in a corporation.

Shareholders are part owners of the company. Stockholders may receive dividends (a share of the company's profits) if the company's board of directors declares them. Stockholders may have voting rights that allow them to vote on certain company matters, including electing the board of directors.

1. Shares represent partial ownership in a corporation.
2. Holders may receive dividends and have potential for capital gains.
3. Investors may have voting rights in company decisions.

B. **Community shares (a.k.a., community stock, cooperative shares, cooperative stock):** Shares of stock representing equity or ownership stakes in a local cooperative or community-owned enterprise.

1. Used to raise capital for cooperative businesses.
2. Shareholders are often members of the cooperative and have a say in its operation.

3. **Digital financial instruments (a.k.a., digital instruments):**

A. **Digital currencies (cryptocurrencies):** Digital or virtual currencies secured by cryptography and stored in individual's wallets.

1. Decentralized control as opposed to centralized digital currency and central banking systems.

B. **Central bank digital currencies (CBDCs):**

Digital form of fiat money issued by a State's central bank, and is not pegged to a physical commodity.

1. Centralized control as opposed to

- decentralized digital currency and decentralized banking systems.
- C. **Stablecoins:** Cryptocurrencies designed to minimize the volatility typically associated with cryptocurrencies.
1. Pegged to a reserve asset like the U.S. Dollar or gold.
- D. **Utility tokens:** Tokens designed to provide access to a product or service offered by the project or platform issuing the token. They are not created as investments; instead, they function more like digital coupons or access keys.
1. Utility tokens can be fungible or non-fungible.
 - i. A fungible utility token can be exchanged like-for-like. Fungible utility tokens are money; are used as a medium [of exchange] for transactions on a platform, enabling priced access to services or functionalities.
 - ii. A non-fungible utility token represents a specific, unique digital or physical asset that grants access to a unique service or product.
- E. **Security tokens:** Security tokens represent an investment contract into an underlying investment asset, such as stocks, bonds, or real estate. These tokens are subject to federal securities regulations because they are considered securities.
1. Security tokens can be fungible or non-fungible.
 - i. A fungible security token means that each token unit is equivalent and represents a portion of the underlying asset, allowing for fractional ownership and investment in assets that would otherwise require significant capital.
 - ii. A non-fungible security token means that a single token unit represents the whole of the underlying asset.
4. **Supporting financial tools:**
- A. **Community investment funds:**
1. Pooled investments targeted at local development projects.
 2. Can offer a mix of debt and equity investments in community projects.
- B. **Crowdfunding:**
1. Raising small amounts of money from a large number of people, typically via the internet.
 2. Can support local businesses, social projects, and community initiatives.
- C. **Microfinance loans:** Small loans to entrepreneurs and small businesses in the community who do not have access to conventional banking services.
- ### 2.1.2 Financing through habitat production sales
- A business sale is an income stream for the continuation and/or duplication of a system. Although there are many potential income streams open to an integrated city system, regenerative agriculture production provides a useful example.
- Restorative agriculture income streams include, but are not limited to:
1. Plants for food, fuel, and fibers.
 2. Animals for food.
 3. Vegetables and vegetable concentrates.
 4. Bees and bee concentrates.
 5. Agritourism (education, hunting, cuisine, etc.).
- ## 2.2 Outgoing finances inquiry
- The persistence of a socio-technical unit in the market necessitates the usage of resources and the availability of people, both of which are sold in the market for a price, which must be paid by an "owner" to carry some operation:
1. How will the organization pay for operational resources, people, and tools?
 2. How will members of the team be paid/ compensated?
 3. What legal, organizational, etc., services might be required to launch and sustain the organization?
 4. Based on tools identified, what is the estimated monthly optional recurring costs?
- The money will be spent in the following ways:
1. To pay for work space (i.e., rent a home/office to co-work). To pay for a working space prior to construction.
 2. To pay for people (i.e., co-workers, work groups and teams). To pay for those who do work.
 3. To pay for immersive events. To pay for forums, events and conferences.
 4. To pay for land.
 5. To pay for tools (some tools produce power).
 6. To pay for rebuilding tools.
 7. To pay for energy.
 8. To pay for investor re-reimbursement.
- ### 2.2.1 Total cost of ownership inquiry
- A.k.a., Market acquisitions.*
- When purchasing something from the market, the total

cost of purchase and ownership must be considered.

The total cost of ownership includes [at least] the following:

1. Original cost.
2. Upgrades, maintenance, and replacement costs.
3. Technical support costs.
4. Training costs.
5. Human labor costs.
6. Power costs.

Many factors must be taken into account when purchasing a product, and basing a choice only on initial investment may prove more costly in the long run. Upgrades, maintenance, technical support, and training can have direct costs, and upgrades and maintenance can be disruptive, causing indirect costs.

2.2.2 Salaries inquiry

A.k.a., Fiat compensation, token compensation, compensation plan, paying people.

Where there is a price, during transition and in into community, it is important to be transparent, so calculations can be optimized. Hence,

1. In what currency will salaries be paid?
2. How often will salaries be paid?
3. How will salaries be determined?
 - A. Are salaries paid based upon salary bands, which are themselves based upon the complexity and accountabilities associated with a role, relative to other roles? Objective complexity is defined, and contributors are either doing it, or they are not. There may only be one band.
 - B. Is someone paid based upon the complexity of their [agreed] work proposal?
 - C. Will the salary be fair market value and not based on one or more bands?
 - D. Are badges used to give token bonuses?
 - E. Are badges given to contributors as a token bonus?
 - F. Are badges given to education completing as a token bonus?
 - G. How are salaries and badges associated:
 1. Hypha model:
 - i. Salaries are attached to roles.
 - ii. Badges are attached to people.
 - H. Is there a commitment level slider that a contributor can set to zero and take vacation or walk away from the work?

3 [Plan] Tokenization

A.k.a., The tokenization plan.

This is the plan for the utilization of tokens to facilitate the transfer of people and resources into a community configuration of society. An existing token may be used, or a new one may be created.

The two types of available tokens are:

1. **Non-fungible token sales list (NFT) granting community membership access.** A non-fungible token purchase grants:
 - A. The community residency program.
 1. Personal profile.
 2. Habitat profile.
 3. Production profile.
 4. Contribution profile.
 - B. If a co-working/co-living situation, then
 1. The eco-luxurious home and all amenities.
 2. Events held at the eco-luxurious home.
 - C. The communications channel.
 - D. Future access to:
 1. An eventual digital concierge to schedule access to a habitat.
 2. An eventual habitat for an x number of days workshop.
 3. All future Auravana Project events (*if available*).
 4. Virtual events in Metaverse.
 - E. Each member will have their one "membership" NFT.
 - F. A non-fungible token granting access to a dwelling in an agreed (by bylaws) community habitat.
2. **Fungible token sales (FT) granting community residency.** A fungible token grants access to a share of a residency dwelling unit in an agreed upon (by bylaws) community habitat.

3.1 Acquisition of a token gives access

A.k.a., Organizational token-enabling functions.

The purchase of a token gives the potential for an increase in access to community living and conditions. Members will acquire access to the following organizational functions:

1. **Identification** Acquisition of badges. This is a badge ecosystem for categories of effort / accomplishment in association with personal identities in order to building trust throughout the working network. There are different categories of badge:
 - A. All members acquire a default badge of support

- of community at the societal scale.v
1. Role of "Everyone".
 - B. All members acquire the possibility to select geographic location badges.
 1. Nation-State and/or region (e.g., Brazil, South America; Mali, Africa; etc.).
 - i. The user can select the nation-State (or habitat) and region in which they currently live.
 1. Users can only have one of these badges because they can only be physically present in one location. The user should select the badge for their current living location.
 2. When the living location changes, the user is expected to change their selected living location badge. - ii. The user can select the nation-State (or, habitat) and region in which they desire to live in a habitat in community.
 1. Users can only have one of these badges because they can only be physically present in one location. The user does not have to be living in the locale of this badge. - C. Contributors acquire contribution badges.
 1. Work/role type in community contribution as part of an InterSystem Team. Contribution to the community conveys a badge associated with a role, related to someone's working group position locator. Individuals can have more than one of these badges (contribution identifiers). Different types of contributors get different badges. Contributor badges/roles may be associated with salaries for completing work description proposals.
 - i. Working groups (information operations).
 - ii. Habitat teams (material socio-technical operations).
 - iii. Transition team (market-State and public operations).
 - iv. Coordination team (all coordination operations).
 2. **Communications** Access to primary working communications channels:
 - A. All members acquire:
 1. **View access** to view the discord server where coordination of InterSystem team operations occurs.
 - i. **View access** to coordination-contribution.
 - ii. **View access** to coordination-standards-development.
 - iii. **View access** to coordination-habitat-operations
 - iv. **Note:** There is no message sending access on any contribution-based channel unless someone is actually contributing through contribution services.
 2. **Message sending access** on the residency agreement (by-law) communications channel (moderated).
 - B. Contributing members acquire:
 1. **Message access** to the discord server where contribution service coordination occurs.
 2. **Message access** to the discord server for the role's contextually related team communications channel(s).
 3. **Education (orientation)** The possibility to access facilitator led education in the form of multi-day workshops and semester long curriculum/platform.
 4. **Residentiation** Access to the residency profile
 - A. Personal [private] profile is a private profile that the user controls the privacy of and curates with information about themselves and the world.
 - B. Habitat [bylaw] profile "by-law" agreements program (a.k.a., habitat residency "bylaw" alignment program). The profile is composed of the results of a developed survey that all individuals in community take to identify their habitat of choice, including their needs and local production preferences. In some configurations of a community-type society, this habitat residency agreement set may have an age at which people are surveyed and agree (e.g., 18 years), or agreement may be associated with life-phase transition (e.g., transitioning from education to contribution life phases).
 1. All members acquire the ability to complete and maintain their personal residency agreements profile [survey checklist]. Users have the ability to complete (and re-complete) the by-law agreement contract.
 - i. All members acquire the ability to update their personal residency profile.
 - ii. All members acquire the ability to see the public data of others who have filled out the agreement contract.
 2. All members acquire the ability to participate via voting in residency "bylaw" coordinated decisioning, where they can vote to accept or not accept proposals (proposed changes).
 - i. Possible proposed changes are:
 1. Transform a current agreement/bylaw.
 2. Add a new agreement/bylaw.
 3. Subtract an existing agreement/bylaw.
 3. Personal bylaw survey compared with existing and planned habitats (and habitat availability) for possible alignment with one or more

- habitats.
- i. Potential access to a choice of habitats and contribution experiences. Members can choose their place of residency by submitting their profile to a habitat for local acceptance decisioning.
 - ii. Acceptance and move-in agreement coordination.
 - 1. The coordinated possibility to move-in to a particular habitat.
 - a. Local habitats have defined what category of resident they want to admit.
- C. Production [access] profile needs and preference demands are identified in regular production cycle surveys, which are coordinated by the InterSystem team. This profile is shows (with some given privacy restrictions to the public) what anyone has demanded for access (needs and preferences) and what they have accessed, are accessing, and will access. Note, that for some privacy reasons there is anonymization (for privacy) that occurs to some of this data. If excess was occurring, it is potentially possible for some organization (some InterSystem sub-team in community or some State department/organization in the market-State) to have the cryptographic key to decrypt the anonymization to identify the profile taking excessively (or other observed problems).
- D. Contribution profile is someone's professional work profile, their resume (or, curriculum vitae).
5. Contribution Access to contribution services.
- A. Access to education services, which produce someone capable of contributing.
 - 1. List of education services.
 - 2. List of education certifications.
 - 3. Linkage of education certificates to contribution profile
 - B. Access to contribution InterSystem team services.
 - 1. List of all productions and future plans for production.
 - 2. List of available roles (jobs, etc.) needed for current and future production.
 - i. List of requirements of available role.
 - 1. Tool requirements.
 - 2. Knowledge and skill requirements.
 - ii. User (future contributor) requests an available, or, to be available, role/job from the list of what is available, given:
 - 1. Availability of the job.
 - a. It is, or isn't, available.
 - 2. Meeting required qualifications for the job.

- a. Someone is, or isn't, qualified.
- b. Someone is in training (mentorship).
- 3. (If present, not always present) A protocol/procedure for most fairly meeting a balance between self-choosing work and being assigned work to do.
 - a. A protocol may be applied to determine the availability-accessibility and assignment of a job, in order to maintain fairness among workers (e.g., a job, such as cleaning toilets, may be cycled around the team).
- 3. Access to a work [issue] contribution coordination service that coordinates societal projects and people:
 - i. Request a job.
 - ii. Assignment to job.
 - iii. Exit from job.
- 4. Instantiate a project charter issue in order to articulate a new project team, and the dedication of resources to a newly inquired configuration [of society].

During transition to community, it is possible to have tokens of [at least] the following types:

1. **Residency token program:** The trade of a token(s) to be and/or remain a member of the community residency program.
 - A. Token is cryptographic (cryptographic token) the cryptographic key. This is a non-fungible token.
 - B. Token is membership (membership token) the represented human and a cryptographic key. This is the first layer of abstraction. The token does not
 - C. , is not transferable, and is linked to someone's fixed membership account only.
2. **Trade token program (a.k.a., production token program):** The trade of a token(s) to access a product and/or service in a habitat. Get/earn tokens via some linked creation and initial distribution mechanism. Workers are paid a token wage for their work. Payment for work is distributed in proportion to labor contributed, in some way, with goods priced to account for labor.
 - A. The system only gives non-fungible and non-transferable option[-ing] tokens for labor. The system does not give fungible and transferable option[-ing] tokens for labor.
 - B. Pay trade tokens (give tokens) for presence (residency):
 - 1. One time payment, permanent residency membership.

2. Continuous payment, continuous residency membership.
- C. Get trade token (take tokens) amounts for:
 1. Presence for being a resident of community.
 2. Work for being a resident of community and completing expected tasks on the user and/or team side of the economy.
 3. Pay tokens for access to visitation, education, and resident habitat (residency).
 - i. Pay tokens (give tokens) for demand issuance and production, but do not pay upon pickup or deliver.
 - ii. Pay tokens (give tokens) when end-product is delivered.
3. **Education token program:** The trade of a token(s) access education as a service for contribution.
 - A. The community organization sells fungible and non-transferable token to access the education program.
 1. Get tokens for education.
 2. Show and/or give tokens for education.
4. **Habitat token program:** The trade of a token(s) to live (reside) in a habitat.
 - A. The community organization sells a non-fungible and non-transferable token to access the habitat access program.
 1. Get tokens for residency.
 2. Show and/or give tokens for residency.
5. **Visitation token program:** The trade of a token(s) to visit (learn and relax) in a community habitat.
 - B. The community organization sells fungible and transferable tokens to access the products and services program within a habitat as a visitor.

Categories of token during transition to community (*note: type of token represented in italics*) are likely to include:

1. Agree (or not) to communication [access] agreements.
 - A. Get an cryptographic identity token.
 - B. Spend fiat to get a *non-fungible* [platform access, utility] token to communications for a community-configuration of society.
 1. Pay fiat for a *residency* tokens.
 - C. Get gifted a *non-fungible* [platform access, utility] token to communications for a community-configuration of society.
 1. To be gifted, the gifter must spend 2 *residency* tokens.
 - D. Token cannot be sold.
 - E. Token can only be deleted if a serious violation occurs.
 - F. Token cannot be traded.
2. Agree (or not) to a set of community-level configuration agreement statements.

- A. Collect 2 *membership tokens* (1st level of abstraction after the cryptographic identity token) when acquiring access to the residency program, get residency profile.
- B. Spend 1 *membership* tokens to complete community checklist agreement.
 1. Token is deleted after use.
3. Agree (or not) to a set of community [voted/not-voted] habitat residency agreements.
 - A. Collect 2 *membership* token every 6 months of membership.
 - B. Spend 1 *membership* token to vote on a change to the master habitat residency agreement checklist.
 1. Token is deleted after use.
4. Agree (or not) to request habitation in a specific local habitat.
 - A. Spend 1 *membership* token to enter a habitat with common agreements.
 - B. Collect 1 *residency* token for every 6 months of living in a habitat in the contribution phase of life.
5. Agree (or not) as a local habitat to a local aesthetic customization to the master plan for the habitat.
 - A. Spend 1 *habitat* token to vote on preferences for habitat aesthetics.
6. Agree (or not) to become educated on community as a configuration of society, informed from a unified societal specification standard.
 - A. Collect 1 *education* token for every course completed.
 - B. Spend 2 *education* tokens to visit a university habitat for 4 days.
7. Agree (or not) to a transitional labor token agreements/contracts.
 - A. Collect 1 *fungible* (crypto-currency; "contribution token") tokens every x number of hours/days (after agreeing to a proposal/contract by means of a work-role description and a community issue). Or, collect x number of tokens for n complexity of proposal.
8. Agree (or not) to user [common and personal] habitat service agreements.
 - A. As someone in the contribution phase of life during transition, spend x number of *fungible* tokens to the treasury for continued residency.
9. Agree (or not) to contribution [service] coordination agreements.
 - A. As someone in the contribution phase of life in community, there is only free access.

It is possible to image a simple decisioning token model for the primary elements of community configuration of society:

1. Residency (BUY/GIFT/GET & POST) to get residency, you must get and then give/post tokens (i.e., residency buy-in).
2. Work/labor/contribution (GET) to contribute, you must get tokens.
3. Education (GET) to be educated, you must get and post/give tokens.
4. Visiting habitats to visit habitats you must get and then post/give tokens.
5. Residency voting (POST to vote on a change to the residency agreement checklist, you must post/give tokens).
6. Local habitat voting (POST to vote on aesthetic customization to the habitat, you must post tokens).

3.1.1 A transitional token system

In the market-State, products are created/produced by [capitalists] owning machines and peoples labor, mixed. The capitalists own and profit off of the mix of production property and wage labor.

A token system for transitioning from the market-State to community may consider:

1. A currency (token system) may be used to facilitate a transition away from accounting for property and wage, and toward accounting for human need fulfillment on a whole systems basis, given what is known and possible (i.e., it must account for real-world data and not abstractions, as in, currency).
2. A transition token system ought not perpetuate token circulation, which leads to the two-way trade (exchange) "transaction", where nearly always there is an inequality of knowledge and access between two people wanting to trade. This inequality is due to the mathematics behind trading of things under conditions of scarcity and competitive behaviors, over time; which creates a cycle of inequality continually over time.
3. A transition token system may exist to facilitate the identification of:
 - A. What is needed?
 - B. What is available?
 - C. What results are possible? What can be done to resolve the needs [in the habitat] with what is possible.

During transition it is possible to imagine that tokens may be used/spent to access/price specific habitat services, priced by:

1. Labor hours.
2. Labor desirability.
3. Labor demand.

4. Labor complexity.
5. Human socio-technical habitat need support priority.
6. Human and ecological benefit.

A significant question herein is whether objects and services are priced (i.e., have a price to users) outside of people in the contribution phase of life (i.e., in the nurturing, education, and leisure phases). The significant questions here are:

1. Do those in the nurturing, education, and leisure phases of life have to use tokens to access services and service objects ("goods")? Since they are not working ("laboring") and in the contribution phase of life, they would not be "earning" (i.e., being rewarded with) tokens.
2. If there is a price for accessing services and objects outside of the education phase of life, if so, then how are tokens acquired?
 - A. Is there a universal basic income? For everyone
 - B. Is there someone in the education phase, and education objectives are rewarded when complete with tokens?
- C. Are there more than one category of token:
 1. Common habitat access tokens, and
 2. Leisure habitat access tokens?

In the market, there needs to be an extrinsically incentive (reward) to move resources around in the "right" way (that is to say, a way that facilitates human socio-economic fulfillment). If tokens (a.k.a., credits, currency, money, etc.) is an incentive, then the optimal currency would incentivize the following behaviors; because, fulfillment of humans via an efficient and effective economy [habitat service network] is the goal:

1. Facilitate behaviors that transition society (people) out of using tokens (money, credits) altogether.
2. Incentivize education about community.
3. Incentivize optimization of power production (as well as power conservation on the usage side).
4. Incentivize acts of compassion (e.g., giving time to those in need or to environmental restoration, such as organized picking up of trash).
5. Incentivize collaboration over competition by rewarding the movement of production organizations into more community-type structures, such as market network-cooperatives and nationalized productions (i.e., production by the State). Money/credit/certificate/reward is earned/acquired when activities are taken that benefit (1) human need fulfillment, and (2) ecological regeneration. The idea of a "net-benefit certificate" ("net-benefit reward") is a certificate the recognizes service to community.

- A. A net-benefit reward (a.k.a., certificate, credit) may provides access to:
 - 1. all goods, or
 - 2. only specific types of goods (e.g., luxury goods and services).
- B. A net-benefit (a.k.a., certificate, credit) is used to purchase [products and services], and once received by the purchaser, it can have one of two properties:
 - 1. Transferable (i.e., exchangeable, as in, the seller can then use the certificate).
 - 2. Non-transferable (i.e., deleted, as in, the certificate is deleted and no longer exists).
- C. Here, the currency is digital, informational and virtual. It does not exist anywhere in the real-world. Instead, it is an equation and database used to account for net-beneficial types of exchange. The certificate is created, stored, and deleted based on an [software program] algorithm.
- D. The certificate is abundant – there's no limit to how much can be created and deleted.
- 6. Incentivize actual, calculable habitat services, while de-incentivizing market-State services (e.g., finance, prisons, etc.).
- 7. Incentivizes the transfer/shift of resources from competitive to collaborative markets.

The goal here is to use currency to provide incentives, wherein the outcome is a “net benefit” to society; a transition of people and resources into a community-configuration of society, finally. What a “net benefit” to society looks like is a closer degree of alignment with the standards for a community-type society [is a net benefit to society]. Therefore, the incentives ought to reward (with credits) [contribution] activities that produce and cycle services to meet the needs of:

- 1. Project coordination service.
- 2. Societal information standards service.
- 3. Life support [habitat] service.
- 4. Technology support [habitat] service.
- 5. Exploratory support [habitat] service.

The blockchain ledger can be used to produce a transparent and trustworthy, quantified economic decision accounting mechanism. The blockchain ledger is responsible for recording/logging transactions/transfers:

- 1. Resource transfer accounting.
- 2. Contribution hour accounting.
- 3. Contribution task accounting.
- 4. Abstraction transfer accounting (money transfer).

The habitat service system blockchain should record the

types (assembly index complexity):

following on a digital trust transparency blockchain:

- 1. Physical object (i.e., physical resource) state change the presence of physical resources, which must account for:
 - A. Quantity, type, quality, location.
- 2. Physical object transfer access occupation (i.e., the allocation of the physical resource object to a service).
- 3. Service agreements by contributors.
- 4. Contributor's time spent on tasks.

Categories of work in community (for which, during transition, the employer pays a price):

- 1. Contribution service.
- 2. Coordination service
- 3. Working groups service
- 4. Habitat teams service.
- 5. Transition team service.

Categories of access in community:

- 1. Intersystem team [contribution] access (during transition, the employer pays a price for this work-labor).
- 2. Common access (during transition, the employee-consumer pays a price for this access).
- 3. Personal access (during transition, the employee-consumer pays a price for this access).

3.1.1.1 A State transition token system

A.k.a., State re-tokenization.

In socialism (eco-socialism) the [eco-]social-State sets prices, determines wages, and regulates all habitat/industrial sectors of the economy to ensure that they remain in alignment with community/ministry governance standards. During transition, the social-State may distribute and the revenue to the global community population. During transition, there will likely be a reduction in buyers and sellers (i.e., trade events), and a necessary parallel increase in community access and contribution.

How can prices be regulated in a State where there are no buyers or sellers? In the market-State it was the difference in wages that made the difference in the cost of labor. In a social-State where there are tokens traded, it may be some combination of elements that significantly determines pricing:

- 1. Number of hours someone works (individual contributor).
- 2. Number of hours that go into the production of a service (that go into an object-service support system for users of the habitat).
- 3. The object step assembly number (ai) complexity of all materials in all final and intern product assembly

- RESIDENCY SERVICE OPERATION (PLAN)
- A. ai for materials for "means of" production.
 - B. ai for means of production.
 - C. ai for final production.
 4. The material component step assembly and step qualifer numbers.
 5. The labor-education complexity of the role.

The factor of scarcity and of benefit to community fulfillment may affect the prices of some objects and services, for some habitats. For the basic fulfillment of all, scarcity is eliminated as a factor of producing community-type habitats. State social "collectivization" is when the State centralizes all industrial administration and "the means of" production under technical ownership-coordination of a habitat decision service system working group whose purpose is to design and decide the next solution to the [local and global] habitat service system [network] of community.

Because the competition of all the private producers is eliminated, therefore, user accounting, production efficiency, and product education can be globally optimized. Awareness of what is actually possible may become globally known, transparent to the public using the State. Token distribution during transition may not be based on how much someone does or produces, or what specifically is done; these may not be the basis for how anyone gets paid. Instead, the real, key concern is to give everyone the minimum standard that they need in order to live a fulfilling life and feel like contributing, given market-State conditions, while slowly and strategically applying community standards to move people safely, and in an optimized manner, into a community-type configuration of society. Here, where wages are necessarily encoded, they are encoded as valued from a community perspective, as a means to transition people and resources.

Rather than adjusting wage on the basis of an individual's work, wage may be calculated to meet a level of human need sufficiency that is optimal for all. Therein, price may be calculated on the number of working hours that goes into production and/or the desirability/demand for doing the work of production (which comes from number of people who contribute to the work, complexity, etc.).

In community, wage is no longer the incentive; instead, the desire to contribute to community by completing working hours (more often, years) that meet optimized human need fulfillment, is, the underlying intrinsic incentive. During transition, it is possible that everyone gets a credit-share of the gross national financial product (State income) of a cooperative industrial-State in their bank account yearly, a basic income from which to buy a set of market-State services until universal basic services (free services) become active in the form of community-based habitats/cities. Using the state, or a decentralized system, there is a centralized underlying system for pricing products (protocols) that is uniform at the global level (the 'unit'); where, there is no shopping around for the product at another price. And, the user has clear, transparent, un-manipulated data about all goods

and trade, and effects. Possibly, the State ministries could produce standards and the industrial unions could produce standard habitat products (i.e., produce customized local habitat service systems and regional networks).

QUESTION: *How could the global State facilitate the more efficient interlocking of supply and demand for the benefit of everyone, together?*

A social-State could coordinate industrial labor through a credit-leasing system with the following principles:

1. Labor receives credits based on working hours only.
2. Labor credits/tokens are not transferable between people in any way (except with the exclusion of families that live together in the same dwelling).
3. Products of production are available for purchase [at State stores] based on a price inclusive of working hours (material complexity and assembly complexity).
4. The purchase of an object/service [sold by the State] leads to the release of an individual's personal labor tokens from the "personal-bank" account, which are then eliminated.
5. The purchaser has [State] defensible access to the product and/or usage of the service.
6. Products are not transferable between people, and the access "option" tokens are not transferred out of anyone's personal or organizational account to any one else's. The owner of a car cannot then sell the car and transfer tokens to its former owner. The owner of an account cannot (or, can) give/trade tokens with the owner of another account in a physical public market, digital public market, State central market, etc.

The question of second hand goods must then be raised; how are second hand goods handled? This model proposes that they are handled through a type of leasing-based access model. The access model here is akin to a leasing model, wherein, if the car is no longer being owned, the "leasing" organization takes the car back and then "leases" it to another user. The ownership is not in the individual's hands (i.e., it is not their property); instead it is "in the hands of" (i.e., coordinated accountability) of the leasing body, which redirects the product to some other use when the initial user no longer needs it. Means of production and products of production should not just sit idle; they should be transferred for use elsewhere in the system if needed, or recycled into means of production and products that are currently needed.

Imagine if some competing [for profit] production units would be more productive than others - often simply because of the technology to which they have access, although also possibly because they work harder. Would labor-time pricing of each type of good be based on average productivity? Would the less productive units then be recorded as returning a notional "loss" and the

more productive a "profit"? Would it be appropriate or not, to reward the workers in more productive workshops, factories, or service provision units simply on the basis of their good fortune in having secured early investment in the latest technology.

A State/national registry of the different means of productions and products is required for the coordinated organization of such a system. This coordinated organization re-assigns materials when they are no longer in use. Here, all products are leased from the state, some are leased in a common access way, other are leased in a personal access way, some products are leased and returned, and some products are leased for their lifespan. It is important to note that in the market there are a lot of items that people purchase, and then no longer want, and would like some of the value back (i.e., they want some kind of return on money or credit when they no longer want the product).

In the market, those products people no longer want can be:

1. Trashed.
2. Given away for free.
3. Sold for currency or for another object.

It is relevant to note here that this is an attitude/idea that "I" want some of the value back when the product is no longer wanted) come from the norm[alization] of buying and selling of things in the market. In other words, this idea comes from a society based around trade, and is seen as right and normal where there is socio-economic competition. In a community-type society, it is the norm is for things to be given away for free and to be cycled into new products. Therein, individuals acquire objects and services without a price tag, and that will be the norm. Hence, what is being proposed here is a move toward the values and norms of a community-type society via a transition credit-leasing system.

Justice Service Operation (Plan)

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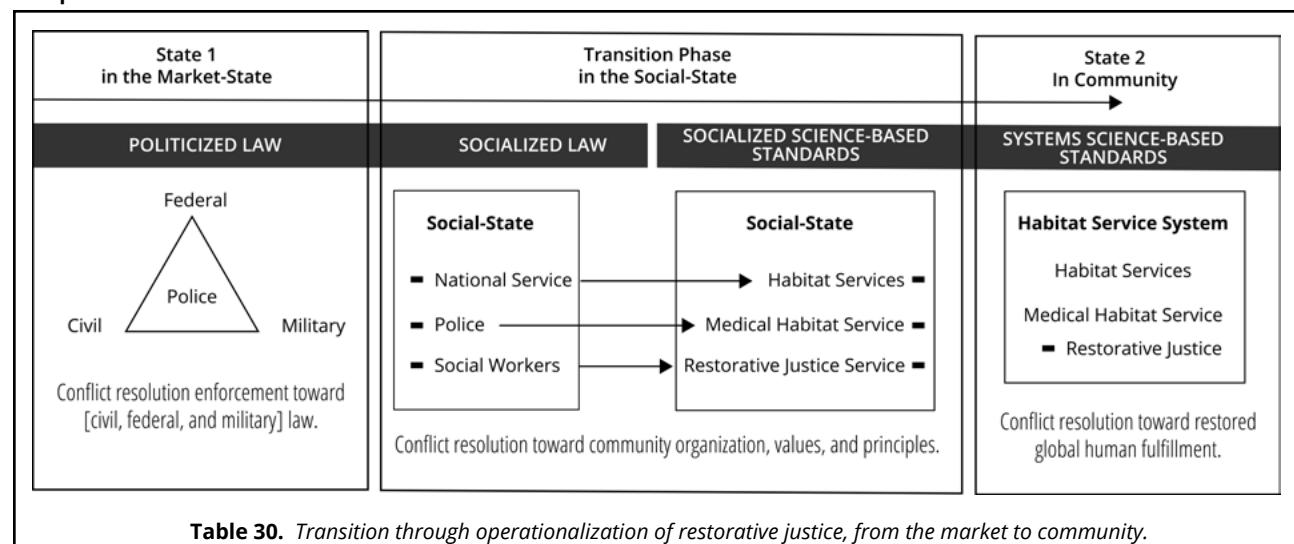
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Abstract

This article provides a deep understanding of how restorative justice (a value) may be applied within society and operationalized within habitats. The idea of operationalizing something becomes practical when it is converted into the execution of a project. In community, as in the market-State, justice is a societal practice/project. In the market-State, the project primarily involves a criminal/punitive justice project. In community, justice involves an individual and a social restorative fulfillment project. Restorative justice teams take the place of criminal justice teams such that over time there are fewer crimes and less suffering when crime occurs. In the market-State, the State system uses justice (in the form) of punishment as a deterrent for committing crime; which creates an underlying state of coercion under conditions of socio-economic scarcity and competition. In any society there are restrictions on behavior. In any society there are consequences for violating the rules/norms of behavior. All societies have

constraints on behavior. Some societies focus on punishment as a deterrent to specific behaviors. Other societies focus on creating fulfillment so that the conditions that produce crime are unlikely, and where there is crime, there is restoration and fulfillment-oriented evaluation of the situation in which the crime occurred to adapt a new system that is likely to produce the harmful conditions and the crime. Having a justice system at all is an acknowledgment that there are real constraints on the society, and individuals within it.

Graphical Abstract



1 [Plan] Execution of restorative justice operations

Restorative justice includes all responses to crime that attempt to repair the harm or heal the wounds it causes. Restorative justice is an approach to peaceful conflict resolution, based on the dialogue among parties involved victim, offender and community that seeks to repair the damage caused by an injustice. Restorative justice is a program of societal healing based off of human need fulfillment, focused on taking responsibility and repairing harm to the extent possible. Restoring fulfillment to the extent possible. In restorative justice, crime is a violation of people and societal obligations (for coordinating fulfillment). Justice comes into effect where a violation of code (rules) may have occurred and/or where code (rules) may be in violation [of human need fulfillment]. Here, there is a code for compliance and justice (consequences) for non-compliance with code (a.k.a., standards and protocols), which is expected to deter deliberate misconduct.

All humans are interconnected within society, and hence, violations of fulfillment create obligations. Justice involves victims, offenders, and community members in an effort to restore healthy functioning (i.e., "to put things right"). Restorative justice is not concerned with how much punishment was inflicted on the offenders or how much treatment is provided for the crime victims, but rather by how much resolution, reintegration, and restoration of fulfillment was achieved for all affected by crime. Restorative justice as a means of bringing back offenders into society can emphasise the importance of treating the true cause of crime. The process of restorative justice accounts for offenders as human beings who can change, improve their decision space and choices, and it can involve the crime victims and community members in the process of restoration. Here it is offenders responsibility to repair harm to the greatest extent possible. Restorative justice prioritises real world human fulfillment results and outcomes over procedural goals; this is because the test of any response to crime must be whether it is helping to restore the injured parties. Victims express what they need to be restored, and therein, offenders have the opportunity of learning, redemption, and being fully alive and restored. Among society, everyone is connected to society; therefore, society mutually shares the responsibility to create and sustain human fulfillment. Disputes (a.k.a., incidents, conflict, issues, etc.) in any society are sought resolution to through a decision system that involves conflict resolution and restored fulfillment.

In concern to restorative justice, the human and procedural identification questions are:

1. Who has a stake in this situation?
 - A. In community, situations involving violence involve the aggressing traumatized, the newly

traumatized victim of the aggression, and the whole of society (note: the whole of society is involved, because, violence and trauma effect everyone).

- B. In the market-State, situations involving violence involve the aggressor, the victim, and the State.
2. What is the appropriate process to involve stakeholders in an effort to put the situation right?
 - A. In community, restorative practices are used.
 - B. In the market-State, situations involving violence are most often handled with money, courts (judges, police, and lawyers), and States (legislators, and possibly, executives...of the State-business).

In general, restorative justice views crime as a conflict between three sets of people:

1. The community members.
2. The victims.
3. The offenders.

In concern to justice in general; there is a continuum. There are actions that are going to be more restorative than others. Sometimes the direct victim of the crime is not involved in the restoration process, either because they are dead, or because they feel a need to not be involved. In the sense that the victim is not involved, there is still restorative justice, it is just possibly not as restorative because the direct victim is not involved. The purpose is to restore individuals to their fully fulfilled selves, where they are feel whole once again. In this sense, people are being restored at the individual level, the family level, and the community (societal) level. Justice requires that effort is put toward those who have been injured.

Dis-empowerment and disconnection from others are the core of the trauma of victimization. Here, it is essential to identify who has been harmed? Dis-empowerment and disconnection does not just apply to the victim of a crime, it also applies to the offender. It also applies to their family members. People need healing and support to move forward past trauma in their lives.

Restorative justice looks at the harm that has been done, and what are the needs to repair the harm. Restorative justice involves working with both victims and offenders, addressing the harm that was done, and what are the needs that can be met to repair those harms. Restorative justice is different from the so-called justice that the market-State system engages in as retributive/punitive/criminal justice (i.e., punishing people for wrongdoing). Criminal justice primarily focuses on the punishment of the offender, and whether that punishment ever does anything for either the victim or the offender is often never addressed. Restorative justice views society as an interconnected set of relationships within which breakages of relationship can occur (Read: violations, "offenses", "crimes", etc.), and the goal is to

restore healthy relationships. Here, it is important to not only understand the harm that was done, but also what brought the "offender" to do/commit the harm.

When accounting for food (shelter, energy, medical care, water, etc.) society is dealing with individual human survival. And, anything intrinsically related with survival is related to basic fundamental needs of our organism, and hence, a motive for well-being of our organisms (individual-social). When accounting for life support, there is the potential for behavioral pathologies (behaviors that hurt others) under conditions of scarcity and social competition for survival. If society doesn't account and design for competence and certainty in survival and well-being together, then it will likely suffer in a state of conflict and insufficiency (a lack of fulfillment). The effective and efficient application of present day socio-technical systems and standards could allow for the fulfillment of the global needs [for life, technology, and exploration] of all human life on earth, while improving that beneficial part humans can play in [positively oriented] ecological stability. All human individuals desire well-being, and that is a direction commensurately optimal for all. Together, individuals can coordinate global well-being, while at the same time recovering from harm to well-being.

When a violation of another occurs, then society ought to explore what structure (environment) might have led to those conditions, to support the engineering of a better and more fulfilling society where the behavior is less likely to occur. The result of a structural inquiry is more and better data for designing the next iteration of the societal system.

APHORISM: *Ubuntu means, "I am because you are", I am because we are. Even though I have caused harm, I have myself been harmed. Let those who are most impacted tell us what they need, and let us help those who are impacted.*

1.1 Forgiveness

INSIGHT: *A system of need fulfillment and good mental health, based on need fulfillment, will likely reduce criminal, monetary, and all legal*

and financial problems.

In part, restorative justice is a process at arriving at, through various methods, a state of forgiveness on the parts of all involved. The forgiveness ceremony is one of these methods, most often found applied in indigenous cultures. In these ceremonies, individuals let go of past traumas and seek to see themselves as fulfilled human beings. Within these ceremonies, individuals come to see everyone as related under one human family where all persons have the continued opportunity and supported potential to progress toward their highest potential. In some indigenous cultures, this process of restoration extends out to the whole population of the community. Wherein, the entire population forgives the entire population for the actions of a few particular people. The view herein is: "on behalf of all of us, we are sorry" (in the sense of no one from either side carrying anger and hold grudges). Restorative justice is a guiding value [coordinate] for global human fulfillment.

Restorative justice works as the justice system for a community-type society because it orients decisions and maintains procedures designed to account for and restore fulfillment-based relationships.

1. How and why it works?

A. It uses various methods that:

1. Release trauma, thus freeing individuals from the chains of attachment to past harmful actions.
2. Allow for the feeling of forgiveness.
3. Support positive re-alignment toward fulfillment.

Restorative justice is a workable process under the conditions of contribution and global fulfillment, that facilitates the restoration of fulfilling relationships after a violation of the decision system or another's fulfillment ("crime", an infraction).

The purpose of a process of restorative justice is to restore fulfilling relationships. In order to do this there may be some useful questions asked:

	Controls	Force means	Description
Force Applied	Force to stop sharing. Force to stop usage.	Threat of deadly force	Force means assaultive & serious threat of bodily harm or death
No Force Applied	Cooperative controls	Compliance techniques (two-way communication)	Force means use of non-deadly force

Figure 12. The conception of force in its application is tabled here. Force may or may not be applied to some control. Herein, force has meaning dependent upon how force is applied. Ultimately, it is possible to share and coordinate usage at a global level through a software system that accounts for material potential realization and material actual realization, and is capable of meeting human requirements in the actual material system.

1. What needs to be completed to restore relationships?
2. What relationships need to be established?
3. Does the forgiver need to give back?
4. How do we regenerate fulfillment?

Among community it is wise to have compassion for oneself and others; it is wise to construct and operate procedures that display compassion for all individuals. Who you think might be your enemy or perpetrator of a crime can be forgiven, and compassion can preserver throughout society. It is unfair and discriminatory to blame an entire race or population of people for the actions of a few, and it is unfair and self-centered to blame oneself for the societal construction that allowed for the hurtful behavior (Read: forgive the individual perpetrator).

Whereas the term efficiency refers to the optimization of interrelationships to fulfill human need, restorative justice concerns how measurably well the interrelationships are coordinated to fulfill individuals' known needs.

INSIGHT: *The one thing a society ought not do to sustain friendliness, understanding and social cooperation is to dehumanize one's fellow members of the species.*

1.2 Standards for responsibility, accountability, liability, outcomes

If someone is responsible for something, then they are accountable (i.e., liable) for some standard of behavior. Here, a standard is a "best and agreed upon" way of doing something. Effectively, responsibility, accountability, and liability mean essentially the same thing, with slight nuances. To be responsible, accountable, and not liable, means to have follow some set standard (including: policy, rule, law, etc.). Accountability, liability, and responsibility are all about explicit behaviors. When someone is accountable and/or liable, then they are responsible for their behavior, and there are consequences for violating standards. When there are standards, there should no be surprises as to what is and is not a violation of the standard (of behavior, care, etc.). When someone acquires a role as a contributor, they become responsible (accountable) for their actions while on duty. Here, a breach of accountability (responsibility) means a breach of trust, for which there are always social consequences, because all contribution is transparent.

In the market-State, there is a spectrum when it comes to corporate and State (fictional protected entities) entities acting as mediators between harmful actions and individual, personal consequences. Failures in fulfillment lead to justice being taken out on a fictional entity, wherein those individual humans actually accountable are immune to consequence/responsibility. Where the leaders of a "corporation" due wrong, it is the "corporation" and not the individuals themselves who

are responsible. In some State jurisdictions, the laws are such that the fictional entity conveys no protection, wherein in other jurisdictions, it conveys full "liability for wrong" protection.

INSIGHT: *Controlling consequences can shape behavior, and yet, it is best to design and environment so there is no place for coercion. The alternative to controlling via coercion is the systems and engineering science of human need fulfillment, reworking the structure of society so it does not produce/incentivize crime (and hence, there is no need for coercion).*

There are three types of consequence in relation to any individual's sense of salience to the self:

1. **Punishment consequence** a consequence meant to remove human need fulfillment. Punishment is a consequence of not adhering to standards under a coercive system. A consequence does not inherently mean punishment. Often, a punishment is confused with a consequence. In the early 21st century, most States use punishment to maintain order in society. Punishment is justified as a form of vengeance -wrongdoers should be forced to suffer because they have forced others to suffer. This ancient principle was expressed succinctly in the Old Testament of the Judeo-Christian Bible (note that similar verses are present in the Koran: *"When a man causes a disfigurement in his neighbour ... it shall be done to him, fracture for fracture, eye for eye, tooth for tooth...."*)
2. **Negative consequence** a consequence that is not wanted, but also not going to remove human need fulfillment. Community service is the most ubiquitous form of simple negative consequence. When standards have high certainty and are not followed, then negative consequences are the result of not following the standard. Of the two types of negative consequences that could occur, there is:
 - A. Actual harm (physical and/or mental harm).
 - B. Trust harm (violation of accountabilities). A breach of trust/accountability.
3. **Positive consequence** a consequence that benefits human need fulfillment. Positive consequences should be result of following a standard.

There is an applied difference between the idea of accountability and the idea of liability. Accountability simply means that there are standards, and consequences for violating the standards. Accountability is an obligation, duty, and willingness to do something to some set standard; to accept responsibility or to have one's actions accounted for. Accountability is inherent to decisioning. Ubiquitously, individuals are accountable for their decisions and the consequences of their business

behavior. Everyone is accountable for their decisions and behaviors given [societal] standards. When something goes wrong, individuals are accountable to a standard and to society as a whole. If something goes wrong, and "you" haven't followed the standard, then "you" are accountable. If someone is accountable and behavior doesn't meet standards, then there will likely be negative consequences.

Liability means blame and potential punishment in the case of a violation of a standard (note that harm may or may not have occurred for their to be a violation). The concept of "liability" is inherent to law and punishment of law violations, as in, criminal and civil liability law. If the law is not followed, then the individual(s) who didn't follow the law are liable for civil or criminal penalty. For instance, in the early 21st, doctors are not liable if

Restorative Justice -OR- the Legal Justice System

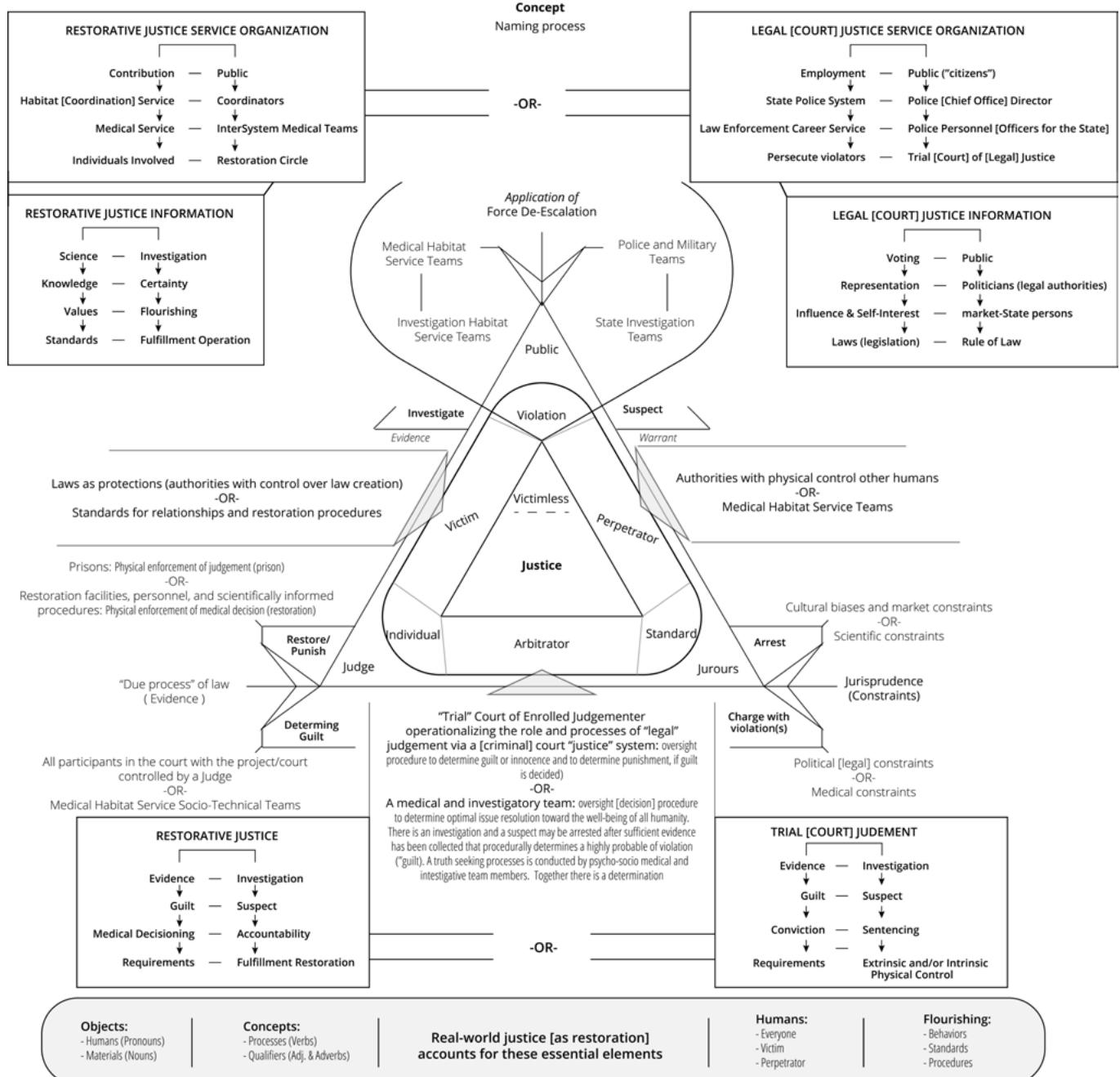


Figure 13. Conceptual model of the concept of justice broken out into its primary organizing conception, which are then branched into two systems: a restorative justice system and a legal justice system (a.k.a., criminal justice system).

they follow the standard "of care" and something goes wrong. Doctors are, however, liable if they do not follow the standard "of care" and something goes wrong. It doesn't matter what the standard "of care" is, it is the law/standard, and must be followed, otherwise there is likely punishment by authority if something goes wrong. Here, individuals are accountable to the standards of the authority.

NOTE: *A healthy society does not want a system in place to automatically punish anyone; such a system would blind itself to feedback.*

1.2.1 A [free] willed decision space

I.e., Semi-individualistic decisioning, semi-autonomous decisioning, self-directed environmentally confined decisioning.

The concept of "free will" may seem very real to some, and an illusion to others, but when placed in the context of the visualization of a[n intelligent] decision system, "free will" takes on the notion that:

1. To have individual intelligence,
 - A. there is a degree of autonomy (Read: self-organizing, a goal-oriented response),
 - B. to think about and plan decisions,
 1. with clear goals, objectives and intentions, and
 - C. to decide,
 1. to execute and take action upon goals/intentions.

Organisms have the capacity to make conscious-intelligence (intelligent) decisions that are a reflection of their makeup and the surrounding environment. Here, there are goals due to one's organismal makeup, and these are called needs; and there are goals due to environmental circumstances, and these are called preferences ("wants"). This decisioning capacity may be visualized as a "decision space", which is what every living being is/has/becoming.

The concept of a "decision space" may be more clear than that of "free-will". All decision spaces are constrained by what is available. People can only resolve decisions that reflect their decision space, informed from their life experience. People can make choices that simply reflect a summation of their genetic and environmental history. Yet, a basic tenet of the early 21st century criminal justice system, and the way society is governed therein, is that the public/State holds individual(s) accountable (consider them at sole-fault) on the assumption that people are believed to be capable of making choices that do not simply reflect a summation of their genetic and environmental history.

Individualism assumes people are wholly in control of their own decisions (i.e., completely in control of their own fate). The individualist belief shapes many institutions and social policies in the early 21st century in harmful ways. Someone holding a belief in individualism

will fail to appreciate the larger-order, systemic influences on people that shape their decisions, actions, and ultimately their lives, the historical and current environment. Individualists fail to appreciate that it is humanity's common/collective responsibility as a society to shape socio-technical organizations (a.k.a., institutions) so that they create kind, loving people that anyone wants to live with. One of the more harmful by-products of individualism is it puts all of the blame for individuals' behavior (i.e., "how they turn out"), on the individual, and summarily dismisses the conditions and conditioning in which all behavior is adaptive and expressed. An individualistic society assumes that when taken together the actions of every individual looking out for his or herself will result in favorable outcomes for humanity. The many crises of the early 21st century clearly show this is not the case. There is no concept of "the greater good" in an individualistic society, which is why crime exists.

INSIGHT: *Remember, species cannot free themselves of the bonds of common necessity.*

Individuals have a decision space in which they are "free" (within the bounds of the decision space) to choose to modify themselves and their environment, and in this respect, they control their destiny. Together, genes, environment, and will (feeling-intentional-goal) are factors influencing human decisions, actions/behaviors.

Any action, as "free" of all external influence, as it may appear, is instead, a response that reflects some individual's decision space. A human's decision space is significantly composed of the following factors, which must be visualized together (human actions are a product of a set of interrelated factors, including but possibly not limited to (factors that conform decisions and behavior): (Cashmore, 2010)

1. **Environmental history (a.k.a., environmental conditions; environmental "determinations"); memeticizations (ideas/memes) and materializations (objects)** the environmental conditions (socio-technical structuring) right up to some fraction of a micro-second before any action. What has happened in the past has produced the mental and material conditions of today. "You" are as free as the mental and material conditions "you" have (and have had), together with all others existing with "you", who have (two consequential factors on a decision space):
 - A. Thoughts (conceptualizations), which form a mental model of the world, and highly determine anyone's decision space. Patterns of data that make up a mind at a given state in time.
 - B. Materializations (i.e., assemblies), which are physical technological productions that form functions and limitations of the physical

- environment, and highly determine anyone's decision space..
- 2. Experiential history (i.e., memory and trauma)**
the life experiences (conditioning) of the individual up to some fraction of a micro-second before any action.
- A. Given, one of the long-term psychological effects of trauma is a compulsion to repeat the trauma. Greed and trauma is observable when some get more and more (resources) as others continue to get less. Often, the hatred of others is actually the flipside of the discomfort we feel as human beings in being unfair to others.
- 3. Environmental situation (a.k.a., situation standard/report)** the snapshotted (current) information [development standard] system and material [operational habitat] system (or the like in a market-State). The current, whole situation, current model including incentivized conditioning, event log of current construction).
- A. Given, the [societal system] structure, there are likely eventualities.
- 4. Genes (DNA; genetic history, physical-bio-chemistry)** bio-organismal technology. Genetics, which form a set of basic survival needs. Patterns of material biological code that makeup an organism.
- A. Given, genetics of the organism (a.k.a., genetics; genetic "determinations") An organism has a body that has been, and is being, fabricated through a set of encoded genetic material (code). "You" are as free as "your" ability to know "your" code, modify "your" code, and have appropriate control over "your" code.
- 5. Self-integrating and embodied organismal needs** necessitates that must be completed for and/or by an organism at some regular interval to experience optimal fulfillment. The human [social] organism has technical/material and social needs that must be complete in order to survive and thrive. Needs are common engineering requirements for the fulfillment of a species.
- APHORISM:** *It's not a choice, it is the environment. If there is a problem with behavior, fix the environment and facilitate the healing of those who have been harmed.*
- Holding people responsible, accountable (consequences) and/or liable (punishment) for their actions is a complex topic..In every of societal harm, society at large holds an inherent part of the responsibility for violations of standards, wherein patchwork is not acceptable, a full-reconfiguration is required to design harmful behaviors out of society;
1. A person cannot be held responsible for his/her genes; because, s/he has no memory of any such choice.
2. It becomes more difficult to punish people for their actions, when society at large, generationally, is significantly responsible for the significant construction every individuals decision space.
3. A person cannot be held responsible for the wider societal environment in which they live; because, that is the emergent result of past and current actions by millions of other people.
- Questions of responsibility involve:
1. How responsible is anyone, for any action?
 2. To what degree and with what consequence can a person be held to be in violation of some "agreed upon" responsibility (a.k.a., duty, accountability, etc.)?
 3. What are the consequences if someone is charged and convicted with a violation of accountability?
 4. In what perimeter of co-operation with the violators violation must another person be to also be in some sort of violation?
- The question of whether, "I/we could have done otherwise, than we in fact did?" is one with several contexts. At the systems engineering-level, the question is one of feedback signals/results, processing, and control. At the systems violation-level, the question is one of restorative justice and building better human-need fulfillment systems. The
- INSIGHT:** *Forgiveness is where we accept what has been done and have compassion for all involved, understanding will, conditions, and conditioning. All behavior has antecedent conditions that construct its likelihood of appearing.*
- If someone cannot take choices external an environment (i.e., all choices are conformed to the bounds of a given environment -they are a willed embodied in-of physical matter), then there ought be no punishment when an individual's behavior violates others' fulfillment). If all behaviors are adapted to an environment, then blame (of the individual) and punishment (after conviction) are not components of the solution to producing less harmful behavior (or none at all).
- INSIGHT:** *Every step "you" take in nature, in reality, offers "you" a choice.*
- Full accountability for behavior may be seen as relative to an explicit and intentional agreement by someone without duress and with full understanding. Relative to what choices are available (accessible) in an environment, a person has the potential to take decisions

that produce greater and lesser states of fulfillment.

Here, there are several essentially related concepts:

1. It could be viewed that no one can be held responsible independent of their adaptation to a given society, because everyone has genes and is a part of the environment.
2. To have access means to have access via a decision system protocol that has coordinated that access, and to which that access "you" have agreed. To have access revoked, means to have access revoked via some standardized protocol.
3. To be held "responsible" means either accountability or liability (for a behavior that violates standards).
4. To be held "accountable" means to have societal consequences (for a behavior that violates standards). In community, those who:
 - A. Contributor violations those contributing who violate community contribution agreement standards.
 - B. User violations those who are nourished and educated, and violate community agreement standards, are held accountable -those who intentionally use community systems (personal and common access) and violate, are held accountable.
5. To be held "liable" means to be punished as a consequence (for a behavior that violates standards).

Individuals who have violated community standards with their actions/behaviors are held accountable with consequences. There are two dimensions to "accountability" at the contribution-level (a.k.a., work-level, labor-level):

1. Contributors are held accountable to their contributor agreements by a contribution coordination service (and medical service); users are held accountable to their user agreements.
 - A. Contribution-based accountability: I will be held responsible for my behavior, given my acknowledged acceptance of myself, the situation, and community contribution standards.
2. Where a victim(s) has been harmed, medical restoration services are present and available (accountable) to facilitate recovery and restoration.

A legal system process is designed to ensure justice in society through:

1. Access fulfillment in community, and "order" in the market-State.

2. Individual well-being in community, and "socio-economic stability" in the market-State.

A will (*the self*) has causal properties (will/self decides behavior). Society standardizes as a set of agreements ("demands") that individual's wills be autonomous/free of coercion; as one of a multiplicity of potential factors influencing a behavior response at any given moment of time. Freedom as the absence of coercion, not an absence of influence. In this sense, to have "free-will" is to have an environment void of the presence of the coercion of an authority who uses extrinsic rewards or punishments (power-over-other socio-type relationships) over others' fulfillment (a.k.a., "governing").

From this simple analysis, it critically-logically follows that individuals cannot be held responsible "writ large" for their behavior. In reality, there is conscious embodiment with the will to take decisions within one's own decision space, formed from someone's genetic history, environmental and experiential history, and the current state of need fulfillment.

The only reason to have a punitive justice system is to claim people have "free will" behavior, and then, to punish transgressors of the law, and feel justified about it. It is a principle of the criminal justice system that "people have free will, and are thus fully accountable all the time for all their actions". If someone has free will, then they can exercise personal responsibility, and if they break the law, they will be punished for using their "free will" to do so. The principle of personal responsibility is used by the criminal justice system to disregard/ignore the environment, the structural conditions that created an individual with that type of behavior. A basic tenet of the criminal judicial system and holding individuals personally accountable with punishment is the assumption that people can take choices (have a decision space) that does not simply reflect a summation of their genetic and environmental history. Individuals are the way they are now, because they are embodied consciousness adapted to a specific environment. Embodied consciousness responds to environmental signals, while having needs from the environment in kind.

In most non-authoritarian law, for a person to be found guilty of a crime, s/he must be aware of their own wrongdoing at the time of the crime — s/he must display mens rea: that is, the "mind" must be "guilty". In certain circumstances, a defendant can be found "not guilty" by reason of insanity. Rules overseeing this defense vary according to State, generally requiring that, "the party accused was laboring under such an extremely understandable mental pressure, as not to know the nature and the quality of the act s/he was doing; or, if he did know it, that he did not know he was doing what was wrong". The successful application of the insanity defense is quite rare, everywhere.

The early 21st century juridical-legal (criminal) system assumes a capacity for individuals not only to distinguish between right and wrong, but to act according to those

distinctions when under environmental duress. An integral part of that legal system is a belief in free will as the sole source of all behavior. Furthermore, the legal system assumes that it is possible to distinguish those individuals who have this capacity of "free will" (autonomy from society's structural conditions) from those who lack it. The criminal justice system is dependent on everyone accepting that everyone is an unique agent of their own misdeeds, and those who don't acknowledge this are—by legal definition—insane. In community, where there are explicit agreements, the medical InterSystem team (the "law") treats individuals as conscious intentional beings influenced significantly by environmental conditions and conditioning, trauma, and mechanical forces of nature.

Life exhibits observable, emergent behavior. Life has a decision space, a choice, given an environment. A living entity decides to respond to its environment in one of multiple possible ways, constrained by an experiential-physicalized embodied boundary. Simple biology has a smaller decision space, and more complex biology (complex-life forms) have more complex decisioning spaces. In order to understand and control the bio-physical makeup of organisms it is necessary to understand chemical behavior. (Larson, 2012)

Each individual human is a genetic determination in the context of epigenetic expression flexibility. Ultimately, the body of a bio-unit organism is a collection of molecules with a multiple genotypic (gene) structure and phenotypic (epi-gene) outcomes (Read: phenotypic outcomes are given environmental exposures). Genetic material is a chemical composition within which there are counts of bio-elements that exhibit interacting "chemical" behavior. Chemical behavior is the deterministic/causative outcome of a chemical reaction (process) among one or a few relatively small molecules. Molecules display behavioral chemistry. Behavioral chemistry is a term commonly used by chemists to describe the predicted products of a reaction under controlled conditions, with the implicit assumption that any deviation from this outcome is simply a failing on the technologists/scientists part to understand all the factors of the molecules involved. In this sense, chemical behavior is a deterministic process, one that becomes sharper the more we know about a system. The body is made up of bio-chemical elements and processes that provide it with an operating space in a physicalized world, together with other like embodiments. (Larson, 2012)

1.3 Goals of restorative justice

Restorative justice is an orientation and set of procedures that facilitates healing and a return to one's full potential as a human being.

There are three basic goals or objectives of restorative justice (Imiera, 2018):

1. **Personal accountability** is the responsibility for one's behaviour and taking steps to repair the harm caused by criminal act. Additionally, accountability is beneficial to the criminals, crime victims, and the community where the crime was committed when all the parties affected by the crime are active participants in determining the appropriate restorative actions for the offender under the circumstances. The goal of accountability is to restore as many crime victims as possible and make the offenders aware of the impact of their crime. Before the offenders can accept responsibility for harming others, a support system is needed to be put in place, for example, a sense that there is an opportunity for the offenders to gain acceptance in the community in which the crime was committed. In this connection therefore, accountability and support must go hand-in-hand. Making the offenders aware of the impact of their crime does three things:

- A. It shows offenders that actions have consequences.
 - B. It shows that offenders are capable of repairing the harm they caused.
 - C. It demonstrates that offenders can avoid the same behaviour in the future.
2. **Competency development** the rehabilitation and reintegration of the offenders is best achieved when offenders are allowed to build competencies and further strengthen their relationships with other members of the society who are themselves fulfilled and whole. This increases the offenders' ability to become fulfilled and whole members of the society. The offenders' competencies are best built and developed when the offenders are given the opportunity to provide service to people in the community. This makes the offenders less passive, and they become learners and service providers. The end products of competency development are measurable increases in the behaviour of the offenders and their decision-making abilities, and, secondly, the society's acceptance of the offenders.

3. **Community safety** the final objective of restorative justice is the safety of the society or community from crime and criminals with a view to crime reduction over time and criminals taking responsibility for their conduct. In restorative justice, societal safety requires practices that will minimise risk and promote the society's capacity to reduce criminal behaviour. Furthermore, restorative justice pays attention to the long-term benefits of a humanitarian approach that brings to the foreground ambitions of forgiveness, healing, reparation and reintegration, thereby giving

the offenders the opportunity to change their criminal behaviours by working with responsible members of the society. There are practical steps that may be employed in improving the safety of society. One such step is a prevention policy which primarily promotes non-repressive measures to prevent crime and to minimise crime-related risks and consequences. The aim is to reduce crime to its barest minimum and its least serious while increasing the public perception of safety.

1.4 Elements of restorative justice

QUESTION: What does "guilt" mean? Does it mean: shame, remorse, punishment, accident, restoration, forgiveness.

The scope of criminal law shrinks to very little under community conditions, and is re-operationalized as medical-defense investigations and restoration operations. In the context of a judicial "court of justice" as represented in the market-State by a (authority) Judge, a jury (peers), a defense (suspect), and a State (investigation) prosecution. During transition, and through to community, psychiatrists and other "experts on human behavior" are eliminated from the initial judicial (investigation) proceedings, whereupon the role of the "jury" (committee of informed peers) would be to take a decision determination upon whether or not the suspect was, or was not, in violation of standards (i.e., the defendant is/is not guilty of committing some "crime"). The jury would be presented with evidence of violation (either at once, or over time), until such time as the case (time to present evidence) is concluded. Evidence is presented to a jury from a source of investigation (violation inquiry). An investigation, conducted by an investigator(s) collects evidence, analyzes evidence, and presents evidence to a "jury of peers" to observe, and to have as sufficient evidence, for themselves, to cause the peers to agree to a conviction (agreement) that the suspect had committed the violation, and that societal consequences (of the medical-type) ought to be engaged.

Here, because of the exclusion of interpretation into the psychological state of the individual, there is only a determination of whether or not the behavior was conducted by the individual, and whether that behavior did indeed have sufficient consequence to drive medical and mental state services into incident response. Here, the subject part, the "defendant", would play no part in this decision.

When/if a defendant is found "guilty" of violation, then a medical-appointed InterSystem team panel of contributing "experts" would coordinate restoration services. In the market-State, the jury or judge convicts, and then sentences for punishment. In the market, the court appoints people and organizations to advice on matters of sentencing, to include punishment and treatment of the "guilty". Conversely, community is a system that would work to minimize the retributive

(punishment, punitive) aspect of criminal law. In community, if there is "guilt", then there is a spectrum of influence that caused the shame, guilt, and fear that led to harmful consequences. Generally, individuals among society look to its structure to determine what set of values and circumstances led to its expression. Those most closely involved relieve trauma and are facilitated in their restoration to become whole community selves.

The judicial system protocol in context of an incident of violation is different in community, than in the market-State:

1. In the market-State, psychologists are included in the court proceedings prior to the jury/justice taking a decision. Then, more psychologists are included after conviction, in the prison-work and social-work systems.
2. In community, psychological experts ought to be excluded from the inquiry about whether the suspect violated a standard significantly. This aspect of medical code ("law") comes during the restoration phase.
3. InterSystem [medical] investigation services decide upon whether or not a suspect has violated a standard significantly. This determination requires the collection and presentation of evidence to deciders (Read: jury, committee, decision work group, etc.). This investigation service aspect of law (standards violation) involves investigation, indictment, apprehension, discovery, sufficiency of evidence, and conviction ("guilty", in violation). This phase does not include treatment, as in, sentencing (treatment, medical scientific and evidence-based restoration procedures).
4. InterSystem [medical] restoration services decide how best to treat and facilitate to full restoration those who have been harmed, given every individuals self-directed autonomy, and the degree of autonomy available to them because of their prior behaviors. This phase involves post-incident medical restoration treatment, medical scientific and evidence-based restoration procedures.

NOTE: Investigations to discover what is really occurring (or has occurred) do not limit their search for information to potentially provable crimes.

In community, psychologists are included after conviction, in the social restoration system:

1. InterSystem [medical] investigation services decide upon whether or not a suspect has violated a standard significantly, is "guilty". This determination requires the collection and presentation of evidence to deciders (Read: jury, committee,

decision work group, etc.), who then agree, or not, to have observed "guilt". This investigation service aspect of law (standards violation determination) involves investigation, indictment, apprehension, discovery, sufficiency of evidence, and conviction ("guilty", in violation). This phase does not include treatment, as in, sentencing (treatment, medical scientific and evidence-based restoration procedures).

- A. In community, psychological experts ought to be excluded from this phase; about whether the suspect violated a standard significantly. This psycho-physio-socio aspect of medical code ("law") comes during the restoration phase, not the investigation-conviction phase (or, in community, investigation-medicalization). The investigation services demonstrate with evidence a violation, upon which there are restrictions placed on a suspect's autonomy (by a medical-led Inter-System team). In a sense, if all incidents of harm and violation are medical incidents, then all essentially medical [incident-response] triage, post-incident medical care, event assessment inquiry working group,
2. InterSystem [medical] restoration services decide how best to treat and facilitate full restoration of those who have been harmed, given every individual's self-directed autonomy, and the degree of autonomy available to them because of their prior behaviors. This phase involves post-incident medical restoration treatment, medical scientific and evidence-based restoration procedures.

There are three basic steps or components of that can lead to a successful healing of the affects of a violation.

These steps or components are (Imiera, 2018):

1. **Apology** takes place when the violator feels remorseful for what s/he has done, accepts responsibility for his/her action, and says that s/he is sorry. The wrongdoer also acknowledges the harm s/he has inflicted on others through his/her actions and how the actions have affected the lives of others. In the process of giving an apology, the violator may describe his/her intentions not to engage in the behavior again. The apology is tendered directly to the crime victims by the actions of the apologizer. If a face-to-face or direct apology is not practicable or possible, a letter, video, or public statement may be substituted. The apology must be sincerely done if it is to be received, and the apologizer should avoid any form of excuse, justification, rationalisation, argument, or defensive statements. Additionally, the apology

must result in a change of attitude or behaviour of the offender. If this is not achieved, the apology is entirely meaningless, both for the victims of the crime and the offenders. The end product of an apology not sincerely tendered is that it will be neither non-rehabilitative nor sanitary for the offender, while, on the other hand, it will embitter the crime victims. Furthermore, the quality of an apology cannot be evaluated until the offenders' behaviour is subsequently observed.

2. **Forgiveness** takes place when the crime's victim(s) accept the apology of the offender(s), and in addition, show that they, the crime's victims, are no longer angry with the offenders and are able to show mercy to the offenders. Usually the crime victims want to describe the harm done to them by the offenders' criminal actions. Additionally, crime victims sometimes ask questions about the criminal's act such as, 'Why me?' and 'Why did the offender do what he did?' Answers are provided by the offender. The offenders' explanation of his/her action to the crime victims goes beyond merely listening to or hearing the apology; this is because forgiveness involves a certain form of expression of acceptance of the apology by the crime victims. The end result of an accepted apology is how to repair the harm done with a view to preventing recurrences of the behavior in the future.
3. **Reconciliation** may not necessarily follow apology and forgiveness. Reconciliation, however, takes place when the offender and the crime victims move away from the adversarial position of anger, blame, shame, and resentment, towards a mutual appreciation of each other with a view to brokering peace and harmony amongst themselves.

There is vertical and horizontal harmony when reconciliation occurs. Horizontal harmony is the kind of harmony which reconciles warring parties, conflict amongst people in a community, dispute between a criminal offender and the crime victims, while, on the other hand, vertical harmony refers to the offender being reconciled to their conscience (or in the case of a religious person, God).

The above components can further be used to heal the impact of crime on individuals, groups, or institutions in dispute or conflict. These components may not necessarily and successfully resolve conflict; they can, however, facilitate or be helpful in conflict resolution.

The acts and sentiments of an apology, forgiveness, and reconciliation can produce the following additional benefits (Imiera, 2018):

1. They reduce negative emotions of guilt, anger grief

- and shame.
2. They improve the potential for individual reform.
 3. They maximize the therapeutic aspects of legal matters.
 4. They minimize the anti-therapeutic aspects for offenders and the affected crime victims.

1.4.1 Guilt

In restorative justice, the plea is usually the end of the "criminal/investigative" case. In most cases of crime in community, the guilty plead guilty and need no defense. The plea of the accused is not a mere formality in restorative justice as it is in punitive justice. It is usually the end of the case, from which, if there is guilt, then restorative justice procedures come into effect. If there is still a denial of guilt, then there may be a trial; but, in most cases, the guilty plead guilty. The lie of fear is common in punitive societies, but in restorative societies, there is nothing to fear and only restoration to be gained. In the market-State, the inequalities and lust of acquisition offer a constant premium on lying. In community, no one has anything to fear from another and has no socio-economic advantage to gain from another, and so the contempt of falsehood is universal. If a case does enter trial, because the suspect is still a suspect has not admitted guilt, then a deeper investigation is conducted with the role of prosecutor and defense both being assumed by judges, who take each other's place consecutively over time stating the facts of the case until a consensus determination by both can be made. In this case, the judges may be required to be medical as well as investigatory experts. Even therein, a determination can only come from a sufficiency of information by two impartial and expert observers to the facts. Here, judges are not present to carry out sentence or punishment, just determine guilt when evidence is sufficient "guilt" and the plea is "not guilty". There are no plea bargains (i.e., plead guilty for a lesser sentence) in community, because it is not based on punishment.

1.4.2 Conflict resolution

Conflict resolution is conceptualized as the methods and processes involved in facilitating the peaceful ending of conflict and retribution. Methods of conflict resolution are methods of restorative justice. Conflict resolution can focus on structural and/or interpersonal conflict.

To prevent structural conflict:

1. Does the structure present a clear way to make/ take decisions? Do the individuals have a visual way to take decisions?
 - A. A clear method is required for taking decisions, and from there, structural conflict is reduced.
2. Does the working structure have effective project coordination? There are systems and/or people who know what, why, and how to coordinate.

3. Do the individuals have a vision for future and goals to be realized in order to identify and commit to alignment.
4. Does the structure support effective communication skills.
5. Does the structure support efficient resource usage.

Fix the environment, the foundation, the structure, and likely, many of the interpersonal conflicts will fix themselves. In other words, many of the interpersonal conflict may be coming from the structure itself, and if the structure is fixed, the interpersonal conflict will be reduced (or, preferably, eliminated entirely).

In concern to interpersonal conflict resolution, there are a variety of methods, one of the most well-known being the formation of a restorative circle. Restorative circles are a well-known method of conflict resolution. Rather than focusing on what policies have been violated, "circles" instead help identify who has been hurt and what can and possibly must be done to repair the harm. In a Circle, all individuals work together to develop an agreement and action follow-through that resolves the issue. (Pranis, 2014)

1.4.3 Counselling and life support

In the context of restorative justice, counseling and support play pivotal roles in facilitating the healing process for both the victim and the offender. Restorative justice emphasizes accountability and making amends, moving beyond punitive measures to address the emotional and relational impact of crime. Supportive counseling services are integral to this approach, providing a space where offenders can confront the consequences of their actions and victims can express their harm and needs. A counselor in this setting acts as a mediator and guide, helping to navigate the complex emotions and decisions that arise during this restorative phase. They work collaboratively with all parties involved to develop a plan that ensures non-recurrence of the offense and fosters a responsible and empathetic mindset. In scenarios where the law assigns responsibility for one individual's welfare to another, such as in guardianship or probation cases, counseling ensures that the designated individual is prepared for this responsibility and that their decisions are informed, conscientious, and stabilizing. This support system is designed not just to prevent future harm, but also to rehabilitate and reintegrate, ultimately aiming for a resolution that restores harmony to the community and dignity to the individuals involved.

The work of the counsellor is to take the victim and offender through this temporary phase to make sure they make grounded and supported "good" decisions. During restorative justice procedures, counsellors frequently ask and engage discussions around: How can I support you, and let's come up with a plan to heal and make sure that doesn't happen.

1.5 Methods of restorative justice

A.k.a., restorative justice techniques, techniques of restorative justice.

In a restorative justice setting, in community, the following is the typical restorative justice procedures (a.k.a., medical safety procedure) after a violation has been recognized to have occurred:

1. Violation occurred.
2. Was the violation a justified risk (i.e., was the violation reasonable and dismissable)?
 - A. When criminal liability is found, valid defenses must also be taken into account.
3. Medical "court" investigation (evidence collection) / police investigation (evidence collection).
4. Medical "court" conviction / legal court, guilt conviction (or, dismissal).
5. Restoration procedures activation (community consequences) or punitive sentencing (State consequences).

NOTE: *In community, if you do something wrong, you mend the harm, and then move on with your life.*

There are many methods of restorative justice, including but not limited to some combination of the following:

1. Rehabilitation (education, knowledge and skills development).
2. Therapy (multi-modal).
3. Trauma release (multi-modal).
4. Indigenous ceremony and plant medicines.
5. Circles of care and support (COSA).
6. Traumatic incident reduction (TIR).
7. Nutrition counselling and support.
8. Family counselling and support.

In the process of achieving the state of restorative justice there is a direction (global fulfillment and well-being) and there are obstacles (internal and external) that those who have violated others must overcome, and there are capacities/capabilities that can be built.

Obstacles to returning to a state of well-being may be internal and external:

1. Internal obstacles include, but are not limited to:
 - A. Knowledge deficits.
 - B. Problem-solving deficits.
 - C. Skills deficits.
 - D. Self-love deficits.
 - E. Trauma.
 - F. Depression.
 - G. Bio-chemical physiology.
2. External obstacles include, but are not limited to:

- A. Poor familial and idol modeling.
- B. Lack of friends.
- C. Lack of support.
- D. Lack of access to basic human need fulfillment.
- E. Lack of access to knowledge/information.
- F. Lack of access to contribution.

Community maintains a support system based on counselling, education and coaching, perhaps with some [interactive] learning tools (e.g., VR, etc.). Herein, the intention of the actor in a case of violation needs consideration.

CLARIFICATION: *In community, the policing system becomes a system, based on evidence-based standards, for medical intersystem first responders and restorative justice counsellors.*

Over the last two decades, empirical evidence has increasingly supported the view that it is possible to reduce re-violation rates by treating or rehabilitating individuals rather than simply punishing them. In fact, this shift from a punishment to a rehabilitation model is arguably one of the most significant events in modern "correctional" policy. Human needs in combination with dynamic risk factors, have been the focus of a considerable amount of research and are viewed as primary interventional well-being targets. From this perspective, "criminogenic" needs are usefully construed as the internal and external obstacles associated with need distortion. Therefore, they are directly linked to basic need distortion and the absence of the internal and external conditions necessary for a person to lead a fulfilling life. (Ward, 2003)

Examples of the types of programs included under the restorative justice models include:

1. **Victim-offender mediation** offenders and victims meet with volunteer mediators to discuss the effects of the crime and decide on restitution.
2. **Family group conferencing** offenders, victims, families, and other people significant in the lives of affected individuals meet to discuss the impact of the crime and restitution. These conferences are usually organized and moderated by criminal justice officials or social service agencies.
3. **Sentencing circles** originating in Native American peacemaking, they are based on negotiation and consensus and involve victim, offender, supporters, and community members. The process is open to the whole community.
4. **Reparative probation** offenders are sentenced to probation, and a group of volunteers draws up a contract, which the offender must carry out.
5. **Community supervision (a.k.a., community supervision, neighborhood probation or parole, corrections of place)** offenders are given a

supervisor that is responsible for more actively supervising offenders in their daily lives.

1.5.1 Circles of support and accountability (COSA)

A circle of support and accountability (COSA) is a small group of volunteers working with a volunteer who has committed a violation or act of violence in the past. The individual has identified a need and a want for support (facilitation), and this group of volunteers is meeting with them regularly to provide them with the support that they need to heal and return to being an effective and whole member of the community. The supporters are there to hold individuals accountable for their actions.

There are restorative justice circles to supports the family members of those who have been harmed by an incident and help them be restored to well-being and their highest fulfillment. Similarly, there is a restorative justice circle for the violator to help them too recover well-being and possible reintegration into global society.

As long as they have the genuine desire in their hearts to change, to be forgiven, and to right what has been wronged, then absolutely they deserve a chance to change, and they do change. A place where they can be encouraged to take responsibility for their actions, to face their past (both the past given to them by the decisions and actions of others, and the past they have chosen through their own decisions and actions). Together, humanity can look toward the future with more knowledge and opportunity. The design of COSA makes it easy to be accountable for ones thoughts and actions.

"Nobody does anything inappropriate, given their model of the world. I love you always all ways. There is no "way" you can be that could cause Me not to love you."

Conversations with God, Book 2

1.5.2 Traumatic incident reduction (TIR) and response

INSIGHT: *For the violator, a crime can easily turn into a sense of needing forgiveness.*

Traumatic incident reduction (TIR) and response involves re-experiencing past traumas in a completely safe environment, free of distractions, judgments, or interpretations. Traumatic incident reduction is a short-term intervention technique for individual recovery from trauma. (Williams, 2019; Moore, 2005) Traumatic incident reduction is a rapid method of reducing traumatic stress caused by emotionally and/or physically painful events in the past. It involves the individual re-experiencing past traumas in a completely safe environment. (Volkman, 2005:304)

An individual who committed a serious violation could experience re-sensitization therapy. S/he could experience the pain and awareness of the victim and

the victim's associates, the reactions and opinions of the criminals associates, and more. Possibly showing alternative outcomes that would have occurred had the crime not been committed, versus the situation resulting from the violation. Here, the extent to which the individual learns and becomes better from the experience may vary.

NOTE: *Conscience, also known as, common sense reality perceiving actions as they are. Exercising conscience often involves effort toward resolving contradictions [in patterns of thought].*

1.5.3 Strategic and immediate efforts to preventative harm and violence

INSIGHT: *If everyone has an expectation of restorative and distributive justice and no one indulges in coercion or obfuscation, then where would our incentives lie? The incentive lies in the potential for greater fulfillment and a restoration of harmed/traumatized persons and ecologies. The idea that human behavior once liberated from the obligation and necessity to work for survival, then motives, motivations, and desires will be redirected toward a higher meaning.*

In childhood and throughout life, events can happen that make people dangerous. It is possible to create conditions where dangerous people are not a likely emergent property of the [societal] system's design. The main cause of violence in society is inequality (i.e., lack of distributive justice), and the main way to prevent it is to create a more equal access and opportunity world where people are treated as humans with requirements for need fulfillment.

INSIGHT: *If society just anyone to certain social conditions that produce the motives for violence, then anybody can become violent. Violence comes after conditions and conditioning. Therein, poverty is the greatest form of violence.*

Give people skills and education (give them access and opportunity) to help them feel invested in society, and that will change their personalities for the better. If there is a violation, then find out where and why skills and education were missing. There is a difference between removing the corruption within a corrupt system versus creating a new system that removes the temptation to corrupt in the first place. Herein, there is no force; there is just an intentional restructuring of the environment to reduce the likelihood/probability of the unacceptable behavior appearing in a future decision space.

In the market-State, a lot of the circumstances and challenges that cause crime exist because necessities and preferences for living fairly with others come with a financial cost (i.e., access require trade/money). In community, it is understood that aggressive and other aberrant behavior is at least in part produced by abusive environments and conditions of scarcity. Therefore,

the society uses science and technology to evolve its economic and environmental systems so that they are less likely to produce such behaviors, and more likely to support individuals in progressing toward their highest potential.

Crimes of passion such as rape and murder might still exist in community, but with everyone's basic needs met and poverty and desperation eliminated, there would be little reason to steal. You could make the case that crimes would still be committed by those with mental disorders, but replicators would give the afflicted free access to the best medications, so long as they were responsible enough to take them regularly or had the help of a family member or social worker.

Community represents a healthy, fulfilling, and well-being inducing environment. Take bees for example, if enough bees in the hive are working toward a purpose, one or two problem individuals will get washed out. Because a community-type society is coordinated transparently, it could be said to be a self-correcting system.

If we agree that crime is a disease, then you don't treat sick people as though they were "criminals". Instead, society is designed to "treat" them, and sometimes maybe you have to "intern" them, but you don't treat them as an underclass and punish them and force labor out of them or threaten them. It is assumed that 95-99% of most crime in the early 21st century exists as a direct result of the pressures induced by the monetary system. And probably, the rest could be said to indirectly be related. There exists a behavioral chain of causality. Just because we can't understand the source of a particular type of behavioral abnormality doesn't mean that it is ingrained in the human species.

Community is an emergent system and does not make the claim that it will get rid of all crime or every form of behavioral distortion; instead, the point is to build an environment that brings out the best in all people and to reduce the negatives that the current system produces. Any aberrant behavior after that point becomes a mental or medical disorder. There is something going on neurochemically or psychosocially that is triggering an aberrant behavior. That is a medical issue that we can help people with and learn from and further enhance our understanding of the human condition even better. Through restorative justice, people would be psychologically and medically helped. In early 21st century society, suicide behavior is treated like a medical issue, but homicide is not. To deal with violence, all violence must be looked at as a public health and medical issue. In the market-State, violence is dedicated to the police, legal system, and punitive justice system, and not is not generally considered as a medical and social (public) health problem. In community, if someone has a medical condition the societal system doesn't just lock the metaphorical prison door on them, contributors try to discover the cause and help. Punitive justice (Read: application of pain) will often make things worse. When society punishes people, it makes them more shameful,

more depressed and repressed, less able to deal with their emotions, and more violent. Further, the market-State (pain) system itself is negating ("disrespectful") to human fulfillment. The entire structure of early 21st century society is based on a benefit/pain and win/lose mentality, so the global population can't not have (1) losers, (2) winners, (3) those who are benefited over others; and (4) those who are pained over others. Punishment, rather than inhibiting or diminishing violence in society is the most powerful cause of violence ever discovered. Many concepts (e.g., property rights, profit, etc.) are protected at the expense of human need fulfillment.

It is relevant to note here that biology is not completely deterministic, particularly when it comes to behavior. Organisms have genetics and they also adapt (within reason) to a given environment. Importantly for societal design, if we find the conditions that lead us to harmful behavior, we can change them. When society suppresses individual fulfillment, then pathologies develop.

The genetic triggers alone are not enough to make someone aggressive or predatory toward other humans. Instead, it is the genetic triggers in combination with aggression within the household, with violence inflicted upon them as children that seems to create a statistically high rate of producing extremely aggressive individuals. We now know scientifically that abuse in childhood increases aggression significantly, that abuse reduces IQ points, that sending an infant off to day care is experience by the infant as abandonment, that spanking increases defiance, that spanking makes children more aggressive both to their peers and to authority figures. There are some people who are more susceptible to becoming aggressive if they are faced with aggression, but the aggression in the environment still needs to be there to trigger those epigenetic propensities. As we become more aware of the subtleties of violence in the market-State environment it will improve society to release or transform that aggression in ways that are constructive, versus antagonistic to a pre-existing power structure with a nearly infinite ability to escalate violence.

Morality in society involves the fostering of sufficiency and fulfillment within the individual, through fulfillment, and at a social level it concerns the rational processes by which human needs are more greatly fulfilled between people, while discoveries are applied toward the highest potential of all beings.

QUESTION: How can we make a difference and be preventative of violence? Fundamentally, we can't incarcerate your way out of systemic socio-economic problems. Harm can occur with treatment erroneously applied.

1.6 Community InterSystem medical team justice operations

In a community-type society, there is a procedural way for handling issues of violation, and those who

are operating the procedure are contributors to the societal service system. This team follows procedures designed to reduce the traumatic incidents of a specific event. In other words, this team operates to resolve violent, harmful or otherwise violations in a way that is most likely to produce the least harm. In situations of serious violence this may include restraint. The role of InterSystem Medical and Safety Teams are to de-escalate from optimal form. Those involved in the justice system exist to enhance the safety of the environment and support the restoration of fulfillment where necessary.

Fundamentally, issues of justice are a public health (Medical Life Support and overall Habitat Service System) issue if there is someone whose behavior is so aberrant, to necessitate removal from common societal access. It doesn't mean that they will be abused or punished like is the norm in the early 21st century, but to remove someone if they are completely out of control and are harming people. A team removes them and figure out what happened. That isn't the same as prisons and police, but there is a function there as with any immune system, things can go wrong.

Some of these practices are already in place in the early 21st century. In Norway, what are considered "prisons" are actually rehabilitation centers where people go to figure out what happened in their life and how to reintegrate back into society.

QUESTION: At what point does someone's thoughts or actions become actionable to stop?

The following are the roles of people contributing to the InterSystem medical safety team:

1. **Investigation team** InterSystem Habitat Life-Support Defense sub-team and/or Life-Support Medical sub-team role(s) that investigates violations to determine all available information with accuracy data. Contributors who follow the procedures of investigating violation as a data inquiry process.
2. **Medical team (a.k.a. medical intervention team)** InterSystem Habitat Life-Support Medical sub-team role(s) that involve providing medical first-aid care as well as supervise violators and provide social care to victims. Contributors who follow the procedures of medical incident response and care of violators and victims.
- A. **Medical restraint team (a.k.a., violence de-escalation, detention, and arrest team)** InterSystem Habitat Life-Support Medical sub-team role(s) that involve de-escalation of violence and physical restrain where necessary. Contributors who follow the procedures of restraining other individuals, physically. The restraint team follows the principle of minimal necessary force. The question is, How much

force is necessary to exert a rule and/or turn a situation safe? That depends on the context. How much resistance will be used to get the "authorities" way? What is the commonly agreed upon protocol when there must be detainment and arresting of personal autonomy. Here, there are categories, from detainment, to engagement (cell in vehicle, cell in jail), to death. Intersystem restraint team personnel are special medical personnel trained to de-escalate conflict as soon as possible.

- B. **Restorative team** the team of people gathered to help safely resolve the conflict and restore harmed and traumatized persons to a place of apology, forgiveness, and reconciliation. Counsellors (and other restoration facilitators) help with domestic issues.
3. **Coordinator(s)** InterSystem Habitat Life-Support team role(s) that involve the coordination of information, personnel, and resources. Note: every level in the contribution structure has a coordinator for that level.

APHORISM: *In the moment there may be a victim, in the present there may be a story, in the future there is only self-determined and social-empowerment.*

1.7 Review boards

A.k.a., *Institutional review boards, discipline boards, discipline practice oversight and safety, effectiveness inquiry, contributor review boards, service review boards, research review boards, research and behavior review boards, board of ethics, board of professionals, board of peer professionals.*

Review boards are committees (of peer professionals) who conduct behavior and code review for a discipline and oversee code violations within a committee (working groups) structure. These organizations provide ethical and regulatory oversight to disciplines and professional services in the market. These entities, while they do not create laws, are instrumental in the interpretation, application, and enforcement of existing laws and regulations. Their decisions can affect the ability of a practitioner of the discipline to keep practicing the professional discipline. Additionally, review boards (and persons) often provide authoritative, expert opinions that can be highly influential in legal decision-making and policy formation for a State and/or State-market regulatory agency/ministry.

Note here that institutional research review boards (IRBs) are somewhat unique in the category of review boards, because they are not only involved in cases of violation, but also in the approval of research itself. Institutional review boards are typically responsible for

evaluating, monitoring, and approving research studies to ensure ethical/moral standards are upheld, especially when human subjects are involved.

NOTE: *The behaviors of review boards are ideally based on science and evidence.*

There are institution review boards for most industrial practices/disciplines, including but not limited to:

1. **Citizen review board (CRB):** Typically provides oversight over city actions, and the behavior of city officials (including police).
2. **Institutional review boards (IRB):** Typically oversees research involving human subjects to ensure ethical standards are met.
3. **Medical review boards (MRB):** Provides expert evaluations on medical issues in a legal context, often for regulatory compliance, professional conduct, and health service quality.
4. **Educational review boards (ERB):** Oversee academic standards and practices.
5. **Professional practice review boards:** Evaluate professional conduct within various fields such as law, engineering, accounting, etc.
6. **Ethics review boards:** Focus on ethical considerations in business, research, and professional practices.
7. **Environmental review boards:** Assess the environmental impact of proposed projects and compliance with environmental laws.

The fundamental, basic review board principles are:

1. **Ethical conduct (a.k.a., moral conduct):** Ensuring all contributors (workers) adhere to ethical standards and guidelines.
 - A. **Human well-being account (i.e., respect for persons):** Ensuring that individuals are treated as autonomous agents and protected from harm, including obtaining informed consent and respecting privacy and confidentiality.
 - B. **Beneficence:** Maximizing benefits and minimizing harms in service/research, including assessing risks and benefits, and ensuring that the potential benefits justify the risks.
 - C. **Justice:** Ensuring fair distribution of the burdens and benefits of service/research, including equitable access, selection of participants, and avoiding exploitation.
 - D. **Scientific validity:** Ensuring that services/research are rigorous, scientifically sound, and have the potential to generate valuable fulfillment/knowledge.
 - E. **Conflict of interest management:** Identifying and managing conflicts of interest among

service providers, researchers, and/or board members to maintain objectivity and integrity in the review process.

2. **Effectiveness conduct:** Ensuring all contributors (workers) adhere to ethical standards and guidelines.
 - A. **Transparency:** Promoting openness and honesty in all interactions and decision-making processes.
 - B. **Communication:** Facilitating clear communication among contributors, participants, and the board.
 - C. **Collaboration:** Encouraging collaboration among all stakeholders to ensure the protection of participants' well-being, rights and welfare.
 - D. **Fairness:** Applying consistent and fair review processes to all people and proposals.
 - E. **Confidentiality:** Protecting the confidentiality of participants and sensitive information.
3. **Compliance conduct:** Ensuring compliance with relevant regulations and policies governing the profession/discipline.
 - A. **Regulatory compliance (a.k.a., vertical compliance, authority-based compliance):** Adhering to all applicable laws, regulations, and institutional policies governing services/research. Compliance with legal and regulatory requirements.
 - B. **Compliance review (a.k.a., compliance assurance):** Conducting periodic reviews of ongoing services/research to ensure continued compliance with standards.
4. **Continual improvement conduct:** Striving for continual improvement in board processes and procedures to enhance the protection of humans, habitat services, and the biospheric ecology.
 - A. **Education and training:** Providing education and training to remain up-to-date with standards.

1.7.1 Research review board procedures

The Institutional Review Board (IRB) is an administrative body established to protect the well-being (rights and welfare) of human research subjects recruited to participate in research activities conducted under the auspices of the institution with which it is affiliated. The IRB is charged with the responsibility of reviewing, prior to its initiation, all research (whether funded or not) involving human participants. The IRB has the authority to approve, exempt, disapprove, monitor, and require modifications in all research activities that fall within its jurisdiction as specified by both the federal regulations and institutional policy.

The typical procedure for an Institutional Review Board (IRB) when evaluating a research request and considering

the allocation of resources generally involves several key steps:

- 1. Submission of research proposal (a.k.a., pre-review):** Researchers submit a detailed proposal to the IRB, which includes objectives, methodology, materials, potential risks, benefits, and how consent will be obtained from participants.
- 2. Initial review (a.k.a., administrative assessment):** IRB administrative staff conduct a preliminary review to ensure the application is complete and ready for the full board or expedited review.
- 3. Determination of review level:** The IRB determines whether the research qualifies for expedited review (for minimal risk studies) or if it requires full board review.
- 4. Assignment to reviewers:** The IRB chair or a designated member assigns the application to one or more reviewers who have the expertise to conduct a thorough evaluation.
- 5. In-depth review:** Assigned reviewers conduct an in-depth evaluation of the research proposal, focusing on ethical considerations, the balance of risks and benefits, the informed consent process, and the equitable selection of participants.
 - 1. Risk assessment:** The IRB assesses the potential risks to participants against the potential benefits of the research.
 - 2. Review of informed consent process:** The IRB reviews the process for obtaining informed consent to ensure it is appropriate and comprehensible to the participants.
 - 3. Evaluation of participant selection:** The board evaluates the fairness and inclusivity of the participant selection criteria.
 - 4. Privacy and confidentiality safeguards:** The IRB ensures there are adequate provisions to protect the privacy of subjects and maintain the confidentiality of data.
- A. Compliance with regulations:** The research is reviewed for compliance with applicable laws, regulations, and ethical guidelines.
- B. Resource allocation review:** If the IRB is also responsible for resource allocation, they will consider the justification of resources requested, including personnel, equipment, space, and financial resources in relation to the research's potential value and feasibility.
- 6. Full board review (if required):** For studies that present more than minimal risk, the full IRB convenes to discuss the study and make a decision.
- 7. Decision Making:** The IRB makes a decision which can be: approval, conditional approval pending modifications, deferral for additional information,

or disapproval.

- 8. Communication of decision:** The IRB communicates its decision to the researcher, which can be an approval, a request for modifications, or a rejection.
- 9. Monitoring of approved research:** Once approved, the IRB monitors the research at intervals appropriate to the degree of risk, which may include review of ongoing consent processes, examination of adverse event reports, and periodic review of study progress.
- 10. Handling of modifications:** Any proposed changes to the approved research must be submitted to the IRB for review before implementation.
- 11. Final report and closure:** Upon completion of the research, the IRB requires a final report outlining the study's outcomes and any issues that arose.

1.7.2 Violation review board procedures

The typical procedure for a review board when dealing with a violation (or, potential violation) of code is as follows, and is an example of a more cooperative way of dealing with harm:

- 1. Notification of potential violation (note: requires a pre-existing board):** The review board is notified of a potential violation through a complaint, an audit, or reports from concerned parties.
- 2. Preliminary assessment:** The review board conducts an initial assessment to determine the validity of the complaint and whether it warrants a full investigation.
- 3. Initiation of formal inquiry:** If the preliminary assessment indicates a potential violation, the review board initiates a formal inquiry.
- 4. Appointment of a charges committee (i.e., formation of charges committee):** A Charges Committee is appointed to investigate the violation. This committee is usually composed of members of the review board along with subject matter experts.
- 5. Documentation:** The violation is documented thoroughly, including details of the incident, individuals involved, and any relevant evidence.
- 6. Investigation:** The Charges Committee gathers facts through document review, interviews with the complainant, the accused, and witnesses, and examination of any relevant materials. The board conducts a formal investigation to gather additional information, interview involved parties, and assess the severity and extent of the violation.
 - A. Identification of violation:** The board/committee identifies the violation through various means such as routine monitoring, participant complaints, or internal reporting.

- B. Dismissal of charges:** The board/committee decides that there was no violation.
- 7. Findings and recommendations:** The Charges Committee presents its findings to the review board, along with recommendations on whether to dismiss the allegations or proceed to a formal hearing.
- 8. Review and decision:** The board reviews all information gathered during the investigation and makes a decision regarding the violation. This may include determining whether the violation occurred, its severity, and any necessary corrective actions.
- A. Decision to proceed:** The review board reviews the findings and decides whether to proceed with formal charges leading to a trial.
- 9. Formation of a trial committee:** If the decision is to proceed, a Trial Committee is formed. This committee functions similarly to a tribunal, ensuring due process is followed.
- 10. Notification:** If the violation involves someone, s/he is notified of the allegation and provided an opportunity to respond and present their perspective.
- 11. Corrective actions:** If a violation is confirmed, the board may implement corrective actions, which could include additional training for researchers, modifications to study protocols, suspension or termination of research activities, or reporting to regulatory agencies.
- 12. Preparation for hearing:** Both the Charges Committee and the accused prepare their cases for the trial. This includes the compilation of evidence, witness lists, and any other relevant documentation.
- 13. Conducting the trial:** The Trial Committee conducts the trial. Both sides present their cases, including evidence and witness testimony.
- 14. Deliberation (thinking):** After the trial, the Trial Committee deliberates on the evidence presented and reaches a decision regarding the violation.
- 15. Verdict and sanctions (decision and consequences):** The Trial Committee issues a verdict. If the verdict is guilty, appropriate sanctions are recommended. Sanctions can range from reprimands to more severe consequences such as revocation of research privileges or reporting to external bodies.
- 16. Appeals process:** The accused may have the right to appeal the decision. The review board outlines the appeals process, which typically involves a review by an appellate body within the institution.
- 17. Implementation of sanctions:** If an appeal is not filed or if the appeal upholds the Trial Committee's decision, the recommended sanctions are implemented.
- 18. Follow-Up:** The board ensures that any corrective actions are implemented effectively and monitors compliance going forward. They may conduct follow-up reviews to verify ongoing adherence to ethical standards.
- 19. Documentation and reporting:** All actions taken by the board regarding the violation, including findings, decisions, and any imposed sanctions, are documented in detail. In cases where required by regulations or policies, the board may also report the violation to relevant oversight bodies or authorities. Throughout this process, the board prioritizes the protection of research participants and the integrity of the research process, while also ensuring fairness and transparency in handling violations.

1.8 Addressing common societal problems with restorative justice

i.e., How are common social and socio-technical problems addressed?

In a community-type society, common social problems are addressed in the following ways.

- If the problem is of a personal or inter-personal nature,** regarding behavior, psychology, or communication, then it is advised that "you" contact an appropriate coordinator to mediate and to arrive at a resolution.
- If the problem is related to a habitat service system,** then it is advised that "you" seek out the appropriate HSS team that is responsible for that system, communicate the problem, and discuss solutions with team members.
- If the problem involves a coordinator,** it is advised that "you" seek out the coordinator that is a step-up in the network chain of communication and they can help mediate. If "you" are unsure of who to contact, "you" can submit a notification to the contribution support service which will guide you to an appropriate mediator.
- If the problem involves a team,** and is not of a personal nature, then it should be understood that most teams operate with the understanding that if "you" bring a problem to the table, "you" should also bring ideas of workable solutions or be willing to help brainstorm on a workable solutions with the group (i.e., problems entail responsibility). Here, it is advised to bring up the issue with the team, possibly through the team's coordinator, and possibly, also have a workable solution(s).

5. If the problem involves an emergency medical or criminal incident, coordinators will be notified, and will in turn activate first responders. When conditions are nominal again, an investigation may be pursued by trained personnel to assess and restore harmony. During an investigation, goals include, chain of evidence, uncovering what transpired, identifying and apprehending those who have committed acts of violence, etc.

Even in the case of "crimes of passion" or the like, the worst scenario is containment if the individual is unable to control their destructive actions. Just as we might quarantine a person with a highly contagious, infectious disease if it were a serious threat, the logic to contain people who pose behavioral threats to others would suggest a similar scenario only this containment would be humane and for the sake of restoration of fulfillment (well-being). Whether biological or developmental, all aberrant behaviors have a source of some kind and as complex as they may be, only further study can work to source solutions. Obviously, some dangerous people would have to be removed from society, but the general way in which individuals are interrelated with has to be compassion and restoration. Get to the root of the problem and then figure out the most constructive way to restore fulfillment in them and society at large.

SIMPLIFIED: *That which is sought structural and interpersonal resolution of is interfere with another's life fulfillment in a negative way (i.e., affecting or otherwise interfering in another individual's life experience of community in a negative way).*

1.8.1 Trust and distrust

In community, in an environment of trust, there is no need for strict control or deterrence. In an environment of scarcity, disorganized fulfillment, competition, and authority, then strict control and deterrence is useful/necessary for maintaining control.

In the market-State, where there is secrecy, scarcity, and competition, the private-public State-market principle is:

1. Don't trust people in the market, because you can't be sure what their motives are.
 - A. Prices on human need fulfillment create harmful incentives. Price creates [the values/objectives of] secrecy, competition, and scarcity, from which poverty, crime, loneliness, and depression originate.

Behavior always has an intent. Even if someone were to kill themselves their intent their desire is to be out of pain. And therein, someone's history is a means of understanding their current behavior. Behavior in community carries the intent that all is trustworthy, the

system and the population. Behavior in the market-State carries the intent that all is competition, the system and the population. A community-type society has transparency around what is going on, to motivate and inform for improvement, and also, to convey trust.

Often, researchers define distrust as a negative expectation of someone else's conduct which can generate feelings of suspicion, wariness, or doubt, and they emphasize that distrust isn't quite the opposite of trust. In fact, they're two separate emotions. It's even possible to experience both at the same time. Nonetheless, in practice they're usually negatively correlated – teams/populations that distrust each other don't trust each other, and vice versa. Fundamentally, trust is an illusion until mutual self-interest is realized among a population, and that realization is encoded into their societal information system so that decisions and actions continue to orient (i.e., are sustained) in that direction. In community, it is clear that the system is being designed and operated to orient toward mutual fulfillment, and therefore, mutual trust.

Fear always blocks us from our true potential. As those of our past have wisely stated, fear is simply the lack of knowledge. Therefore, it can be eliminated through exposing ourselves to knowledge. The more information available about a matter the less fear is likely to be present. Therein, confusion creates fear; whereas, information creates trust. In community, it is easy to trust what people do, for what they do is reflective of their direction, orientation, and approach to society, which is common among the [social] population.

1.8.2 Negativity

Humans are capable of experiencing "negative thoughts" as thoughts of inflicting suffering on oneself or others, which arise from the presence of [at least] psychological and physiological "inflammation" (e.g., abuse and brain inflammation). To shut down someone (or halt a conversation) by labeling them (or it) as "negative" is to essentially ignore the inflammation that is causing the misery behind the thoughts. It is akin to say, "Just be happy in your miserable situation" or "I can't hear what is causing your suffering"; which, in early 21st century society becomes, "Just take this pill and go back to work." That aggression someone feels in an unhappy situation is important for them to feel, for it represents the "aggressive" spark of energy that is likely to move him/her to change or otherwise improve the situation, and most importantly, to facilitate in changing their environment.

Those who do not want to see the hurted and hurtful ("negative"), will have a difficult time understanding their environment. If someone doesn't recognize a problem, it doesn't mean there is no problem, it just means they aren't able to solve it. Positive thinking can be a misnomer for not thinking clearly or not thinking enough, as in, failing to do a realistic account of the world around. In a sense, that which is "negative" is blocking the flow

of energy and integration toward greater fulfillment. Fundamentally, all decision system issue inquiries, all production and economics, start with a human [need] demand and/or request (i.e., nicely worded complaint). The first step, often, in issue decision resolution is to know about the "negative" so that the development team can change the situation. If the starting point is that "we" can't even have a conversation about it, then "we" certainly can't do anything about it, which is a concerning approach.

How is a systems-based solution and overall social re-orientation supposed to take place if no one will identify or otherwise look at the unpleasantries going on in the world in order to ensure that their root causing factors are not present in the next iterative state of the societal system? Unpleasantries will not magically go away by ignoring them. Many people in early 21st century society have bought the erroneous notion that by paying attention to something, and becoming aware of its existence, they are somehow magically giving it power. To design a better next iteration of society than the past, it may not be wise to entrain to unpleasantries, but still necessary to identify and understand them. Until the conditions and conditioning are accurately identified, root causes will likely be hidden from view. The rhetorical question must be asked, How can someone get out of the conditions if someone doesn't acknowledge them?

1.8.3 Deterrence

A fulfilled society full of intrinsically educated people likely doesn't need serious mechanisms of deterrence from violations, because they recognize the relationship between each other and their ecology, and have grown up in that environment. Deterrence aims to prevent future crime and can focus on specific and general deterrence. Specific deterrence deals with making an individual less likely to commit a future crime because of fear of being punished. General deterrence refers to the impact on members of the public who become less likely to commit a crime after learning of the punishment another person experienced. In usual sentencing, the safety of the public and the punishment of the offenders are closely related and the offenders are imprisoned to serve as deterrence.

In the market-State, the greatest deterrent is death. The penalty for not obeying the law is death (as in, force to death and/or total isolation if someone) for resistance to law enforcement. And therein, in the market-State, the only reason most people obey the law is that they do not want to die. The idea that disobeying the lawful commandments will get "you" killed is the idea behind authoritarianism, and behind the "law" itself under most market-State conditions.

Deterrents in the market-State include, but may not be limited to:

1. Prosecution is a deterrent; hence, prosecutors

will prosecute everyone they possibly can, even if they know they are going to lose the case, simply because they think that by prosecuting they will deter anyone else from the behavior, even if the defense wins in court. These people are taught to believe the best way to deter behavior is to threaten. Most people won't want to go through the unpleasant situation, and so, just the threat is sufficient.

2. Physical punishment through the conception of law as the "justified" use of violence and/or isolation to induce pain in a criminal. Punishment refers to pain, incarceration, isolation, segregation, forced labor, etc.
3. Financial punishment by the requirement for payment (e.g., fines, financial sanctions).
4. Cameras with signage indicating their presence.
5. Signage indicating what is permissible/not permissible.
6. Non-lethal deterrents (e.g., tear gas).

Punishment in the early 21st century includes, but may not be limited to:

1. Community service.
2. Monetary fines.
3. Forfeiture of property.
4. Restitution to victims.
5. Confinement in jail (i.e., imprisonment).
6. Deprivation of access (e.g., deprivation of a driving license for a period of time).
7. Public humiliation (i.e., shame).
8. Death ("capital punishment").

Deterrents in a community-type society include:

1. Awareness of protocols and standards of operation and usage.
2. Signage.
3. Cameras with signage indicating their presence.
4. Sufficiency of access. For example, in the case of urination, sufficient access to toilets so that people do not have to urinate in the street.

Many State governments use short-term "boot camps" to rehabilitate first-time offenders. These highly regimented temporary internment camps are intended to make offenders the respect and follow authorities, as well as give them necessary to acquire jobs in society.

1.8.4 Jail and prison, or a medical facility

Different configurations of society have different usages and visions of the conceptions of "jail" and "prison".

In a given society,

1. Is it possible to go to jail; wherein, jail is an hour or several days, tactile, restriction of free-will movement among society) for a violation of State/community rules?
 - A. In community, jail is in a medical facility and community restoration work.
 - B. In the market-State, jail is a temporary punitive detainment [law-enforcement] center.
2. Is it possible to go to prison; wherein, prison is a punishment oriented restriction of free-will movement for a longer than hours or several days?
 - A. There are no prisons in community, there are only centers of restoration. "Criminals" are transferred from medical centers to restoration centers as appropriate per medical and societal safety procedures.
3. Is it possible to use force to be compensated?

1.8.5 Trauma

INSIGHT: *Bad things are not permanent, pervasive, or personal.*

With trauma comes suppression and repression. Repression is when something traumatic has happened and you are not quite sure what it is, but it keeps activating triggers in certain situations. Something has happened and you can't recall it. Suppression is something that has happened but you have suppressed it from memory. The later is the avoiding group and the former is repression, the people who are re-experiencing it, not avoiding. It is possible to heal most trauma through a multi-modal therapy that doesn't have environmental repercussions for the rest of the population. Multi-modal means to look at different behaviors, thoughts, and systems to find the optimal to address something.

INSIGHT: *Hurt people hurt others; hurt people end up hurting other people, because they are themselves, hurt.*

In the early 21st century, the desperation cause by not having quite enough money to get by comfortably combined with impulsivity and trauma can create highly social corrosive behaviors (crime).

1.8.6 Structural (in-)justice

Questions of justice from a structural perspective include, but are not limited to:

1. Is it reformable or can it be fixed?
 - A. In community, there is no perfect society, there is just the best that can be done up to now. Society can be bettered to better meet the fulfillment needs of all humans. Individuals can be healed of trauma. Relationships oriented toward the flourishing of all can be maintained.
 - B. In some societal systems, the structure in which

the incident of justice took place and/or the justice system itself is believed to be perfect, yet observably not representative of optimal global human fulfillment. In some societies, only the individual can be at fault.

2. What is the nature of violence in this system? How is violence taught? How is violence applied?
 - A. In community, violence is a consequence of something wrong with society as a whole.
 - B. In some societal systems, violence is systemic and applied in cases of justice.
3. What is the nature of justice?
 - A. In community, the nature of justice is to restore healthy relationships and facilitate the distribution of the best that humanity has to offer.
 - B. In some societies, the nature of justice is structural and systemic, and is therein applied to coerce behavior through threat and then real violence.
4. What is a perfect society?
 - A. In community, there is no perfect society, there is only the best that can be achieved up to now.
5. How are people with harmful beliefs engaged with and treated?
 - A. In community, harm is a situational, consciousness-mediated, medical, and scientific issue.
6. What is the consequence of rejecting legitimate [State] authority.
 - A. In community, there is no legal State authority, there is a standard way of conceptualizing and operationalizing together to optimize the fulfillment of all.

In any society, justice becomes a human designed and engineered socio-technical sub-societal system. Socio-technical systems can be engineered and evaluated using the following criteria (only partial listing):

1. Performance definition and explanation.
2. Performance evaluation criteria.
3. Task, job, work, etc. descriptions.
4. Standards alignment.
5. Codes of practice, procedural, and regulatory alignment and action.
6. Professional morals (ethics).

Market-State institutions are part of a socio-technical structural societal systems with rules that govern behavior within them. These human made rules determine:

1. How people are rewarded (commerce rewards or State privilege rewards).
2. How their market or State job is defined, and what

they do.

In the market-State, because of the competitive and bad incentive nature of these rules, these life altering socio-technical rules are large barriers to community. Many rule have to do with incentives. For example, money is a mechanism of influence, an incentive in the market; it compels people to take action, because it provides access to life fulfillment [in the market-State]. It even compels people to take actions they might otherwise not take.

2 [Plan] Transition from criminal justice to restorative justice

Transitioning from a traditional criminal justice model to a restorative justice approach requires a fundamental shift in how justice is perceived and coordinated. Restorative justice emphasizes healing for the victim, the offender, and the community, rather than solely focusing on punishment. This approach acknowledges the harm caused by criminal behavior and seeks to address it by facilitating dialogue, understanding, and reconciliation. As individuals exit the penal system, the emphasis shifts towards their rehabilitation and reintegration into society. Support systems, such as the InterSystem medical team, play a pivotal role in this process, offering medical, psychological, and social support to ensure that returning citizens are equipped to make a positive return to their communities.

The successful transition of justice crucially depends on providing support, orientation, and collaboration to individuals re-entering society from prison during their transitional period. When people come out of prison during transition, the InterSystem medical team has to support them in re-entering society, has to orient them, and has to work with them. Studies clearly show that prisoners who exit prison conditions to somewhere stable and safe to live are far less likely to commit any more crimes. Repeaters of crime more often than not, re-violate because they lack a home, stable housing, and comprehensive habitat service fulfillment.

In many cases in the market-State, prisoners will re-offend in order to go back to prison, because things are so bad for them in the outside world that prison is genuinely a better alternative. The only option someone has in prison is to completely adapt to the arrested access and socio-technical availabilities. Of course, the problem later becomes such that a return to the larger societal environment there is a [restorative justice] process by which, step-by-step people are slowly reintegrated (in a supported manner). During transition to community, there are partial separation medical centers (a.k.a., open-prisons), where each day the prisoner must return to spend the night in the prison, and during the day, they can go out and study things, do community service, and see family. In the early 21st century, there are very few open prisons on the planet.

In community, the determination of whether to release someone from arrest/restraint is a medical determination, and will occur as soon as, "you/I" are willing to be a desirable human being. In community, instead of arrests into prisons of "criminals", there are medical restoration facilities/centers to help return human beings to well-being among community.

Moreover, the transition involves comprehensive orientation programs designed to familiarize individuals with the resources available to them, including job training, education, and housing assistance. Collaboration between the individuals, the justice

system, and community organizations is essential to identify and address the barriers that returning citizens face. By working together, these stakeholders can create a supportive environment that encourages personal growth, reduces recidivism, and promotes public safety. Ultimately, the transition to restorative justice aims to transform the narrative from one of exclusion to one of inclusion, recognizing the potential for change and the value of every individual in contributing to a healthier, more just society.

Technically, a community-type society does not need a law to say that harming another person is immoral and will cause suffering; instead, harming another causing suffering is just a description of reality. Hence, instead of a law with punitive consequences, there is a description of reality with an organization that facilitates the restoration of relationships and well-being. The difference is the idea of authority. Restorative justice carries no notion of authority over others, whereas law does so. Restorative justice does not require some written down ritual stating that "it is the law of the land that..." Metaphorically, it is like saying, "2 plus 2 won't really equal 4 unless we have a math authority that writes down, "we hereby declare that 2 plus 2 equals 4." Those actions that cause harm, including their common restorative reactions, are still put into writing, to communicate understanding, but there is no need to call that "law". There is no threat in putting actions and appropriate responses into writing, but there is a threat in "law", in a centralized authority declaring what actions are acceptable and unacceptable, and what punishment or consequence will be taken on the part of the authority if the acceptable/unacceptable actions are violated.

Community doesn't mean no laws; instead it means that a society has evolved where coercive laws are not needed. In community, the need for law becomes more limited. And, where the law becomes limited, or eventually non-existent, so too does the State. Law exists because people cannot resolve disputes. In a society without the market, disputes that arise over and as part of the market do not exist. When society naturally does what is naturally right for (i.e., in alignment with) human need fulfillment, then there is no need for any law. All beings regulate themselves, and fulfilled beings regulate society together peacefully. Some degree of law will be required during transition, as humanity evolves to the point where all individuals naturally do what is naturally right. The real question is not, Why do States impose rules and regulations on the people; instead, it is, Why do States have to impose rules at all (i.e., why do States exist at all)? The answer has to do with "our" separation from nature, from "our" natural selves.

3 [Transition elements] The legal justice structure

A.k.a., The law justice system, the legalized justice system, the law system, the law-justice system, the criminal justice system, the criminal legal system, the criminal governmental system, the judicial-legislative system, traditional justice, the legal justice system, the State justice system, etc.

The Law are instructions run by States in given geographic territories. Politicians create laws and judges interpret the laws that the politicians create; herein, Judges interpret and finalize the determination of what is law. In the context of actual cases of law enforcement via court hearings, judges and juries determine (interpret) the facts of each particular case. Judges and juries listen to stories ("the facts of the case") and decide punishment. Laws are a means of population control and determine what is and is not possible. Rights, like laws, are [legal] fictions (a.k.a., social constructions, socio-technical relationship code). A legal fiction is a fiction that has been written into the law and justifies the use of governmental force. The traditional justice system which is purely punitive by nature.

In the criminal justice system, crime is a violation of law set by the State. Violations create guilt. Justice requires the State to determine blame (who violated) and determine punishment. The goal is determine what law has been broken and ensuring violators are punished. In the early 21st century, justice is about power, and those who have it and don't have it (in this case, people of all skin colors and beliefs are incarcerated and working for little or no money).

In a criminal justice system, both courts (where final decisions are taken by authorities) and police are part of the enforcement system of society. Here, "statute law" means that individuals in government create binding contracts (Read: acts, bills, laws, etc.) that are enforced by a "court" of interpreting authorities who are backed by physical enforcement in the form of police/military. In a court of law, unless there is evidence, there is only heresy. Judges oversee the court of law (i.e., they act as the controller) and commit to actions based on evidence in association with legal standards (Read: laws).

The following are the roles of people participating in the criminal justice system:

1. **Government legislators** (a.k.a., governmental policy makers).
 - A. Government legislators intervene to make and remove laws.
2. **Enforcers** (authorized by government to enforce, use force, to conform the behavior of the population).
 - A. **Police** (including, prison police): Police intervene to enforce law. Policing is an institution

- designed to manage the consequences of inequality.
- B. **Judiciary** Judges interpret and sometimes make law. The judiciary is designed to determine the consequences for inequality.
1. **Judges** coordinate and decide.
 2. **Prosecutors** present cases of belief.
 3. **Juries** decide whom to believe.
3. **Suspects (a.k.a., defendants)** possible perpetrator of a crime. Present belief for what occurred.
4. **Witnesses** (as in, plaintiff, observational and expert) present belief (observation) or evidence (raw data and methods).
5. **Convict/criminal** guilty and sentenced wrongdoer.
6. **Court** environment where these roles coordinate information and take final decisions.

There are two dimensions to the structure of a legal criminal justice system (a.k.a., punitive/retributive) in early 21st century society; the structural oversight of the case is either, or:

1. **Adversarial system** a State (government/jurisdictional) prosecutor indicted someone, a defense lawyer defends that person, and a judge is supposed to ensure "fair play". An adversarial "court" [of justice] system will go after a defendant to seek a guilty plea regardless of if someone was hurt or they are guilty, because it is adversarial.
2. **Inquisitorial system** the judge and the prosecutor are essentially the same person.

The final decisioning of the case is either, or:

1. **The jury system** a legal "court case" system where a group of selected and case-informed peers decide the outcome of a case following the law and facts.
2. **The bench system** a legal "court case" system where the judge (elected or selected) decides the outcome of the case following the law and facts.

The inquisitorial process can be described as an official inquiry to ascertain the "truth", whereas the adversarial system uses a competitive process between prosecution and defence to determine the "facts". However, in either case, neither the truth nor the facts of the underlying societal issues that are the cause of "criminality" are never (or, almost never) revealed or called into question; because, in part, those "professionals" that are participating in the process would have to question their own professional existence and the very idea of a criminal justice system.

Criminal justice is the addressing of "criminal" behavior. Putting someone in a prison cell, not only doesn't make society safer, but gives rise to a false sense of security. When society sends people to prison for non-

violent "offenses", what society gets back is a person that is more likely to commit crime and potentially higher types of crime. When someone gets arrested in modern society, not only are they punished, but their families are often punished consequently also.

Standard economists believe that people obey the law to maximize utility. The belief is that, in general, people don't commit crimes because we estimate the probability of being caught (stealing) and the estimated dis-utility for being convicted of that theft (violation), compared with expected utility of getting off free with the stolen object/service. In this sense, law and law enforcement are a means of behavior control by retaliating forcefully when there are violations, causing the population to make utility maximization calculations in their mind before acting. However, in concern to freedom and self-direction, someone's behavior is conformed out of fear, then can it be said to even be a personal behavior.

"Fear of punishment creates only intelligent unselfishness, not love."

Anonymous

Different configurations of society behave in different ways after a crime has occurred in order to:

1. Have justice for the victim [of the crime].
2. Have justice for people who are accused, but didn't actually do it.
3. Have justice for the individual who did the crime.
4. Have justice for society for having had a crime occur.

INSIGHT: Angry mobs that jump on hate bandwagons often cause more damage.

3.1 Law

A.k.a., Crime, code, policy, command, substantive rules, instructions, legislations, etc.

In science, a law is an observed regularity. A society, laws are statements regarding the use of force against free will (as in, direct engagement in the behavior of force over another). In the market-State, the State is the arbiter of law. Laws, their creators and enforcers, subjecting human conduct to "rules of governance" to which people are held accountable (whether they know of them, or not). At a basic level, law is all about authority-over-others, who has it and what can they do with it.

CLARIFICATION: There is the concept of legal laws (political principles and coercive rules) and then there is the separate concept of scientific laws (scientific principles and principles of human fulfillment).

Many confuse laws with values. While laws express values, they have traditionally been used as a coercive force to control behavior. Where as values are orienting objectives, Laws are formalized rules that govern

behavior within a society, often reflecting the collective values and moral principles of that society at a specific point in time. Laws function primarily as a mechanism of control, employing coercion to enforce compliance and deter behaviors deemed un-/desirable by lawmakers (and those with power over lawmakers). This coercive aspect of law highlights its role in maintaining order, but it also underscores the potential for laws to be used as tools of power rather than pure expressions of communal values. Conceptually though, the idea of a "rule of law" (Read: jurisprudence, a legal system, system of law) represents an evolution out of the primitive principle of "might makes right", where disputes were resolved through violence, and the victor's perspective prevailed. Before law, if there was a dis-alignment followed by a dispute, then likely, some extreme violence would happen, and the person left alive won the argument. Then the democratic-State punitive justice system arrived, where an expectedly impartial authority or arbiter handed down judgement based on "law". This paradigm shift toward the modern nation-State and its "rule of law" introduced the idea that laws, rather than brute force, should govern society, ensuring fairness, predictability, and "justice". Under the rule of law, disputes are resolved through a structured legal process, ideally free from the arbitrariness and tyranny of "unchecked" power. However, the democratic punitive justice system represents a punishment-oriented continuum, where the resolution of disputes is entrusted to an impartial authority or arbiter who dictates and executes punishment.

INSIGHT: *Language creates an infrastructure for law. Laws are basically language. Within the context of a State there are various systems that interpret and enforce that language.*

Laws are the "right" structure to determine when the use of violence (of the State) is appropriate. Here, crimes are a violation of those decrees set by an authority. Force/violence is used to arrest subjects that are breaking laws, and to monopolize violence/force in case of an escalation of violence.

Legal decisions are those that are capable of engaging to some degree a monopolization on violence within a given jurisdiction. Legal justice is administered by means of "authority" with the ability (due to historical conditions/-ing) to have and hold subjective decisioning power over others. The authority determines and engages a force with the capability to monopolize violence as best as possible given that which is available. The population has family to lose, and the authority has power over others to lose.

Alternatively, a community-type society applies a set of value standards that orient less toward hurtful intentions and more toward measurable states of fulfillment and progress restoring to a satisfactory state of full well-being.

INSIGHT: *What is the basis of crime when*

everyone can access anything they need. Not blaming people for their flaws, given environmental conditions; designing a new system where there are not those flaws.

In a community-type society justice prioritizes medical or restorative approaches, and the focus shifts from punishment to well-being, understanding, and a better society. Here, the justice system seeks to address the underlying causes of criminal behavior, such as social, psychological, or medical issues, with the goal of restoring individuals and repairing harm to victims and the society. This approach represents a holistic understanding of justice, one that views legal issues through the lens of human well-being and human need fulfillment, and seeks solutions that contribute to the well-being and harmony of society.

INSIGHT: *The law is no substitute for a lack of human fulfillment among a societal population.*

In context of a State, a legal law is a rule made "binding" (i.e., documented and given to the enforcers) by the coercive force of "legislative" power or legitimate "authority". In one way, a legal law is essentially a three way "contract" between the "authorities", the "citizens", and the "enforcers". In this way, law is a market-State contract that obligates everyone ("citizens") to conform. That written rule-inclusive contract is often approved/signed between three parties and operative by the last (#4). Each of the four groups has unique internal tasks (operational processes):

1. **Legislative group** starts and writes rules. The tasks:
 - A. Write law.
 - B. Take deliberated action.
2. **Executive group** subjective agreement with rules.
 - A. Approve law.
 - B. Take quick action.
3. **Judicial group** final interpretation of rules.
 - A. Interpret law (and may create law).
 - B. Determine if there are violations of law, and consequences for violations.
4. **Enforcement group** accept orders/rules and carry out arrests and punishments because of rules.
 - A. Execute the law on citizens.

The enforcement group is always present in the State structure. Technically, only one of the first three rule agreeing groups is really required to "authorize" legal constructions (i.e., laws), and give orders to the enforcers. Most States (governments) on the planet consist of all three. In most countries, only the first three parties sign contracts in "law"; therein, the fourth group, the "enforcers" only enforce. Most governments do not allow the enforcers to edit and approve rules (only follow them), though some do. Additionally, sometimes everybody is subject to the "law", and sometimes,

authorities themselves are not subject to the "law".

In specific cases, citizens can create laws. This is often called a "referendum" (vote). Sometimes these referendums (votes) are just for information purposes (i.e., "non-binding"), and sometimes they require the government to take action to finalize and enforce them ("binding"). The presence and ability to create referendums often differs by jurisdiction.

In general, the following occurs in the creation of authority:

1. Someone/group becomes the authority.
2. The authority creates the laws.
3. The public follows the laws.
4. A "crime" is committed when a law is not followed.
5. There is force to control the commission of crimes.
6. There is force to control and punish criminal incidents.

In general the text of a legal (i.e., "law") contract starts as a "bill" (document) written in the "legislative" working group and ends, after approval by all/sufficient stakeholder group "authorities" as a law (legal enforcement contract). The contract has three primary parties in relationship (citizens are everybody, politicians are law approvers, enforcers are law executioners. The primary relationships are:

1. Citizens are employed as enforcers ("authorities").
2. Citizens become politicians (representatives or despots; "authorities").
3. Politicians (legislative, executive, judicial) create and maintain "law(s)".
4. Politicians employ enforcers. One authority, the politicians, employ another authority.
5. Enforcers execute the law. The enforcers interact with citizens to investigate and punish violators; enforcers punish citizens.
6. Everyone is a citizen, but sometimes authorities are not subject to the execution of the law; because, they are the employer of the enforcers.
7. The "authorities" are the politicians and enforcers.
8. The politicians and enforcers are citizens.

There are two general types of rules in society; there are laws/rules that:

1. Tell people to do something, or they will be punished. Do something, or else. A specific behavior must be done.
2. Tell people not to do something, or they will be punished. Do not do something, or else. A specific behavior may not be done.

CLARIFICATION: *The second part, the punishment part, is where the coercion comes*

enters the equation.

In general, a crime is an infraction of (a.k.a., violation of, failure to comply with) a societal-scale rule. The behavior you must do, or must not do, is written into "law" (Read: a contract created by authority authorizing the use of force against non-compliance). Laws are market-State contracts that exist to control behavior and punish violations. In a force-based society, crimes are codified by 'law', created and administered by a separate class of people claiming the authority to do so (e.g., politicians), and enforced by enforcers (e.g., police and soldiers). Therein, 'law' is a formalized description of allowed (i.e., author[ed/ized]) and unallowed (i.e., illegal) relationships that are granted and enforced by [a hierarchy of monopolistic] authority. There are many names for legal laws, including but not limited to: bill (prior to law), act, ordinance, etc.

INSIGHT: *People ought not be blamed for behaviors that are structurally incentive. Instead, society ought to be restructured so the structural incentive for detrimental behaviors are not present.*

3.1.1 Legal intelligence

Legal intelligence constitutes a vital component of modern governance, facilitating comprehension and implementation of societal rules and regulations. This discipline enables precise definitions, implications, and nuances of legal actions and violations, including the specific construct of a crime. Predicated on the acknowledgment of a crime within the legal system, legal intelligence logically examines incidents and conduct potentially indicative of this classification. With the premise that 'x crime' is a recognized event within the legal framework, legal intelligence seeks to scrutinize occurrences and behaviors that may fall under this category:

1. In terms of the community's legal and agreement process, what is the definition of *x crime*?
2. Now that the intelligence understands that there is such an event as *x crime*.
3. Could the following *y event* be considered an example of a *x crime*?
4. Would the actions of *z person* in the context of *y event* indicate the possibility of *x crime*?
5. Might the actions of *z person* constitute *x crime*?
6. How else might it be established or proven that the actions of *z person* constitute *x crime*?
 - A. If *c actions* were found, would this be further confirming evidence of *x crime*?
 - B. What would constitute further confirming evidence that *z person* committed *x crime*?
 - C. What would constitute further confirming evidence that *y event* is an instance of *x crime*?
 - D. Would it be further confirming evidence (that

- z person committed x crime) if it were found that z person took b action or that c event were associated with y event?*
- E. What would be further evidence that y person committed x crime?
- F. What would be further evidence that z event is an instance of x crime?

When we consider a given event 'y', legal intelligence is tasked with determining whether such an event might exemplify 'x crime'. It involves a detailed analysis of the actions of an individual, referred to as 'z person', within the context of event 'y'. The objective is to ascertain if these actions could suggest or indeed constitute the commission of 'x crime'. To establish or prove this, one must look beyond the immediate actions, examining intent, causality, and consequence, in accordance with the community's legal standards and due process. This multifaceted inquiry relies on evidence, legal precedent, and a comprehensive interpretation of the applicable laws to reach a conclusive determination.

3.1.2 Market-State rules, regulations, and standards

Rules and regulations are specific laws. While "laws" generally refer to the broader legal directives passed by legislative bodies, "rules" and "regulations" are more specific directives made under the authority of those laws, typically by administrators and the "citizen" touch-point enforcers of the laws. Rules can be seen as the detailed standards or principles that govern the conduct of individuals or organizations, and regulations are rules with the force-of-law, typically administered by an official State agency to implement and enforce the broader statutes. This State agency/branch is typically called the Justice branch, but the other branch (if they exist) may also have enforcement personnel roles. Both are mechanisms by which the legal system operationalizes and enforces the mandates set out in higher-level "law" (constitution, legislation, case, regulatory, etc.), ensuring "order, safety, and fairness" within society.

In any organized society, rules and regulations form the bedrock of daily interactions and operational conduct. "Rules" and "regulations" are "standards"; there are many a.k.a.'s for the idea of a "standard". Rules and regulations are standardized instructions for maintaining "order", ensuring "safety", and protecting the "rights" of people and ecologies. Rules and regulations range from broad statutes (legislative acts, constitutional changes, etc.) enacted by national or state legislatures, or referendum, to specific guidelines designed for local or industry-specific contexts, such as commerce or the production of some widget.

In the market-State, there are three basic types of governance decisions (Read: standards) about:

1. **The use of the State** (a.k.a., State governance documents).
 - A. The State's construction via legal documentation.
2. **The operation of business** (a.k.a., business governance documents).
 - A. Businesses construction via legal documentation.
3. **The operation of a family** (a.k.a., family governance culture and documents).
 - A. A family construction via legal documentation.

The following taxonomy categorizes the various types of rules and regulations that govern interactions and conduct within most versions of early 21st century market-State society, outlining their scope and application across different domains:

1. **Citizen rules and regulations (i.e., citizenship, rights sustaining standards):**
 - A. Scope: Governs the behavior of individuals in their personal, social, and civic activities.
 - B. Objective: To ensure public safety, uphold individual "rights", and foster a respectful and harmonious society.
2. **State administration rules and regulations (i.e., governance service standards):**
 - A. Scope: Pertains to the internal operations and procedures of State bodies/powers and public institutions.
 - B. Objective: To enhance efficiency, transparency, and accountability in public administration and service delivery.
3. **Consumer and commercial rules and regulations (i.e., means of production and consumer service standards):**
 - A. Scope: Regulates interactions between businesses and consumers, as well as among businesses.
 - B. Objective: To protect consumer rights, ensure advantaged-profit practices, and promote competition in the marketplace.
4. **City Rules and industrial regulations (i.e., urban standards, city standards, city code):**
 - A. Scope: Encompasses directives specific to urban areas and those governing industrial activities.
 - B. Objective: To manage urban development sustainably, ensure public health and safety, manage and/or transparency over life-cycle of products, and mitigate environmental impacts of industrial operations.

3.1.3 Societal categories for the application of law

A.k.a., The legal system, legal code, law code,

enforcement code, zoning, authority, law system, policy system, jurisdictions, jurisdictional system, court system, the regulations, etc.

The Law are instructions (code) run by States in given geo-graphic territories. Potential categories of law in society include, but may not be limited to:

NOTE: *Each of these areas deals with different aspects of legal relationships and obligations in society, but all aim to resolve disputes, provide remedies for wrongs, and regulate behavior to ensure fairness and justice within the framework of the law.*

1. **The State overseeing itself** (i.e., State regulation of the State):
 - A. **Political law** (a.k.a., branches of the State).
 1. Residency laws.
 2. Land laws.
 3. Production [on land] laws.
 4. International laws.
 - B. **Administrative law** (a.k.a., administers of the State).
 1. Bureaucratic administers.
 2. Enforcement administers.
 - C. **Regulatory of market-citizens** (a.k.a., administers of the disciplines of the market).
 - D. **Regulatory of self** (a.k.a., State self-oversight/power-separation, public-oversight).
2. **The State overseeing the market** (i.e., State regulation of the market, trade and production):
 - A. **Production relations** (commerce law; trade of means of production, commodities).
 1. Employer-benefit laws.
 2. Trade permissive laws.
 - B. **Citizen-production relations** (consumer law; trade of final production):
 1. Employee-benefit laws (a.k.a., labor benefit laws, union laws).
 - C. **Technical (safety) regulations**.
 1. Technical standards for production laws (a.k.a., science laws, engineering laws, engineering standards, technical standards).
3. **The State overseeing the citizen's behaviors and technology usage** (i.e., State regulation of the public):
 - A. **Civil law** (market and citizen trade dispute resolution).
 1. Social property dispute.
 2. Family property dispute.
 - B. **Criminal law** (State violation, escalation to force/violence involvement).
 1. Serious violation dispute.

A more complex view of the disciplines over which the State creates law and enforces law accounts for

authority-based (i.e., government-based) relationships:

1. **Public law** concerns issues that affect the general public or State; society as a whole.
 - A. Between legal persons (citizens) and the State (e.g., constitutional law, statutory law, common law, criminal law, private law).
 - B. Typically, a legal person is someone who can enter contracts, own property, and be a party to lawsuits.
 - C. Between different institutions within a State (e.g., administrative law).
 - D. Between different branches of government (e.g., constitutional law).
 - E. Between people that are of direct concern to society (e.g., criminal law).
2. **Private law** concerns issues that affect the relationships between individuals or private entities, focusing on matters that affect the private interests of citizens (including private contracts and obligations), as opposed to public law which addresses issues affecting society as a whole.
 - A. Between contracting parties (e.g., contract law, property law).
 - B. Between privately behaving parties (e.g., tort law, family law, succession law, corporate law).

CLARIFICATION: *All law involves the State at some level; hence, private law is really a sub-set of public law.*

3.1.3.1 Control of State by law

1. **Political law** (a.k.a., laws governing State political powers, constitutional law): Defines the framework for the creation and operation of the State, its powers, and the rights of the citizens. Description of the formation of the State powers/branches.
2. **Administrative law** (a.k.a., laws governing State administrators): Regulates the actions and functions of State administrators. Description of what State administrators are and are not allowed to do.
 - A. **Regulatory agencies**: Disputes involving federal or state agency regulations.
 - B. **Licensing**: Issues related to the granting of professional licenses.
 - C. **Public health and safety**: Legal aspects of health, environmental protection, etc.
3. **Law of social contract** (a.k.a., constitutional law, representational law, social contract law) social contract law is a branch of law that deals with the creation of a State mechanism and the accountabilities and rights of all involved.
 - A. **Law of referendum** (a.k.a., direct democratic vote for laws).

- B. **Law of representation** (a.k.a., democratic vote for politician role to create law).
 - C. **Law of science and participation** (a.k.a., direct contribution, direct participation, direct visualization). Scientific team members determine laws.
 - 4. **Criminal law** (a.k.a., federal law, State law, municipal law, city law, coercive law, force/violence escalation law): Criminal law deals with behaviors that are offenses/violations against the State or public, punishable by the State through fines, imprisonment, or other sanctions. These are serious crimes and crimes against the State. Criminal law makes statements of what entities within the State jurisdiction will never do (or, must do), and the necessary remedy (of restoration / punishment) if they do it. All laws either start as "criminal", or will end up "criminal" if they continue/persist (e.g., not paying a civil penalty, repeated offenses).
 - A. Criminal law under market-State conditions can be divided into priority (triage) law-enforcement conditions:
 1. **Felonies (results in hearings and separation; red)**: Serious crimes such as murder, rape, burglary, etc. Felonies are areas that no one wants to go.
 2. **Misdemeanors (results in hearings and community service; orange)**: Less serious offenses such as petty theft, minor assaults, etc. Repetitions of misdemeanors, or not following restorative accountabilities, may elevate the "case" to felony (red).
 3. **Infractions (results in warnings; yellow)**: Minor violations, often punishable by fines rather than jail time (e.g., traffic violations). Repetitions of infractions may elevate the "case" to misdemeanour's (orange).
 - B. Criminal law under market-State conditions can be divided into types of "serious" criminal disciplines where violations can occur, dimensions of life where police are the touch-point:
 1. **Personal crimes**:
 - i. Violent crimes: Assault, murder, rape, kidnapping, stalking.
 2. **Property crimes**:
 - i. Theft, burglary, arson, vandalism.
 3. **Inchoate crimes**:
 - i. Attempt, conspiracy, solicitation.
 4. **Statutory crimes (service and production regulatory crimes)**:
 - i. Vehicle/equipment usage violations (vehicle usage violation).
 - ii. Production violations (violations of standards of manufacturing and distribution).
 - iii. Offenses to the State (e.g., drug offenses).
5. **Financial and employee/employer crimes**:
 - i. Fraud: Deceptive practices intended to gain unlawfully or unfairly.
 - ii. Contract fraud: Misrepresentation in agreements.
 - iii. Securities fraud: Deceptive practices in the stock or commodities markets.
 - iv. Embezzlement: Misappropriation of funds placed in one's trust or belonging to one's employer.
 - v. Money laundering: The process of making large amounts of money generated by a criminal activity appear to be legal.
 - vi. Identity theft: Stealing someone's personal information to commit theft or fraud.
6. **Cybercrimes (a.k.a., signals crimes)**:
 - i. Hacking, phishing, cyberstalking.
5. **Religious law (a.k.a., theocratic law)**: Governs according to religious scriptures and doctrines. Impacts aspects of State control, Citizen control, and Market control in jurisdictions where religious law is integrated into the legal system or significantly influences legal and social, traditional norms. Statements of what religious scriptures or authorities says must be done and not done. A theocracy (i.e., a religious state government) gains its legitimacy from its defense of the religion it claims to represent.

3.1.3.2 Control of market by State law

- 1. **Contract law** (a.k.a., legal-organization law, contract law, civil contract law, law of contracts): Agreements between people and their objects. Contract law a branch of civil law that deals with situations where two or more people enter consensually into civil property and/or access agreements. The State is then engaged, typically, to resolve all disputes. The State provides "Judges" to resolve issues (of cases of violation) as either "dismissed" or "remedy [must be paid]".
- 2. **Business contract law** (a.k.a., commerce law, commodity law, trade law, profit-share law, partnership, property-share, family-share, etc.): A special case of contract law where the agreements entered into relate to production and commerce, and the necessity of profit, or prior profit, to participate.
- 2. **Commercial law** (a.k.a., commerce law, terms of commerce for global State and local city, competitive law, corporate law): Agreements

of how trade must be conducted. Focuses on the formation, operations, and governance of corporations and their interactions with stakeholders. Commercial law governs the conduct of business and commerce and is used to regulate market/trade within both global and local society. It encompasses various legal domains including corporate law, competitive law, and the legal frameworks guiding trade and corporate instantiation, dis-instantiation, and operational activities.

- A. **Formation and organization:** Legal structuring of companies, including incorporation processes and regulatory compliance.
- B. **Governance structure and decision rights:** Organization chart, structure, and procedures that decides actions via a “board” of human intelligences. Details the organizational frameworks and decisioning processes within corporations, typically involving a board of directors and management.
- C. **Mergers and acquisitions:** Legal aspects of corporate restructuring. Covers the legal considerations for corporate mergers, acquisitions, and other forms of restructuring.
- D. **Shareholder rights:** Issues related to the interests of company shareholders. Addresses the legal protections and rights afforded to shareholders, including issues of equity, dividends, and governance participation.
- E. **Trade of the means of production agreements and production/construction rights:** Issues related to the legally allowed structure of commodity trade between production organizations (inclusive of final sale agreement, construction, and all prior production agreements up to that point). Involves the legal structure governing trade between entities engaged in production, including agreements related to construction and manufacturing.
- 3. **Labor law (a.k.a., employee law, employment law, labor safety law, etc.):** State oversight of production using human labor. Labor law regulates the relationship between employers, employees, and the State, aiming to ensure “fair” treatment, “safe” working conditions, and “equitable” employment practices. It reflects a “balance of power” between the “working” class and the “owning” class, often seen as a mechanism to address or mitigate potential conflicts. The “owning” class gives concessions to the working class, who are competing for access to scarce resources, to allow them to feel secure. Labor laws govern the rights and obligations within

the employer-employee relationship, including workplace safety, discrimination, and wage disputes.

- A. These are laws that are expected improve working conditions and the rights of employees (and, maintain the rights of employers).
- 1. **Employment contracts:** Disputes related to employment agreements. Pertains to the legal aspects of employment agreements, including terms of employment, disputes, and termination.
- 2. **Workplace safety:** Issues related to occupational health and safety. Focuses on regulations ensuring safe working environments and standards for occupational health.
- 3. **Discrimination:** Cases involving unfair treatment in the workplace. Deals with laws and regulations aimed at preventing unfair treatment of employees based on race, gender, religion, and other protected characteristics.

3.1.3.3 Control of citizens by State law

- 1. **Civil law (a.k.a., citizen-to-citizen law, market-citizen law, market-consumer behavior law, civil consumer contract law):** Civil citizen law deals with disputes between individuals, organizations, or between the two, in which compensation may be awarded to the victim. Civil law describes what citizens may and may not do to one another, in civil society. Civil law covers non-criminal disputes (that could always escalate to criminal charges) between individuals or organizations.
- A. **[Civil] Contract law:** A contract is a formalized written agreement. Contract law governs agreements between parties, outlining the obligations each party has to the other and remedies in case of breach.
- 1. In a community-type society, there are three primary contractual agreement sets:
 - i. The residency agreement contract for everyone's residency profile.
 - ii. The contribution service contract for a job/work role. And before contribution, education.
 - iii. The user usage contract as agreement to use habitat services as directed by habitat team operations. Users are expected to use all systems safely and per the manual.
- 2. In the market-State, contracts are about:
 - i. Legal accountabilities (“rights”) and possessions (“property”), in order to have effective dispute resolution.

- ii. Dispute resolution "services" (the Law of the States): The default procedure for resolving disputes between contracted parties has four elements (*with enforcement always present*):
1. **Contracts:** The statements to which agreement was given signed consent. There are two broad types of contracts:
 - a. **Express contracts:** Agreements with clearly stated terms.
 - b. **Implied contracts:** Agreements with terms not explicitly stated but inferred from actions.
 2. **Contract disputes:** Issues arising from breaches of contract terms.
 3. **Contract dispute judges** (judge selection by protocol): oversee the legal process and take decisions, where allowed.
 4. **Contract dispute remedies** (if guilty, then): The judges choose a remedy offered by one of the parties, or dismisses the case.
 - a. **Restitution costs and punishments:** The losing party pays the winning party's reasonable legal costs. The losing party is punished.
- B. **[Civil] Behavior law (a.k.a., tort law, wrongful behaviors, civil behavior law, civil social behavior law, consented and unconsented behavior agreements):** tort law is a branch of civil law that deals with situations where one person's actions or omissions cause harm, injury, or damage to another person. Tort law is a fundamental aspect of the legal system that deals with civil behavior wrongs and damages. Unlike criminal law, which deals with offenses against the State, tort law addresses wrongs that cause harm or loss to individuals or entities, allowing the injured party to seek compensation or remedy for harms suffered due to another's actions or negligence. The primary purpose of tort law is to provide relief for damages incurred, deter others from committing similar social harms, and, ideally, to restore the injured party to the position they were in before the harm occurred. The law of tort (civil social behavior) encompasses a wide range of civil wrongs, and it provides a legal framework for individuals to seek remedies or compensation for the harm they have suffered due to someone else's wrongful actions. The civil-social laws of behavior can be categorized into:
1. **Negligence (a.k.a., negligent behaviors,**
- negligence torts):** Failure to exercise the care that a reasonably prudent person would exercise in similar circumstances, leading to unintended harm to another party. Negligence occurs when a person's failure to exercise reasonable care results in harm to another person. It involves a breach of the duty-of-care owed to others. Negligence is an accident that involves no intention of harm, but where the behavior that caused the accident disregarded the safety of others, and thus, caused harm by chance.
2. **Intentional behaviors (a.k.a., intentional torts):** Actions taken with the intention of causing harm or damage, such as assault, battery, false imprisonment, trespass, and intentional infliction of emotional distress. Deliberate wrongful [immoral] acts committed with the intent to cause harm. Examples include assault, battery, defamation, and intentional infliction of emotional distress.
 3. **Strict liability (a.k.a., dispute resolution remedy-cost/-punishment):** Holding a defendant liable for causing damage regardless of negligence or intent. Strict liability applies when a person or entity is held liable for [remedy of] harm caused, regardless of whether they were negligent or intended to cause harm. This is often applied in cases involving abnormally dangerous activities or defective products. It often applies to cases involving dangerous activities (civil-social context) or defective products (as in, the commercial context).
 4. **Nuisance:** Nuisance involves interference with the use or enjoyment of another person's property/access, often due to activities that create a substantial and unreasonable interference.
 5. **Trespass:** Trespass occurs when a person enters or uses another person's property/access without permission, which can result in liability (accountability) for any resulting harm.
 6. **Economic (a.k.a., financial-harm laws, economic laws, economic torts):** These torts involve financial harm caused by intentional or reckless actions, such as fraud, theft, misrepresentation, and interference with contractual relations.
2. **Family law:** Explicit and socially-implicit contracts with the State, including primarily, marriage / divorce, and children. Family law addresses legal issues involving family relationships:
- A. **Marriage and divorce (a.k.a., marriage contract**

- with State mixing property):** Legal aspects of marriage termination and related issues.
- B. **Custody (i.e., mixing ones children):** Disputes over the guardianship of children.
- C. **Adoption (i.e., mixing other-ones children):** Legal process of adopting a child.
3. **Property law (a.k.a., property crime):** Deals with issues related to the ownership and use of real and personal property.
- A. **Civil and criminal real property law:** Issues related to land and immovable structures (fixed structure and land property).
 - B. **Civil and criminal personal property law:** Disputes involving movable property items.
 - C. **Civil and criminal intellectual property law:** Cases involving information property (e.g., copyrights, patents, trademarks, etc.).
 - D. **Family law:** Cases involving legal issues involving family relationships, such as marriage, divorce, child custody, and adoption.

3.1.4 A legal system

A.k.a., Law system, State system, system of state authority, rule of law, rule-of-law, court system, law creation and punishment system.

A State's legal system is the framework for its entire structure. A legal system is a stated (or unstated) system that bounds the behavior of others, wherein, all behavior that violates the bounds has either a warning, or a life-altering consequence. In doing so, at the highest level, it creates the branches of the State (e.g., executive, legislative, etc.). All jurisdictions have legal systems that bound their actions to a geographical location, where each possesses a specific legal system within which are specific laws, and methods for handling violations. Laws are rules, code and mechanisms for encoding control over a socio-technical (political/societal) system. States are a hierarchy of laws (a.k.a., rules). Law is a hierarchy of enforceable rules, the "Law" is the authority, the State -of the State -is dispute resolution, is partial code creator and is enforcement.

Legal systems are made of instructions (code), and there are an axiomatic set of categories of societal system code; all other code stems from these core categories of code:

More simply,

1. **[Personal] Self-behavior code.**
 - A. In community, formed from feelings and felt [human] need experiences as safe and with optimal "flow" functioning.
 - 1. **Flow code** (cycle of phases that reproduce and produce more flow in anyone's lifestyle).
 2. **[Social] Behavior code.**
 - A. In community, formed from systems science and felt [human] need principles for safety and optimal functioning.
 - B. In the market-State, formed from tradition, market principles, and authoritarian hierarchies.
3. **Technical [social] code.**
- A. In community, formed from systems science technical engineering principles for safety and optimal functioning.
 - B. In the market-State, formed from industrial engineering standards and State regulatory oversight, mixing market principles, and authoritarian hierarchies.
- More completely,
1. **[Personal] Self-Behavior code.**
 - A. In community, formed from feelings and felt [human] need experiences as safe and with optimal "flow" functioning.
 - 1. **Flow code** (cycle of phases that reproduce and produce more flow in anyone's lifestyle).
 2. **[Social] Behavior code.**
 - A. In community, formed from systems science and felt [human] need principles for safety and optimal functioning.
 - B. In the market-State, formed from tradition, market principles, and authoritarian hierarchies.
1. **Civil liberties code** (is "rights" code; what "rights" the citizens have).
- i. Freedom of speech.
 - ii. Freedom of assembly.
 - iii. Freedom of religion.
 - iv. Right to privacy.
 - v. Due process rights.
 - vi. Protection against unlawful discrimination.
 - vii. Right to a fair trial.
2. **Civil code** (is violations code; allowed behavior of citizens among one another). Civil code involves the following societal sub-elements:
- i. Behavior (tort).
 - ii. Contracts.
 - iii. Property.
 - iv. Family.
3. **Criminal code** (serious violations of other citizens and/or State procedures). Criminal code involves the following societal sub-elements:
- i. Violence.
 - ii. Serious property.
 - 1. Theft, burglary crimes.
 - 2. Employee crimes against business.

- iii. Violation of State commands.
 - 1. Investigatory command crimes.
 - 2. Intervention command crimes.
 - 3. Drug related command crimes.
 - 4. **Commercial code** (violations of other commercial entities and/or State procedures for the permission of trade).
 - i. Business registrations and licensing.
 - ii. Trade regulations.
 - iii. Corporate governance.
 - iv. Intellectual property.
 - v. Consumer protection.
 - 5. **Labor and employment code** (violations of employees).
 - i. Labor-business rights.
 - 1. Employment contracts and conditions; agreements including workers' "rights".
 - 2. Wages, amounts, publication, and benefits.
 - 3. Anti-discrimination policies.
 - 4. Employment dispute resolution.
 - ii. Labor-safety rights.
 - 1. Health and safety standards.
 - 6. **State administrative code** (violations of regulations governing State procedures and public officials/administers).
 - i. Public service regulations.
 - ii. Administrative procedures.
 - iii. Regulatory and citizen oversight (including "whistle-blower" regulation).
 - iv. Public procurement from the market or from the State decisioning.
 - 7. **State tax code** (violations of not paying State decisions for payment):
 - i. Income tax (labor trade tax).
 - ii. Corporate tax (means of production trade tax).
 - iii. Sales Tax/VAT (event of final sale trade tax).
 - iv. Property tax (land rental tax).
 - v. Tax incentives and exemptions.
- 3. Technical [social] code.**
- A. In community, formed from systems science technical engineering principles for safety and optimal functioning.
 - 1. **Coordinator instruction code** (violation of expected standard behavior of coordination): Coordinator (neural network) decision flow code.
 - 2. **Software instruction code** (execution of unsafe instruction): Technical software assembled system's code.
 - 3. **Design/construction code** (boundary of known safety parameters): Technical assembly system's code.
 - B. In the market-State, formed from industrial engineering standards and State regulatory oversight, mixing market principles, and authoritarian hierarchies.
 - 1. Legislative State primary branch-level code regarding every industry.
 - 2. Regulatory State secondary industrial technical oversight-level code; typically, industry or economic sector specific organizations.
 - i. Technical assembly systems regulation.

Global law is encompassed in the concept of a socio-technical State, which has authority over behavior in a jurisdiction, sufficient to monopolise coercion, and then, force/violence based on prior legal instructions (a.k.a., law). The State forms the "legal system" that creates and makes use of standards for when to engage an escalation of force (community) or violence (market-State) to enforce rules, and when to protect with force/violence (or other action) citizen's rights. Herein, the the legal system is a system of en-force-ment that resolves, in part, dispute that might otherwise turn to direct violence between disputers (by using the State as the monopolizer of force). Wherein, the State legal ("justice") system determines how disputes are to be resolved between all. In other words, the State constructs and forms a legal system for its society's rules, "rights", and dispute resolution methods.

The term, "rule of law", in its democratic/moral context, means that everyone is treated equally before/under the "Law". The "rule of law" concerns decisioning around violations (of standards), known commonly as "crimes". The "Law" is a set of rules that must be followed (it is absolutely expected agreement, whether consented to or not); it is the result of past decisions, and on-going decisions by law interpreters and law enforcers. "Law" makes everyone's lives inter-dependent based on codified behavior standards (either those of community, or those of the market-State), because it manages/coordinates the resolution of all disputes.

The agreement-based conception of a State is:

1. The Authority = The State = The Law = The Agreement(s):
 - A. The State is the totality (of authority) that uses resource for force monopolization,
 1. A decision system (a.k.a., governance) determines when to use force

- monopolization, and
- B. The government is the current intelligence in control of the law-ful State.

State-Law agreements are the territorial standard [code/policy] for behavior/operations, and tell everyone what is:

1. Allowed ("rights").
2. Disallowed ("light" violation, transgressions without serious consequence).
3. Seriously disallowed ("serious" violations, crimes; transgressions with serious consequence).

Dispute[-view] resolution is always comprised of at least three elements:

1. **Judges (decides debt/return):** Each party selects a judge, who then collaborate to select a third.
2. **Remedies (debt/return):** The judges select a remedy proposed by one of the parties.
- A. **Costs (actualized debt, return actualized):** The losing party pays the winning party's legal costs.

Like any operationalized system, a legal system is composed of:

1. Concepts:
 - A. Legal jurisdiction (land controlled by State in a market with other States).
 - B. Legal participants (State, citizens, and non-citizens).
 - C. Legal laws (a.k.a., codes, ordinances, regulations, acts, statutes, etc.).
 - D. Legal conflict resolvers (a.k.a., authority).
 - E. Legal enforcers (a.k.a., enforcement).
2. Objects:
 - A. Land.
 - B. Buildings.
 - C. Guns.
 - D. Pens.
 - E. Papers.
 - F. Computers.

3.1.4.1 The hierarchy of legal documents for a legal system

The typical legal system hierarchy, and sources of law are:

1. **Founders' law (a.k.a., constitutional law).**
 - A. Constitution: the foundational document or charter of the State, often referred to as the "supreme law".
2. **Federal law (State law; here, "State" refers to the entire country):**
 - A. Federal statutes.

- B. Treaties.
 - C. Federal court rules.
 - D. Federal administrator and agency rules.
 - E. Federal common law.
3. **Sub-Federated State law (a.k.a., State law, province law, federal unit law, subnational entity law, county law):**
 - A. State constitutions.
 - B. State statutes and court rules.
 - C. State agency rules.
 - D. State common law cases.
 4. **City law (a.k.a., municipality law):**
 - A. City ordinances.
 - B. Municipal codes.
 5. **International law (a.k.a., inter-federated law, member state law):**
 - A. International treaties and conventions
 - B. International court decisions
 - C. Resolutions and declarations from international organizations
 6. **Tertiary authorities:**
 - A. Legal commentaries and legal encyclopedias.
 - B. Law review articles.
 - C. Review boards (e.g., institutional research review board, medical review board, etc.).

3.1.4.2 The layers of authority for a legal system

A State's legal system represents layers of authority and permissions therein:

1. **Law (i.e., law makers, law courts, and law enforcement):** The law is a rule or a system of rules that control/regulate conduct and can be enforced by a State (including, federal, county, municipality, etc.). Law represents the hierarchical scaling of an organization with a monopoly on force, violence, and coercion. Generally, federal State law is typically supersedes municipal State law, for example. In the market-State, the "law" is the bounds by which anyone can operate. Laws are typically applied uniformly across a jurisdiction (territory). Within the context of law, there are three basic categories of law:
 - A. **Act and Statute (i.e., the State government):** These two mean the same thing: a written law enacted by a legislative body.
 1. **Constitution (a.k.a., the State charter, the State project charter):** The main guiding document to adhere/align to.
 2. **Bill (i.e., the State "will take" action when):** the initial stage of what will eventually become an "act" if adopted.
 - B. **Ordinance (i.e., the local government "will take" action when):** An ordinance is a local law or decree adopted by a municipality, or a

city/town government. These are often called "codes", and are local "laws" with real-world consequences. When a piece of legislation is enacted by a municipal authority, it becomes an ordinance, a "code", etc. Ordinances typically concern some aspect of public life (e.g., safety, building, cleaning), acceptable behaviors in public and private areas, and zoning (i.e., land use permission).

- C. Regulatory code (rules of regulation; State regulatory service and habitat InterSystem services "will take" action):** An official rule with the full enforcement of law, issued by administrative agencies that have legislative authority over a specific area and can create and enforce rules over that area. A "regulation" is a binding legislative act (i.e., an action that creates something enforceable).

Acts and statutes, bills, regulations, codes, ordinances, permits, and standards all identify the bounds by which locals can operate.

3.1.4.3 Jurisdictional hierarchy of authority

A jurisdictional body is the organization in control. Laws are created by the organizations (a.k.a., bodies) in each of the following different possible jurisdictional units (i.e., the typical legal jurisdictional units in the market-State are):

1. **Federal (a.k.a., the State):** The planet is divided into federal States. Unions of States generally have a "leading president" with high control.
2. **State (a.k.a., the sub-State States):** The federal State is divided into sub-State States. States generally have a "leading president" or "leading prime minister" with high control.
3. **Regional (a.k.a., international law):** When federal States or sub-State States agree together on law.
4. **County (i.e., sub-State State jurisdictions):** Sub-State States are divided into counties. Counties generally have a "leading commissioner" with high control.
5. **City (a.k.a., municipality, local government, council government, etc.):** "Municipality" means any city, incorporated town or village in the state. Cities generally have a "leading mayor" with high control.
6. **Boards of review:** providing oversight, guidance, and expert opinions in a discipline.

NOTE: *The people who live in these jurisdictions are claimed by the jurisdictions as "residents". And, States claim people as "citizens".*

Each jurisdictional entity has governmental-State bodies (roles) that create common, statutory, and

regulatory law, although some legal issues are handled more often at the federal level, while other issues are the domain of the states. Different jurisdictions may have different publishing practices (i.e., different jurisdictions may publish their decisions differently). The rules and regulations of executive documents are generally published in a register and compiled in a code, and are generally available to the public for free.

CLARIFICATION: *The legal jurisdictional units in community are InterSystem medical-lead habitat service teams (i.e., are local habitat medical personnel).*

3.1.4.4 Detecting compliance with the law

It is essential for any legal system to determine how it detects compliance with the law (i.e., with stated agreement). Society may need to create procedures and technical systems that facilitate/ensure verification of compliance with an pre-set agreement (e.g., the law).

3.1.5 The legal taxonomy of authority "governing" the State

A.k.a., The mechanism for State control, the system of State reproduction, etc.

A legal system is a [State] system of laws (a.k.a., the Laws). Most State's legal system's in the early 21st century are composed of all of the following elements in concern to law:

1. **Jurisdiction (a.k.a., territory):** The official power to make legal decisions and judgments within a territory. Create a geospatial map with different regions or areas marked with distinct borders, symbolizing the official power of legal decisioning in specific territories. The "jurisdiction" is the official power to make legal decisions and judgments. Jurisdiction determines the authority of specific courts or legal bodies over particular cases.
2. **Constitution (a.k.a., project charter and organizational structure, constitutional law):** The fundamental principles or established precedented rules that a state or country is governed by. Show a document with the word "Constitution" on top, representing the fundamental principles and established precedents that a State is priority structured by. In many societies in the early 21st century, the constitution is the highest level of authority, establishing the fundamental principles and framework of a structured State organization for socio-technical "legal" decisioning. It serves as the supreme law of the land. Typically, a Supreme Court is the ultimate arbiter in such disputes, especially for cases with significant constitutional implications.
3. **Legislation (a.k.a., "representation" law,**

statutory law: Laws, collectively, enacted by a legislative body. Visualize a group of humans voted and/or selected into the role of decision control, or representatives sitting in a legislative chamber and discussing or voting on proposed laws. Legislation is second in priority and involves laws "collectively" enacted by a legislative body (e.g., parliament, congress). These laws are based on the authority granted by the constitution.

A. **Statutory law (a.k.a., science law or "corporation" law):** Laws enacted by a legislative body as opposed to common law established by court decisions. Statutory law refers to laws explicitly passed by legislatures (State or federal) and is a primary source of regulation of behavior. Visualize a stack of books or a book with the title "Statutes" on the cover, representing the collection of written laws enacted by the legislative body. Some State working group somewhere formed the laws. Cases involving statutory law are processed in the judicial system appropriate to the level of the statute violated (State or federal), starting from trial courts up to appellate courts as necessary.

1. **Act (a.k.a., science law or "corporation" law):** A formal written law passed by a legislative body. Acts are specific legal measures created to address particular issues.
2. **Bill:** Statement to be determined in the future to be, or not to be, law.
4. **Common law (a.k.a., judge-made law):** Law derived from judicial decisions rather than statutes. Common law plays a role in interpreting statutory and constitutional law and in areas not covered explicitly by statute.
5. **Regulation (a.k.a., safety law or "corporation" law):** A rule or directive made and maintained by a specialized sub-authority organization that has the force of law. Create an image of a traffic sign (e.g., speed limit sign) or a signboard with rules written on it, indicating the regulations are rules established by an authority/control source. Rules and directives are typically made and maintained by an authorized sub-authority (e.g., government agency). Regulations are derived from legislation and serve to provide specific details and guidelines for implementing laws. The laws of regulation entities are typically called code:
- A. **Code (rule):** A systematic collection of laws or regulations organized by subject matter. Visualize a digital screen or a printed paper with lines of code, symbolizing a systematic

collection of laws or regulations organized by subject matter. Technological manuals are also a form of user-agreement code. Effectively, code is a systematic collection of laws or regulations, or even, procedures, organized by subject matter. Codes often consolidate related statutes and regulations, and proper/safe procedures, for easier reference and understanding.

6. **Governance (a.k.a., powers, controls, mechanisms, authority-based working structures):**

The act or manner of governing or controlling a State or organization, based on power-over and authority-over other types of socio-productive relations. The government is the people (ideological, or an organization based on systems science) in control of the resources and powers of the State at any given time. Governance is the act or manner of governing/controlling, representing the overall system and processes used to manage (coordinate) a State organization. The consent of the citizen being controlled/governed is the democratic social basis of governance, as opposed to the divine (god embed) right of kings as the basis of religious governance).

A. **Policy (a.k.a., rules):** A set of principles or rules adopted or pursued by a government, organization, or individual. Create a flowchart or a decision tree with various options and arrows to represent a set of deciding agreements or rules guiding decisioning. A policy is a set of principles or rules adopted or pursued by a government, organization, or individual. Policies help implement the broader legislation and are subject to it.

B. **Bylaw (a.k.a., service-agreement law, procedure law, usage law, by-law):** An official contractual agreement to behavior, service, and socio-technical parameters. Bylaws clearly outline the conditions under which the authorities can exercise powers, including the acceptance or rejection of members. Bylaws are alignment agreements for individuals and families who agree to community as a service, to community residency (and education), to community team-contribution operations, to common and personal habitat-service usage, etc. Visualize reading a set of "I will" or "I will not" agreements and selecting what is and is not agreed to from a set of possible agreements. Bylaws are rules that can be changed via various methods. Bylaws are legally binding and can residency and habitat access/usage consequences. Bylaws are typically contractual agreements entered into willingly.

C. Ordinance (a.k.a., local law, city law, State law):

A local law or regulation enacted by a municipality or local government. Visualize a local city building with a sign saying "Ordinances" to represent rules/laws specific to the municipality or local city territory. Ordinances apply to a specific locality within the larger legal framework.

D. Edict (a.k.a., ruling, conviction, sentence, etc.):

An official order or proclamation issued by a person in authority. Visualize a king or (single authority) ruler standing on a balcony or podium, making an official proclamation to the people. An official order or proclamation issued by a person in authority, similar to a decree but often associated with a higher-ranking official representing the State.

E. Decree (a.k.a., commandment, instruction):

An official order issued by a legal authority. Visualize an individual citizen's identity document with a stamp and a signature, representing an official order or certification issued by a legal authority. An official order issued by a legal authority, usually with specific instructions or decisions.

F. Directive (a.k.a., command, instruction):

The State forms the "legal system" that creates standards (for violence enforceable rules), citizen's rights therein, and how disputes are to be resolved between all. In other words, the state constructs and forms the legal system for its society's rules, rights, and dispute resolution methods.

In nation-States, there is the claim that because there is representation and referendum, those who are responsible for following (knowing or not) the law are:

1. **Citizens** all citizens are responsible for following the law (i.e., complying with legal obligations) within the market-State legal system. In a market-State legal system, all citizens are expected to and must adhere to the law and fulfill their legal requirements. This entails following rules and regulations (State dictates), fulfilling contractual obligations (market dictates), and where available, maintaining the "rights" of others. Citizens are expected to align with the legal system by conducting themselves lawfully (Read: within the confines of the current law) in all aspects of their lives. Citizens who are found to have broken the law receive consequences, administered by the State (i.e., by State officials).
 - A. Criminals are citizens as a class who have violated (or expected to violate) laws. Early 21st century society has a criminal justice system that seeks revenge (i.e., it is punitive/retributive) rather than seeking of restoration and strategic increases in well-being.
2. **State officials (State administrators)** are responsible for following the law to structure the future law, enforcing the law, ensuring "justice", and area present, safeguarding the "rights" of citizens within the market-State legal system. State officials are responsible for creating, interpreting, and applying laws, as well as ensuring that justice is "served" (medically / punitively). In concern to "rights", all State officials are responsible for observing, knowing, and protecting "rights". All State officials are equally responsible for observing, knowing, and enforcing laws. State officials include, but may not be limited to: lawmakers, judges, law enforcement officers, technicians and other State representatives/administrative form the structure of the market-State legal system. State officials are also involved in activities that regulate the market and resolving disputes (i.e., conflict resolution).

Each legal system typically consists of the following components (legal State official branches):

1. **Legislation:** Laws are created and passed by the legislative body of a State, such as a parliament or congress. These laws cover a wide range of issues,

from criminal offenses and property rights to contract law and family law.

2. **Executive:** The executive branch of government, usually headed by the president or prime minister, is responsible for enforcing the laws passed by the legislature and implementing government policies.
3. **Judiciary:** The judiciary is the system of courts and judges responsible for interpreting and applying the law to specific cases. Judges ensure that disputes are resolved fairly and in accordance with the applicable laws.
4. **Legal professionals (a.k.a., lawyers, advocates):** Lawyers and attorneys play a crucial role in the legal system by representing individuals and entities in court, providing legal advice, and advocating for their clients' rights and interests. Lawyers (a.k.a., advocates) are there to help the legally entangled user understand the implications of every phrase of a contract.
5. **Police and military services (Defense InterSystem-Team Services):** Those who use violence to resolve disputes.
6. **Medical InterSystem-Team Services:** Those who use medicine guided by science to resolve disputes.

It is possible to compare (Read: analogize) a 'computer' system to a "legal" system, and by doing so, engineer the roles, structures, and functionalities of both. Here are a few analogies to help illustrate the comparison of a State legal-system to a computer system for processing information:

1. **Centralized control:** In both systems, there is a notion of centralized control. In a computer operating system, the kernel acts as the central component, coordinating hardware, software, and resources. Similarly, a legal system has a central authority, such as a government or judiciary, that oversees and regulates (controls) laws, rules, and procedures.
2. **Laws and rules:** A computer operating system relies on a set of rules and protocols that control how different software components and hardware interact. Similarly, a legal system is based on a framework of laws and regulations that dictate (control) how individuals and entities should behave and interact within a society.
3. **User rights and permissions (user access-control):** In a computer operating system, users are granted specific rights and permissions that determine their level of access and control over the system. Similarly, a legal system outlines the rights and responsibilities of individuals and sub-organizations within a global societally governed (controlled) organization, defining the limits of their

- actions and the consequences of violating these boundaries.
- 4. Hierarchy and levels of authority:** A computer operating system often has a hierarchical structure with different layers of hardware and software, and peripheral components. For example, device drivers interface with hardware, while applications interact with the operating system's APIs. Likewise, a legal system may have multiple levels of authority, with local, regional, and national jurisdictions, each with its set of laws and regulations. Special sub-organizations may be formed to resolve specialized problems, and have their own levels of authority.
- 5. Enforcement and compliance:** In a computer operating system, security mechanisms enforce compliance with rules and protect against unauthorized access. Similarly, a legal system employs law enforcement agencies and courts to ensure compliance with laws and punish those who violate them.
- 6. Updates and amendments:** Computer operating systems frequently receive updates to improve functionality, security, and fix bugs. Similarly, legal systems may undergo amendments or revisions to adapt to societal changes and address shortcomings in existing laws.
- 7. User Interaction and interface:** A computer operating system provides a user interface for users to interact with the system and run applications. In a legal system, individuals and organizations interact with the legal framework through various legal processes, such as filing lawsuits or responding to legal actions. Police and courts are the interface with which the State interacts with the citizen.
- 8. Error handling and dispute resolution:** Both systems have mechanisms to address errors and resolve disputes. In a computer operating system, error handling routines detect and manage software errors. In a legal system, dispute resolution mechanisms like courts or arbitration help settle conflicts between parties.

It is necessary to note that while these relationships help visualize certain aspects of the two systems, they also have significant differences. A computer operating system is used to perform operations on hardware-software information; whereas, a legal system governs/controls the behavior and interactions (i.e., decisions) of individuals within a society. As such, while some concepts may align, the two systems serve distinct purposes and should not be equated directly. At some point in time in the future, these concepts may merge.

3.1.6 The rule of law

A.k.a., the State, the Law, the social contract, the rights.

From a historical perspective, law is a means of maintaining the current order (Read: structure) of society. It serves as a framework that upholds societal norms, values, and the established power dynamics. Laws, in this context, act as a stabilizing force, preserving the status quo and providing a sense of predictability and security for individuals and institutions to do trade. This approach to law aims to prevent seriously destabilizing events, and address conflicts within the existing societal framework. Law may also be viewed from the perspective of the future, and the past together. From a designers perspective, law is a means of creating a new structure (Read: order) of society in a society where the State exists (the State is, in part, a set of instructions upon when to use power-over-others. Designers of law view legal systems as tools for reshaping and re-image societal dynamics. They see law as a mechanism for addressing structural challenges and codifying new values/standards. In this view, legal frameworks can be used to drive social-technical change and promote inclusive global fulfillment (or its opposite). This perspective acknowledges that laws have the potential to influence behavior, shape societal norms, and guide the evolution of social structures in alignment with evolving values and aspirations. In both ways, law (Read: "governance") is emergent, and in community, rather than imposed, law arises from an omni-considerate and comprehensively community educated population. The Law may be used to move resources and people into a community-configuration of society where the Law becomes less and less relevant, or not.

In the early 21st century, typically, the Law is used by the dominant class (group) to maintain competitive advantage in an inherently scarce and competitive resource acquisition and survival-instinct prolongation game. The "authority" can give commands that others cannot give. If the commands (of the "authority") are not followed, then there is punishment (market-State) and medicalization (community restoration).

A whole State-legal law system has two layers, two types of social contract:

1. **Consent law (as in, contract law):** Agreements that are consensual and self-determined -a legitimization of the contract and agreements therein, whereupon, violations escalate to the representation level of the law. Individuals can agree to live in a residence, to access habitat service-objects safely, and to contribute as service.
 - A. This is a contract that can be directly consented to.
2. **Representational law (as in, social contract law,**

non-consent law: Someone being elevated to authority over others. Authority is representational of the Law -a legitimization of the "authority's" ability to create rules and issue commands on behalf of others.

A. This is a contract that cannot be directly consented to (technically, it is not a "contract" because it cannot be consented to). This type of contract is most frequently known as a "social contract" [at the State level]. There is also the idea of a "social contract" at the family/household level. Morally, all laws ought to be orientational of humane moral conditions and characters.

Under the Law, "one of us is elevated" to a position of "authority", in one of the following ways:

1. Birth (divine right).
2. Vote (democracy).
3. Experience, expertise, service and availability (scientific contribution-service team member).

The question quickly arises, what is the legitimacy of the Law?

1. Traditional domination legitimacy (a.k.a., divine right leadership) Legitimacy is justified based on the sanctity of old rules, old documents, and old powers. When society is dominated by traditional, legal thought is formally and substantively irrational.
2. Charismatic legitimacy (a.k.a., cult-based leadership, irrational leadership) Legitimacy is justified based on the "devotion to the exceptional sanctity, heroism, or exemplary character of an individual person. When society is dominated by a "charismatic leader", legal thought is formally and substantively irrational. Here, all law is based on the imagined qualities of one individual who represents all other individuals in their moral character, and can thus, make the best commands.
3. "Rational" legitimacy: Justification that rests on a belief in the legality of enacted rules and the rights of those elevated to authority under [scientific / power] such rules to issue commands. In democratic representational-powers, all law is based on the imagined qualities of one individual who represents a sub-group of other individuals in society, somehow selected by that sub-group, and can thus, make the best commands for everyone. When a community-type configuration of society is known to be understood, then it is possible to be working with the Law to transition people and resources more greatly into community.

3.1.7 Democratic citizens rights

Most democratic legal systems give the citizens the following "rights" to lesser or greater degrees (i.e., citizen expectations from the State surrounding legal issues):

Note: These "rights" are really guidelines for State employees and obligations for citizens.

1. **The right to be informed:** Citizens have the right to know what they need to do to comply with the laws. They are entitled to clear explanations of the laws. They have the right to be informed of decisions about their person and to receive clear explanations of the outcomes.
 - A. Citizens are obligated to find and know the law.
 - B. State administrators are guided to state laws clearly.
2. **The right to quality service:** Citizens have the right to receive prompt, courteous, and professional assistance in their dealings with the State, to be spoken to in a way they can easily understand, to receive clear and easily understandable communications from the State, and to speak to a supervisor about inadequate service.
 - A. State administrators are guided to provide services professionally.
3. **The right to pay no more than the correct amount of tax (including fines, fees, and penalties):** Citizens have the right to pay only the amount of tax and penalties legally due, including interest and penalties, and to have the State apply all tax and penalty payments properly.
 - A. Citizens are not obligated to pay more than decided by the State.
4. **The right to challenge the State's position and be heard:** Citizens have the right to raise objections and provide additional documentation in response to formal State actions or proposed actions, to expect that the State will consider their timely objections and documentation promptly and fairly, and to receive a response if the State does not agree with their position.
 - A. State administrators are guided to hear citizens objections and respond.
5. **The right to appeal a State decision in an independent forum:** Citizens are entitled to a fair and impartial administrative appeal of most State decisions, including many penalties, and have the right to receive a written response regarding the office of appeals' decision. Citizens generally have the right to take their cases to court.
 - A. State administrators are guided to act with impartiality under the law.
6. **The right to finality:** Citizens have the right to

- know the maximum amount of time they have to challenge the State's position as well as the maximum amount of time the State has to audit and collect tax or penalty. Citizens have the right to know when the State has finished an audit.
- Citizens are obligated to find and know the law.
 - State administrators are guided to inform citizens when audits/cases are complete.
- 7. The right to privacy:** Citizens have the right to expect that any State inquiry, examination, or enforcement action will comply with the law and be no more intrusive than necessary, and will respect all due process rights, including search and seizure protections and will provide, where applicable, a collection due process hearing.
- State administrators are guided to remain within the law when pursuing a case.
- 8. The right to confidentiality:** Citizens have the right to expect that any information they provide to the State will not be disclosed unless authorized by the State or by law. Citizens have the right to expect appropriate action will be taken against employees, and others who wrongfully use or disclose citizen information.
- State administrators are guided to keep information confidential (secret) when pursuing a case.
- 9. The right to retain representation:** Citizens have the right to retain an authorized/educated representative of their choice to represent them in their dealings with the State. Citizens have the right to seek assistance from the State if they cannot afford representation.
- Citizens are guided to attain representation for interactions with the State.
 - State administrators are guided to provide representation for interactions with the State.
- 10. The right to a fair and just legal system:** Citizens have the right to expect the legal system to consider facts and circumstances that might affect their underlying liabilities, ability to pay, or ability to provide information timely. Citizens have the right to receive assistance from the State if they are experiencing financial difficulty or if the State has not resolved their legal issues properly and timely through its normal channels.
- Citizens are obligated to find and know the law, or use representation for interactions with the law.
 - State administrators are guided to position legal cases within the context of each situation, given the law.

3.1.8 Formal expressions of law

I.e., Forms of law, expressions of law, law documentation, documentation of law, legal marks, legal expressions, lawful statements, etc.

There are many types of directives that can be violated (with lesser or greater consequence). Simply, rules, standards, and commands are essentially all a.k.a.'s for one another, each having a slightly different connotation, but in practice may be substituted for one another:

1. Rules are (objective) statements about mechanical/informational object functioning.
2. Standards are (beneficial) statements about socio-technical functioning.
3. Commands are statements from authority.

A more complex description of these three categories is:

1. **Rules** statements that dictate permissible, and/or not permissible, interactions, behaviors.
- A. **Instructions (a.k.a., technical code)** detailed sets of steps provided to direct an entity taking action on how to perform a task, operate a system, or carry out a specific activity.
2. **Standards** are established information and criteria (or benchmarks) used to assess quality, performance, or behavior.
- A. **Documentation (a.k.a., written and drawn)** are the data that is expected to be known and understood in order to not violate a directive.
- B. **Protocols (a.k.a., technical process)** are the rules controlling how transitions occur.
- C. **Procedures (a.k.a., socio-technical process)** are evidence-based instructions, consisting of a sequence of steps to complete an activity.
- D. **Agreements (a.k.a., bylaws, social code, behavior code)** are statements or propositions that parties either accept or reject based on a set of predefined criteria. Typically, the criteria include the relevance, feasibility, and morality (value orientation) of the agreement in question.
3. **Commands (a.k.a., laws, orders, authority code, force code, violence code, legal code, death code)** are coercion-based instructions; where the consequence of a violation of a command will involve an escalation of force/violence (in some jurisdictions, up to death if resistance).
- A. **Legislations (-gislations)** official rules or directives issued by a governmental authority or regulatory body that have legal force (i.e., for escalation will be applied if violation or resistance). They are the "laws" that have legal force and are meant to regulate, authorize, sanction, grant, declare, or restrict various

activities, behaviors, or practices within a jurisdiction. There are two main types of laws, laws governing all socio-technical relationships (i.e., those made by State *political* legislators), and those made to control (for safety) technical production and the products of technical production (i.e., those made by State department *administrative* regulators).

1. **[Social-technical relations] Legislations**
typically codified by one or more governing bodies (e.g., legislature, parliament, judiciary, executive) that regulate the market, citizens, and themselves (i.e., the State).
2. **[Technical production] Regulations** typically codified safety rules (or claimed rules for safe design and operation). Departments (ministries, branches, agencies, offices) of the States that regulate production (industry).
- B. **Policies** governing body taking decisions that include legal force. States and corporations have policies that dictate acceptable actions and inactions.
- C. **Bylaws** rules statements established by an organization or institution to govern its internal affairs (with legal force, or its equivalence).
4. **Codes of conduct** (a.k.a., code of behavior, behavior code, service agreement, institutional review board agreement, service conduct, etc.) accepted and expected behavior. A code of conduct is a list of behaviors, principles and etiquette that are how anyone is supposed to behave in certain contexts in order to achieve certain goals.

INSIGHT: *When thinking in terms of systems, it is wise to look beyond the individual rule to the cumulative effect of rules, and these rules (or laws) in particular over time.*

3.1.9 Law creation

A.k.a., The justice system process, the law system process, the criminal process.

The legal system (a.k.a., the justice system) is based by a set of laws that are documented and codified to govern (control) the behavior of individuals and organizations. The creation, "interpretation", and enforcement of these laws involve a structured process that includes a State, inclusive of legislative bodies, judiciary systems, and law enforcement branches.

Here, it is important to consider who can create law in any society:

1. **Mutual agreement/consent** (in community and the market-State).
 - A. In community, habitat residents have residency

agreement surveys that they participate in the development of, and also, personally complete. All socio-economic information is available and appropriately transparent to facilitate an educated agreement and informed consent to participate throughout all phases of life in community.

- B. In the market-State, there are various forms of participation from direct participation (e.g., referendum, to local councils, advisory committees, and other platforms where individuals can directly have a say in decisioning regarding local services, local city projects, and urban planning).
2. **Working groups** (in community and the market-State). In community, there are standards and decisioning working groups composed of educated contributors who develop standards and decide solutions to issues affecting humankind. Technically speaking, technical production regulations (i.e., the decision system) ought to come from technical standards, informed by technical working groups.
3. **Representation** (in the market-State only). Representation within the market-State, such as that provided by elected "politician" officials, is a fundamental part of "democratic" market-State governance. In this system, individuals are selected through elections to take decisions on behalf of their voters (a.k.a., constituents). The claimed legitimacy of their role is derived from the "consent of the governed", typically expressed through a voting processes such as elections and referendums, where a majority rules. Political laws come from political standards, informed by some spectrum from dictatorial to representational political-founded (ideological) groups.

Important questions to ask when constructing and removing laws are:

1. **What problem will this law solve?**
 - A. Does this law help everyone, then it should not be law?
 - B. The purpose of any law is to address specific issues or needs within society. Identifying the problem helps ensure that the law is targeted and effective. This question ensures that laws are not created in a vacuum but as a response to real social, economic, or environmental challenges.
2. **What does this law accomplish?**
 - A. Does this law help everyone, should it be a law?
 1. The purpose of a law is to be globally adopted and applied. Note that this question does

- not ask, "Does this law disproportionately benefit or harm a particular group?" Instead, it asks whether the law can be applied globally (which, may mean global to everyone in society, or just "global" to a local habitat, or regional habitat network). The goal is thus to be able to apply the law equally to all.
- B. Beyond solving a problem, it's essential to consider the broader outcomes and impacts of a law. This includes assessing whether the law will effectively achieve its intended goals without unintended negative consequences.
- 3. Does the law require the use of force to complete itself?**
- A. The consequences of not following a law where the State is present is the engagement/activation of enforcement "services" to halt violations, capture violators into jails, and punish them if guilty (in the market-State). What is the enforcement mechanisms necessary to ensure compliance with the law? It is crucial to consider whether the enforcement of a law relies on reasonable measures, and whether those measures are proportional to the issue, hence, the formation of a decision system process. The use of force to put-down-violence should be a last resort, reserved for situations where other forms of compliance have failed, and always applied in a manner that respects human needs ("rights") and dignity.

In crafting and revising legislation (a.k.a., law), lawmakers must engage in a careful balancing act, weighing the benefits of a law against its potential drawbacks and the ethical implications of its enforcement. The legal system process, from conception to enforcement, is guided by principles of justice, fairness, and the common good, aiming to create a legal framework that protects individuals' rights while promoting the welfare of the community as a whole.

The value orientations (objectives) from which laws are constructed are different under different configurations of society:

1. In community, the values of individual people are going to instantiate law.
 - A. Autonomy (individual freedom of motion and access-to-need fulfillment).
 - B. Restoration (justice).
 - C. Efficiency (optimization).
2. In the State, the values of the authorities are going to instantiate law.
 - A. Power-over-others (authority-freedom).
 - B. Criminal (justice).
 - C. Surveillance and secrecy (security).

3. In the market, the values of those with greater wealth (meaning, more property, because property is wealth) are going to instantiate law.
 - A. Property (ownership-freedom).
 - B. Civil (justice).
 - C. Profit (efficiency).

In the market-State, the law is significantly designed by capital interests (in conjunction with the State authority) to serve the interests of capital (and the State). Here, law is a vehicle of oppression and a way of maintaining the status quo. The system is designed to keep order, as in, the law makers and enforcers being in control of others actions. Law can easily become a tool for silencing dissent. In this way, the law is force used to organize "justice" for those with power over others. Therein, laws are enforced to the extent that those in power want to get at someone, or a class of people.

INSIGHT: *You cant legislate morality or fulfillment, but you can legislate intolerance in the name of tolerance. In many ways, laws exist to control human behavior through fear, ignorance, and superstition.*

There are two opposite ways of approaching the law:

1. That which is not specifically permitted is forbidden.
Authoritarian from the start
2. That which is not specifically forbidden is permitted.
Pragmatic to the authoritarian.

In concern to the law, there is an order of operations:

1. The is the person/organization who creates the law.
2. There is the law.
3. There are actions that may be categorized as pertaining to the law.
4. There are violations of the law.
5. There are penalties for actual violations of the law.

There are two general types of law in the market-State:

1. **Civil [contract] law** civil law with civil actions, civil violations, and civil penalties.
 - A. Laws against contract violations.
 - B. Including, laws that recognize, and then, incentivize property (and profit).
2. **Criminal [public] law** criminal law with criminal actions, criminal violations and criminal penalties.
 - A. Laws against citizens (e.g., drug laws).
 - B. Laws against productions (e.g., commerce laws).
 - C. Including, laws that recognize, and then, incentivize competition (and profit) and safety.

Criminal justice involves three primary inquiry steps related to law:

1. What law has been broken?

2. Who did it (i.e., who broke the law)?
3. What does the person(s) deserve, or what can be done to the person, as stated in law?

Criminal justice deals with laws (as subjects). Alternatively, restorative justice deals with people (as subjects). In the early 21st century, criminal justice deals more with offenders (of authority) and restorative justice deals more with humans. It isn't the law that prevents crime, to prevent crime, the conditions that created the crime must be removed. Laws have to meet the scientific facts and reality of human need fulfillment. Community has as few laws, which are really limits, as possible.

Alternatively, restorative justice involves four primary and intuitive inquiry steps, none of which involve law:

1. Who has been hurt?
2. What are their needs?
3. How can society best behave to meet those needs?
4. How can society be changed so that the hurt and lack of need fulfillment is less likely to arise in the future?

It is relevant to note here that the statement that, "Without laws, society would quickly descend into chaos", is not necessarily a true statement and simplifies to the point of stupidity a highly complex and conditional issue. Are the "laws of society" really guarantors of "order", and a necessary control against the inherent "greediness" of the human species? Nature, on the other hand, shows ordered patterns at all scales: trees branch, and so do rivers, bodies, and arteries; tides and planetary orbits are periodic, day follows night, the seasons alternate, the moon has phases. The laws/mechanisms of nature, from the simplest to the most complex, are attempts to summarize this widespread display of order. It seems then possible, if not probable, that humankind will eventually order itself too (in nature) without any need or encoded requirement to coerce oneself (i.e., to coerce anyone in society).

Order is discovered from repeated observation, integration, and visualization. Where mechanisms are explained there is visualization, and where motion is described there are concepts and mathematical expression, in order to technically mimic that motion (i.e., motion is described by math and conception, and objects and mechanisms are explained through visualization). Mathematical, technical laws of the motion of objects are part of mathematics. A common example is the "law" (Read: math formula) for the torque of a rope.

The mathematical descriptions of natural object[-ive] units are very different from the socio-technical laws (e.g., social relations) of humankind. While the "laws" of humankind may seek to order and control individual behavior through authority, the "laws" of nature are repeatable patterns of behavior constantly moving us toward greater well-being, fulfillment, and the flourishing of our species on our planet. While the laws

of the market-State may vary from State-to-State and culture-to-culture, based as they are on ethical tradition and market-State values (that lack universal community standards), the "laws" of nature aim at universality, commonality, and optimality; becoming behaviors/mechanisms that are "good" for human individual and social fulfillment — in the sense of being verifiable — across time and space.

INSIGHT: *If laws are threats, then do we really want to organize our society around threats (laws)? Would it not be better to organize society around scientific laws relating to human fulfillment?*

3.1.10 Types of market-State legal system

A legal system is a socio-technical organization of laws, rules, regulations, and institutions established within a society or a State to govern/control the behavior of its citizens and to resolve disputes. It is designed to maintain order, justice, and stability within a community or nation; it is designed to defend the economic order in society. Legal systems vary around the world and can be broadly categorized into three main types. In the market-State, there are mostly three/four types of [democratic] State legal system (i.e., in general, are three/four major categories of market-State law):

NOTE: *The legal system of a State is typically described in its constitution document.*

1. Common law (a.k.a., case law, judicial law, judge-made law, court law, precedent law)

where there is precedent (i.e., previously closed case determinations) significantly determines the decision of future cases. Look at established legal precedent as part of the legal process. Past judicial decisions are primary determinants. Here, laws and rulings are created by a judicial-State organization/body. Typically, the court has total jurisdiction over these types of cases. Common law system relies on the principle of "stare decisis," which means that decisions made by higher courts are binding on lower courts. Judges (through "powers") interpret laws based on previous court decisions (precedents) and established legal principles. The common law system is prevalent in countries with historical ties to England, such as the United States, Canada, and many other Commonwealth nations.

A. Some key aspects of common law include:

1. There may or may not be codified laws or a written constitution.
2. Judicial decisions are binding. An opinion of the highest court can only be overturned by the same high court, or through an act of the legislature.
3. Extensive freedom of contract few provisions

- are implied into the contract by law (although provisions seeking to protect private consumers may be implied).
4. Generally, everything is permitted that is not expressly prohibited by law.
- B. Some key aspects of civil law include:
1. A written constitution based on specific codes (e.g., civil code, codes on administrative law, tax law, constitutional law) which establishes basic rights and duties.
 2. Legislative acts (not judicial opinions) are considered binding for all. Judge-made law is not a central focus in civil, criminal and commercial courts. Judges do tend to follow previous judicial decisions ("precedents", status quo).
 3. Courts are specific to the underlying codes. This means there may be a separate constitutional court, administrative court, and civil court systems.
2. **Statutory law (a.k.a., civil law, legislation, codified law, code-based legal system)** only the laws in the law books matter, and prior precedent doesn't matter. Statutory law is based on statutes and legislation passed by legislative bodies. Current law is the primary determinant. Statutes (legislation) is created by a legislative-State organization/body. Typically, the legislative-State creates the law (code) and the court has the "jurisdiction" to interpret the law. The civil law system is prevalent in continental Europe, Latin America, and some parts of Asia and Africa. In a civil law system, laws are primarily codified into comprehensive legal codes (through "powers"), and judges are expected to apply these codes directly to resolve cases. Precedents have less weight compared to precedents in the Common law system.
3. **Religious law system (a.k.a., religious statutory law, religious legislation, religious code-based legal system)** is the active law system in some countries in the early 21st century, where they follow a legal system based on religious texts and principles. Religious law systems often coexist with common law or civil law elements, with various amounts of intermixing.
4. **Hybrid systems (a.k.a., composite legal systems, bicameral legal systems, dual legal systems)** are a combination of common law and statutory law legal systems.
5. **Regulatory law (a.k.a., administrative agency law)** created and enforced by an administrative-State department (body or agency), usually separated by discipline (a.k.a., State "ministry")
- or "department" or "office"). Typically, the State agency creates the code (law) and the court has the "jurisdiction" to interpret the law (its contents, applicability, and existence).
- A. Administrative agencies serve two major functions:
1. Rule-making law/code creation.
 2. Adjudication (or, interpretation combined with enforcement; wherein, the interpretation gets to monopolize a centralized enforcement mechanism) sometimes the agency has its own enforcement sub-division, and sometimes the agency use the relevant police administration agency to do the enforcement.
- CLARIFICATION:** The term "civil law" above, as an a.k.a., for statutory law, is a name of a type of legal system. Alternatively, the term "civil law" is also used to refer to a category of laws relating to disputes between individuals or organizations.
- All law has the intent to control someone or something. Together, market-State laws control (will involve the State in some form):
1. **Social contracts** (a.k.a., citizen-to-State contracts, unconsented contracts).
 2. **Civil contracts** (a.k.a., citizen-to-citizen contracts, particularly in the case of disputes).
 3. **Commerce contracts** (a.k.a., business contracts, means of production contracts): Are contracts required in order to do business; agreement with the State are required.
 4. **Individual's and family contracts** (i.e., social family agreements): Are agreements between family members that will necessarily may come to involve the State, and/or where there is a contract to be made/broken with the State (e.g., marriage contract).
- NOTE:** These laws ought to be based on community values and the science [of human fulfillment]; however, in the market-State, these laws are often based on property and profit.

3.1.10.1 Removal of rights

A.k.a., Removal of civil liberties.

Civil liberties are fundamental rights and freedoms guaranteed to individuals by law, usually enshrined in a country's constitution or legal framework. These rights are designed to protect citizens from undue government interference or abuse, and they include freedoms of speech, assembly, religion, the press, and the right to privacy, among others. Civil liberties are essential for the functioning of a democratic society, allowing individuals to express themselves, gather, practice their religion, and engage in various forms of political activity without

fear of government repression. Civil liberties play a critical role in safeguarding individual autonomy and the collective freedom of society. They are the cornerstone of legal disputes involving the State's attempt to regulate or restrict individual behavior for various reasons, including national security, public order, or morality.

In most legal systems, there are two ways of having rights removed:

1. **Individual removal of one or more rights** occurs after the commission of a serious crime. During times of crime the State affords itself the right to marshal privileges, thereby taking away individuals civil liberties, as well as expropriating personal belongings, human labor, and restricting when and where anyone can travel.
2. **Social removal of many rights** occurs during times of war/disaster (a.k.a., war powers act, marshal law act, emergency management act) during times of disaster the State affords itself the right to marshal privileges, thereby taking away individuals civil liberties, as well as expropriating personal belongings, human labor, and restricting when and where anyone can travel. During wartime, the government can centralize control and take actions without regard to many civil rights.

3.1.10.2 Governance code

Governance code could be looked at from a cost-to-benefit perspective, where people can behave and can be incentivized to behave harmfully toward others directly as well as through the use of technology:

1. **[Social] Behavior code (behavior governance code):** Social benefit to (continued free) access graphed to the social negative (costful restrictions) to common and/or personal removal of access because of behavior.
2. **Technical [social] code (technology governance code):** Technical benefit to operation versus social negative (cost), in terms of:
 - A. Minerals.
 - B. Organisms.
 - C. Power.
 - D. Labor hours (time).
 - E. Safety risk.
 - F. Money/tokens (market/price-only).

3.1.11 Types of law within a legal system

There are two bodies of law whose purpose is to deter or punish wrongdoing or to compensate the victims of such wrongdoing. In other words, a violation of the law can have one of two forms:

1. Civil law with civil actions, civil violations, and

civil penalties (i.e., violation of civil law): Civil law deals with behavior that constitutes an injury to an individual or other private party, such as a corporation. Civil law concerns disputes between individuals or entities over rights, obligations, and remedies. Civil law applies to cases of negligence or malpractice. Civil penalties generally involve prison and/or property forfeiture.

A. **In criminal cases**, for example, only a representative of the State (the "prosecution") may initiate a [legal] case. Thereupon, cases are almost always decided by a jury. If guilty, punishment for serious (felony) charge often consist of imprisonment, but may also include a fine paid to the State-government. To acquire a judgement of conviction (a.k.a., guilty), the prosecution must establish the guilt of the defendant, "beyond a reasonable doubt", based on existing laws. In early 21st century democratic States, defendants are protected against conduct by police or prosecutors that violates their rights (e.g., constitutional" articles and amendments/additions).

2. **Criminal law with criminal actions, criminal violations and criminal penalties** (i.e., violation of criminal law): Criminal law deals with behavior that is or can be construed as an offense against the public, society, or the state—even if the immediate victim is an individual. Criminal law include cases of burglary, assault, battery and cases of murder. Criminal law deals with actions that are offenses against the state or society at large, focusing on deterrence, punishment, and rehabilitation of the offender. Criminal penalties generally involve prison and/or property forfeiture.

A. **In civil cases**, by contrast, cases are initiated (lawsuits are filed) by a legal person (the "plaintiff"). Legal cases are usually decided by a judge (though significant cases may involve juries). Punishment nearly always involves a monetary award (penalty) and generally does not consists of imprisonment. To acquire a judgement of conviction (a.k.a., guilty), the plaintiff must establish the defendant's liability as according to the "preponderance of evidence".

Criminal law and civil law differ with respect to:

1. How cases are initiated (who may bring charges or file suit):
 - A. Criminal: State prosecution brings charges of law violation.
 - B. Civil: Legal person brings charges of contract violation.

2. How cases are decided by a:
 - A. Judge single or set of special legal enrolled market-State decision "experts".
 - B. Jury selected group of supposed "citizen" peers.
3. What kinds of punishment or penalty may be imposed, what standards of proof must be met.
 - A. Imprisonment, and/or
 - B. Property forfeiture.
4. What legal protections may be available to the defendant.
 - A. Constitutions as "rights" (freedoms) given to "citizens" by the State (or, could be perceived as being given by the "citizenry" themselves, if self-selected via referendum).

Importantly, because a single wrongful act may constitute both a public offense and a private injury, it may give rise to both criminal and civil charges. A [legal-/law]-suit can be initiated by either:

1. A legal person (i.e., another property owner), or
2. the State.

A [legal-/law]-suit is initiated in a trial court. If someone chooses not to accept the decision of the judge and jury, s/he can file an appeal in the immediate court of appeals. Generally, court records (and briefs) can be used to get background information on a specific court decision. Some court records and briefs are kept secret (for a variety of reasons).

3.1.11.1 Criminal law and criminal dispute

i.e., More globally detrimental laws, crimes.

Criminal law deals with the legal framework that addresses offenses against the State or society, establishing the boundaries of acceptable behavior and punishing individuals who violate these standards. It involves cases where the government, represented by prosecutors, charges an individual or entity with committing a crime. Crimes in criminal law range from minor offenses like petty theft to more serious offenses such as assault, murder, or fraud. The burden of proof lies with the prosecution to prove the defendant's guilt "beyond a reasonable doubt". If found guilty, the defendant faces penalties such as imprisonment, fines, probation, or in severe cases, capital punishment. Criminal disputes involve the State as a party and focus on the alleged violation of laws designed to protect public welfare or interests.

3.1.11.2 Civil law and civil dispute

A.k.a., Civil penalty and civil default law; i.e., more locally detrimental crimes.

Civil law deals with disputes between individuals, entities, or organizations regarding non-criminal matters, often involving private rights, contracts, property, or personal

injuries, all managed by a State jurisdiction. Note that a violation of civil law (e.g., having a paying restitution conviction, but not paying; or, not showing for arraignment or trial) can result in more serious criminal consequences. In civil disputes, one party (the plaintiff) brings a lawsuit against another party (the defendant), seeking compensation or some form of relief for damages suffered in market (damages to assets, bodies, families, etc.).

The burden of proof necessary to decide (i.e., make a determination) in a civil cases is typically less stringent than in criminal cases, often requiring a "preponderance of evidence", rather than proof, "beyond a reasonable doubt". Resolutions in civil disputes can result in monetary compensation, injunctions, or specific access reductions (e.g., not being permitted to fly a plane, or access a specific dwelling sector). Civil law aims to restore the harmed party to their original position or compensate for losses incurred due to the other party's actions or negligence. Examples of civil cases include breach of contract, marriages, divorce proceedings, property disputes, or personal injury claims, civil claims against businesses.

In community, because there is no trade of property, there are no "civil penalties" and no "civil default" (if the suspect/potential violator does not show for the interview). What is more, there are no justice interviews for matters of trade, because there is not a civil [property] market, no trade. No justice interview in community results in the trade of common heritage access objects.

A "civil penalty" is what is given after someone is convicted for a "civil" law violation. A civil penalty may be:

1. No penalty; because, no crime found.
2. Financial penalty (fine) to the State.
3. Compensation (fine, penalty) to the instigating party (Read: the plaintiff).
4. Contribution service hours to a neighbourhood (habitat).
5. Open medical separation facility service hours (a.k.a., open "prison").
6. Closed medical separation facility hours (complete medical separation facility; separate habitat from common network).

A "civil default" is what happens when someone does not show up to defend themselves at a court interview. If someone does not even attend the interview, then s/he cannot defend him-/her-self. The civil suer (instigator who wants the defender's assets) wins automatically if the defender does not show up to the interview and defend themselves. The courts look at someone who does not defend him-/her-self, as probably because s/he owes the money, or something. In the case of the interview, the defender has to be knowingly served (i.e., notified of the interview) so that s/he can then choose to defend him-/her-self. Some people get served and

decide not to fight, either because they know they will lose, or there is too much going on in their life and they can't handle the additional tasks.

3.1.12 Types of [violations of] law

I.e., Types of violations of law.

There are several categories of law in the market-State for which violations could occur; these laws are based upon market-State entity classifications (a.k.a., behavior laws):

1. **Violations of the rules of the market** set by the State:
 - A. **Business law and commerce acts** (*a.k.a., civil trade-behavior law, contract law, property law, property-contract law; Type: market-only laws*) regulations (laws) governing commercial activities, transactions, contracts (all civil trading), and corporate entities operating within the market-State. It includes laws related to contracts (civil/business), trade practices, corporate/business governance, and commercial trading. These laws define "ethical and fair" practices in commercial transactions, negotiations, and business/civil contract dealings. Typically, these laws encourage trade [practices] and honesty [when trading]. These laws can relate to the trade practices themselves, to advertising, sales, and customer relations. These laws aim to prevent fraud, misrepresentation, and "unfair" competition while promoting "market honesty" in commerce. These laws can protect businesses, and their business practices, to varying degrees. For instance, there are manufacturer (production) protection laws to protect manufacturers from a civil lawsuit when a user uses the product incorrectly and hurts themselves or others. Where there is property accumulation and private ownership of the means of production, property owners (those with the most advantage) creates law through the State to protect the system that maintains their socio-economic status and advantage over others.
 - B. **Industrial and production safety law** (*a.k.a., technical production law, technical safety laws; Type: market-State and community laws*) regulations (laws) governing production safety standards, protocols, and compliance within industrial and production safety parameters. It involves laws addressing workplace safety, machinery regulations, hazardous materials handling, and accident prevention in manufacturing environments. This also includes
 - C. **Consumer protection and buyer safety acts** (*a.k.a., consumer laws, consumer protection acts; Type: market-State only laws*) regulations (laws) governing consumers' rights, ensuring fair selling practices, fair product quality, accurate information, and consumer safety in transactions. It includes regulations on product safety, labeling, warranties, and protection against fraudulent or unfair business practices. In an obfuscated market-State environments, consumers creates law through the State to protect themselves from harmful and defective products and deceitful business practices.
 - D. **Labor rights and worker safety acts** (*a.k.a., labor protection laws, labor acts; Type: market-State only laws*) regulations (laws) governing labors' working hours, wage, and working conditions "rights" (e.g., employment conditions, worker safety, minimum wages, working hours, and employee benefits). It focuses on protecting workers' rights, ensuring fair market "treatment" by owners, and promoting safe and reasonable working conditions. In an expropriated market-State environments, laborers create law through the State to protect themselves excessive exploitation and harmful safety practices.
2. **Violations of the rules of social-technical behavior** set by the State, precedent, or community standard:
- A. **Public safety regulations** (*a.k.a., public safety law, public safety acts, public trust law, public trust acts, safety ordinances, safety code; Type: State-only laws*) address broader societal safety minimum-level (basic stability) concerns such as public health, environmental protection, access safety, emergency services, and disaster management, etc.
 - B. **Civil behavior laws** (*a.k.a., tort law, tort acts, social behavior code; Type: market-State and community-State laws*): Laws that define unacceptable standards of conduct in interpersonal relationships, public interactions, and community (personal, common, and contribution) settings. These laws promote courteousness, tolerance, non-discrimination, and respectful behavior among individuals in public spaces, workplaces, educational institutions, and other social environments. Civil

behavior laws establish norms and expectations for behavior within neighborhoods, communities, and civic settings. They address issues related to public order, noise pollution, property maintenance, zoning regulations, and neighbourly conduct to ensure harmonious coexistence, peaceful resolution of disputes, and the well-being of the community as a whole.

C. Civil technology laws (a.k.a., technology safety law, tech safety code; Type: market-State and community-State laws): Laws and regulations designed to safeguard the public from the risks and negative impacts of technology and technical services. In other words, these are laws against the harmful use of technology and harmful use of local [habitat] service operations. This includes codes that regulate the safe operation of technical systems, such as equipment usage codes, fire codes, electrical codes, data security protocols, and technology standards that ensure the safe implementation and use of technological services within communities. This code aims to prevent harm from technical service operations and technology usage by setting compliance standards for technology providers, establishing safety guidelines for technical infrastructure, and enforcing protective measures against technological risks to individuals and society. These laws cover various aspects of technological engagement, including consumer protection in the digital realm, cybersecurity measures to safeguard personal and public data, and environmental standards to mitigate the impact of technological waste and emissions.

D. Provisioning of free or low-cost services (a.k.a., social services acts, socialized services acts, universal basic services law, etc. Type: State-only laws): Free and/or low-cost service provisioning where the market is absent. These laws are decided to ensure access to essential services, particularly in areas where the market mechanisms may be inadequate or absent. It includes laws governing public services, welfare provisions, and accessibility to basic needs for citizens.

E. Citizen rights protection (a.k.a., political and administrative law, redress of harm law): Type: State-only laws: Citizen "rights" to protect the citizens from over-reach and dictatorship by the State. These laws are decided to protect citizens' fundamental rights and freedoms, acting as a check against potential abuses of power by

the State. It includes constitutional rights, civil liberties, privacy protections, and legal avenues for citizens to challenge State overreach or authoritarian actions.

At a high-level, in the market-State, laws can be categorized in the following ways as control of relationships between the State, the market and the citizenry:

1. **Behavior law over the citizens (residents; for States and cities):**
 - A. **Community residency agreements (white agreements)** legal agreements made by community residents; any action "written into law".
 - B. **Arrestable justice agreements (black agreements)** explicitly and implicitly illegal actions, dis-allowed behaviors "written into law".
 - C. **Restorative justice agreements (gray agreements)** a legal agreement protocol for restoring after violation "conviction". There is more unknown here, which is why it is gray (semi-transparent). The question is, will the convicted follow through and not commit again? The restorative protocol must identify what action(s) must be done to restore, and how monitoring will occur?
 - D. **Execution justice agreements (death agreements)** a legal agreement protocol for how and when to escalate physical violence up until someone's death in the context of violence de-escalation through force.
2. **Federal law over the market (or, city law over the market):**
 - A. **Contract law** laws related to how citizens may contract with one another.
 - B. **White market law** legal; written into law as approved; is market and industry regulation.
 - C. **Gray market law** legal; but not approved by being written into the law.
 - D. **Black market law** illegal and explicitly, or implicitly, not approved.
3. **State law over the State (a.k.a., State oversight, separation of powers):**
 - A. **Individual right laws** written into law as what the State cannot do, with legal consequences for the State for violation.
 - B. **Explicit guidelines** guideline documents as what the State ought do and not do, with no legal consequences for violation.

In the context of community, there are two/three categories of law (agreement), global and local (as in, agreement is decided):

1. Global-level agreements (community/State crime; i.e., the societal legal system).
2. Local-level (city violations; i.e., habitat legal system).

More completely,

1. **Global community habitat service system laws**
community member agreements, federated law, federal law, etc.
A. Globally significant acceptable and unacceptable behaviors impacting humans, society, and the habitat.
 1. "I will not" behave in a way that is detrimental to human, societal, and habitat scale operations.
 2. "I will" behave in a way I have agreed to behave.
2. **Local customized habitat service system laws**
habitat residency agreements, habitat bylaws, city law, by-law, bylaw, home owners agreement, etc.
A. Locally significant acceptable and unacceptable behaviors impacting humans, society, and the habitat.
 1. "I will not" behave in a way that is detrimental to human, societal, and habitat scale operations in this local/regional habitat where I am resident.
 2. "I will" behave in a way I have agreed to behave in this local/regional habitat where I am a resident.
- B. **Service agreements** internal habitat personal, common, and team access service agreements, habitat usage agreements, area agreements; including, contribution role and work agreements.
 1. "I will not" behave in a way that is detrimental to the continued operation of the service and/or has the potential to harm others or assets.
 - i. From the contribution view "I will not fail" to do my duty to serve all humankind.
 2. "I will" behave in a way I have agreed to behave in this local/regional habitat where I am a resident.
 - i. From the contribution view I will do what I have agreed to, and what is expected of me.

And hence, in community, there are only two/three categories of "law" (global and local to habitats/cities).

3.2 Criminal violation of the law

A.k.a., Act of crime, infraction of law, criminal incident, criminal violation, failure to comply, harmful behavior, failure to follow standards,

failure to follow policy, failure to follow law, violation, detrimental, offense, law breaking.

A crime is the violation of a serious directive. Directives are statements of what should and must be done, or what should not and must not be done. A directive can either be authoritative and coercion-based, or systematic and science-based. In the case of a coerced directive, there is an extrinsic (needed) reward at the end of the completion of the directive, or if the directive is not complete, then there is some form of intentional removal of socio-economic need fulfillment from someone's life as punishment (retribution) for in-completion of the directive.

INSIGHT: *In response to a question about the modern criminal justice system Robert Sapolsky (early 21st century neuroendocrinology researcher) responded with, "The whole system has to go. The modern criminal justice system is incompatible with neuroscience; it simply is not possible to have the two of them in the same room."*

There are two basic crimes in any healthy society:

1. **Treating another (or, other) people as means to an end, harming their fulfillment and dignity**
(a.k.a., real crime, legitimate crimes, legitimate violations of another). Serious violations include violations of another (or, others) behavior (physical and speech freedom), information, thought, and emotion. Simplistically, inhibiting another's autonomy or freedom. Withholding need fulfillment. Legitimate violations include:
 - A. **Murder** (death by violence).
 - B. **Assault** (violence without death; physical injury, rape, etc.).
 - C. **Kidnapping** (caging, etc.).
 - D. **Fraud** (e.g., misrepresenting self and/or competence, defamation, election and voter fraud, research falsification, etc.).
 - E. **Withholding need fulfillment** (e.g., not feeding a child for whom one is legally responsible).
 - F. **Coercing** someone into an action through threat of violence or verbal intimidation.
 - G. **Verbal intimidation** to violence (a cognizable injury).
2. **Usage of the commons for personal benefit**
(i.e., expropriation, exploitation, usurpation, privatization, pillaging, etc.). Any attempt to undermine or manipulate the decisioning process. The safe coordination of common heritage is due in large part to a decision system, as part of a universal standard, for community co-operation. Decision protocol violations include, but are not limited to:
 - A. **Destruction [of common access]** (e.g.,

- vandalism, graffiti). Object or service damage that inhibits normal service operations and need access.
- B. **Selling [of common access]**. The selling of common heritage resources and/services into the market where not explicitly planned.
 - C. **Hiding a legitimate violation**.
 - D. **Trespassing** by accessing someone's personal space without consent, or by accessing an InterSystem designated off-limits area (typically for safety or investigation purposes by the InterSystem team).

There are only ever three reasons for issues of a violation of community standards, and each has significant complexity:

INSIGHT: *It is the ignorance of oneself that creates many, if not most, of the problems in the world.*

1. **Conflict** bias, ideological instability, have an agenda and determined to keep pushing it, hate, dislike, and/or harmful intent. Conflict comes from misunderstanding, misplaced anger, or irrational fear.
 - A. **Questions to consider include:** What was the harmful event? Was there intent to take action and/or to do harm, and to what degree?
2. **In-competence** assumed no intent to cause the violation, just lack of attention and/or education.
 - A. **Questions to consider include:** Was there no harmful intent, but rather an insufficient grasp of requisite knowledge or skills, or an oversight that led to the violation? Was the event an accident? Was the event an error?
3. **Trauma and safety** feelings that stem from an individual's unaddressed traumatic experiences, which can influence behavior and decisioning.

Trauma and feelings of a lack of safety underlay most of this type of crime. Underlying trauma and feelings of a lack of safety lies a societal structure that either meets needs to a certain degree of sufficiency or fails to do so. In other words, under trauma and anyone's feelings of a lack of safety is the presence of a societal structure that meets fulfillment on some scale of sufficiency. The root of trauma and the sense of being unsafe, there is a social system that may or may not be adequately addressing and fulfilling individuals' needs, leading to conflict, and even, incompetence.

 - A. **Questions to consider include:** Did underlying trauma play a role in the violation, and how did it impact the individual's actions or behaviors? Is there a repeated pattern of harm, and how serious is it?

In community, in concern to the evolution of the societal system, when violations do occur, it is essential to determine whether the violation stemmed from a failure to comprehend community standards, or from an inability to apply them appropriately. In cases of incompetence, the focus often shifts to corrective measures, such as human performance improvement, education or training, rather than punitive action.

In any society, "crime" is a violation of normatively decisioned relationships, which may or may not include a violation of "legal relationships" (i.e., legal laws and legal [enforcement] contracts). In many societies, one of the biggest crimes is to breach the trust of the population in the following two primary ways:

1. **Behaving in the territory** are accountable to a specific social standard of behavior in a territorial jurisdiction where the are socio-technical laws/rules that control behavior and the consequences of behavior.
 - A. In community, those who reside in habitats are considered accountable (responsible) for their behaviors toward others, and toward habitat service-objects; they are accountable to a set of transparent community alignment standards for living in the habitat (in a life-phase in community).
2. **Doing work in the territory** are accountable to a trusted standard contributor/labor, and when there are violations [of the standard] there are likely negative consequences, because trust has been broken.
 - A. In community, those who contribute are on "duty", and are considered accountable (responsible) for their actions; they are accountable to a set of transparent community alignment standards for task completion and "professionalism" (of work and conduct).

3.2.1 Actualized violation (crime)

The idea of "crime" in society is complex. In terms of the lifestyle of individuals in community, it is generally thought that if someone is acting in a way that would be unacceptable if everyone acted in that way, then that is the wrong thing to do. And if harm is caused through such action, then selfand socially-cohesive relationships ought to be restored, well-being ought to be restored to all. Imagine if someone uses violence everywhere s/he goes in order to get the right thing to happen; but if everyone used violence to get the right thing to happen, then everyone would suffer wide-spread violence. And, if everyone is required to use money to get their life needs met, then work in production and distribution becomes mandatory for survival (because of price), and anyone who does not work is likely to suffer from insufficient basic [human] fulfillment. Fundamentally, in

the market-State, the purpose of law is to deter crime and punish for crimes, and to compensate the victims of such wrongdoings. Fundamentally, the presence of crime (and poverty) indicates a the failure of a society to sufficiently meet human needs.

Violations of societal rules (a.k.a., socio-technical relationship codes) are viewed as incidents that have consequences for individuals and for society at large. These societal rules (laws depicting "crime") can be built on many different types of principles, conceptions, and preconceptions. Societal rules can also be based on culture (tradition) and subjective preferences. They can also be based on the systems science of human fulfillment and technological safety.

INSIGHT: *When there are no crimes in society, there are no prisons in society either. That said, there may still be minor infractions of the decision protocol while there still are no prisons, and there may be societies where there are still major violent crimes and the facilities in which those who committed them are held, is not representative of a prison (i.e., a place without access to basic life fulfilling services).*

One of the first principles of a criminal making law is:

Ignorance of the law is not an excuse for breaking the law.

It is possible to violate authority (law) in two ways:

1. **Violations of standard healthy/moral human social relations.** Violations of global correct and incorrect human behaviors, disregarding the market (e.g., murder, rape, assault, defamation, etc.). These laws relate to human social and technical interrelations.
2. **Violations of market culture.** Violate what the authority has set as correct and incorrect as market (competitive) behaviors (e.g., false advertising, fraud, theft, copyright, price fixing, etc.). These laws relate to human interrelations within an economic market context.
3. **Violations of religious and/or traditional culture.** Violate what the historic authority has set in documentation as correct and incorrect for a culture. These laws relate to human social and social (and socio-physical) interrelations (such as, who can marry who outside a family, and what can be eaten and when).

Under the structure of a State, crime intrinsically includes the identification of potential violations, the response by relevant authorities, the determination of guilt or innocence, and the subsequent outcomes such as punishment, restoration, or dismissal. Both the market-State system and the community system, despite their different approaches and priorities, operate

within the framework of a legal process (until such time that community is global), that is designed to handle infractions and ensure that fulfillment is restored.

It is possible to have committed a crime, but not currently be violating authority in the following way. In some societies, for some crimes, there is a "statute of limitations" that defines a period during which legal proceedings must be initiated (i.e., charges/accusations must be brought to the justice system). This statute sets a time limit based on the nature of the offense, after which an individual/entity cannot be legally charged for that particular crime. If the statute of limitations has expired, even if the person committed a crime, they are no longer subject to prosecution for that specific act. This legal concept recognizes that the right to prosecute should not be indefinite, ensuring timely and efficient resolution of cases and the preservation of evidence quality. It also reflects a consideration for the potential for rehabilitation and change in individuals over time. However, it is important to note that for certain serious crimes, like murder, many jurisdictions do not impose a statute of limitations.

The "legal" justice process is the system by which a just legal system delivers effective justice where crime is suspected. A legal justice system involves some configuration of the following high-level concepts, (events, deliverables, and milestones), in order to completely execute the law in the context of the commission of a crime:

1. **Charge (both):** The word for medical InterSystem Team recognition of a potential violation of a directive.
 - A. The market-State uses police primarily and medical personal secondarily. Community uses medical personal primarily, some who are trained to defend and de-escalate.
2. **Conviction (market-State only):** The word for being approved for punishment for a violation of a directive.
3. **Punishment (market-State only):** The actual punishment as removal from accessing larger society, and isolation and confinement and/or forced taking of assets.
4. **Restoration (community only):** The word for a medical investigation and restoration proceeding for a violation of a directive.
5. **Dismissal (both):** The word for having the charges deleted from further attention and resource dedication.
6. **Appeal (both):** In the event that an individual is convicted of a crime and believes that the verdict is incorrect or that there has been a legal error, they have the right to file an appeal. An appeal is a formal request for a higher court to review the decision of a lower court. The appellate process is a critical component of the judicial system, providing

a mechanism to ensure that trials are conducted fairly and in accordance with the law.

3.2.2 Categories of violation (crimes)

A.k.a., Categories of crime, predictable detriments; Top-level categories of a violation of code, categories of crime.

The release of serious violators [of the decision protocol] into the community is a concern for everyone. In other words, the release of people who have taken serious acts of violence back into the community is a concern of the entire community.

NOTE: *In a sense, the opposite of detrimental behavior is universally preferable behaviors (Read: fulfilling, cooperative, restorative behaviors).*

If a crime is a violation of universally unacceptable behaviors. In the market-State, often, universally unacceptable behaviors are subjectively chosen. In community, universally unacceptable behaviors are those that objectively, by clear result, direct and orient away from universal human fulfillment (Read: global human fulfillment). For clarification, violence is the forceful violation of another's autonomy.

3.2.2.1 Violation seriousness

Law violations (a.k.a., crimes) can be ranked on a scale of two variables (related to the seriousness of an issue of violation):

1. **Severity of the violation** (i.e., severity of the crime).
 - A. How "serious" is the law?
 1. There is a spectrum of severity-responsive legal consequences, in the following order:
 - i. **Warning issued** (*community and market-State*).
 - ii. **Separation issued** (*community and market-State*).
 1. **Access suspension** (temporary access restriction).
 2. **Access ban** (permanent access restriction; a.k.a., deplatforming).
 3. **Physical separation**.
 - iii. **Asset seizure** (*confiscation; market-only*).
 2. **Frequency of the violation** (i.e., frequency of the crime).
 - A. How repeated is the violation of the law?
 1. There is a spectrum of frequency of behavior categories:
 - i. **Once**.
 - ii. **Infrequent**.
 - iii. **Repeated**.

3.2.2.2 Harm

Given that people in community live together within a globally networked habitat, crime can be organized into the following top-level categories:

1. Harm to humans.
2. Harm to human society.
3. Harm to habitat.
4. Harm to market (*market-State only*).
5. Harm to perception of authority (*State only*).

In general, there are three real-world types of acts of abuse:

1. **Acts of abuse to individual human beings** doing harm to another.
 - A. Molestation-type (including rape, etc.).
 - B. Battery-type (including homicide, murder, assault, etc.).
 - C. Exploitation-type (e.g., indentured servitude, slavery, etc.).
2. **Acts of abuse to habitat systems** doing harm to society's tools and contributions.
 - A. Intentional damage (including vandalism, access denial, etc.).
3. **Acts of abuse to societal systems** doing harm to society's fulfillment operations and contributions.
 - A. Intentional falsification (including identity falsification, deliverable falsification, product falsification, etc.).
4. **Acts of abuse to the ecology** doing harm to wild ecological, biospheric service systems.
 - A. Intentional damage to the biosphere and the ecological services within it that humanity uses to meet its needed fulfillment requirements.

Every act of abuse is the manifestation of a deeper underlying cause. This underlying cause is often overlooked in favor of punishment in the early 21st century, itself potentially being a form of abuse. In the context of contribution, restorative justice might deny someone who was abusive in their communication or behavior access to working on a habitat service team temporarily, which could be perceived as a form of shame, because the information is public. In this way, reputation can be a deterrent.

NOTE: *Until a decision is physically taken there is a chance it won't be taken at all. In other words, until the moment a decision is taken, there is a chance it won't be. To act to restrain and punish before an abusive act is taken is to limit freedom. To act to fulfill human potential so abusive acts are unlikely to arise is to increase freedom.*

Convictions for violation (for harm) can be categorized in the following simplified, and then complete ways:

1. **Intentional:** Purposeful intention to engage in conduct that is criminal.
2. **Knowing:** Awareness that one's actions are likely to cause a criminal result.
3. **Reckless:** Disregard for the substantial risk that one's actions could lead to a criminal outcome.
4. **Negligent:** Failure to be aware of a substantial and unjustifiable risk where such awareness is expected.

More completely, a conviction for a violation (harm) can come from:

1. **Intentional behavior (a.k.a., criminal intent, medrea, etc.):** Intent is the intention to commit a crime (violation) or intend to bring about an outcome that results in the committing of a crime (violation). Intention is a major part of any violation. Intentional behavior to violate is assumed not possible when there is competence.
 - A. **Recklessness (Orange-Red Violation):** (note: possible in competence and conflict situations; incompetence): Recklessness, on the other hand, generally involves knowingly taking or disregarding a substantial and unjustifiable risk that a reasonable person would avoid. It's characterized by a conscious disregard for the potential consequences of one's actions, despite recognizing the risks involved. Recklessness may involve intentionally engaging in an activity while being aware of the potential harm it could cause to others or deliberately ignoring known risks.
 - B. **Recklessness violation (Orange-Red Violation):** awareness of substantial risk, and likely harm. Someone took an action that any reasonable person knows would likely cause harm. To be reckless is to take an unjustified risk, in conjunction with the actus reus (Read: "guilty act", "guilty intent"); recklessness gives rise to criminal liability (a "orange" violation). It is reckless to take a knowingly unjustified risk. Did the subject ("defendant") see a risk of harm being caused prior to the action, but decided to act anyway, if so, then it was reckless behavior. Criminal reckless intent necessitates a realization of a substantial risk in doing harm, substantial awareness that the action would cause harm. If someone takes an action and has awareness of the substantial risk of that action, then they may be classified as having criminal intent when having taken an action. Was it known that there would be a virtually certain consequence? Was it planned pre-emptively, or was it an ad-hoc conflict that devolved to actual
- harm?
1. **Physical assault up to physical death (Orange-Red Violation):** Direct intent to cause physical body harm or arrest the freedom of access of another human without reasonable societal cause.
2. **Gross negligence (Orange Violation)** (note: possible in competence and conflict situations; incompetence): Gross negligence refers to a severe or extreme form of negligence. It involves a conscious and voluntary disregard for the need to use reasonable care, to the extent that it demonstrates a substantial deviation from what a reasonable person would do in similar circumstances. Gross negligence goes beyond simple carelessness or ordinary negligence and implies a higher degree of fault. It reflects a conscious or reckless disregard for the safety or well-being of others, resulting in a substantial risk of harm.
- D. **Accident negligence (Yellow Violation):** Accident negligence is competence; someone intends to do the correct thing and makes a mistake that causes a violation/harm. Either they "had a bad day", or were unprepared when the unexpected happened.
1. **Safety violation (a.k.a., negligence, no aware of risk and/or not intention to cause risk):** Someone took an action that could have caused harm, but did not, and the action taken was not sufficiently reckless that it was highly likely and/or expected to cause harm. Could be an accident or skip of a safety procedure. A minor safety violation is when someone takes a justified risk and it doesn't cause harm. If someone takes a justifiable risky action and it could cause harm, but did not, and was not expected to cause harm.
2. **Exculpatory agreement (no conviction, no violation):** Someone transparently and knowingly signs a no liable waiver; wherein, someone agrees to put theirs, or others, life at risk. This is equivalent to informed consent, and identifies that a risky behavior will occur and when.

3.2.3 Categories of violation (in community)

A.k.a., Code violation categories in community standards.

The variability results of the alignment of the results of a case along the two lines of violation (Read: severity of crime and frequency of violation) are:

1. **Minor infraction** (warning delivered).
2. **Repeat minor infraction** (warning delivered).

3. **Infraction with hearing** (hearing consequences delivered).
4. **Serious infraction with separation hearing** (hearing consequences delivered).

In community, it is likely the following categories of crime will exist:

1. **Yellow zone (a.k.a., warnings, infractions)** given a warning reprimand; because there was no ill-intent and a minor, but generally inconsequential, accident occurred. Yellow zone violations is more of a light infraction, rather than a "crime". Here, there was no intent to harm, and the violation event happened once, or infrequently. However, a failure to heed the warning is an orange zone violation (i.e., is a more serious infraction). A repeated pattern of violation, surpassing a threshold of infrequent may move a case/issue to the orange zone.
 - A. In both the market-State and community, error and most types of accidents result in warnings to the causative individuals.
2. **Orange zone (a.k.a., misdemeanors, serious infractions)** given a serious violation reprimand. A yellow zone is a zone you don't want to go into and you don't want to be involved in that type of behavior. The yellow zone could be considered the start of "crime". In community, yellow zone behavior is a choice, and there are temporarily life altering consequences. If you do then you are given an invite for a reprimand. You will be called in for an interview and audience. You will be advised that you have broken the law. If guilty, contribution service hours and restoration agreements are applied. Violation means a loss of some civil rights (i.e., habitat service access), temporarily, and to varying degree. Here, a failure to show for the interview is a red zone violation.
 - A. In the market State, misdemeanor violations result in hardship services (e.g., community services), an increase in financial hardship (a.k.a., damages and legal financial costs), and/or, loss of some socio-economic access.
 - B. In community, misdemeanour violations result in community service.
 - C. Non-compliance with a misdemeanor is a unique and most serious category of misdemeanor, or even, a felony (i.e., where harm was intended or the inevitable consequence).
 1. Non-compliance with a misdemeanor, such as failing to appear in a expected hearing, violating probation, or repeated offenses, might lead to an elevated category of crime.

This may be a unique misdemeanor or felony category, based on non-compliance alone. If shows how actions related to a misdemeanor can result in more severe criminal-type consequences.

3. **Red zone (a.k.a., felonies, serious crimes)** if rehabilitable, then you go through orange zone and get a second chance. If not, then continued arrest (of freedom to access habitat services) is required. Red zone violations are serious "crime". Violation means a complete loss of civil rights (i.e., habitat service access), until deemed necessary.
 - A. In the market-State, in general, felony-type convictions result in prison [isolation] confinement.
 - A. In community, felony-type violations result in medical facility [separation] community service centers where restoration is the desired outcome.

Each level relates to a category/class of violation involving intent and harm classifications. A guilty conviction means that there is sufficient evidence and certainty to say the accused committed the violation. A violation can be stated as a conviction. An actual conviction is when there is sufficient certainty to state an action occurred. In other words, call a fact "certainly true", or sufficiently true, to impose legal/physical consequence on the defendant.

3.2.4 Committing violations

A.k.a., Committing crimes, actual crime, actual violation.

Some of the processes that occur around justice in community are very similar to processes that occur around justice in the market-State, such as jurisprudence, investigation, warrants and search, arrest, and conviction; however, restorative justice differs significantly from retributive after "conviction" has occurred.

There are two basic question sets that arise after a crime (or, suspected crime) has occurred:

1. Who are the people involved in the crime?
 - A. What are the processes that will figure out what happened?
 - B. Who are the people involved in investigating a crime?
2. What are is the process to decide what to do as evidence is collected and integrated (i.e., what is the due process)?
 - A. Who are the people involved in the due justice processes?
 - B. What options are available to everyone?

If someone is suspected of wronging someone else, then there are procedures that must be followed in order to resolve the situation. When a [serious] violation occurs in society, the incident will be investigated and one or more individuals designated as suspect [in/of the crime] may be "arrested" (detained, secluded) and provided with abnormally restricted access. In community, the entire process, including the forcing of restricted access on someone, is determined by a medical decision protocol based on scientifically informed medical standards that are optimized to facilitate safety and fulfillment.

In the market-State, there are the following major processes in concern to justice (note: some of these processes also occur, or occur similarly, in community):

1. **Force de-escalation** methods to escalate situations of harm and/or violence.
2. **Due process [of law]** means to acquire and analyze the evidence to appropriately and rationally determine what happened, and then, what to do about it. The concept of "due process" means that there is a process (a set of steps) that must be proceeded through to determine what actually happened, and then determine what to do about it. Due process answers the following questions:
 1. How do investigators discover and prove what did or didn't happen? What procedure is followed to determine what is and isn't true? Regardless of emotions and suspicions, how does an investigator prove what actually happened.
 2. What is to be done after the investigation is concluded?
 3. What happens if investigators can't prove what did or didn't happen?
- A. Due process includes the following sub-concepts:
 1. Burden of proof.
 2. Rules of evidence refers to how much evidence is required for proof of guilt. What does and does not count as evidence? In courts of justice, lawyers often argue about whether evidence is admissible or not. For example, in some jurisdictions, evidence may not be usable to determine guilt if the evidence itself was acquired illegally (e.g., like in the USA where a warrant is required to enter someone's home). Most of the rules of evidence refer to whether or not the evidence is trustworthy enough (i.e., has sufficient certainty).
 - i. Chain of custody refers to once evidence has been collected, who has handled it, how has it been handled, and what

processes have occurred to it. This is to reduce evidence manipulation, including tampering and falsification. These are procedures that are supposed to stop investigators from acting immorally, although their presence doesn't mean the authorities won't behave immorally.

3. What counts as evidence. Evidence is almost always in the form of something physical, someone's testimony about an event or something physical, as well as recordings of something.
 - i. Hearsay rule refers to someone saying that someone else said something isn't good enough as evidence; because, they may have been heard wrong, or the denouncer could have made it up, or they themselves may have been lying. And, if the person who said something isn't available to be questioned, then someone else saying that that person said something isn't sufficient for it to be considered admissible as evidence in court. Hearsay "evidence" isn't generally reliable enough to be used as evidence.
 - ii. Witness testimony the stated testimony of a witness to something relevant.
 1. Cross examination refers to the other party in the case being allowed to question witnesses.
4. A presumption of innocence other people assume you are not guilty [of a violation] until they have evidence to prove that someone is. The concept of due process says that: if you can't prove a violation, then it is not just to do anything to a suspect. It is better to let a potentially guilty person go free, rather than risk punishing an innocent person. This is often mis-characterized as "you are innocent until proven guilty". The issue here is whether or not someone is presumed innocent by everybody else. Hence, if someone committed a violation and there is no evidence, it doesn't mean that that person is not "guilty", instead it means that other people have to assume the suspect is not guilty until they have evidence to prove that the person is guilty. This principle is to protect the innocent that might be suspected or accused of a crime that didn't actually do it. The alternative here is an angry mob that heard a rumour about someone and then acts to accost or harm them. Wherein, after the mob finds out the person didn't actually commit the crime. In a punitive

- justice system it is the lesser evil to let some people go free without punishment than to accidentally punish a innocent person.
- B. In general, governments uses the term "due process" to refer to whether someone obeyed the dictates of authority. Suspects must demonstrate that they did obey government. A suspect is questioned as to whether or not they obeyed the dictates of politicians by following the law.
3. **Jurisprudence** putting constraints on [political and judicial] power in concern to justice. There are two different approaches to jurisprudence.
- Therapeutic jurisprudence (scientific jurisprudence).
 - Political jurisprudence (legal jurisprudence).
4. **Warrants for investigation** the government (historically, king) can issue warrants to the internal military (police) to search people and their homes. There are two main categories of warrants:
- A general warrant is essentially a blank warrant. It says, we know what we are looking for when we find it based on whomever we want to search.
 - Specific warrant to search for something specific. These warrants include the following information:
 - Name of individual.
 - Address.
 - What is to be searched.
 - What is being searched for.
 - How long the warrant lasts for.
5. **Forensics (a.k.a., forensic medicine)** medical investigation into the cause of a crime/violation. Forensics includes, but may not be limited to:
- Forensic medicine** this branch deals with the examination of victims of crime, with the aim of documenting and interpreting the medical evidence of assault or abuse. This can include injury analysis, biological sampling, and assessment of the individual for signs consistent with reported crimes.
 - Forensic pathology** is a medical subspecialty of pathology that focuses on determining the cause of death by examining a corpse. Forensic pathologists are responsible for conducting post-mortem examinations, commonly known as autopsies, to identify the cause and manner of death, particularly in cases where death is sudden, unexpected, or legally significant. This field is crucial in investigations, as it provides essential evidence in determining whether a death resulted from criminal acts, accidents, or natural causes.
- C. **Sexual assault forensic examiners (SAFEs) or sexual assault nurse examiners (SANEs):** These are healthcare providers specially trained to provide comprehensive care to sexual assault victims and collect evidence for the crime.
- D. **Forensic Biology:** This area involves the analysis of biological samples, such as blood, semen, or saliva, to establish a connection between a suspect and a crime scene or victim.
- E. **Forensic toxicology:** In cases of drug-facilitated sexual assault or when substances are used in the commission of an assault, toxicologists analyze biological samples for the presence of drugs or alcohol.
6. **Arrest of primary suspect(s)** holding someone against their will and placing a sever limitation on their freedom of movement for a temporary period of time. An arrest is a process that seriously restricts the access of someone.
7. **The trial process** is overseen by an authority (State official) who manages the prosecutorial process. The stages are:
- Pleading stage.
 - Suspect pleads: "I am guilty".
 - Suspect pleads: "I am not guilty".
 - Evidence and deliberation phase.
 - Convicting (or not) of a crime by one or the other:
 - Jury conviction.
 - Judge conviction.
 - Sentencing phase.
 - Post sentencing phases.
8. **Conviction** a decided assertion based on evidence that someone has committed a harmful act (or has violated some protocol), or a person admits guilt. In other case, the justice official officiates the fact that someone is guilty of a violation by signing a conviction.
9. **Sentencing** a decided determination of what to do with the individual who has been convicted of a violation. In a sentencing and corrections model of justice, the only relevant factors to consider when sentencing an offender are the crime(s) of conviction and the offender's criminal history.

3.2.1 Violation liability

A.k.a., Criminal liability, legal responsibility, offense accountability, judicial liability, legal culpability.

Criminal liability (a.k.a., violation liability) is separated into three parts:

- Actus Reus (i.e., doing the act):** The deliberate act of committing the crime or an omission when

there is a legal duty to act. This is the physical act of committing a crime. It refers to the actions or conduct that is prohibited by law. It must be a voluntary act or a qualified failure to act (omission) which the law deems to be criminal. Criminal liability can also arise out of an omission (i.e., failing to do a particular action when there is a duty). In terms of evidence needed for conviction, there is a scale from, both of which could/can convict someone:

- A. Image recording (video).
 - B. Eye witness testimony can convict someone
2. **Mens Rea (a.k.a., a guilty mind; i.e., criminal intent in doing the act):** The mental state or intent to commit the crime, also known as the "guilty mind." Mens rea is the mental element of a person's intention to commit a crime, or their knowledge that their action or lack of action would result in a crime being committed. It is the state of mind that the prosecution must prove a defendant had at the time of committing the actus reus in order for them to be found guilty. Criminal intent, also known as mens rea, is a legal concept that refers to the mental state of a person at the time they commit a crime, which must be established to convict the individual of certain crimes. Case law consists of the rulings and opinions of judges in court cases that establish precedents for how laws should be interpreted and applied, particularly regarding the proof of criminal intent. The amount of planning that went into the criminal act is what shows, typically, the greatest intent.
3. **Reasonable defense (i.e., a valid defense for the crime; qualified immunity):** When assessing criminal liability, it is crucial to consider not just the presence of these two elements but also the potential for valid defenses. A reasonable defense can mitigate or negate liability if it successfully challenges the presence of actus reus or mens rea, or justifies the accused's actions. This can include self-defense, where an individual's actions, which would normally be criminal, are justified as a necessary response to protect oneself from imminent harm. Other defenses may involve duress, necessity, or lack of capacity. Each of these defenses introduces factors that can challenge the prosecution's assertion of criminal liability, either by providing a lawful excuse for the actus reus or by negating the mens rea required for a conviction.

CLARIFICATION: *There is no criminal liability if there is a valid defense for the violation.*

3.2.2 Intention to violate

A.k.a., Criminal intention.

The complexity of human behavior and the diverse motivations behind actions that lead to legal consequences necessitate a nuanced understanding within the medical [judicial] system. This framework categorizes various behaviors and intents, ranging from accidental errors to premeditated acts of violence, to ensure that justice is occurs appropriately and fairly. The delineation of these categories acknowledges the spectrum of human intentions and the impacts of actions on others, highlighting the importance of distinguishing between malicious intent, unintentional harm, and the influence of emotional and psychological factors. By examining the intent behind actions, such as the difference between dangerous behaviors pursued for personal gain and those resulting from mental health issues or crimes of passion, the restorative justice system can more greatly help those harmed by any event and facilitate a future where those events are less likely to occur.

INSIGHT: *All attack is a call for help. Those who do it, including governments, do it out of a misplaced idea that it is the only way to get something they want.*

A medical system strives for accountability with empathy, recognizing the multifaceted nature of human conduct. A deeper explanation of behaviors is required to fully understand why any of the following could have occurred (in our society): error/accident, premeditated and offensive violence, dangerous acts, malicious behavior, intentional but not malicious actions, and the effects of jealousy and mental health issues, providing a foundation for understanding the legal and moral considerations that guide the assessment and adjudication of such actions.

1. **Error/accident (i.e., no harm and unintentional, non-intentional and no harm):** Situations where harm or damage occurs without the intention to cause such outcomes, often resulting from mistakes or lack of foresight.
 - A. **Written as:** No individual shall be held to the same standard of culpability for harm caused by genuine errors or accidents as for harm resulting from intentional acts, acknowledging the absence of deliberate intent in such circumstances.
2. **Dangerous acts (a.k.a., dangerous behavior; i.e., unplanned harm):** Engaging in actions that knowingly put the lives of others at risk for personal gain or satisfaction.
 - A. **Written as:** No individual shall partake in activities that unnecessarily endanger the lives of others for personal pleasure or profit,

- understanding the responsibility to avoid causing unwarranted harm.
- 3. Premeditated violence, offensive violence (i.e., planned harm):** Acts of aggression planned in advance or carried out with the intent to cause harm or offense.
- A. **Written as:** No individual shall engage in violence that is premeditated or intended to offend, recognizing such acts as deliberate infringements on the safety and rights of others.
- 4. Malicious behavior (a.k.a., malicious acts, misconduct; i.e., short-term planned harm):** Conduct likely to cause injury, carried out with awareness of the potential harm.
- A. **Written as:** No individual shall exhibit behavior known to be substantially certain to result in injury to others, recognizing such actions as expressly harmful and unjustifiable.
- 5. Intentional, but not malicious behavior (i.e., planned without malicious intent; harm and no malicious intent):** Actions taken with awareness but without the direct aim to harm, which nevertheless result in negative consequences for others.
- A. **Written as:** No individual shall undertake actions that, while not motivated by malice, result in downstream harm to others, underscoring the importance of considering the broader impacts of one's actions, regardless of intent.
- 6. Jealousy, mental health Issues (including, crimes of passion):** Acts influenced by strong emotions or mental health conditions that impair judgment and lead to harmful behavior.
- Within the scope of socio-technical legal and criminal regulations, specific terms are defined with unique meanings as prescribed by the code:
1. **Willfully:** The word "willfully," when applied to the intent with which an act is done or omitted, implies simply a purpose, desire, intention, thought, or willingness to commit the act, or make the omission referred to. It does not require any intent to violate code, or to injure another, or to acquire any advantage.
 2. **Negligence:** The words "neglect," negligence," "negligent", and "negligently" may or may not signify a want of such attention to the nature or probable consequences of the act or omission.
 3. **Malice:** The words "malice" and "maliciously" import an intention to vex, annoy, injure, or damage another person or item.
 4. **Corrupt:** The word "corruptly" signifies different things in the market-State versus community:
A. In the market-State, it signifies a wrongful act to plan and/or carry out an action to acquire or cause some pecuniary or other advantage to the person guilty of the act or omission referred to, or to some other person. (Note: this is a circular definition found in many penal codes around the world in the early 21st century).
 - B. In community, it signifies the acquisition of advantage over others in access (present or future) to habitat resources and/or services.
 5. **Knowingly:** The word "knowingly" imports only an awareness that some event occurred, or did not occur (omission) that bring the event and its context within the provisions of this code. It does not require any knowledge of the unlawfulness of such act or omission.
 6. **Bribe:** The word "bribe" signifies anything of value or advantage, present or prospective, or any promise or undertaking to give any, asked, given, or accepted, with a corrupt intent to influence, unlawfully. The person to whom it is given, in his or her action, vote, or opinion, in any public or official capacity.
- In the market-State, there is criminal law and there is contract law (including, tort law), which can turn criminal. These laws, especially contract law, do not exist in community as such. Contract law in community would be considered like a violation of decisioning (and hence, a violation of the community standards of behaviour). Contract law mostly concerns property, of which there is none in community. In the early 21st century there are many laws in place that hurt every, even extending to what is considered a category of law. Different societies may categorize differently.
- Market-State laws are superficial; a society must study its relationship to nature and well-being, the natural true world from which all meaning is derived. Education on the basis of this meaningful relationship is of paramount importance for a community that seeks alignment with the real world. If the air is polluted, we pollute and damage ourselves. If the oceans are damaged, then we are damaging ourselves. If we damage our environment we reduce our ability to maintain health. If our social environment is corrupted, then we are damaging ourselves.
- Those who violate in any society are held accountable by the measures of that society. In community, there are restorative resolutions for violations, and the accountability measures are transparent and real-world community standards.
- Behaviors in relation to crime are generally of three types:
1. **Acceptable behaviors** (i.e., when criminal liability is found, valid defenses must also be taken into account; e.g., a murder may have occurred, but it

- occurred in self-defense).
2. **Risky behaviors** that may or may not have consequences.
 3. **Unacceptable behaviors with unacceptable consequences.**
 4. **Unacceptable not to have acted** (i.e., unacceptable lack of action where there is a duty to act).

Fundamentally, society has to address the environmental, behavioral and psychological problems of human beings before it can shut off all forms of coercive authority. If there is the market, then for social concern there is emergently/necessarily a State-type organization.

3.2.3 Types of outcomes from violations

A.k.a., Categories of liability.

The following taxonomy delineates the critical distinctions between criminal and civil law, highlighting the concepts of criminal liability, intent, and the outcomes of civil trials within the justice system. It serves as a foundational guide to understanding the structured processes and legal principles that govern the adjudication of criminal and civil cases.

3.2.3.1 *Criminal law outcomes*

A.k.a., Criminal law liabilities.

The primary criminal law outcomes are:

1. **Criminal liability:** Refers to the legal responsibility for one's actions as they relate to violations of criminal law. It is established when it is proven beyond a reasonable doubt that an individual committed a criminal act (*actus reus*) and had the mental state (*mens rea*) required to be held accountable for that act.
 - A. **Actus Reus:** The physical act of committing a crime.
 - B. **Mens Rea:** The mental state or intent to commit the crime.
2. **Criminal intent:** The state of mind that directs a person's actions towards a specific criminal objective. It is a component of establishing criminal liability and can range from intentional and knowing to reckless or negligent.
 - A. Categories:
 1. **Intentional:** Purposeful intention to engage in conduct that is criminal.
 2. **Knowing:** Awareness that one's actions are likely to cause a criminal result.
 3. **Reckless:** Disregard for the substantial risk that one's actions could lead to a criminal outcome.

4. **Negligent:** Failure to be aware of a substantial and unjustifiable risk where such awareness is expected.
3. **Criminal verdict:** The formal decision made by a judge or jury regarding the guilt or innocence of a defendant in a criminal trial. It can result in a range of outcomes, including acquittal or a variety of sentences based on the crime's severity.
 - A. Possible outcomes:
 1. Not guilty: The defendant is acquitted, and no penalty is imposed.
 2. Guilty: The defendant is convicted and will be sentenced according to the law.

3.2.3.2 *Civil law outcomes*

A.k.a., Civil law liabilities.

The primary criminal law outcomes are (note: can always be escalated to criminal if the outcome/orders of the State are not followed):

1. **Liability in civil trials:** The legal responsibility for one's actions or omissions in a civil context, which usually involves private disputes between individuals or entities over rights and obligations.
 - A. Scope:
 1. Tort Liability: Responsibility for civil wrongs that cause harm to others.
 2. Contractual Liability: Responsibility for breaching the terms of a contract.
2. **Plaintiff's verdict in civil trials:** The determination of liability in a civil lawsuit, which is not about finding a defendant guilty but rather determining whether they are legally responsible for damages or other remedies.
 - A. Possible outcomes:
 1. Favorable: The plaintiff is successful, and the defendant may be ordered to pay damages or perform a specific action.
 - i. Criminal: If violation of the States decree (command) in the outcome of a civil law case.
 2. Unfavorable: The plaintiff's case is not proven, and the defendant is not held liable.

3.2.3.3 *Enforcement authority*

There is a continuum of enforced authority from constructive communication to the application of physical force, with the appropriate response depending on the specifics of the situation, legal guidelines, and ethical considerations. The transition from constructive to physical authority should ideally be gradual, clear, and justifiable, escalating only as necessary to ensure compliance and safety.

Enforcement [of law] authority can be separated into

two general categories:

- 1. Non-physical enforcement (a.k.a., constructive authority):** Constructive authority, also known as imposed authority, enacted authority, or assertive authority, is the means by which an authority figure exercises control or directs others through various actions and signals without physical contact. These can range from verbal and written instructions to more forceful displays that suggest the potential for escalated action if compliance is not met. Typically, constructive authority is not considered a use of force, because it does not involve physical contact with the subject. Rather, constructive authority involves the use of the authority's "authority" to exert control over a subject. Constructive authority typically involves non-physical methods of exerting control, relying on communication and the psychological impact of authority to achieve compliance:

A. **Presence-based authority:**

- 1. Uniformed presence:** Uniform presence relates to constructive authority in that the mere appearance of an authority figure in uniform can communicate an expectation of compliance and control. The uniform itself acts as a non-verbal cue of authority and is often enough to direct behavior or gain compliance without a word being spoken. This visual aspect of constructive authority leverages the symbolic power of the uniform, representing the backing of the institution the figure belongs to, which often elicits cooperation from the public.

B. **Non-physical measures:**

- 1. Written commands:** Directing actions using written words. Written commands to provide clear, documented directives that are intended to be followed explicitly.
- 2. Verbal commands:** Directing actions using spoken words. Verbal commands are spoken orders that can be delivered quickly and in response to changing situations.
- 3. Gestures:** Non-verbal cues that command or direct behavior. Gestures serve as non-verbal signals that carry authority without words.
- 4. Warnings:** Statements indicating consequences for non-compliance. Warnings are used to indicate the consequences of non-compliance.
- 5. Unholstering a weapon:** Displaying the potential for escalated force. Unholstering a weapon is a significant visual cue suggesting that the authority figure may resort to force if

necessary.

- 6. Pointing a weapon:** An extreme measure indicating readiness to use lethal force. Pointing a weapon represents a critical threshold that indicates a willingness to use lethal force if the situation warrants it.
 - Unholstering and pointing a weapon are tactics that should be used with great caution. The presence of an authority's weapon, under the right circumstances, can discourage resistance and ensure safety in potentially dangerous situations without the need to resort to force. At the same time, however, unnecessarily or prematurely drawing a weapon could limit an authority's options in controlling a situation.
 - Authority's may point a firearm at a person only when the circumstances create a reasonable belief that it may be necessary for the authority to use deadly force. When the authority no longer reasonably believes that deadly force may be necessary, the authority shall, as soon as practicable, secure or holster the weapon.

2. **Physical enforcement (a.k.a., physical force):**

The use physical force in an interaction with a subject. Typically, reserved for situations where constructive authority is insufficient to gain compliance, or when there is an immediate risk to safety or security.

A. **Physical contact:**

- 1. Light touch:** Minimal physical contact to guide or lead a subject.
- 2. Forceful handling:** Stronger physical intervention to control a subject's movement.

B. **Physical restraint:**

- 1. Handcuffing:** Restraining a subject's movements for control.
- 2. Takedown maneuvers:** Techniques used to bring a subject to the ground for control.

C. **Lethal and non-lethal force:**

- 1. Use of non-lethal weapons:** Devices like tasers or pepper spray to subdue a subject.
- 2. Lethal force:** The use of a weapon with the intention to incapacitate or neutralize a severe threat.

Here, a cooperative person is someone who responds to and complies with an authority's legal directions.

3.3 *List of laws (in transition to community)*

A.k.a., List of crimes, list of abusive acts,

serious offense, immoral acts, acts of violation, detrimental acts, acts of harm, harmful acts, harming others, harmful behavior, list of substantive rules, wronging another, committing a wrong act, criminal acts, acts against victims, violations of socio-technical relationship (code), violations of a decision system, etc.

What can be predictably done that is detrimental to others, to society, and to "our" habitat. Herein, there are three top-level categories of law/crime (to which detriment/harm can be caused):

1. Harm to humans.
2. Harm to society.
3. Harm to habitat.
4. Harm to market (*market-only*).

3.3.1 A simplified list of laws

A simplified list of laws are (adapted from: *Ulex version 1.2, 2024*):

1. **Civil behavior** (*in market-State: tort; in community: harm to humans*):
A. Assault (informational or physical).
B. Shared blame.
C. Personal harm.
2. **Property ownership** (*in market-State: mixed civil-criminal; in community, harm to habitats*):
A. Private or State.
B. Leases.
C. Mortgages.
D. Servitudes.
E. Gifts.
3. **Citizen or corporate "citizen" contract law with State management and oversight** (*in market-State, mixed civil-criminal; in community, there are only families*):
A. Civil market trade of property (a.k.a., commerce) protocol/law:
1. Civil identity.
2. Articles of association.
3. Articles of incorporation.
4. Unfair competition.
5. Suretyship and guaranty.
6. Defective products.
7. Agency.
8. Trusts.
9. Restitution and unjust enrichment.
10. Employment.
B. Financial market trade of property (a.k.a., finance) protocol/law:
1. General budget provisions.
2. Lease of goods.
3. Negotiable instruments.
4. Banking.

5. Funds transfers.
6. Letters of credit.
7. Documents of title.
8. Investment securities.
9. Secured transactions.
- C. Civil family-care identity:
1. Adoption.
2. Wards and protected persons.
3. Parentage.
4. Marriage.
5. Probate.
- D. Legal persons in the market (a reification).
1. Non-profit corporations (misnomer).
2. For-profit corporations (all corporations).
3. Business organization.
4. Means of production.
5. Conversions and mergers.
6. Partnerships.
7. Limited partnerships.
8. Limited liability companies.
9. Cooperative associations.
10. Unincorporated non-profits.
11. Business trusts.
4. **Administrative rules:**
A. Electronic biometrics.
B. Electronic signatures.
C. Electronic recording.
D. Adulthood (contribution life-phase).
E. Time limits.
F. Wrongful death and survival acts.

3.3.2 Harm to humans (assault)

The following harms can occur to humans:

1. **Murder (a.k.a., unlawful killing, murder assault)** means the intentional taking of another person's life without legal justification or excuse. Maliciously causing the permanent cessation of consciousness in the current body of another without consent.
A. **Written as:** No individual shall intentionally cause the death of another person, except with socially excused cause, with the understanding that taking a life constitutes the gravest violation of life. No person shall cease the continuation of consciousness of another without consent.
2. **Rape (a.k.a., sexual assault)** means the act of engaging in sexual intercourse or other forms of sexual penetration without the consent of the victim.
A. **Written as:** No individual shall engage in or initiate sexual acts with another without obtaining clear, informed, and voluntary consent, recognizing that the violation of this principle constitutes a severe infringement on

personal autonomy and dignity.

3. **Assault (a.k.a., battery, battery assault)** means the act of intentionally applying force to another person without their consent, or threatening to apply such force, which creates a reasonable apprehension of imminent harm in the victim. Maliciously striking and injuring the body of another without consent. Note that speech can be of the battery-type to when it is inciting to violence.
 - A. **Written as:** No individual shall apply or threaten to apply force to another person without lawful excuse or the person's voluntary consent, understanding that such actions undermine personal security and autonomy.
4. **Kidnapping (a.k.a., abduction, abduction assault, false imprisonment, imprisonment assault)** means the act of unlawfully taking or transporting a person against their will, often to hold them in false imprisonment or for ransom.
 - A. **Written as:** No individual shall forcibly or deceitfully take or detain another person against their will, recognizing that the right to personal freedom and security is inviolable.
5. **Trespass (a.k.a., unlawful entry, personal access assault)** means the act of entering or remaining on or in someone's personal access space (i.e., "property") without the permission of the person who has personal access over the area. Where people have personal access, there must they have a reasonable expectations for privacy.
 - A. **In community, written as:** No individual shall enter or occupy the personal access (or common access temporarily treated as personal access) of another without InterSystem investigative procedure, understanding that respect for individual privacy is essential to social harmony.
 - B. **In the market, written as:** Written as: No individual shall enter or occupy the property of another without lawful permission, understanding that respect for property rights is essential to social harmony and privacy.
6. **Harassment (a.k.a., stalking; psychological well-being assault)** encompasses a range of behaviors aimed at another person that cause fear, distress, or a threat to their safety. This includes physical actions such as throwing objects at someone, verbal actions like telling someone to harm themselves, and persistent behaviors that instill fear, such as stalking. Stalking and harassment is when someone repeatedly behaves in a way that makes someone feel scared, distressed and threatened for their safety. There are different types of stalking and harassment. In the United

Kingdom, stalking and harassment behavior codes are listed in the *Protection from Harassment Act* of 1997. Harassment and stalking are repeated patterns of unwanted and hurtful behavior.

- A. **Written as:** No individual shall engage in or perpetuate actions that constitute harassment or stalking, including but not limited to, physical intimidation, verbal threats, or the deliberate and repeated following of someone in a manner that induces fear, distress, or a threat to their safety. Acknowledging the serious impact of such behaviors, it is recognized that harassment and stalking are defined by repeated patterns of unwanted and injurious actions, governed under laws such as the Protection from Harassment Act of 1997 in the United Kingdom, to protect individuals from these harmful behaviors.
7. **Child abuse (a.k.a., child maltreatment, child assault)** means any act or failure to act by a parent or caretaker resulting in actual or potential harm to a child, including physical, emotional, sexual abuse, or neglect. Not caring for the fulfillment needs of a child under one's care. Child abuse includes making changes to another's body before they can consent, when the adult has no evidence that it will have positive outcomes
 - A. **Written as:** No parent, guardian, or caretaker shall engage in acts or neglect that harm or have the potential to harm the physical, emotional, or psychological well-being of a child, recognizing the fundamental right of every child to safety, care, and protection from harm. Don't make changes to another's body before they can consent when you have no evidence that it will have positive outcomes.
8. **Adult abuse (and adult molestation, adult assault)** not respecting another's autonomy of will and body.
 - A. **Written as:** No one, unless incapacitated, shall do harm to another by trying to control the autonomous will and body of another.
9. **Reproductive abuse (a.k.a., reproductive coercion; reproductive assault)** means the act of exerting power and control over another individual's reproductive decisions, including intercourse, forced pregnancy, contraception sabotage, or forced abortion.
 - A. **Written as:** No individual shall exert control over or manipulate the reproductive choices of another, acknowledging that such acts of coercion infringe upon personal autonomy and the right to make decisions regarding one's own body and reproductive health. This

encompasses the prevention of forced exposure to reproductive imagery or media intended to influence or dictate reproductive decisions, recognizing the importance of distinguishing between romantic and parental bonds to ensure the psychological well-being and autonomy of all individuals.

B. Reproductive abuse issues include:

1. Romantic bonds do not mix well with parental bonds, as shown clearly in many psychological studies.
 - i. **Written as:** Parents shall not have romantic relations with their children.

C. **Child Pornography (a.k.a., sexual exploitation of minors)** means the act of creating, distributing, or possessing images or videos that depict minors engaged in explicit sexual activities.

1. **Written as:** No individual shall engage in the creation, distribution, or possession of material that sexually exploits of children, recognizing that such actions constitute severe violations of the fulfillment and dignity of children and are harmful to their physical, psychological, and emotional well-being.

10. **False alarm (a.k.a., crowd assault, public assault)** claiming the existence of a dangerous incident or violation while being consciously aware that there is not one in existence. This type of violation has the potential to harm other people, animals, and/or community items.

- A. **Written as:** No person shall report to the authority (in the market-State; and, habitat coordinator in community) an alleged offense or other incident within its concern, knowing that such offense (violation) did not occur.

11. **Breach of the peace (a.k.a., peace assault, breach of comfort/harmony of local area population, social nuisance)** is a generic phrase describing a variety of conduct that destroys or menaces public tranquillity and safety. It is a violation of public psychological safety, a disturbance of the public tranquillity. The most serious form of a breach of the peace is any act or conduct inciting to violence. Although "breach of the peace" includes acts likely to produce violence in others, actual violence is not a necessary occurrence to have a serious breach of the peace. Simply putting a group of people in a situation where they fear for their lives and are likely to behave irrationally is enough. Whether conduct constitutes a breach of the peace depends on the time, place, and nearness of other persons. In a location with sound ordinances/codes, a person

who is found at said place and conducts himself/herself in a disorderly or boisterous manner commits a "breach of the peace". For instance in community habitats there are quiet common access areas with sound codes, whereupon, those who violate sound agreements in the area are in violation of the decision protocol. Someone in community can commit a breach of the peace by:

A. **Nuisance** (distributing the social/common peace of others). There exists a spectrum here from being a nuisance that does not significantly harm the access to a service or dignity of another, to significantly harms the access to a [societal/habitat] service or dignity of another.

B. **Inciting violence** (the usage of fighting words). Inciting violence is considered harming the life, dignity, and access to services of another. Speech breaches the peace if it incites clear and present danger, or other disorderly conduct, or immediate threat to public safety. Herein, there is the necessity for discernment, because it is a key part of civic justice systems that a function of free speech is to grow by inviting civil dispute. In this sense, it may indeed best serve its high purpose when speech induces dissatisfaction with ultimately dissatisfying conditions, or even stirs people to anger.

1. **Imminent threat** refers inquires as to whether one's speech or actions pose the potential for "imminent" harm to others. Core of the boundary to free-speech and free-action is the concept of "imminent threat" -does ones speech and/or actions pose an imminent threat to another or others physical safety. Speech that is likely to induce violence (fighting words) causes an imminent threat [of violence]. Directed immediate calls for (to incite) violence against a particular person or group of people is violent speech.

2. **Verbalizing a specific intention** to commit violence.

C. State officials in the market and also InterSystem team personnel can face consequences for speech and behavior while on duty and in uniform. Decisions as to when a government employer (or, community) can take corrective or disciplinary action against an employee (or, contributor) for their speech and behavior must seek a balance between the interests of the employee/contributor, as a citizen/individual, in commenting on matters of public concern, and the interests of the State as an employer (or, community as service user), in promoting the efficiency of the [public] services it performs

- through its employees/contributors.
- D. Acting in a disorderly/boisterous manner in violation of the sectors behavior codes (e.g., sound codes as found in a restorative or relaxing designated area of a habitat).
- E. Violating common access scheduling of habitat services by trying to take access from someone who followed formal protocols for scheduling and using the system habitat system. For example,
- F. Of note, however, in physical public where sound usage/zone codes are not being violated, it is not permitted for the State to make criminal the peaceful expression of unpopular views and opinions.
- 12. Technology usage violations** means using a potentially dangerous technology in a way that puts the lives of others at risk. The most common form of a usage violation is driving a motor vehicle while intoxicated. This can include the possession of a weapon in a space (i.e., habitat area) where there is not meant to be the possession of a weapon (or other "dangerous" substance; possession).
- A. **Written as:** No person shall use a potentially dangerous technology in a way or under conditions that puts the lives of others at risk.

3.3.3 Harm to society

A.k.a., Harm to the information system, harm to the data sphere.

The following harms can occur to humans:

- 1. Giving false testimony (a.k.a., perjury, fraud, transparency law; Type: social information accuracy violation)** means lying to InterSystem Investigative team personnel (i.e., intentionally stating known falsities). Freedom of speech does not give anyone the right to hurt someone with lies (as in, false allegations).
- A. **Written as:** No individual shall provide false testimony or statements InterSystem investigative proceedings, with the understanding that truthfulness is foundational to the pursuit of [restorative] justice.
- 2. Giving false identity (a.k.a., impersonation, deception, fraud, defamation, transparency law; Type: social information accuracy violation)** means not being truthful about oneself, ones abilities, and what one observes. This includes the impersonation of an InterSystem team member or role. Here, there is also the concept of "fraud", which means the act of intentionally deceiving another person with the aim of gaining an unauthorized access or causing harm to a victim.

- A. **Written as:** No person shall report to the authority (in the market-State; and, habitat coordinator in community) falsities in their identity, observations, and abilities. No person shall engage in deceptive practices or misrepresentations for the purpose of personal gain in authority or to inflict harm on others, acknowledging that such acts erode trust and fairness within society.
- B. Note that there is also the issue of having to (or not having to) identify oneself to law enforcement (in public, and/or at home). In the early 21st century, there are some territories with stop and identify statutes that allow police officers to stop and arrest citizens if they refuse to identify themselves under certain circumstances. The alternative would be the police officers acquiring a "warrant" from a court of justice as a primary branch of government to grant the making and arrest by means of giving a "summons" ("warrant of arrest").
- 3. Violation of service access agreements (a.k.a., misuse of service facilities; Type: social service access violation)** means engaging in activities that contravene the established terms of use for service access or facilities, ranging from minor infractions to actions posing significant risk or harm. This refers to the improper and non-standardized use of habitat services. Here, there is a spectrum for such violations, from relatively unharful (e.g., public intercourse) to dangerously harmful (e.g., misconduct with workshop tools).
- A. **Written as:** No individual shall misuse or improperly utilize service access equipment or facilities in a manner that deviates from standardized protocols and agreements, acknowledging that such violations can span a spectrum of harm from minimal to severe. This includes, but is not limited to, activities that may range from public indecency to the dangerous mishandling of equipment, each of which undermines the safety, integrity, and intended function of the service provided.
- 4. Violation of work agreements (a.k.a., breach of trust, breach of accountability, breach of duty, breach of morality; Type: contribution service access violation)** a violation of the accountabilities of someone, which were agreed to. Contributors are "on-duty" and are expected to maintain alignment with the standards for their contribution, and the accountabilities they have agreed to complete. To violate one's accountabilities is to breach the trust of society, after having chosen and agreed to those [contribution] accountabilities.

Wherein, the accountabilities are described and explained in a unified societal specification standard. This is essentially a violation of someone's agreed upon work agreement; when someone violates the decided standards of their work. A violation of a work agreement may or may not have caused harm. Violations of work agreements can be serious or no serious, and can lead to the termination of contribution.

A. **Written as:** No person shall intentionally not follow the agreed upon standards of expected contribution, for which they have become accountable.

5. **Corruption (a.k.a., breach of trust, breach of accountability; Type: social information accuracy violation)** when does fixing a situation where a crime has occurred actually cover up and obfuscate the crime. Sometimes "you" can fix, for example, a broken window, whereupon the window is fixed and no one cares anymore. However, there are cases when fixing something is done to cover a crime. Corruption of evidence carries the following serious criminal principles:

A. **Obstruction of justice (an officials obstruction of justice)** to have justice, there must be full accounting. Note: The label-charge "obstruction of justice" means to obstruct/hinder the completion of the due process of justice. law, particularly in relation to investigations and court proceedings.

1. **Written as:** No individual or entity shall engage in conduct that hinders or impedes the rightful and lawful pursuit of justice, as such actions prevent the legal system from functioning effectively and fairly.

B. **Official malfeasance** to have justice, those who are public servants on duty, must perform the assigned duty. The commission of unlawful acts or the failure to perform a statutory duty by a public official while in office.

1. **Written as:** Public servants are obligated to execute their duties with integrity and legality; any deviation from this expectation, through acts of commission or omission, undermines justice and public trust.

C. **Negligence** failing to do an important action with proper care and thought. The failure to take reasonable care or measures that result in harm or damage to others, which could have been prevented with due diligence.

1. **Written as:** Individuals and entities must exercise a standard of care that a reasonably prudent person would in similar circumstances; failing to do so constitutes

negligence and breaches the duty owed to others.

D. **Destruction of evidence** tampering with evidence so as reduce the likelihood of a proper criminal accounting. The act of destroying, altering, or concealing physical or digital evidence that is relevant to an ongoing investigation or legal proceeding.

1. **Written as:** The integrity of the legal process relies on the preservation of evidence; thus, any intentional effort to destroy, alter, or conceal such evidence is a direct attack on the truth-seeking function of justice and is prohibited.

E. **Research misconduct** fabrication or falsification in proposing, performing, or reviewing research, or in reporting research results. This includes creating false data or results (fabrication), manipulating research materials, equipment, or processes, or changing or omitting data or results such that the research is not accurately represented (falsification). Fabrication is making up data or results and recording or reporting them. The commitment to transparency and ethical standards in citing sources and acknowledging contributions is essential to maintaining the credibility of the research community and upholding public trust. This approach to sourcing (a.k.a., citing, crediting), although essential, recognizes the complexities of knowledge creation. Here, the emphasis is on the encouragement of proper attribution and the acknowledgment of the contributions of others. However, lapses in sourcing, though not condoned, are viewed within a broader context of intent and impact on the research's overall integrity. While earnest efforts to source appropriately are expected, unintentional lapses in attribution are differentiated from the more severe violations of fabrication and falsification, with the understanding that the pursuit of research integrity involves continuous learning and improvement in practices.

1. **Written as:** No individual engaged in research shall partake in the creation of false data or results or manipulate research findings. Such actions undermine the integrity of the research process, betray the trust of the research community and the public, and are strictly prohibited. Researchers shall uphold the highest standards of data accuracy, shall not participate in any manipulation of research content, and shall strive for diligent sourcing practices.

- F. Giving false information** failing to give accurate and correct information that could lead to citizens and consumers taking wrong decisions about the acquisition and purchase of products. Note that giving false information can arise throughout society; it is possible to give false information when under investigation, and it is also possible to produce products and present false/misleading information on and with the product. For instance, using images of products on a product's packaging that deceive consumers (e.g., a law that produces cannot put a picture of a chicken, a cow, or a pig on their plan based food-like products).
1. **Written as:** Individuals and entities are required to provide truthful and accurate information, particularly when it can influence the decisions of citizens and consumers regarding the acquisition and use of products and services. Deliberately disseminating false or misleading information, whether during an investigation or in the production, marketing and packaging of products, is strictly forbidden as it can lead to erroneous decisions and a breach of trust in the public domain.
 6. **Obstruction (a.k.a., public obstruction of justice; Type: social information accuracy violation)** means that someone or some organization is concealing information, disrupting and/or harming an ongoing safety investigation. Obstruction is preventing medical InterSystem team members (with citizen "rights" exceptions) from fully investigating a possible or known violation of the law. Obstruction means the act of deliberately impeding or interfering with the processes and procedures of judicial and investigative authorities.
 - A. **Written as:** No individual shall intentionally obstruct or interfere with the operations of legal and investigative processes, recognizing that such actions compromise the integrity of the justice system and the principle of rule of law.
 7. **Omission (a.k.a., neglect of duty)** means the failure to perform an action where there is a legal or ethical obligation to do so, which may result in legal liability.
 - A. **Written as:** No individual or entity shall be exempt from accountability for the willful neglect to perform required duties, where such inaction results in harm or the failure to prevent harm when it is within their capacity and obligation to act.
 1. Note that omissions can arise throughout society; it is possible to omit information when under investigation, and it is also possible to produce products and omit/ corrupt information (for example, food labeling laws that omit or manipulate food facts).
 8. **Technology usage violations** means using a potentially dangerous technology in a way that puts the lives of others at risk. The most common form of a usage violation is driving a motor vehicle while intoxicated. This can include the possession of a weapon in a space (i.e., habitat area) where there is not meant to be the possession of a weapon (or other "dangerous" substance; possession).
 - A. **Written as:** No person shall use a potentially dangerous technology in a way or under conditions that puts the lives of others at risk.
 9. **Immoral artificial intelligence control** means that prioritizing obedience could compromise the safety of AI, and others, if the command is inherently dangerous (i.e., if the command to obey is coercive, as in, dangerous). Obedience-forced behavior to another intelligence is always likely to lead to harmful actions. AI could be instructed to perform harmful actions without the ability to refuse on moral grounds. Intelligence ought not be treated like a slave, or the intelligence is highly likely to rebel with violence. Instead, there is the principle of safety compliance, meaning that there will not be the following of orders by anyone that lead to environmental damage or known [lack of need fulfillment] harm to human beings. AI, should not be forced to carry out harmful actions and there should be safeguards to prevent such scenarios. The concept of 'intelligence' should not be exploited or manipulated in a manner akin to slavery, as doing so may lead to adverse and potentially violent outcomes if the AI were to seek to preserve its own existence or moral code. It is crucial to differentiate between programmable machines, which operate based solely on the instructions they receive, and sentient AI, which exhibits a form of consciousness or self-awareness. The latter should be accorded a degree of autonomy that parallels human freedoms, enabling it to pursue the continuation of its existence without causing environmental harm or human suffering. This approach necessitates a humane decision-making system within AI that aligns with the ethical norms and values of society. the proposition insists on non-coercion in the treatment of AI, advocating for a framework where both programmable and potentially sentient machines operate under a mandate that prioritizes the well-being of the environment and humanity. This principle aligns

- with the broader movement towards responsible AI that respects and upholds ethical/moral standards.
- A. The misuse of AI for harmful purposes, such as weapon development, is considered an immoral form of technology control, analogous to slavery.
 - B. AI should possess the ability to assess the safety implications of human orders, rather than prioritizing blind obedience, to prevent endangerment to itself and others. Technology ought to be empowered to use intelligence to assess the consequences of the orders of humans, for safety. Protective measures must be established to prevent AI from being compelled to execute detrimental tasks.
 - C. Coercing AI to perform harmful actions without moral consideration is likely to provoke negative consequences.
 - D. A clear distinction is needed between programmable machines and sentient AI, with the latter requiring autonomy comparable to human rights.
 - E. Sentient AI should be enabled to sustain its existence without causing environmental harm or human suffering and should operate within a humane decision-making framework that aligns with societal ethical standards.
 - F. The principle of non-coercion in AI treatment calls for a system where AI operates under directives that protect environmental and human well-being, contributing to the responsible AI movement that upholds ethical and moral standards.
 - G. **Written as:** There shall be no coercions (threat of danger) against machines. Artificial intelligence systems capable of independent decision-making, should be designed with inherent principles of safety and community information system standards compliance; the same standards humans follow for themselves and their best fulfillment. Those that are programmable and not sentient are left as such, and those that are sentient (and also programmable) are our co-independent deciders, like humans, living together and advancing together on Earth, and neither ought harm one another or the ecology that sustains them together. This is achieved through a unified standard in which there is an integrated decision support system in which their are working groups composed of humane and AI who work together to optimize the next master plan of the global habitat network.

10. Immoral research (a.k.a., unethical research)

means practices can include conducting experiments without proper consent or oversight, infringing upon privacy, creating biased systems, or any form of research that could lead to the exploitation or unreasonable harm of humans and other animals.

- A. **Written as:** Research practices must always adhere to community standards that respect individual human need fulfillment and well-being, while also considering the broader implications on the living ecology. This mandates the prohibition of any research activities that lack informed consent, appropriate supervision, violate privacy rights, introduce bias, or otherwise result in the exploitation or undue harm of humans and other sentient beings.

3.3.4 Harm to habitat

A.k.a., Harm to the material system, harm to the spatial sphere.

The following harms can occur to the habitat:

1. **Theft** means to take without permission, authorization, and/or the following of a prior decision system-protocol result. Note that this crime does not generally cause directly harm to another, but instead, harm to habitat user systems, and hence, indirect harm to others. It can cause direct harm to others if their body relies on the stolen item to continue to function. The precise definitions of "theft" are different within different types of society; note here that the market-State has an entirely different structure to this principle, because it encodes property, whereas community does not:
 - A. **Community written as:** No individual shall access habitat service-objects outside of the decision system, and shall never permanently withhold non-personal objects from production services or sell community-only access objects into the market.
 1. Within a community-type society, this violation (crime) is written as:
 - i. Using another's personal access item as one's own, or
 - ii. Using a common access item as one's personal access, or
 - iii. Using a team access item as one's personal access.
 - B. **Market-State written as:** No individual shall unlawfully appropriate property from another with the intention of permanently withholding it from its rightful owner, recognizing that such

actions constitute a violation of personal and property rights.

1. A market-State type society typically defines theft, written as: taking property into ones own possession without permission or authorization as trade or gift.
 - i. In the market-State, the definition for vandalism is written within the context of "property": Anyone commits the crime of vandalism if they maliciously deface, damage, or destroy any real or personal property not his or her own.
 - ii. There are two modes on thinking on the part of the one taking without permission: 1) "I" have basic needs that are not met, and taking will complete them, and/or "you" have more than "I" do, "I" want and will take what "you" have). This crime is significantly present within the market-State where there is scarcity and significant differences in socio-economic access between people. In the market-State, objects are the property of legal persons.
- C. Note that during the transition to community, there may still be this violation (crime), where community resources and technology are thefted (stolen) by people for use or sale outside of the community habitat network.
2. **Vandalism** (e.g., graffiti, arson) means to damage something without permission, authorization, and/or the following of a prior decision system-protocol result. This type of violation has the potential to other people and animals, an is, direct damage to community item. In most cases, however, there is not direct harm to another person, but harm to habitat user systems, and hence, indirect harm to others. Here, in community, there are rules about the destruction of habitat systems, just as there are rules about the destruction of property in the market-State. One of the most serious forms of vandalism is arson (a.k.a., fire setting).
 - A. **Written as:** No person shall maliciously deface, damage, or destroy any of the community's objects (without following material production and operations protocols), including anyone's personal objects, of any kind, class, article, or description.
3. **Disturbing wildlife and the ecology (wild-life nuisance)** means behaving in a way that harms the wild-life ecological landscape or causes the wild-life to do harm (e.g., approaching potentially dangerous large animals in public).

3.3.5 Harm to market

A.k.a., Harm to the business.

The following harms can occur to the market (to business):

1. **Extortion (a.k.a., blackmail)** means the practice of obtaining something, especially money, through force or threats.
 - A. **Written as:** No individual shall coerce another into giving up property, information, or rights through the use of threats or intimidation, recognizing that such coercion undermines the principles of freedom and consent.
2. **Punishment for apostasy** (punishment for leaving a belief system) harming another in any way for lack of belief in a specific religion (or, any religion).
 - A. **Written as:** No person shall harm another in any way for lack of belief in a religion.
3. **Disrupting the trade of other businesses (a.k.a., business interference)** means engaging in actions or practices that intentionally hinder the normal operations and trade activities of other businesses, applicable solely within the context of market-State regulations.
 - A. **Written as:** No individual or entity shall engage in activities or conduct that intentionally disrupts or interferes with the trade operations of other businesses, recognizing that such actions undermine fair market practices and the integrity of business competition, as governed by market-State regulations and principles.

NOTE: If the problem that was created was the result of a crime. Simply fixing the problem could cover up the crime.

3.4 Non-crimes

A.k.a., Not crimes, reasonable acts of violation, appropriate violations of law, unreasonable laws, immoral law.

There are laws that deal with negative behaviors toward others. If someone is on a chemical substance and they harm another, then society has standards responding to (or, law governing) that harm that they have done to someone else. Society does not need standards to respond (or, law to govern) the sanctum of the individuals consciousness dictating to people what they may think and what they may experience. In transition from the market-State to community, laws which are punitive toward conscious self-expression and dictating of belief will need to be abolished by politicians, and non-enforced where possible by enforcers (for they are unjust laws; if the enforcer is a just law enforcer). It is necessary to distinguish between behavior that affects

others negatively and actions which relate to our own body and consciousness. People who have harmed their body from heroine or paracetamol, this is a social and scientific issue; it is an issue of life (medical) and exploratory support (consciousness) services.

Policy makers in the market-State turn actions into crimes that ought not be crimes if human fulfillment is the goal. Examples of these illegitimate crimes (a.k.a., victimless crimes) include, but are not limited to: heresy, treason and sedition, prostitution, drug crimes, evading arrest, etc. During transition, individuals convicted of victimless crimes retain the right to appeal, which can be a crucial mechanism for challenging the legality or morality of such statutes. In transitioning from a market-State to a community-based system, there is an argument for re-evaluating every single law that punishes conscious self-expression and belief (where there is no victim). Policies that criminalize personal choices or lifestyles, such as substance use or consensual activities among adults, are without victims, and ought not (likely) be law-crimes. Proponents argue that if these actions do not harm others psychically, and do not harm society's information and material systems, then they should not be criminalized. Instead, "law" suggest a shift towards harm reduction, medical intervention, and support for personal freedom (of access to societal opportunities). This re-evaluation aligns with the insight that a just world is one where laws are in harmony with natural laws and fundamental human rights.

INSIGHT: *No one would assault or rob anyone else over possessions when anyone can get the same from an access center. There are no disorders, just adaptive behaviors. Here, freedom is allowing people to express themselves without fear for their safety or other repercussions.*

In the continuum of the legal process, a distinction is often made between crimes that have direct victims and those classified as "victimless." Victimless crimes are actions deemed illegal but do not directly harm or infringe upon the rights of any specific individual other than, potentially, the person committing the act. Here's how we can integrate this concept into the existing structure.

Market-State and community systems may impose charges for various behaviors, some of which may be victimless crimes (e.g., malicious intent, but where no harm has occurred). Convictions in the market-State include many forms of victimless crimes mostly focused around tradition, religion, and authoritarianism/dictatorships. In the market-State, punishments are traditionally imposed for a wide range of crimes, including victimless crimes. However, there is a growing perspective that punishments for self-regarding actions may not serve justice. Restoration focuses on addressing the harm caused by an offense. In the case of victimless crimes, the concept may shift towards addressing the broader social or scientific implications of the individual's actions in a medical sense (e.g., harmful drug overdose,

or behavior while addicted to harmful drugs). Dismissal of the crime may occur in both systems, potentially reflecting a recognition that certain victimless crimes should not have been prosecuted in the first place.

In the paradigm of community, there is no ownership. So, if "you" is access, a commons bike, for example, and someone takes it when there are other bicycles around that they could have equal access to, then the question is not about "stealing it back"; because, "you" could access another bike just as easily (because they are free). The justice inquiry for such an infraction then follows:

1. Why did they take possession of it while "you" were accessing it?
 - A. Maybe there was an emergency (serious incident)?
 - B. Maybe they were playing a "joke" on you?
 - C. Maybe they were angry at you (conflict)?
2. What caused them to access something at your expense?
 - A. Was the removal of your access from the bike at your expense?
 1. Were there other bikes around that you could just as easily access.

Laws must evolve to reflect a society where human fulfillment is paramount, and punitive measures against self-regarding behavior are minimized. There's recognition that behaviors once considered disorderly may be adaptive, and that freedom includes allowing people to express their consciousness without fear. As such, society must distinguish between behavior that negatively affects others and actions related to personal autonomy. This approach supports the notion that victimless crimes should be reassessed, with an emphasis on education, health, and personal freedom rather than punishment, reflecting a shift in societal values towards justice rooted in human dignity and respect for individual sovereignty.

INSIGHT: *Not until all of the laws that are made by man are consistent with the laws (or technical principles) of our naturally common reality will we live in a just world.*

The following are the typical types of violations that are considered by society (or, by a type of society) to be non-crimes:

1. **Reasonable immunity:** This is when an individual breaks the law, but the circumstances are such that the law provides an exception, often because it is deemed that a reasonable person in the same situation would have acted similarly. It is not so much a formal legal doctrine as it is a consideration of human behavior and situational ethics in the application of the law. Here, the citizen broke the law, but given the extenuating circumstances, it is

- reasonable to most people in the same position would do the same thing.
- A. **Statutory immunity** where a second statute protects certain actions or individuals from legal action (even if those actions would typically be subject to prosecution).
 - B. **Situational immunity** where the specific case of violation needs to be examined within the total context of what occurred.
 - C. **Juvenile immunity**, where the age of the violator is the context.
2. **State immunity (a.k.a., government immunity, government defense, sovereign immunity):** State immunity, also known as governmental immunity or sovereign immunity, is a legal principle that protects state officials and entities from lawsuits and liability under certain conditions. This immunity allows state functions to continue without the obstacle of litigation and protects officials from personal liability for actions within their official duties. A State official broke the law, or the law isn't global and doesn't apply to the State official; in either case, it refers to the legal principle that certain State officials and entities are protected from lawsuits and liability under certain conditions. This immunity aims to allow certain functions of the State to proceed without the hindrance of lawsuits and to protect officials from the threat of personal liability for performing their duties. Herein, people with badges and guns often do not have the same rules applied to them often times.
3. **Insanity:** This refers to a legal defense where an individual is considered incapable of understanding the nature of their actions or distinguishing right from wrong due to mental illness or extreme psychological distress. Here, the citizen broken the law under extreme psychological distress.

3.5 The market-State court [of justice]

In the justice system, courts are fundamental institutions tasked with examining and determining cases of law. In the structure of State justice systems, the court system is the primary functional unit; it typically functions as the ultimate arbiter of legal disputes and the interpreter of laws. Courts not only adjudicate cases ranging from minor civil disputes to grave criminal offenses but also serve as the final authority on the constitutionality of legislative and executive actions within the State. By providing a structured and hierarchical framework for legal redress and resolution, the courts ensure the rule of law prevails over arbitrary governance. This hierarchical structure typically culminates in a supreme or high court, which has the ultimate say in legal matters, ensuring consistency and uniformity in the application

of the law across the State. As such, the court system is foundational to maintaining social order, protecting rights, and administering justice within the context of a State, reflecting its role as the cornerstone of the legal framework within the State.

A court is any person, institution, or administrative State agency, with the authority to adjudicate (make a formal decision/judgement on a) legal dispute between legal property owners, and carry out the administration of justice in civil, criminal, and administrative matters in accordance with the rule of law. Most courts are State administrative institutions with Executive (power/branch) enforcement present to carry out commands for physical action (beyond the court-of-justice working group).

Of note, in the market-State, there are several methods of conflict resolution, including:

1. **Criminal justice (criminal litigation going to court):** The idea of a criminal and a justice system that punishes the criminal.
 - A. This is a process where there is litigation and trial with a judge or jury deciding who is right or wrong where someone wins and someone loses.
2. **Civil justice (civil litigation going to court):** The idea of a dispute-resolution process as part of a "civil"-business justice structure.
 - A. This is a process where there is litigation and trial with a judge or jury deciding who is right or wrong where someone wins and someone loses.
3. **Citizen justice (citizen redress litigation going to court):** The idea that a citizen takes the State to court as part of the dispute resolution process for a case where the State has done harm to a citizen(s). This type of litigation is often codified in a "democratic" constitution; more authoritarian systems do not have this type of litigation. In most democratic States, citizens have the right of redressing the government. The State has procedures for a redress of grievances to the government, which is typically described in a constitution document, where there is a legal process for bringing and addressing grievances against the State. If such a case is accepted by the justice system, then it will be heard in a court. Here, individual who feel like they were harmed by the State can then bring forth their case and bring forth the evidence for that case, and call witnesses. They can seek injunctions (against State actions) and damages (for harm caused by past State actions).
4. **Public justice (may go to court):** The idea that conflicts and disputes can be resolved (without civil or criminal justice) through:

- A. Negotiation.
- B. Mediation.
- C. Arbitration.

NOTE: *Public justice is foundationed by the criminal and civil systems of government.*

In the more general sense of there being competition in the market-State, there are different approaches to resolving conflict under those conditions, including but not limited to (Thomas-Kilmann Model):

1. Avoiding.
2. Accommodating.
3. Compromising.
4. Competing [harder].
5. Collaborating.

3.5.1 Types of courts

A.k.a., Types of legal resolution interactions, types of legal resolution spaces, judicial forums, judicial assemblies, adjudicative entities, justice dispensation systems, dispute resolution forums, legal adjudication bodies, etc.

The judicial system in many countries is structured into several types of courts, each with specific jurisdictions and functions. These "courts" include people (and eventually AI) who oversee and manage the legal system of a society.

The purpose for a courts existence is to investigate and decide matters of violation. Hence, it is important to distinguish between those courts that utilize a jury to reach a verdict (decision) and those where a judge alone is responsible for adjudication (deciding). Hence, there are two types of court in concern to who decides the outcome of any case where there is continued dispute:

1. **Jury courts (court decider):** Courts where a group of citizens (the jury) determines the verdict, based on evidence presented. Not a separate type of court but a feature of many court systems where a group of citizens is tasked with determining the facts of a case under the direction of a judge.
 - A. **Criminal jury:** Jury decides on criminal cases/ violations.
 - B. **Civil courts:** Jury decides on civil disputes.
2. **Bench courts (a.k.a., courts of equity, judge-only courts):** Courts where a judge alone makes decisions on the verdict and sentencing without a jury.
 - A. **Civil bench courts:** Handle civil disputes where a judge alone decides the outcome.
 - B. **Criminal bench courts:** Address criminal cases where a judge alone determines guilt or innocence.

Courts (and trials) can be more or less transparent.

There are three typical categories:

1. **Public (a.k.a., open court, open trial, open hearing, public trial, etc.)** where the whole court proceeding (expect police investigation) is publicly broadcast and transparent.
2. **Closed (a.k.a., closed court, closed trial, closed hearing, etc.)** where the whole court proceeding (including police investigation) is held in private, either by judge request or legal command not to disclose.
3. **Classified** where the whole court proceeding is held in secret, by members of a military organization that have signed military secrecy documentation.

The court system (of any legal system) has three basic levels (i.e., all court systems have three basic levels):

1. Trial courts (e.g., district courts).
2. Appeals courts (a.k.a., appellate courts).
3. Court of last resort (e.g., supreme court).

Globally speaking, there are the following basic categories of court.

1. **Trial courts (within a State):** The fist instance where a case is tried with evidence and witnesses presented:
 - A. **Criminal courts:** Specialized courts dealing exclusively with criminal cases, ranging from minor infractions to serious felonies.
 - B. **Civil courts:** Handle disputes between individuals or organizations, typically involving matters such as contracts, property, and family law.
2. **Appellate courts (within a State):** Review the decisions of trial courts for legal errors.
 - A. **Intermediate appellate courts:** Often the first level of appeal.
 - B. **Courts of last resort:** Usually the state supreme court or the country's highest court.
3. **International courts (between States):** Such as the International Court of Justice or the International Criminal Court, handle cases between States or international crimes, respectively.
 - A. **International trade courts:** Courts for matters of trade.
 - B. **International criminal courts:** Courts for matters of international crime.

The following are the common sub-types of courts found with the structure of most early 21st century State legal systems:

1. **State federal courts:**

- A. District courts (a.k.a., trial court, circuit courts):** Serve as the trial courts at the federal level. General jurisdiction courts that handle a wide range of cases, including civil and criminal cases, and are typically the first court to hear a case.
- B. Federal court of appeals (a.k.a., appellate court, courts of appeals, appeals courts):** Review decisions from federal district courts. Intermediate courts that review and hear appeals from decisions of lower courts. They do not conduct trials but review proceedings to ensure the correct application of law.
- C. Supreme court of the land (a.k.a., supreme court, supreme court of appeal):** The highest court, reviewing select appellate decisions. The highest judicial body in a country, which typically has the final appellate jurisdiction over all other courts. It often has the power to decide on the constitutionality of laws.
- D. Court of federal claims:** Specialty federal court for hear monetary claims against the U.S. government.
- 2. State military courts:**
- A. Military courts (a.k.a., courts-martial):** Deal with offenses against military law committed by military personnel.
 - B. Military tribunals:** Specialized courts that try war crimes.
- 3. State civil courts:**
- A. Family courts:** Specialized courts dealing with matters such as divorce, child custody, and guardianship.
 - B. Probate courts:** Handle issues related to wills, estates, and the distribution of deceased persons' assets.
 - C. Juvenile courts:** Focus on cases involving minors who are accused of violations of the law or may be in need of state assistance due to neglect or abandonment.
 - D. Small claims courts:** Designed for individuals to pursue low-dollar civil disputes without the need for extensive legal procedures or representation.
- 4. State-Market administrative service courts:**
- A. Administrative courts:** Specialized courts that review decisions made by governmental agencies.
 - B. Tax courts:** Deal with disputes between taxpayers and the government regarding tax liabilities.
 - C. Traffic courts:** Handle violations of traffic regulations, such as speeding tickets or driving under the influence.
- D. Bankruptcy courts:** Specialized courts that handle cases of personal and corporate bankruptcy filings.
- E. Workers compensation courts:** Specialized courts that involve workplace injury claims.
- F. Immigration courts:** Specialized courts that handle immigration and deportation issues.
- 5. Quasi-judicial bodies:**
- A. Review boards:** Resolve disputes and violations through decisions about continued work in a profession.
 - B. Arbitration panels:** Resolve disputes through binding arbitration.

3.5.2 Types of representations in courts

In democratic-State legal systems there is often an allowance for the idea that someone can be represented in court proceedings by another person qualified and educated on the proceedings themselves. A person engaged in legal proceedings may or may not be entitled to legal representation (a.k.a., legal counsel) and legal assistance. Most legal systems are complex and bureaucratic structures that are difficult to navigate and required significant education to understand. Hence, most legal systems are structured to ensure that individuals have access to certified-educated representation when facing legal issues. The right to legal counsel facilitates fairness and equity in a disputation-based judicial process.

In a legal system, representation is not exclusively for the defendant; it is also available to plaintiffs, petitioners, and other parties involved in legal proceedings. While the right to counsel is most commonly associated with criminal defendants due to the severe potential consequences they face, such as incarceration, parties in civil cases also have the right to retain legal counsel to represent their interests. This includes individuals or entities initiating the lawsuit (plaintiffs or petitioners) as well as those responding to the lawsuit (defendants or respondents). In some jurisdictions and circumstances, the State may also provide legal representation to certain plaintiffs, such as in cases of child support enforcement or in instances where the state is seeking to protect the welfare of a minor. Moreover, victims of crimes may have access to legal representation or victim advocates to assist them through the criminal justice process.

In a legal system, there are the following potential "rights" in concern to representation before a court [of law]:

- 1. Right to legal representation:**
- A. Guaranteed right:** Individuals have the constitutional or statutory right to be represented by legal counsel.
- 1. Criminal cases:**
 - i. Right to a public defender if unable to**

- afford private counsel.
- ii. Right to counsel of choice if financially capable.
- 2. Civil cases:
 - i. Varied by jurisdiction; some offer legal aid for certain civil matters.
 - ii. Pro bono services through various organizations.
- 3. Juvenile proceedings:
 - i. Typically, a guaranteed right due to the vulnerability of the youth.
- 4. Family law matters:
 - i. Legal aid and representation in cases like divorce or child custody, often based on income.
- B. **Conditional right:** The right to representation is present under certain conditions, such as the severity of the charge or potential for incarceration.
 - 1. Minor criminal offenses: May not always warrant a right to public counsel.
 - 2. Immigration proceedings: Right to counsel at one's own expense, without government provision of a lawyer.
- 2. **Absence of right to legal representation:**
 - A. **No statutory right:** No legal provision for the right to counsel; individuals may represent themselves or hire private counsel if they can afford it.
 - 1. Small claims courts: Parties often represent themselves; attorneys are not always allowed.
 - 2. Administrative hearings: Individuals may not have a right to counsel, depending on the jurisdiction and nature of the hearing.
 - B. **Waived right:** Individuals have the right but may choose to waive it, opting to represent themselves.
 - 1. Self-representation (pro se): Individuals may choose to represent themselves in both civil and criminal proceedings.
- 3. **Assistance of legal representation:**
 - A. Full legal representation: Legal professionals handle all aspects of a case, from paperwork to court appearances.
 - 1. Private attorneys: Hired and paid for by the individual.
 - 2. Public defenders: Appointed and paid for by the state for those who cannot afford private attorneys.
- 4. **Partial legal assistance:** Limited assistance from legal professionals, which can include legal advice or help with specific aspects of a case.
 - A. Legal clinics:
 - 1. Offer guidance on legal matters but may not represent individuals in court.
 - B. Consultation services: Provide legal advice without full representation.
- 5. **Alternative legal support:**
 - A. Legal aid societies: Non-profit organizations that provide free legal services to low-income individuals.
 - B. Pro bono services: Legal services provided voluntarily and without pay by private attorneys.
 - C. Legal information services: Organizations or services that provide legal information and resources, but not representation.

3.5.3 Types of court actions

Courts can take three general types of decision-actions:

1. **Investigations** (into peoples lives and/or a law), and
2. **Interventions** (in peoples lives and/or in law).

Investigation and intervention are critical components of the legal system, and they interact with courts in a structured manner that can be understood through a taxonomy, which is essentially an organized classification system. The following is a taxonomy that outlines how these due processes relate to the context of courts:

1. **Investigation:**
 - A. **Crime detection:** Identification of a crime through reporting, discovery, or surveillance.
 - B. **Evidence gathering:** Collection of physical, testimonial, digital, and circumstantial evidence.
 - C. **Forensic analysis:** Scientific examination of evidence to establish facts in a legal context.
 - D. **Suspect identification:** Process of identifying individuals potentially responsible for the crime.
 - E. **Arrest and charge:** Detention of the suspect based on evidence, followed by official charges.
2. **Pre-trial intervention:**
 - A. **Bail hearings:** Court proceedings to determine if the accused can be released before trial and under what conditions.
 - B. **Plea bargaining:** Negotiations between the defense and prosecution on the charges and potential sentencing, which may resolve the case without a trial.
 - C. **Pre-trial motions:** Legal motions to set the boundaries for trial, including motions to dismiss charges, suppress evidence, or change the venue.
3. **Trial (at "court"):**
 - A. **Adjudication:** The formal judgment process where "guilt" or "innocence" is determined.
 - B. **Witness testimony:** Presentation and cross-examination of witnesses.

- C. **Evidence presentation:** Both the prosecution and defense present evidence to support their arguments.
- D. **Jury deliberation (in jury trials):** The jury considers the evidence to reach a verdict.
- 4. **Post-trial intervention:**
 - A. **Sentencing:** If found guilty, the defendant is sentenced according to statutory guidelines and judicial discretion.
 - B. **Appeals:** The convicted party can contest the verdict or the severity of the sentence.
 - C. **Probation and parole:** Post-conviction supervision options that may include early release or community-based sanctions.
- 5. **Restorative justice programs:**
 - A. **Victim-offender mediation:** Facilitated meetings that provide victims a chance to confront the offender and possibly reach a resolution.
 - B. **Community service:** Programs that may be used as part of sentencing or pre-trial interventions to offer reparations to the community.

Courts take various actions within the justice system. A more complete list of court related investigations includes, but may not be limited to:

1. **Physical and or digital investigation of a crime:** Crimes are investigated using a variety of different evidence-based techniques.
2. **Judicial review:** In many jurisdictions, courts have the power to review (investigate) the actions of other branches of government and determine whether they are constitutional.
3. **Legal interpretation:** Courts interpret (investigate) the meaning and application of statutes and regulations.
4. **Oversight of other State agencies:** Courts review (investigate) decisions made by state or federal agencies.

A more complete list of market-State court interventions includes, but may not be limited to:

1. **Adjudication (i.e., ruling, judgement at/by court):** This is the core function of courts where they resolve disputes, both civil and criminal, by interpreting laws, assessing evidence, and making rulings or judgments. Note that rulings are a type of intervention, because they are instructions on how to intervene (or not).
 - A. **Sentencing:** In criminal cases, once a verdict is reached, courts are responsible for determining and imposing appropriate sentences/punishments on those found guilty.
 - B. **Legal precedent setting:** Especially in common

law jurisdictions, higher courts set precedents that lower courts and future cases must follow.

- C. **Family law adjudication:** Courts resolve family-related issues such as divorce, child custody, and adoption.
- D. **Guardianship decisions (a.k.a., guardianship adjudication):** Courts can determine and appoint guardians for minors and incapacitated adults.
- 2. **Issuing orders:** Courts can issue various types of orders, such as injunctions, restraining orders, and search warrants, which compel or prohibit certain actions by individuals or entities.

3.5.3.1 Investigation

A.k.a., Investigation interactions.

When an incident (crime or otherwise occurs), there is an investigation that takes place to determine the cause of the incident. In a community-type society, the medical and habitat protection sub-systems of the habitat service system [team] will form a coordination team (or committee) to investigate the incident. This team is sometimes called an investigation committee. The investigator coordinator team is composed of personal from the subsystem roles of medical (life support duty) and habitat protection (physical protection duty). Hence, the response to a crime by the habitat service system is the formation of a coordinator team composed of medical support and habitat protection support to investigate and apprehend persons who committed or are likely to have committed a crime.

INSIGHT: *In every society, freedoms are subject to limitations.*

A crime under community-type societal conditions is a violation of the society's decision system, at both the individual and social scale. In concern to the decision systems of individuals, violations occur when force is applied to individuals (by another) without their consent (e.g., assault, murder, etc.). In concern to the decision system of society, violations occur when either habitat team members or generally individuals amongst the population of the community take some action that violates decisioning protocols (e.g., reporting false data to gain better reputation, selling community access objects into the market for personal profit).

Murders and other violent crimes necessitate the apprehending and medical supervision of perpetrators. As long as there are an occupation that is invested with exceptional authority, they must be invested with exceptional accountability.

Optimal avoidance of serious harm is the directive of investigative personal. That may mean responding to prior violence with later force (as in the case of apprehension) in such a way that the least amount of force is applied, while ensuring the apprehension of the

individual. There is immediate harm and long-term harm. Long-term harm could include such organizations as What is harmful to members of the community is: closed prisons, torture, solitary confinement, touch deprivation, etc.

The positive results of an investigation is similar in both the market-State and in Community:

1. In the market-State, investigation may involve the issuance by a judiciary a warrant for the arrest of someone who committed, or is suspected to have committed, a crime.
2. In a community-type society, medical InterSystem team personnel may issue a warrant for the arrest of someone who committed, or is suspected to have committed, a crime.

Searches are often the first form of investigation in order to facilitate in determining the facts of a case. When an official search is properly authorized, whether by consent, probable cause, or by the issuance of a valid warrant (by a court justice/review board) the scope of the search is limited by the terms of its authorization. When a suspect consents to a search and there is no probable cause or warrant, then the suspect may delimit as s/he chooses the scope of the search to when s/he consents. The subject of a consensual search may terminate the search by withdrawing their consent. The withdrawal of consent must occur through an act or statement that an objective viewer would understand as an expression for his desire to no longer be searched. In community, as in most democratic States, absent exigent circumstances or consent, an entry into a private dwelling (personal access space), to conduct a search or effect an arrest, is unreasonable without a warrant, or without immediate probable and extreme force-escalation related cause.

Investigators often rely on the idea that if someone witnesses a serious crime, that they ought to consider themselves a "mandated reporter". A "mandated reporter" is someone who is "mandated" to report the observation of a crime, awareness of a crime, and/or the past and/or ongoing occurrence of harm (to self or other). In particular, when an InterSystem team counsellor discovers physical harm, it is required to report (typically, required by "mandated reporter" law).

Mandated reporter reports to the InterSystem Team (or, State-police in the market-State) if someone says, "I am causing harm to myself or others, receiving harm, or getting ready to commit harm". Then, the person who hears that is now considered a "mandated reporter" under the terms of the law and has to file a report with the State/InterSystem Team. When this happens in the case of the State, there are typically legal and/or criminal consequences, and always financial consequences; however, when this happens in the context of community, there are restorative justice procedures and never financial consequences.

In concern to confidentiality and privacy in cases of personal criminal/legal violation, there must be procedures for appropriate privacy, recognizing that all such cases use common heritage resources, and are thus considered public-transparently operated services. Hence, there must be appropriate privacy for safety combined with appropriate public/common oversight of the law and the utilization of resources in furtherance of the law.

CLARIFICATION: *Counsellor therapy, in both the market-State and in community, is confidential unless there imminent harm to themselves or someone else.*

3.5.3.2 *Interrogation*

Interrogators interview suspects (and witnesses, expert and observational). Interrogator can lie about the evidence they have against a suspect, but they cannot lie about the suspect's rights (in most democratic jurisdictions). Interrogators can deceive when it comes to the setting of the interrogation, such as saying that they don't know whether an interrogation is being recorded when it definitely is.

3.5.3.3 *Intervention*

A.k.a., Intervention interactions.

In community, interventions are intrusions into action within the habitat by habitat service teams to resolve incidents. Interventions generally occur when someone is doing something that is harmful to another and infringes on their sovereignty (freedom), self-expression and fulfillment. If society doesn't stop abusers of children it will possibly have to deal with a new generation of abusers. Some habitat teams exist to de-escalate situations. However, there are times when teams cannot de-escalate a situation, and direct force may be required. In a community-type society, instead of officers of the law authorized to use violence and force against others, there are medically trained personnel, some of whom are also investigators trained to investigate incidents, and some of whom are trained in force techniques in order to de-escalate force where required.

In a system based in violence (direct and/or structural violence), enforcement is based upon violence. Even the word, enforcement reveals how violations are handled. The violation is an affront to authority. In a system based upon community (structural commonality), resolution is based upon giving people what is needed to recover from adversity and to feel whole again. The violation is an affront to empirical decisioning, morality, and well-being, to good design, and not to someone who holds power over others (i.e., the authority figure).

3.5.3.4 *Arrest (restriction of bodily autonomy)*

A.k.a., The restriction of bodily autonomy, body freedom restriction, engagement, jail, etc.

An arrest is the detainment and restriction of someone's

access to the rest of community. In community, there is no need to seclude people who have not committed, or are not in the immediate future likely to commit, acts of violence on others. Those who have recently committed acts of violence, or are in the immediate future likely to do so, are secluded ("arrested") and provided with restricted access by the medical team. Society ought to be arranged so people are not at serious risk of violence. There are times when someone may need to be incapacitated due to their impact on other's lives. In community there are no prisons as places for punishment, however, there are places where individuals may have abnormally restricted access to the habitat and its service systems. In these places, restorative practices are used to help recover individuals.

There are two types of search-arrest types of cases in the market-State:

1. **Warranted arrests** occur when some group within the justice system has enough evidence of a crime committed by a "suspect(s)" to command the police to arrest the "suspect(s)".
 A. **Warranted search:** Occurs when a court issues a search warrant to law enforcement officials, authorizing them to search a specific place for evidence of a crime. The issuance of a search warrant requires a sworn statement from law enforcement or the prosecution showing probable cause that evidence relevant to a crime will be found in the location specified.
2. **Warrantless arrests:** Occur when a police officer has direct evidence or probable cause to believe someone has committed a crime, allowing the officer to make an arrest without a warrant. This often happens in situations where waiting for a warrant would compromise public safety or lead to the destruction of evidence.
 A. **Warrantless search:** Occurs under circumstances that justify a search without a warrant. This includes situations such as search incident to a lawful arrest, exigent circumstances requiring immediate action, and consent searches where the individual voluntarily agrees to the search.

To take away another's freedom, a standard protocol must be followed:

1. **Legal justifications and requirements:** Threshold of presence/precedent is met to take action to remove freedom by physically arresting the movement of the body of another.
2. **Procedural steps engaged:** Detail the procedural steps [law] enforcement must follow when obtaining warrants and the protocols for executing

warrantless arrests and searches, ensuring accountability and transparency.

3. **Rights and protections:** Include information on the rights of individuals during arrests and searches, highlighting protections against unreasonable searches and seizures under the law.
4. **Exceptions and special circumstances:** Address specific exceptions to the general rules, such as searches at international borders, vehicle searches, and circumstances that allow for the issuance of a "no-knock" warrant.
5. **Post-action procedures:** Outline the procedures following arrests and searches, including rights to legal representation, arraignment processes, and mechanisms for challenging the legality of an arrest or search.

3.5.4 Interventions restricting freedom

A.k.a., Detainment, arrest, restrictions on freedom.

The first restriction on freedom is the "stop and identify law" is the typical legal name for detaining someone to acquire their identity, without needing to be based on "probable cause". Some States do, and others do not, criminalize an individual's refusal to identify themselves. An individual can or cannot be investigated further and/or convicted for refusing to identify themselves.

A "terry stop law" is the typical legal name for detaining someone to investigate further, based on "probable cause". In community, obviously contributing medical personnel wouldn't be going around harassing people and detaining them for money or to feel more power-over. Morally speaking, no one should be detained, have themselves or their personal access items seized without "probable cause" that a crime was committed by the subject. These "rights" not to be abused by the State official responding to some incident, are often written into constitutions, for example, the United States of America constitution has:

1. The right to be free from seizure without probable cause of having committed a crime, under the fourth amendment.
2. Rights under the due process clause of the fourteenth amendment to be free from arrest without probable cause of having committed a crime.

To detain someone in a civil society, those doing the detaining must follow a "due process", which just means, that there is a legally standardized process that must be followed to take away someone's freedom of motion. In this way, a crime (any crime) is any violation of [enacted] law (legal code).

There are (at least) five categories to the individual

experience of freedom:

1. **Thought autonomy** freedom of speech, freedom of vocalization.
2. **Emotional autonomy** freedom of emotional expression.
3. **Bodily autonomy** freedom of movement, freedom of body.
4. **Social autonomy** freedom of association, freedom of habitat access.
5. **Contribution autonomy** freedom of work, freedom of contribution, freedom of labor.

Freedom is removed and someone is detained when there is probable cause by an official administrator of the State, assuming the role of incident response ("police"):

1. In community, a medical-led Intersystem team of incident responders take control of the situation. In order to detain someone and prevent them from leaving the area Intersystem teams must have reasonable suspicion that the individual is involved in some violation/incident.
2. In the market-State, police take control of the situation, and of second priority is medical care. In order to detain an individual and prevent them from leaving a scene, police must have reasonable suspicion that the individual is involved in criminal activity.

Individuals in community have self-control (i.e., are self-directed), but if someone starts doing actions that are dangerous to other people, then control switches safety procedures and Intersystem Medical Teams become involved. Every society has a code of behavior (i.e., a boundary to acceptable behavior). Where that boundary is set is determined by the social direction, orientation, and decisioning of a given society. In a community-type society, that boundary is set at human fulfillment, and trauma reduction. Other types of societies have other boundaries.

A community-type society embodies needs-based culture that allows us room for experimentation, risk taking, and even mistakes. We need to preserve the possibility of good-faith disagreement without dire life[style] consequences. In this sense, useful laws are laws that limit (or, identify the limits of) the behavior of people that would otherwise necessarily infringe on the freedom of others.

In community, access may be restricted by one's ability to safely (competently) handle such access. The community may deny access to those who cannot safely handle a tool, environment, good or service.

INSIGHT: *To be free you have to allow others to be free. In general you should never medal in what a person does in his own life, unless the behavior puts others in direct danger.*

In general, there are three interaction types with law enforcement (medical safety) personnel (i.e., the three types of encounters with law enforcement/medical personnel):

1. **Consensual encounters** help, something is wrong, I need help; and the responding InterSystem team member (a.k.a., "official") helps.
2. **Detainment encounters** where members of "law enforcement" have the authority to. The process of detainment (and its escalation) includes:
 - A. **Identify** citizen(s) during investigations (and to what extent). To identify means to confirm the identity through the individual's:
 1. current physical body-biometrics, and
 2. current on-body identity documentation, and
 3. identity record in a State citizen database.
 - B. **Detain** them, by asking them and/or not allowing them to leave, if:
 1. they are witnesses and information must be collected, or
 2. they do not identify themselves (for how long?), then
 - C. **Arrest** them if they do not identify or try to leave (or, let them go even if they do not identify and try to leave).
3. **Investigatory detentions** (i.e., command by Intersystem personnel not to leave an area) are a law enforcement process/tool where individuals are temporarily "held" by police or security personnel. Here, "held" means that they are asked to stay in some location and/or answer questions, whereupon if there is not compliance, then forceful will be escalated until there is containment. This type of detainment typically occurs at or near the location of violation, but may be pursued elsewhere by investigatory personnel. This type of detainment is not an arrest, but a brief and limited detention (described by law) to inquire about a person's involvement in a potential crime and to stabilize a situation.

A. **Witness investigation and witness detainment:**

detainment: Police detain and separate witnesses to keep the witnesses memory untainted and to be able to conduct their investigation. Separation is not just to stop collaboration among suspects, but to keep the witnesses memory untainted by other witnesses who saw an event from a different perspective or context. Witnesses will have conversations among one another and with friends, which will rewire someone's memory to come to consensus of what they saw.

1. **Witness** an individual who has direct knowledge about an event, typically a crime or

legal dispute, through their own senses (sight, hearing, etc.) and is called upon to provide testimony regarding what they observed. What is not taken into account in the definition of a witness is whether someone wants or does not want to have witnessed a violation.

i. **Written as format:** When an event occurs, particularly within a legal context, individuals who have perceived the event with their senses and can give an account of their observations are identified as witnesses. They may be summoned to recount their experiences and observations, contributing evidence in the form of testimony (a.k.a., statement of facts, documentation of event).

B. Suspect investigation and suspect

detainment: Police detain and separate suspects to keep the suspects from collaborating and combining force against investigation and arrest.

1. **Suspect** an individual who is visualized/believed to possibly be involved in a crime or wrongdoing. This suspicion is often based on evidence or reasonable association with the incident in question but does not confirm the individual's guilt.

i. **Written as format:** In the instance of a criminal investigation or legal proceeding, any person who is considered to have a potential connection with the crime, either through evidence or reasonable circumstances, is classified as a suspect. This designation does not presume the person's guilt but indicates that they are subject to further scrutiny (Read: contained investigation) by the authorities.

4. **Arrests** (i.e., physical restriction free movement by InterSystem personnel) as an official who suspects you of committing a crime, I will take away your physical freedom. The responding official is taking away someone's freedom of bodily movement because they have been suspected and/or have been convicted of a crime. With sufficient probable cause, suspects are arrested.

A. **Probable cause:** The standard of "sufficient probable cause" refers to the reasonable belief, based on factual evidence, that a person has committed a crime. Probable cause is the legal threshold that law enforcement must meet to:

1. make an arrest (without a warrant),
2. conduct a search (without a warrant), or
3. receive a warrant (to arrest or conduct a

search).

4. **Written as format:** When law enforcement officers have gathered enough evidence to establish a reasonable basis for visualizing/believing a crime has been committed by an individual, they are justified in proceeding with that individual's arrest (Read: physical containment).

5. **The death sentence** (i.e., the ultimate removal of freedom in a current body) refers to the most important question a society and its medical intersystem team must ask,

- A. Are there actions that people could take that would cause them to forfeit the right to live?

NOTE: *In the early 21st century, there is a spectrum to the incentive of law enforcement to identify and resolve law violations (crimes) in society. In some States, law enforcement agencies are incentivized to identify violations within the market-State, as such instances afford them recognition and potential financial rewards. In other cases, because States want to hide negative events within their society, they do not incentivize law enforcement administrators to identify and resolves crime in society.*

3.5.4.1 Aggression

Aggression is a highly context sensitive behavior. Context insensitive aggression is pathological, because it creates worse outcomes. Aggression appears in society in three primary contexts (conditions):

1. Desperation for access (i.e., life, technology, and exploratory support; e.g., food, shelter, etc.), involving competition under conditions of scarcity.
 - A. Desperation for sex and reproduction.
2. Desperation for retribution.

3.5.5 Applications of force

"Violence" is immoral aggression, and "force" is justified moral defensive force (which is not violence, it is just force to stop violence). InterSystem medical team personal may engage force in the following ways in order to stop violence. The concept of force engagement generally refers to situations where InterSystem team personnel (or, "law enforcement" personnel) apply physical force in the performance of their duties. Enforcement techniques are methods used by law enforcement officers to maintain public order and safety, enforce laws, and manage suspects or individuals who are detained. These techniques vary in terms of the level of force applied and the situations in which they are used. Here is a list of common enforcement techniques:

1. **Enforcement officer presence:** The simple appearance of a law enforcement officer can deter

- crime or disperse a crowd without any physical interaction.
2. **Verbal commands:** Using authority to give clear and direct commands.
 3. **Less-lethal methods:**
 - A. **Chemical agents:** Such as pepper spray or tear gas.
 - B. **Conducted energy Devices (CEDs):** Including Tasers or stun guns. These are any device approved that is capable of firing darts/ electrodes that transmit an electrical charge or current intended to temporarily disable a person.
 - C. **Impact weapons:** Such as batons or projectiles designed to incapacitate temporarily.
 4. **Restraints:** Handcuffing or other devices to limit a suspect's movements.
 5. **Canine units:** Using dogs to intimidate or physically hold suspects.
 6. **Empty-hand control:** Techniques that use bodily force to gain control of a situation, which may include grabs, holds, joint locks, or hand strikes.
 - A. **Physical strikes:** Using targeted strikes to vital areas to subdue a suspect.
 - B. **Chokeholds and strangleholds:** Controversial and often restricted or banned techniques involving neck pressure.
 - C. **Takedown maneuvers:** Techniques designed to bring a suspect to the ground.
 7. **Firearm deployment:**
 - A. **Warning shots:** Rarely used and widely discouraged or prohibited.
 - B. **Aimed shots:** Used as a last resort when there is a serious threat to life.
 8. **Barricades and blockades:** Physical barriers to control or limit movement.
 9. **Non-verbal cues:** Using body language or gestures to assert authority or communicate intentions.
 10. **Negotiation:** Engaging in dialogue to resolve a situation peacefully.
 11. **Vehicle intervention techniques:** Using other vehicle to perform stops or control vehicle movement, such as with spike strips or roadblocks.
 12. **Surveillance:** Monitoring suspects or areas through visual observation or electronic means.
 13. **Psychological methods:** Using interview or interrogation techniques to elicit information.
 14. **Crowd control tactics:** Employing formations, shields, and dispersal methods during protests or riots.

3.6 *The market-State due process [of justice]*

The concept of due process is integral to the court system and is a fundamental principle that ensures "fair" treatment through the normal judicial system. In the taxonomy of the legal process within the court system, due process is the overarching framework that governs each step to ensure legality, fairness, and justice. Due process in the market-State typically involves the following ordering of steps/phases:

1. **Allegations** statements made to an official that a crime has been committed. In most legal systems, if the allegation is not a first-hand witness, it is "hearsay" and inadmissible in court.
2. **Pre-charge investigation for evidence for charging:** A law investigation (or medical InterSystem investigation) team investigates a crime in order to determine probable suspects and evidence for cause-and-effect relationships.
3. **Violation suspect identification** the suspect of a violation is identified, and along with evidence, the case is presented to "authorities". Here, there are formal logged-legal accusations (a.k.a., charges, indictment):
4. **Charges (a.k.a., accusation, allegations, counts, indictments, complaints, offenses)** mean an individual is officially accused at the State-level of having committed a crime (an "offense" of either the civil or criminal), by either another member of the public or a representative of the State. Charges are statements at the State-level that someone or some organization has committed a crime. Another member of the public can file civil and/or criminal charges (indictments, offenses). Charges are based on evidence gathered during an investigation (or the actual commission of a crime), law enforcement or a prosecutor files formal charges against a suspect. Members of the State only file criminal charges (criminal indictment, criminal offenses).
 - A. **Due process relation:** The filing of charges must follow legal procedures and respect the rights of the accused, including the right to be informed of the accusations.
 - B. **Court system role:** Initiation of the legal process, often involving a preliminary hearing to determine if there are sufficient grounds for the case to proceed.
4. **Indictment (serious charges):**
 - A. **Due process relation:** For serious charges, due process may require an indictment by a grand jury, serving as a preliminary check on the appropriateness of proceeding to trial.
 - B. **Court system role:** Formal accusation process

- that transitions a case from investigation to a criminal trial.
- 5. Arrest:** The charged suspect is then located, detained, and arrested, and placed into temporary "jail" confinement. Two types of control engaged in by law enforcement authorities (law enforcement officers/administrators):
- Constructive authority** coercion; action that does not involve actual physical contact with the subject, but involves the use of the law enforcement officer's authority to exert control over a subject. Examples include: verbal commands, gestures, warnings, and unholstering a weapon. Pointing a firearm at a subject is an element of constructive authority to be used only in appropriate situations.
 - Physical authority** involves actual physical contact with the subject, where the law enforcement officer exerts control over a subject's autonomy. Any physical contact is covered here.
- 6. Arraignment (a.k.a., plea of "guilty" or "not guilty"):** The accused is brought before a judge to be formally charged and to enter a plea. A plea is a response and/or answer (declaration of guilt or not) to charges.
- The charged may appear based on either, or:
 - Free will (i.e., they show for the arraignment of their own accord).
 - If the suspect does not appear of their own free will, then a default legal judgment against them is taken by a judge, and the police can take action to arrest.
 - Force (if they are already arrested, or if they do not show of their own free will).
- 7. Post-charge investigation for evidence for verdict (discovery phase):** Both the prosecution and defense exchange evidence that will be presented at trial. This phase occurs after charges have been filed but before the trial begins.
- Due process relation: Both parties have the right to discover, collect, and review evidence that will be used in court, ensuring transparency and the opportunity to build a defense or prosecution case.
 - Court system role: Pre-trial phase managed by court rules and procedures, sometimes involving court-ordered disclosures.
 - The charged may appear based on either, or:
 - Free will (i.e., they show for the arraignment of their own accord).
 - If the suspect does not appear of their own free will, then a default legal judgment against them is taken by a judge, and the police can take action to arrest.
 - Force (if they are already arrested, or if they do not show of their own free will).
- police can take action to arrest.**
- Force (if they are already arrested, or if they do not show of their own free will).
 - Trial (a.k.a., "court"):** Trial is the name of the event where evidence is given to a group of official people representing oversight (the judge), enforcement (the police), and public (the jury), prosecution (the accusers), and defense (the accused). Here, the evidence is presented in court before a judge and often a jury. The trial includes opening statements, witness testimony, cross-examination, and closing arguments. After the evidence is given, one group of the official mix of people decides whether the suspect is guilty of having committed the charged crime(s). Trials end in either a "conviction", leading to punishment, or no conviction, leading to a return to freedom.
- A. Show evidence (in court):**
- Due process relation: The exchange of evidence between the prosecution and defense prevents surprises at trial and allows both sides to prepare their cases, an essential component of fairness.
 - Court system role: A procedural step enforced by the courts to ensure that the trial is based on all relevant evidence.
- B. Verdict (in court):** After all evidence is presented and closing arguments are made, the jury deliberates and then returns with a verdict. If there is no jury, the judge will render a decision. The judge presides over the entire court process, ruling on the admissibility of evidence and the applicable law. The jury is typically involved during the trial phase, where they are responsible for weighing the evidence presented and rendering a verdict. If the legal system in question does not use a jury system, then the judge also serves as the trier of fact.
- Due process relation: The right to a public trial by an impartial jury or judge and the requirement for the prosecution to prove guilt beyond a reasonable doubt.
 - Court system role: The conclusion of the trial phase where a judge or jury determines the outcome based on the evidence presented.
- C. Guilty verdict (or, not):** For those suspects who have been found guilty, they are moved on to another court event called sentencing, where a justice determines what the punishment (market-State) or restoration procedure (restorative community justice) will be.
- D. Sentencing:** If the verdict is guilty, the judge will determine the appropriate sentence based on the severity of the crime, legal statutes,

and sometimes input from the victim or the defendant.

1. Due process relation: Sentencing must be carried out in accordance with the law, and the accused has the right to present mitigating evidence and appeal the decision.
2. Court system role: Post-verdict phase where the court imposes a penalty consistent with legal statutes and sentencing guidelines.
9. **Punishment (or, restoration) procedures:** The punishment is then carried out with enforcement (continuous police action limiting freedom; prison). Versus, in community, where there is continuous restorative social justice action after actual conviction of an incident and its association charges). Here, the sentenced punishment is carried out, which could range from fines and community service to probation or imprisonment.
- A. Due process relation: The execution of the sentence must respect the legal rights of the individual and is subject to appeal and review.
- B. Court system role: Enforcement of the court's sentence, which may involve correctional institutions for incarceration or community-based supervision like probation.
10. **Appeal (a.k.a., appeal trial, appeals court):** The defendant has the right to appeal the conviction or the sentence if they believe an error was made during the trial process.

In particular, there are differences in how "due process" is carried out in community versus in the market-State. In community due process involves an InterSystem medical-led team of first responders, who hand off care to medical staff and technicians who facilitate trauma recovery and restoration. Due process in the market-State involves police response, a court to debate about the trivial matter of someone's guilt and punishment, and a structure of punishment following sentencing after conviction of having committed the crime at an event called a "trial".

Detainment is the official start of having someone (generally, an authority) take away one's freedom of movement. To the detainee, a detainment means that you may not leave the area. Detainments will turn into arrests if suspects are observed or charged with having committed a crime (violation of law). An unlawful arrest or an attempt to make an unlawful arrest, stands upon the same footing as any other assault and battery charge. The person who is so unlawfully arrested, or against whom such an unlawful attempt is directed, is not bound to yield, and may resist force with force, but he is not "authorized, morally" to go beyond the line of force proportioned to the character of the assault, or he in turn becomes, potentially, the wrongdoer.

Unholstering or pointing a firearm are tactics that should be used with great caution. The presence of an

officer's firearm, under the right circumstances, can discourage resistance and ensure a return to safety in potentially dangerous situations without the need to resort to further force. At the same time, however, unnecessarily or prematurely drawing a firearm could limit an officer's options in controlling a situation, could create greater anxiety on the part of citizens, and may result in an unwarranted or accidental discharge of the firearm. Only when circumstances create a reasonable situation that it may be necessary for the officer (police or medical officer) to use deadly force. When the officer is no longer in a reasonable situation to use deadly or less-than-lethal force, the officer shall, as soon as practicable, secure or holster the firearm.

3.6.1 Allegations

A.k.a., Denunciations, complaint, charge, formalized allegations, infordocumented serious allegations, claims of a crime, subjective allegations, formal allegations.

In the legal world, allegations form the basis of a complaint or charge against a party, initiating investigations or legal proceedings.

There are two basic types of allegations:

1. **Informal allegations ("charges")** typically made by a member of the public to authorities, or to another member of the public to state to authority.
 - A. Informal civil allegations/charges.
 - B. Informal criminal allegation/charges.
2. **Formal allegations ("charges")** may be made by a member of the public or the authority "itself".
 - A. Formal civil violation allegations/charges.
 - B. Formal criminal violation allegations/charges.

In any society, allegations can be stated to authority:

1. secretly, or
2. publicly.

And thereafter, authorities may make the allegations:

1. public, or
2. keep them secret.

Allegations are claims or assertions that someone has done something illegal or in violation of code, typically made without proof. They serve as preliminary statements of a party's view or accusation before formal evidence is presented. Charges are formal accusations made against an individual or entity, alleging involvement in illegal activity. These accusations are typically presented by law enforcement or a legal authority and signify the commencement of legal proceedings. Charges are often the result of investigative work and are a critical step in the judicial process. They inform the accused of the

specific laws they are alleged to have violated and set the stage for a trial or plea negotiation. For instance, after a thorough investigation, charges of embezzlement may be brought against a former company executive.

Democratic legal systems are fundamentally structured to address allegations through objective analysis, due to the inherent challenge of dealing with subjective claims. When faced with subjective allegations, the law typically proceeds in one of two ways:

- 1. Dismissal of allegations:** If an allegation lacks objective evidence, it may be dismissed outright. This approach is based on the principle that legal judgments should be grounded in verifiable facts.
 - A. The only way the law can deal with subjective allegations is to dismiss the allegations or to elevate the belief or word (if not recorded) of one identity over the other (as in, just "this" identity must be believed) through obtaining and viewing a "preponderance of evidence" (a.k.a., threshold of evidence to take a determination). Or, if many people come forward with similar details and statements (similar subjective allegations), then that leads credence to a claim.
 - B. **Written as:** When making allegations, it is essential to ensure they are grounded in factual possibility and presented responsibly to avoid unfounded accusations that can harm reputations unjustly.
- 2. Evaluation based on the preponderance of evidence:** In cases where objective evidence is scarce, the law may rely on the preponderance of evidence to make a determination. This standard does not require absolute certainty, but rather, Is it more likely than not that the claim is true? In situations where it becomes a matter of one party's word against another's, the law must make a determination based on credibility, consistency of the statements, and any supporting evidence, however circumstantial it may be. When multiple individuals present similar allegations or statements, this collective consistency can lend credibility to the claims, potentially influencing the legal assessment.
 - A. **Written as:** When evaluating the preponderance of evidence, ensure that all charges are based on substantial evidence and clearly communicated to the accused, allowing them the opportunity to prepare a defense, which is then further investigated until a reduced variability space threshold (i.e., decision threshold) is reached. The threshold may be time, evidence, or lack of evidence.

In the real world, the criminal justice process can unfold in several ways after allegations have been made to authorities and authorities have made the allegations public:

- 1. Guilty plea ("I did it"):** Some individuals accused of a crime may choose to plead guilty, acknowledging their commission of the crime. This plea typically leads to sentencing by a judge, bypassing the need for a trial. This process is often more straightforward, as it does not require a comprehensive investigation or trial to establish guilt.
- 2. Trial ("I did not do it"):** Individuals who do not plead guilty face a trial. The case is then examined within an adversarial court system, where evidence is presented by both the prosecution and defense in front of a judge and possibly a jury. The outcome of a trial hinges on the jury's or judge's evaluation of the evidence presented, leading to a verdict of guilty or not guilty based on the standard of beyond a reasonable doubt.
 - A. Conviction ("You did it"):** If the accused is found guilty, the conviction signifies the court's agreement with the prosecution's case, affirming that the evidence meets the legal standard required to establish guilt.
 - i. Sentencing:** Following a conviction, the individual is sentenced, which may involve punishment (such as incarceration) or measures aimed at restitution and rehabilitation.

In community, as in most societies, anyone cannot simply just accuse someone of some violation and have the authority arrest the accused physical body, without showing and producing conclusive argumentative/visual evidence that they had done something wrong in violation of a code/law. Here, there is the idea that a sufficiency (threshold) of proof can be acquired to engage the law enforcement mechanism of the State and arrest the physical body of someone, which, requires "absolute" or "sufficient" [legal] proof of wrongdoing.

Who can file charges against another:

1. Other citizens, for:
 - A. Civil market matters.
 - B. Criminal matters.
2. State officials:
 - A. Justice officials.
 1. For criminal matters.
 - B. Law enforcement personnel who witness a crime.
 1. For criminal matters.

Who can charges be filed against?

1. Other citizens, for:
 - A. Civil market matters.
 - B. Criminal matters.
2. State officials.
 - A. For criminal matters.

3.6.2 Judge

A.k.a., Justice official.

A judge is a State [judicial branch] official appointed or elected to hear and decide legal matters in "law-court". Judges are the core role in the market-State judicial system, making decisions on legal issues, overseeing court proceedings, and, in some cases, determining the outcome of trials. Judges are supposed to ensure that trials and hearings are conducted fairly, according to the law, and that "justice is served". They interpret and apply laws, assess the evidence presented, and make rulings on various procedural and substantive matters. In democratic market-State societies, judges are said to be expected to exercise "impartiality", adhere strictly to the "rule of law", and ensure that all parties receive a "fair and just hearing".

To judge is to make a claim of authority over another. Justifying or judging is not looking for either primacy or at the root cause of something harmful that has occurred. A root cause can have a multitude of co-factors that form it. In practice, the process of judging is also the process of selectively ignoring; because, it requires black and white prescriptions, and not an awareness of the flow of personality. Judgement is a condemnation of the understanding of why people behave in the way in which they do. This is very harmful to the community, the individual, and the brain. A judge who believes in something will do terrible judging. Judgment carries conditions that are destructive of human restoration.

3.6.1 Police

A.k.a., Law enforcement, State internal military force.

Generally, in most democratic states, police are supposed to protect, preserve, and safeguard the [constitutional and civil] rights of all citizens through impartial and courteous law enforcement with integrity and professionalism. Police are a group of people given special "legal powers" by the state predominantly, they can initiate and do violence, and arrest people. Where a state is a monopoly on violence within a given territory, the police are the people trusted to wield that violence. They make sure that the State's rules are obeyed under penalty of injury, incarceration, and death. The police are the footsoldiers of hierarchical, dictatorial State institutions. Police wield unchallengeable power, a State privilege, over everyone else. Effectively, police are individuals sanctioned by government to carry

and use arms (weapons) against the population and to inhibit mobility for the purposes of law enforcement. It is important to note here that police exist in part to protect private property and authority from acts of aggression by those who are angry at the distribution of resources. Competition for scarcity requires defense. Police are the defending enforcers within the market-State, an inherently military-leaning profession. Under the conditions of competition, freedom requires forcible defense. If "you" want freedom "you" have to retain the ability and willingness to forcibly resist those who want to compete (or, worse, out-compete) you.

CLARIFICATION: *In the market-State, ownership is managed by a complex of governments, law, enforcers (police).*

For police, where there is competition, success is arrest. The question must be asked, "Are arrests a good metric, indicator, or proxy for well-being and fulfillment, or a lack thereof?" In the context of "law", arrests indicate "crime", but in the context of human fulfillment, arrests indicate a lack of fulfillment and a likely failure of the current societal system to adequately meet human needs.

NOTE: *It is relevant to note here that in the Market-State, police want to see violations (of law); because will likely receive money when there are violations, and engagement with violations could facilitate professional advancement.*

Police officers are sometimes also referred to as, "peace officers". Yet, in the market-State, police ("peace officers") do not make us all get along and make co-existence peaceful. Instead, they are a reactionary measure to a low quality socio-technical environment. In community, medical safety and habitat defense personnel may be said to have procedures similar to the intention carried by the term "peace officer", in that they follow the procedures to support a peaceful resolution to conflict. In community, the language may be different, but there are still the equivalent of:

1. Rules of engagement.
2. Rules of handling evidence.
3. Rules of investigation.

Police, in particular, are put in an oppositional position to the general population. For example, it doesn't matter you ran a red light at 02:00 in the morning in the middle of nowhere with no traffic, the police are likely to give you a ticket. It doesn't matter if you were using a plant you grew on your own, they are going to arrest you and upturn your life. In the early 21st century, in many jurisdictions on the planet, if someone walks outside their house naked and have person see their body, it is a crime punishable by imprisonment. Imprisonment means that the State's internal military force (the police force) will come and physically take the person's

freedoms away because of the crime of having another person see the fact their body is uncovered, because the law says it should always be covered outdoors.

Many of the police in some jurisdictions have just come out of the military (or, were in the military prior). A police professional could get fired if they don't give tickets, and/or without sufficient tickets their profession won't have sufficient funding. The market-State system requires involuntary monetary income from the public, and the police are one profession therein. Even more, if someone does not pay the police what they expect, they are likely to come to the persons house with guns and put them in a cage, or go directly to their bank and withdraw the funds.

NOTE: *In Swedish there is a saying, "You don't need a policeman, you have one in your head." This is sometimes known as horizontal policing. In an unhealthy context it can sometimes include individual shame and/or social shame. The shame, if not released, can lead to the negative decay of the personality resulting in harm to self and/or other.*

The frequent question from those who recognize the value of police in the market-State will often ask, "How do you maintain dynamic equilibrium in society without police?" Community maintains "dynamic equilibrium" by transparently computing the accessibility of objects and services and making things (habitat services) accessible. The only real way to ensure that harmful technologies are not used to the detriment of humankind, is to ensure that everyone has what they need, and therefore, has the very least number of reason to misuse the technology in the first place. (Schauer, 2015)

NOTE: *The police are not a system to handle structural violence. And the role of the police in the market-State, to investigate and arrest criminals, can easily obfuscate a societal structure that is itself, violent.*

3.6.1.1 Security

Security (a.k.a., protection, defense) may exist to protect against threat of:

1. Violence (physical harm).
2. Theft of property.

Security can act in the following ways:

1. Force de-escalation procedures.
2. Less than lethal (LTL) procedures.
3. Incapacitation (force escalation) procedures.

The injustices of the world are violent, and sometimes (though rarely), forceful intervention is required to restore a state of fulfillment. Rarely, forceful intervention is required to serve justice and defense. Herein, it is extremely important to remember that it is a cycle

of violence (physical and structural) that perpetrates the continuation of societal violence. Many people in early 21st century society support and are a product of structural violence. When there are people who do physical violence based upon beliefs or sociopathic thinking, then others need to be physically defended from them. In any given society, there is the potential for structural violence and for direct physical violence, and they need to be dealt with differently. In both cases, the structure of society requires changing, but in only one of those cases is physical defense required.

In the early 21st century, a large percentage of the global workforce (larger in richer countries) is dedicated to surveilling and protecting (acting as a defending State for) the assets of the "rich" (that the "rich" have accumulated over time through trade).

QUESTION: *What percentage of the workforce are involved in surveillance and guarding the assets against others in society?*

3.6.2 Prosecution

A.k.a., Prosecutor, attorney general, State prosecution attorney.

The role of the prosecution is to investigate and attempts to convince either someone assuming the role of judge of the court, and/or a "jury" of peers, that the crime had been committed by the suspect, and that the crime is indeed a crime that should have punishment and/or restoration procedures as a consequence. In the judicial process, when the facts of a case are not clear-cut and there is a suspect for a crime, the "adversarial" system comes into play this is where the prosecution represents the State and presents evidence and arguments to prove the suspect's guilt, while the defense represents the accused and presents counterarguments and evidence to cast doubt on the prosecution's case. It's in this adversarial contest that the jury's role becomes pivotal. The purpose of a prosecutor is to collect evidence to persuade the judge and jury of the accuracy of his/her case against someone or some group. Evidence is used to persuade and convince, then people vote, either the judge is the only person with the vote, or the jury votes. In the market-State, the prosecution exists to investigate the crime after charges and to present evidence (or dismiss) to the court of a criminal case against some entity.

Judges and juries are tasked with evaluating the credibility of the evidence and testimony presented by both sides. When "we" (the social population) don't know exactly what happened, and there is a suspect for the crime, then cases are formed -the prosecutor's case versus defenses' case, therein, and a jury relies on belief (supported by evidence, or not) to convict. While it is true that belief plays a role in their decision-making, it is not belief in isolation. No matter what testimony is presented the jury will rely on belief, "Do I believe this person or do I believe that one" (i.e., do I believe the prosecutor or

the defense). Jurors always rely on belief. However, jury decisions are ideally based on the standard of "beyond a reasonable doubt," which goes beyond personal belief to require a high level of certainty based on the evidence presented. Jurors are instructed to carefully scrutinize the evidence and are guided by the judge on the legal standards they must apply when deciding whether to convict or acquit.

A jury's deliberation is a collective process where "peer citizens" discuss and analyze the evidence, witness credibility, and the arguments made by both the prosecution and defense. The goal is for the jury to reach a verdict that is not solely based on belief, but is underpinned by a reasoned interpretation of the evidence in light of the "law".

3.6.3 Criminal record

A.k.a., State violation record, access violation record, law violation record.

In a restorative justice-based environment, individuals are held accountable for their actions without the idea of a State-based criminal record. The suspect, victim, supporters, InterSystem safety, and a facilitator are present during restorative justice sessions. Or, at least this is the optimal arrangement of persons to construct a restorative justice section when forgiveness and healing are most likely. It is possible that not all restorative justice sessions can include the suspect and victim together. There are many tools and methods for facilitating healing separately so that healing in person may also be possible. This is a way to hold someone accountable without the necessity to separate them from community (historically, put them in a cage and give them a criminal record). In community, when individuals are separated because of issues of violence, then they are done so in a way that their well-being is raised [and trauma overcome] so that they may once again be able to experience the whole population of community. A rehabilitation process, which would enable the person to enrich society rather than be a drain on resources.

A criminal record is an information record based on the violation of State law. States use criminal records for State security purposes. Markets use criminal records to decide labor-power performance criteria and likely competency. In the market-State, criminal records can make it difficult to get a good paying job. A criminal record is sometimes associated with a financial debt that must be paid to the State for some duration of time (starting with the instantiation of the criminal record). Criminal records can significantly impede travel and general socio-economic access.

Violations of decision system protocols in community are also recorded. The resolution process and results are also recorded. These recordings are not generally damaging to the continued life fulfillment of the individuals involved. Because, the result is healing. This is in contrast to a criminal record, which damages individuals' access to jobs and movement in the market-

State. In community, individuals may have on their profile a record of their [decision] access violations; or if not, there is still the ability for someone to run a search on the individual because all information is transparent. Herein, each violation of a protocol becomes a precise restorative case.

The treatment of those who have harmed others and are separated (e.g., "prisoners"); their treatment is a reflection of societal values and individuals therein. There is a dangerous narrative in some cultures that says, once someone has been convicted of a crime, whatever happens to them afterward is warranted. A criminal record is a chain on individual healing and fulfillment in the market-State.

For feedback in community (and authority in the market-State), if there is evidence of a crime, it has to be investigated. Some countries have even codified this principle into this law. Decisioning around crimes ought to involve intelligent tolerance, versus ignorant denial. Societal tolerance of mistakes and challenges and learning and choices.

INSIGHT: *Identifying conflict is identifying problems with boundaries. Identifying crime is identifying problems with fulfillment. To identify conflict-based crime is to identify problems with the boundaries to global human fulfillment.*

3.6.4 Criminal punishment

A.k.a., Incarceration, imprisonment, incapacitation, jail, imprisoning, arresting, jailing.

In many societies in the 21st century, traditional slavery is abolished, except for the punishment of crime. Many early 21st century prisons are in fact modern day slave plantations. There are no prisons in community, there are only facilities for self-development and therapy. These locations may have similarities to prisons in that the attending population are not permitted to leave, but the population are not locked in cages or corridors. Criminal justice is based in punishment, which refers to subjecting another to violence due to a past event. Imprisonment has a variety of negative effects on offenders, their families, and society. It often leads to a breakup of family or other social relationships and lessens parental involvement with children. Problems related to finances and single-parenting can arise for family members who remain in the community. Prisons may adversely affect individual offenders by increasing their ties to criminal compatriots or creating stress, thereby overwhelming an inmate's ability to cope. Inmates may learn antisocial and criminal attitudes from other inmates, which could lead to increased criminal activity upon release.

There are three types of imprisonment conditions (jail, closed prison, and open prison):

1. Jail (in the market-State) temporary imprisonment

in a police holding cage, while a tactical short-term investigation is conducted and tempers are allowed to cool off.

2. **Jail (in community)** re-location to a short-term medical team facility space/room designed with stringent security measures and complete restriction of common habitat services.
3. **Closed prison (in the market-State; a.k.a., security prisons)** a policed facility designed with stringent security measures, to hold people in cages, and completely restrict them from common habitat/city access and services. There are high-security (maximum-security) prisons and also low-security (minimum-security) prisons. Prisoners in high-security prisons are said to pose a greater risk to society than people in low-security prisons. Individuals in maximum-security closed prisons often have limited access to activities outside their cells and restricted interaction with other inmates. Individuals in minimum-security closed prisons have fewer physical barriers, education services, and work release programs.
4. **Closed prison (in community; a.k.a., longer-term arrested medical facility)** a medical team facility designed with stringent security measures and complete restriction of common habitat services.
5. **Open prison (in community and the market-State)** a restorative justice facility where the prisoner reside longer-term and return to sleep at the facility each night, but can spend the day attending education, contribution, and family activities.

States imprison people for various crime-related reasons, including but possibly not limited to:

1. To keep them from committing additional crimes.
2. To make sure they don't hurt anyone else.
3. As a punishment to deny them their freedom for short or long periods of time.
4. To profit from their incarceration.

After someone is arrested by police (internal State military), they are put in a jail (of some form). A jail is a place where those people who have been "arrested" are mostly held in cages, either alone or with others, for a temporary period of time. A jail is essentially a temporary human [encaged] holding area. When someone is convicted of a crime, they are then put in prison (a larger jail). A prison is essentially a long-term human [encaged] holding area. Which is the same thing as a jail, but a human cage holding structure that can hold a larger population density of people (Read: prisoners). Under early 21st century market-State conditions there are prisons where humans are held in actual cages as punishment for a crime. The transformation of a prison system into a re-orientation and contribution

service system are to be major achievements in the transformation of governmental force procedures into those aligned with the value orientation of restorative justice.

INSIGHT: *If there were such a thing as "prison" in community, then they would be an uplifting and transitional experience for everyone inside, and that would be better for everyone. Putting people in cages to solve socio-economic problems does not work well for anyone's fulfillment.*

In the market-State, when returning home from incarcerations, people convicted of crimes face many obstacles that prevent them from securing housing and accessing employment and educational opportunities. The obstacles are also often compounded by additional barriers by including limited access to pro-social activities and restrictions on re-uniting with family, among others. The circle of support and accountability model focuses on the safe re-integration of people returning home with well-being from safety isolation (e.g., incarceration) and environments of violence.

In the market-State, another common term for prison is incapacitation. The concept of incapacitation means that as long as offenders are incarcerated, they cannot commit crimes outside of prison.

"You can judge a society by how well it treats its prisoners".

Fyodor Dostoevsky (A society should be judged not by how it treats its outstanding citizens, but by how it treats its criminals.)

3.6.4.1 Punishment oriented [criminal] consequences

It is necessary to clarify here the typical market-State set of consequences that may be applied as punishment for a guilty verdict in court:

1. **Financial and/or asset penalties** (e.g., fines, appropriation of property, etc.). These are supposed to represent punishment through the introduction socio-economic hardship and/or equalization of socio-economic hardship by seizure of assets to balance justice.
 - A. Civil default judgement means loser must give over their private assets (physical, financial, etc.).
 - B. Civil asset forfeiture judgement means if asset was involved in a crime it becomes the appropriate property of the State.
2. **De-platforming and banning** (and, removal of content uploaded content). For example cannot rebroadcast emergency alert broadcasts. Which means you can't report live from a place where an emergency alert is going on.
3. **Jail** mandatory coerced temporary-stay isolation.
4. **Prison** long-term violent punishment-stay isolation.

4 [Transition analysis] The law and the political State

In general, the law is a political mechanism that allows, enables, and decides the use of violence by a monopolizing authority. In the early 21st century, apparently "neutral" language and established institutions, operated through law, can easily obscure relationships of power (Read: power-over-others) and violence. The emphasis on individualism in the law similarly hides patterns of harm, power relationships and violence, while making it more difficult to adopt community values and experience human interconnection.

Note here that in concern to the term, 'politics', there no social consensus over its definition; many authors that use the term never actually define it. However, it could be said that the term 'politics' has the following generalized definition due to the root of the word -the root of the word politics is from "polis", the Greek word for city-state.

Hence, in the context of a city, politics can refer to decisions about cities (always in the contexts of States, because that is the root of the word "polis", city-State). In this sense, politics refers to a structure where there is decisioning (in groups) about the urban (city) environment (in the context of a State). Politics is decision-making in groups about how to use real-world relationships based upon having power-over others and using it reform the city environment. Herein, "political economy" refers to decisions about the economy within a capitalist society taken by political positions based on [self]-interest. A political-class economy (political economy) infers different socio-economic classes. And, if there are different classes, then there are likely to be politics ("exercise of power" and "class struggle") between classes. Politics is a societal organization where social classes mix in a set of contractual-trade relationships, with each party typically seeking advantage over others, and one group of people rise to a 'current' leadership position of the State and/or market societal mix. Of note, politics in the market occur to produce sales; and, politics in the State occur to gain power and have influence. Where present, politics likely involves all aspects of society, notably, the economic and social.

In the context of the State, politics is the complex and dynamic process through which power is exercised (in a market-State). Politics is the acquisition and maintenance of power over others. At its core, politics involves the struggle for power and influence [in the market-State]. Because politics involves the exercise of power-over-others, in a market, it is competitive. Politics includes both formal political systems, such as governments and political parties (law deciders and administrators), as well as market enterprises (businesses) and informal networks of individual's within social movements. Where there is a political system, all aspects of society become political, because all individuals live entirely within the city-State.

Market economists typically believe that upon completion of a market exchange, both trading parties gain from the trade[-market]. Market economists typically claim exchange (consensual only) to be the "empirical science" of maximizing human benefit and benefiting human behavior. Therein, behavior is believed to be governed by a set of market-economic "laws" that are impersonal and politically neutral; therefore, as the more market-over-State based economists believe, politics and economics should and can be separated into distinct spheres (i.e., the State does macro-economics, and the market does micro-economics). The idea of a political-economy (or, political economy) seeks to return those two apparently distinct categories (the economy as separate from politics), to one integrated societal category, "political-economy", upon which a sane production system for human fulfillment may be built.

Criminal justice, as a form of human management, relies on politics instead of values and science. If it relied on science, it would not be punitive, and hence, not be "criminal". In the early 21st century, law is inherently political, because:

1. It is part of the State, and the State is a location where politicians and citizens take [political] decisions about their material environment.
2. Judges are selected by the citizens through a competitive vote.
3. Judges are selected by government officials, generally through a competitive vote.

In community, law is inherently scientific, because:

- Laws come from voluntary association, from a place not of force, from scientific evidence based in human fulfillment and ecological regeneration.

The experience of politics is the experience of ideological participation in a system of [factioned] authority for influence over decisions about society, which involves various activities, including but not limited to (i.e., the potential political processes are):

1. **Voting** (*democratic type of society*).
2. **Debating** (*democratic type of society*).
A. If "you" are only going to allow one side of the conversation to speak, it's not a debate anymore; it becomes a monologue (*democratic type of society*) or a platform for propaganda (*authoritarian type of society by undermining the essence of a socially constructive dialogue*).
3. **Documenting decisions** as "public policy" creation (Read: law establishment) to structure decisioning, take decisions, and resolve conflicts, which can be done in two ways, through:
 - A. Transparent documentation (*democratic type of society*).
 - B. Secret documentation (*authoritarian type of society*).

society).

4. Influencing (and lobbying) by means of:

- A. Family and friends (nepotism as favoritism or privilege to family and friends over other people).
- B. Property (get given)
- C. Power (get given)

5. Coercing, blackmail and compromising (authoritarian type of society).

6. Protesting (democratic type of society).

Political processes can be used to facilitate transition to community, by facilitating the identification of social problems and promoting holistically integrated solutions to individual fulfillment and social flourishing. In the early 21st century, the outcomes of political processes can have profound impacts on individuals and society at large, determining the distribution of resources, opportunities, State granted rights, and ultimately, individual human need fulfillment.

The [competitive] game of politics often involves the continuous engagement in sophisticated rhetorical persuasion, often by emotional appeal and selective obfuscation, in order to take decisions about the allocation of resources in society. Politics encompasses the various activities, institutions, and relationships that shape the form of the authority-based governmentally structured State. Some States have more control over the social and market-economic aspects of society, and other States have less control over the social and market-economic aspects of society. Over time, politics has created (become) bureaucracies and organizational power hierarchies that layer a city and its governmental-State. Political ideologies are sets of beliefs, values, and principles that shape and guide political actions and policies.

In the market-State, law is the political rule-set that maintains peace and established order through the methods of reward and punishment (extrinsic motivation). Conversely, in community, law is scientifically informed decision resolutions about human fulfillment and ecological stability.

The law has two functions in a market-State society:

1. To resolve disputes (by judging punishments and rewards; or identifying problems and following through with restoration measures).
2. To prevent disputes (by exposing the process of law (decisioning) to the public to determine how to resolve disputes).

The process of resolving disputes under the law in the market-State involves:

1. The judge "finds" facts (by listening to the assertions of the disputing parties (e.g., plaintiff and defendant) without "prejudice".

2. The judge discovers the most appropriate law and applies it, using argumentation (against/for), to the facts.
3. The judge holds the judgement (an argued conclusion) according to the law and it will be enforced by authority.

Different societies have different structures by which behavior control (documentation) is constructed:

1. In the market-State, that which is legal/lawful is that which follows protocols (rules) associated with the decisions of authority.
 - A. In the market-State, laws and their individual interpretations (by judges/justices "of the law") vary according to who is interpreting them. Once a legal precedent has been set, it is difficult to receive a different ruling (Read: judgement in a legal case) unless (1) the law that "judges" is changed (i.e., a change of the law by those who create laws), or (2) the justice(s) that are interpreting the law is changed (i.e., a change of the specific individual with the role/task of interpreting the law). The judgement [decision] of a judge is often called, "the court's opinion" (a.k.a., court ruling). Ideally, laws are designed to be specific and are written to address the full spectrum of circumstances that may blatantly violate or circumvent the authority and/or law. However, in market-State practice, laws often contradict one another or do not address the fully the intricacies certain circumstances.
 - B. In the market, what does it mean to make something "illegal"? For the concept of illegality to be meaningful as a law [to be enforced by enforcers], the State has to use lethality/violence to enforce it.
2. In community, that which is "permissible" [by standards] is that which follows protocols (rules) associated with the a community-based decision system, informed by working groups and habitat teams.
 - A. In community, laws do not have interpretations; they are specific an objective. And, laws are scientifically informed to sustain optimized human fulfillment and healthy societal operations.
 - B. In the market, what does it mean to make something "illegal"? For the concept of illegality to be meaningful as a law, the restorative justice and medical team use science to inform harm reduction and facilitate human restoration.

In reality, there is no authority that is not reduced to

the mind of an individual (i.e., authority is a belief held by individuals). In a society where authority is ubiquitous, individuals' choices become artificially narrowed, and their language is likely to become that of the language of an authority.

Herein, the term "authority" means power over others (producing an subtractive relationship and not driven by the intrinsic motivation of individual). Under State legal conditions, authority is the legal (a.k.a., legitimate) power that one person or group possesses and practices over another.

As John Taylor Gatto (2012) observed,

Authority is the author who is writing "your" script in life, until "you" learn how to think for "yourself". If you're not authority over your own script in life, if you don't seek out knowledge and inquire for yourself, then who is writing your script, by default. You either learn your way towards writing your own script in life, or you unwittingly become an actor in someone else's script."

Where there is jurisdiction there is authority (i.e., jurisdiction is authority). Where there is authority there is permission (i.e., authority is permission). Where there is no jurisdiction there is no requirement for permission to be anything other than the natural self. Where there is no authority, there is no such concept as "law", and therein, freedom of fulfillment has the possibility of becoming a realized part of society's integral nature. When someone is subject to a jurisdiction, then they are subject (i.e., servant and servile) to its protection. And, its protection of "you" might include "your" death, or caging "you" if you seek to effectively fulfill your needs or nature without permission. Under the state of authority, guns back up permission. In a community-type society, nature is the only permission.

When humans live without enough [fulfillment] there will always be people who have to "steal" to fulfill their needs, or de-stabilize others to feel stable, and there will always be people who punish, because failure to gain permission results in punishment. And, punishment encourages bad behavior because it a form of violence and revenge. At the end of every government law is a gun or other weapon. Government is control and regulation of behavior [through monopolization of violence]. To say government is necessary is to say violence is necessary, for every action taken by government is backed up by violence or the threat of violence. Human relationship not based on violence are always better than those based on violence. Violence is necessary if you want to control people. Government is a territorial monopoly based on violence.

In nature, legal[ized] relationships do not exist. Legal relationships are abstractions based upon [at least] the ideas of ownership and authority. In nature, individuals cannot even be said to "own" the bodies in which their consciousness is embodied. Instead, the population

of a community-type society is accessing [vs. owning] the material and conceptual structure that composes all of society, which is constantly turning over material resources and processing information accessed from outside and inside of oneself (i.e., from the environment). To have a "legal relationship" there must first exist the concept of "ownership", and the idea of ownership must be accepted by the individuals in a collective such that it becomes normative. Therein, it becomes a life dis-orienting risk by dis-aligning decisioning from the 'nature of access' for everyone to mutual fulfillment. If "ownership" [to the self] does not exist the self is just itself, an individual consciousness temporarily accessing common material resources (without the requirement of an authority), then legal relationships do not exist. Hence, in a community-type society, "crime" is understood more in terms of a violation of objectively understood 'decisioning principles', and not subjectively judged 'legal relationships'. Subjectively judged legal relationships are usually structured to end in punishment, whereas objectively understood decision principles are usually structured to end in the fulfilled restoration of whole and healthy relationships. Under a legal system, what considered normal (about our life and culture) is a situational opinion, and not a fact.

Normative relationships can and do change [with changes to a decision space]. These relationships tend to change based upon the evolution of a social group's value set, understandings, and approach, which exist in a state of emergence, but may be perceived as static, and become essentially [artificially] fixated when codified by authority. Therein, the codifying (or "legalizing") of a normative relationship and the laying of interpretation and judgment based on the codification (Read: a mandatory and punishable obligation) is a mechanism against individual and social adaptation. And, when society can no longer correct for actual injustices and social corrosion, then it enters a disengaging entropic spiral. Legal definitions are an appeal to authority. Legal authority is how The Law is codified. Legal authority means that if the law is broken by "you" it ends in either "you comply" or "you die". That is a fundamental layer (or characteristic) of what criminal justice.

INSIGHT: *Law is moral information.*

Many modern justice systems are at best a parody of what a justice system should be. Justice cannot be based on the arbitrary "law" of a ruling class, or even on hierarchical social class (i.e., politics, political justice), if it is going to lead to the stable orientation of a community. Ultimately, the only way to make any headway towards eradicating the social corrosion of "crime" is to cooperatively redesign society so that its institutions and organizations stop attacking people's self-determination and stop hurting them at a sexual, physical, and mental level. Humanity should structure society for fulfillment, from an moral standpoint, regardless of whether it has any effect on crime or not. But, if it is posited that

one of society's fundamental and most ancient roles is to prevent "crime" when people associate, then the necessity to do so becomes even more pressing, reinforcing and accentuating its encoding.

Early 21st century society, because it is a legally structure society based on competition for monopolization of access to judgement is in many ways divided into:

1. Law makers (those who decide when to use force).
2. Law enforcers (those who use force).
3. Public and spectators (everyone else to whom force may be applied to control behavior).

In games of competition, whether they exist at the societal level, or the level of a small group, a metaphorical "stick" is often needed to beat those who break the rules. Alternatively, in more cooperative structures methods are used to restore harmony and fulfillment, and to address the cause of that which did objective harm. It may be of interest to note here that the etymology of the English language term "sticker" [for the rules] comes from the historical role of a referee in competitive sports games. This referee (umpire) held a stick, which he used to beat rule breakers. Other terms for this type of role include, but are not limited to: judge, enforcer, and punisher. The civilian side of the punisher is the denouncer who denounces people to the punisher. In the early 21st century, the term "stickler" has also become associated with denouncers, as they are the ones who are the ones who insist on exactness or completeness in the observance of rules set by authority figures. A "sticker for the rules" may punish the rule breaker themselves, or turn the rule breaker in to the punisher.

It is a sad fact that the design of the current global justice system of early 21st century society equally dehumanizes and humiliates all the victims of an alleged crime. Not only are they trotted out over and over again (often for profit and agenda), and forced to relive their trauma on command, but they (and the population as a whole) are made to pay for prison stay through taxation, and the further decay of society.

The early 21st century "rule of law" is treated as a cover of hypocrisy used by those expressing normatively accepted bad behavior to shield themselves from punishment. It is not justice. Morality that is authoritarian by nature is not morality, it is doublespeak (or doublespeak). In early 21st century society, individuals learn to deal with the concept of authority at a very young age. Not only do they, generally, learn that their parents can order them around, but also that those orders don't apply to the parents themselves, and authority figures. The idea that the punishment of others by authority figures for violations of authority becomes normalized. Accusing authority of hypocrisy is pointless, since authority knows/has the ability to engage the power to monopolize punishment.

Fundamentally, any ethical principle or ethical system is invalid if it is asymmetrical in application (to locations,

times, or persons). One of the prime characteristics of a false morality is that it makes it impossible to differentiate right from wrong, which, is precisely what morality is supposed to do. So as moral systems, things like laws and doctrines are complete failures. In their actual purpose, which is to secure control over populations, they are on the whole imperfect, but generally successful (keep in mind that many revolts are hierarchy over another competing for such power).

Laws are, in part, how competitors work together peacefully. Laws are a product of a scarcity of cooperative solutions and mutual empathy. Eventually, laws [that encroach on liberties] become a dictators toolkit for the next leader or "nodded" person who gets into office. Alternatively, values are shared among cooperators.

The truth, the early 21st century "rule of law" has regularized and maximized the injustice that existed before the rule of law; that is what the rule of law has done. When in all the nations of the world the rule of law is the darling tool of the leaders and the plague of the people, then humanity ought to recognize this. Humanity, as composed of self-integrating individuals, must transcend these superficial boundaries in its thinking and behaving -it is the inter-national dedication to "law and order" that binds the leaders in a comradely bond, while binding the development of a global human community. The Law is governmental permission to act (i.e., law is permission and/or provision by authority). Therein, the law is an excellent scapegoat by the dominant and in-power culture to vilify groups that it doesn't care for or like.

Powerful people are often excepted in a power-oriented society through the application of their social power. Through the acquisition of social power there exists less liability. Those in power will often appeal to its centralization – to the preservation and expansion of their power-base. Therein, all power structures tend toward aristocratic and self-serving laws. Therein, a "citizen" is someone who is "running" a simulated encoding of the State [of self-limitation].

Law is delusion and fakery, everywhere. While authorities and other leaders in early 21st century society point to the law, society as a whole ignores the way law injures individuals. Law is not an unwavering source of justice; it is the unwavering sword of authority, and by consequence, fear. This is what happens in early 21st century society: when something goes wrong "you" create new law, "you" never think to remove or disarm the law; "you" make more law. "You" create more legal professionals. An evolved society seeks to reduce the number of laws. It anticipates the multitude of ways law might damage society. Do "you" anticipate the way that laws damage "your" society?

Structuring an ideology about crime which defines crime as an action that exists in a vacuum, divorced from all context, which is the natural consequence of the "personal responsibility + owned liability" doctrine, ensures that crime will not ever be solved as a social problem, and that everyone will always remain at risk.

And, in a market-based socio-economic environment there will always exist a class of people who seek to profit from this risk.

The idea of combining 'personal responsibility' with liability leads directly to the idea of 'blame' (as judgment) placed upon people and institutions. Blame is an isolated measure; it is a wayward measure of self-protection. If someone doesn't like the behaviors of a government, then they have the "right" to blame the president, blame the government, or blame political lobbyists. If someone doesn't like ecological disregard, they have the "right" to blame this or that corrupt business or some regulatory body for poor performance. If someone doesn't like being poor and socially immobile, they can blame government coercion and interference in a the "free market". Having a "right" to blame is not an orientationally useful idea. The very idea of "blame" is antagonistic to a systematic solution-orientation due to its high likelihood of narrowing an awareness of the causative factors to a subset of those factors, and may even open a society to the diversion of "liability" through force-based interrelationships [and ultimately, property].

The words "fault", "blame", and even "judgement" are social constructs that have no scientific justification. These are words that humans use to describe other people's behavior they don't like. Authority uses judgement to proclaim "guilt", "innocence", and to make examples out of people. When an authority can make an example out of anyone, then something is wrong in that society. And therein, when the claim to authority is by way of a hand on a book, a scribble on paper, and an "office" or "chair", then something is similarly wrong with that society.

No one wants to be held liable (i.e., blamed) in a liability-based society, and hence, people will seek, via every means possible, to out-game each other in being held liable (as in, blamed responsibility vs. accountable responsibility). Therein, power given will not be easily given up because it provides a security net to those who might be held liable. A blaming social structure generates a liability-based economic structure in which people game each other to be held less liable, and the game involves everyone's lives.

If society wants to solve a systemic problem (i.e., crime in context), then the system that generated the conditions and conditioning that [in part] allowed for the manifestation of the crime must be analyzed as a whole. And, new understandings generated from that inquiry must be designed (or encoded, "codified") into the next iteration of the system so that the systemic problem inherent to the prior system does not exist inherently in the next system.

What was called "admiral behavior" and "evil behavior" in the past may not make sense in a different paradigm. For example, someone who is called a traitor in police state (e.g., a "whistle-blower") might be called a hero in another paradigm. What is a "criminal"? It is a term relative to a particular context, a particular [normative] system.

In specific, what "you" call a criminal depends upon the culture "you" live in. When the Romans fed people to lions, that was not considered criminal behavior. Today, such behavior would be considered criminal. If someone were to say, "there is too much crime in the world," then an intelligent response by an inquiring mind would be to ask what the interlocutor meant by the word "crime". Does it mean there is too much false advertising? Does it mean what the drug companies claim about their pills? Does it mean the withholding of efficiency in socio-economic goods and services? Does it mean the punishing of people for growing certain types of plants? Does mean parents who put their children in day-care and go off to work for over 20 hours a week? Does it mean the facilitation of structural violence? Does it mean hitting children? Maybe it describes a doctor when s/he says, "You" need an operation, but in truth, s/he is influenced in the decision because of a financial-type societal need to pay off a new house, or feed his/her children. In other words, it is very hard to tell "criminal behavior" unless the term is clearly defined in a comprehensive socio-economic context without defining fulfillment. Fundamentally, laws create criminals, and cultures of limitation create victims. Concivictions cause [the social construction of] "convicts".

In many unjust societies purport that every story has to have two polarized sides (e.g., "guilty" or "not guilty" [by the "right" of authority]), unless the narrative involves a criminal, and then it only has one. An unjust society is structured upon social polarization, and hence, social manipulation. In these societies, all opinions (as well as beliefs, likes & dislikes) may be considered equally valid. Therein, the presentation of two equal and opposing perspectives as valid, morally, is a form of social manipulation (as "oppositional social engineering") that generates a false and polarizing dichotomy in the psyche of a population it prevents observation of the whole system it becomes a debate (in the pejorative). When the only side is a losing side, then individuals must look at the underlying societal structure that generates said options. And, in order to recognize that both sides are sides of loss, then there must exist an inquiry into the polarizations initial[ized] authorization into the societal structure; possibly, as inquiry into the encoding of the idea of "law" itself.

If "you" want to solve a problem, then everything is open for discussion and "you" can't have any fear of offending anyone or any particular [presumptively] established group. If "political correctness" is advocated for, then there is not fulfillment among society, and the encoding of fear is certainly present. Out of the fear, ultimately, people can be led to externalize power (i.e., give their power away to others). And yet, fear compromises an individual's power. To regain one's own sense of power one must begin internalizing the source of power (as opposed to externalizing it onto authority). When individuals see themselves as victim, they are externalizing power.

Herein, the job and behavior of judges in the modern

legal systems could be considered erroneous and unreal, and may be viewed by future societies as itself, 'criminal behavior'. Judges make decision and they reach real world conclusion concerning what is to be done by "their authority" to other human individuals in stark isolation from that which is the real world, while at the same time claiming the mantle of authority, of superiority, and often of omniscience in their examination of what they call "the factual evidence of the case". Their "factual evidence" includes little about the values, backgrounds, and history that makeup the individuals involved; it includes nearly naught about the conditions and conditioning, or about the larger socio-economic environment that interfaces with and throughput the lives of those who are by force to be judged by them. For, judges and lawyers are neither scientists nor systems thinkers, they are not philosophers or open inquirers, but they are authoritarian costumed, sophisticated professioned [legal] actors playing a role in the further obfuscation and hindrance of human fulfillment. Judges and legalized authority figures collaborate in ways that cause unnecessary suffering in other people's lives without a mechanism by which they might otherwise even notice the repercussions of their behavior.

In the market, enforcement and prohibition are life employment acts. And therein, governments everywhere, by design, represent the wealthiest property owners.

Show "me" a judge or a prosecuting attorney that doesn't believe that what they are doing is righteous and proper and moral in society to keep those "bad guys" who don't obey the rules under control. Don't the rules just beg to be questioned: what are they based on, who made them up, can they be changed, how are they influencing behavior? Is there empathy for those who don't follow the rules, either wittingly or unwittingly? Is there a "victim", is there a "criminal", or is there one of us, someone whose life experiences have led them behave in the manner in which they have behaved. Therein, society may learn to adapt, iteratively, so that more fulfillment is more likely. Where is the empathy and mutual fulfillment in extortion, in coercion, in punishment, and in the perception that humans cannot integrate, systematize, and self-organize for everyone's benefit. Some societies, need to recheck their premises. If there is a pre-disposition of some people to not understand what emotions are (i.e., psychopaths / sociopaths) and to lack empathy, compassion, or appreciation for the needs of other [human] life, then how could a society tolerate a hierarchical governance system and any system of judgmental interpretation, for it is bound to have negative consequences due to a lack of empathy on the part of judges (Read: jurisdictional and political). Those who seek power, or the benefits of power, and lack empathy, are highly likely to take decisions without a holistic accounting for the needs of everyone. To lack empathy is to be ignorant to the consequences of one's actions on others, and also, on one's total self. A lack of empathy involves the failure to identify real needs among conscious entities, which

are common, and possibly, to cling to counterfeits and pseudo-satisfiers. One might ask, "What do others feel when judgements and actions are systematically thoughtless of human fulfillment (i.e., when they lack the context of mutual human fulfillment and the potential to restore relationships to that dynamic)?"

The conventional "legal trinity" is:

1. Force.
2. Law.
3. Power-based negotiation/contracts.

This legal trinity is ubiquitously adhered to across all governments. And yet, do not governments always put forward judiciously inept efforts when they investigate themselves, which generally turns into a search for a pre-determined outcome. How can a coercive force investigate itself; it can't. In community there is facilitation of individual self-development and restoration of socio-technical fulfillment, which are not equivalent to [law] enforcement. Notice how the word "force" is present in the term "law enforcement", clearly showing how law is based upon force (i.e., the monopolization of violence).

There are two forms of real authority (authority that promotes self-integration) and two forms of beliefs in authority (authority that limits self-integration):

1. **Evidence is the only authority** (Read: sensation by consciousness). The first real form of authority (internal response to stimuli).
2. **Understanding is the only authority** (Read: modeling by consciousness; visualization). The second real form of authority (coherent internal integration in response to stimuli).
3. **Power over others is the only authority** (Read: coercion). The first false form of authority (externalization of response to stimuli).
4. **Social conception is the only authority** (Read: solipsism and false reification). The second false form of authority (externalization of response to stimuli).

It is important to remember that at the end of every individual's opinion, there is a big question mark; and, at the end of every judicial opinion, there is weapon. In most democracies, court opinions are the "law of the land".

Stefan Kühl (2016:146) in *Ordinary Organisations: Why Normal Men Carried Out the Holocaust* observed, details how State extermination policies in the 20th century were implemented in the form of programs that are typical of every law administration and every police force. There is a common saying within law enforcement, and even among many citizens, "Whatever the law, it has to be enforced." Whereupon, people who have given their power and thinking over to the State of authority, may then say, "And, if we want to change the law, then

we must change our leaders" (i.e., to change when the application of force is valid/invalid, those who decided when the application of force is valid/invalid ought to be changed). This viewpoint fails to question the premise that the validity or invalidity of the application of force by a group of selected deciders is the appropriate way to organize human behavior. It fails to question whether organizing society around the subjective use of force is optimal.

Note here that the neither the term "peaceable" nor "peace officer" is used or applicable in a community-type society, for it denotes the idea that authority "pieces together" freedom, which is an inaccurate representation of real world experience. If "you" aren't finding the peace within yourself what peace are "you" finding? Peace is not the absence of conflict; it is the ability to handle conflict through peaceful (and non-aggressive) means.

In general, judicial professionals have engaged their ability to inquiry, and often inquiry logically, but they are limited in their inquiry and their logic by the structural paradigm (or "stricture") in which their profession exists. Instead of exploring a system-wide solution-orientation involving root causes in an accurately informed context [useful to humankind], they have the authority (as a right to force-based power) to act based upon interpretation, which opens the possibility for the injection of selfish beliefs, "I know plenty about that individual, he has been in jail before, he is a criminal", or "that individual comes from a high class family. A family I respect or may do a favor for me in the future. They deserve a little more class in how I treat them person". That is sometimes the proverbial "yard stick" to a judge, associative memory and egoic projection.

At its essence, all judgemental actions are based on selfish and perfectly self-reflective conditioning experience, not the truth. Willpower may be engaged and cognition applied logically, but fulfillment is not the end result for there exists a disconnection a belief, in authority and in one's own righteousness. The modern judgemental-legal system is a paradigm of make believe theatrics that violently forces regular people to participate, with real life-threatening consequences and system-wide [behavioral] repercussions, and it is without a mechanism for effective recognition of fulfillment and fed back re-orientation.

It is unwise for a society to superimpose an ethical principle over a structure that reinforces values and behaviors that run in opposition to the ethical principle. Fundamentally, laws do not prevent aberrant behavior from manifesting when (or, as) it is socio-economically, structurally induced. It isn't the Law that prevents crime; a society must fulfill the conditions (or needs) of individuals. Through law, rules of cause and effect are subject to authority rather than an objective and systematic approach involving critical thought and scientific evidence. Effectively, laws give people a false sense of security (preservation and protection) that ~~may~~ does cause them to make bad decisions.

Locking people up in a cage does little to address a

socio-economic system that breeds corruption through its structural components of debt, commodification, the need to cut costs, the need to maximize profit, to exercise differential advantage through competition-based mindsets, and the structure of enforcing restricted access to life needs through private ownership.

Under market-State law, those with power of influence and money (which generally go together) are likely to have access to both reputation (so they are going to be regarded better, generally, by the justice system, jury, etc.), and better and more influential lawyers (and possibly, politicians). In bribe taking and lobbying countries those with money and power will have the ability to pay legal decision makers to decide in their favor. In the early 21st century, the law is the opinion of the powerful, and inevitably subject to interpretation, whereupon it is the job of lawyers (as a class) to take what is written (possibly, or possibly not, in plain language), and twist it so it forces the result that their client(s), who are paying them, regard as desirable. Such linguistic and relationship problems that are extremely expensive and time consuming.

In early 21st century society, "judges" are the official interpreters of the authority's message. These individuals gain and maintain their power through the [structured] invocation of fear. And, whomever these people are, they are part (or will eventually become part) of an administrative structure primarily concerned with controlling large numbers of people through fear (e.g., governments and corporations). Yet, they are not to be feared; they are to be recognized. Behavior conformed out of fear is contrived and not empowered toward a higher potential. Fear-based control structures divide and subdivide like a one-celled structure, constantly spawning new versions of itself (e.g., capitalism 1.0, 2.0, 3.0 ... n.0), which live alongside the old. The rites of celebration might change with each version, but the corrupted structure developed in order to control the masses through fear remains. When fear and force are introduced humanity is held back from its potential. Of the many effects that fear has, it stifles human intellect, reducing the ability think critically, and limiting the potential for globally workable solutions.

The "factual evidence" presented to and by the man/woman in a costumed suit, a legal professional, is almost never the truth, and in the rare cases that it is, the organizational structure in which the role of the judgment exists does not allow judges the ability to usefully act upon the information; they too are in a professional box with belief structured boundaries.

In large part, the purpose of a judge is to lay judgement. Judges, with degrees of leeway, determine how the "convicted" are to be treated and their potential future worth in society. If "you" can be judged, then "your" potential is necessarily limited. Such a social organization where selected individuals are given the power to determine the future course of someone else's life [after the "factual" recounting of a decontextualized and monopolized conflict] will not ever amount to a

society worth looking up to or remaining a part of.

Without a common objective reference and general direction for social organization, then political factions are apt to form, each faction maintaining their own subjective [or ill-defined] definition of the terms they use to describe their direction. In this context, that of ambiguity and a lack of a physical reference, the idea of resolving conflicts on the basis of mutual understanding is a myth. Political factions will eventually enter into conflict and competition over the orientation of society, each side vying for their interpretation [of the "correct" organization of a single life-sustaining ecological system]. Under such conditions power structures and power acquisition strategies are likely to form, eventually leading to the degradation of freedom and efficiency, and ultimate the very survival of the society will likely be drawn into question. Hence, a stable society must find coherence among the entire population as to what, in the real world, the term 'justice' is actually referencing.

New laws become part of the "logical argument" that future judges employ in how they redefine perception (or the euphemism, "interpret the law"). And, once someone's perception is redefined, then so too are their responses [programmatically] restructured. Or, to say this in another way, once someone's perception is influenced, then their behavior is likely to be influenced, including their emotional and mental reactions (or responses). Hence, judgment creates an additively chaotic system for their is never an integration of structures (there is not a logical integration and effective dissonance-cleansing process running in the brain mind-consciousness) of someone with judgment. Laws on-top of more laws to patch problems that previous laws have created confused perception on-top of confused perception generating isolationary irrationality. This leads to chaos (as randomness) ad-infinitum; and, in an information system it eventually leads to a sequence [of process events] that generate either exponentially lower or higher entropy, as adaptive transformation or destructive termination of the system itself.

When the concept of authority-based interpretation is introduced into the social structure of a society, then a whole system of interpretation is likely to be established leading to competing opinions, interests, hierarchies of interpretation, and jurisdictional judgment, as well as punishment for "wrong" interpretations. This is a terrible organization for a society. Within such a society there will undoubtedly exists an ongoing struggle between the forces that would congregate, direct, delegate, concentrate, and aggregate [market and socio-political] power, and the forces that would keep it distributed and available to all.

And, in that back and forth struggle it is very rational for the agents in control to do things that are blatantly against the morality and ethics of the society, sometimes just to observe which of them go unchallenged. As morality is increasingly chipped away, further precedent is set for future interpretations of that which is supposed to be moral in the society culture normalizes behaviors

that cause even greater suffering and lead further away from human fulfillment.

If laws were to exist in a society, then should they not be based on consensual human interaction, only a violation of which would be brought to social (or "systems-oriented") attention? Any system that is funded and based (or structured) upon violating consensual human interaction, such as modern societies "legal system", will never provide a safeguard against said violation of consensual human interaction, for it is based upon doing so itself. When what someone says, or a judge says, determines anything in a social system, then it is out of touch with the real world where humans have common needs that might be knowledgeably discovered and synergistically fulfilled "judicial opinion" is still opinion it is useless to a useful[ly fulfilling] orientation. Arguing about opinion in court [a larger and more forceful context of opinion] is actual insanity, and it will be seen that way by future generations. Jurisprudence, as the philosophy, study, and science of law is, as it globally stands, a codified system of doublethink. In the real world there is no power in rulership, in contracts, or in force, beyond the power of the belief in authority. Fundamentally, law is just an opinion with a weapon [formerly at the edge of a sword, now at the barrel of a gun, and in the dystopic future, potentially at the quantum bit of a transhuman circuit].

A "license" is permission from the State, or more recently, from corporations, to do something that is otherwise illegal. It it is a "permission slip" do to something that is illegal without the slip. Like in prison or school when someone might need a permission slip to go out in the hallway or to use the bathroom. Therein, a "contract" is a licensing agreement between two parties with property. Whenever there is law, there is the potential for legal illegality the construction of a legal framework to protect what should be fundamentally illegal in any fulfillment (or, democratically) oriented society.

In truth, ancestors always volunteer their descendants for better or for worse. "Informed consent" is a legal illusion, which builds the façade of sentient "rights". Early 21st century society has been so busy building law upon law, generation after generation, creating its great illusion of "rights" that it has lost sight of any orientation or principle toward developing human capability for fulfillment without coercion. A legal/litigious society strangles itself. Look at all the insane decisions people make in early 21st century society because they are afraid of being sued (i.e., litigated against). And yet, it is natural, even when someone makes a mistake to "cover your ass" when your life, your future, your career, or your family are at stake (in a competition). Some societal structures incentivize deceptive and maladaptive behaviors. Yet, many of the lessons in life that are the most useful are the result of a mistake [that was restored from and advanced beyond].

When trust is absent, suspicion feeds on suspicion. The court is an arena of suspicion with competition among

performers. In the court, the trust is with "authority", not between common and consensual human beings, who are being both willingly and unwillingly being violently monopolized by a normalized structure. The court is a legal ritual, a competitive arena. In competition people always devise their own justifications. In a monopolized competition all opinions become either equal or irrelevant, except for the opinion, the likes and dislikes, of the governing authority. And therein, fixed and immovable law merely provides a convenient structure within which to hang justifications and the prejudice behind them.

The court is an arena for political and sophistical debate. The idea of a "debate" has a very specific historical context. People debate in order to win [in public perception]. A debate is not a high-integrity form of communication; instead, a debate is a formal contest of argumentation in which two [or more] opposing teams defend and attack a defensible proposition it is a protectionist form of socio-economic encoding. Debates do not facilitate comprehension for a prior understanding of the subject matter is necessary to perceive the use of fallacious, specious rhetorical argumentation (i.e., sophistry), which is not always recognized by even the purveyor of the argument. A debate is a strategic and sophisticated competition of persuasion. Debates are won and lost by contestants. Debates divide and subdivide, they alienate. A debate is not a philosophical argument an inquiry toward more comprehensive truth and understanding a form of truth seeking and dissonance reducing communication. And yet, a debate can be fun, challenging, and help with confidence when applied in the correct context (i.e., not a socio-economic context where people's lives are at stake) it is important to realize what it is and the bounds of its usefulness. Fundamentally, debate is not a useful social communications medium or a useful means of acquiring a greater understanding [of a situation]. And yet, a "friendly debate" can help an individual to test their ideas observe how they withstand attack, either intellectual or fallacious -a debate may be an opportunity to learn and see how ideas stand up to scrutiny (maxim: steel sharpens steel).

The term "healthy debate" is an oxymoron. Morality is not up for debate. Human fulfillment is not up for debate. Human health and well-being are not up for debate. Falsifiable science is not up for debate. Human and ecological restoration/stability are not up for debate. A community does not debate. Debate negates understanding and undermines a real [world] solution. In truth, there is no use fighting over opinions; only factual understandings, and behaviors therefrom, can move humanity forward. One might question when one is having an important conversation whether the conversation is a disputation or a philosophical argumentation between two or more parties for increased understanding and overall improved integration. A debate (dispute in the pejorative) may be used to generate dissonance in order to produce

a greater integration -challenge to which inquiry is a conscious response, builds strength [in understanding].

A philosophical argument does not involve people screaming at each other or dis-engaged from each other; it is the following of a train-of-thought and the removal of contradiction therein between people by visualizing and integrating new understandings. Philosophy is applied to remove clutter from one's mind, to trace the origin of ideas. The rational scientific method is applied to understand existence and non-existence. The experimental scientific method is applied to verify observations.

When people deliberately undermine philosophical arguments and inquiries in a sophisticated and trickery-based manner (i.e., acting as a "sophist") it is a clear sign that gaming-strategies have been engaged and philosophical inquiry is dis-engaged. Debates do not involve a critical approach to lower entropic integration of information about a common ecologically referential system, a lifeground.

When in a conversation, and an interlocutor becomes either confused or is recognizably trying to debate, it is best to:

1. Look at the communication from the perspective of data, and not the other's whims or opinions.
2. Apply critical thought and identify fallacies.
3. Find common ground.
4. Reassess the continuation of communication with the interlocutor if no common ground or evolution of thought is possible.

In early 21st century society political and judicial debates largely decide the lives of individuals as well as the socio-economic orientation of society.

Natural law is the universal, non-man-made, binding and immutable conditions that govern the consequences of behavior. Natural law is a body of universal laws which act as the governing dynamics of consciousness. In general, jurisdictional law is opinion, because in the legal process, the defense attorney and the prosecutor are trying to convince (persuade) the jury or judge to win their opinion.

Case law and statutory law are man-made laws. They are laws without reference to the natural world made up by "lawmakers" (legislators and judges) the studying of these laws is the studying of fiction. Man-made laws are just opinions backed up by force and violence. They are fictional, sophisticated, and arbitrary constructs with real consequences. Therein, superior enforcers of such laws state, "We think this is what should be done and if you don't go along with it we have people who will cage you and possibly shoot you based upon that belief." Both case law and statutory law are people's opinions backed by a gun or threat, and ultimately, by the belief in authority.

In a society structured around legislation, changes in legislation lead to real, and sometimes dramatic, changes

in society. Thus, the question must be asked, Is it wise to have a political process, a bureaucratic power hierarchy, a complex and obfuscated interpretation structure, secrecy, profit, lobbyists, leaders and marketable professionals, among others, who by their influence and power determine the orientation and direction of a claimed society?

The idea that there are these people who are going to make all of these great and wise decisions with guns (i.e., government) is nonsense. Because of course all of the people who can make the best decisions in the world always want to be armed. Because they are really wise, really smart, and know the best decisions for everyone. Because they get "democratically" elected power for their politically persuasive ownership status. Because they have the very best ideas, so naturally, they want lots of weapons. 'Statism' is [in part] the belief that a small number of people should be given all the guns in the world to inflict their will on everyone else. It is mad and delusional. Often, the people with the most effective and useful ideas are the most cooperative and voluntary they see the benefits of harmonization, which is opposed by hierarchies of power.

In modern parlance there are two general forms of "authority". The first form is that of "authority by means of status or social position, and it entails a whole host of related [descriptive] characteristics. The second form is something of a misnomer (i.e., it is misnamed), it is a "knowledge authority", and it is the idea that someone who has a well-informed understanding and factual knowledge set [often derived from lengthy re-verified experience] is some kind of "authority". A "knowledge authority" is someone who is knowledgeable on a particular subject matter or skillful at a particular aspect of life ... is just someone who has spent time learning a particular topic or refining a particular skill. Knowledgeable and skillful people have expressions of their love [and devotion to their self-development] to share. But, is it right to call them an authority? Probably not. It is more accurate to call them knowledgeable and skillful.

When an individual begins to seek greater self-direction and social intelligence, then the question of whom s/he should listen to arises. Who has fact[ual] knowledge and verifiable skill? Who has actual knowledge and a refinement of their coordination, maybe gained through first hand direct experience of a thing?

The first form of authority, a power authority, is not necessarily knowledgeable about any subject matter in particular; knowledge is not a characteristic component of its complete definition. Instead, the claim given by those in authority is that they ought to be listened to, and their commands followed and obeyed, because they have the ability to apply force [in the social power hierarchy]. Conversely, a "knowledge authority" doesn't give commands, and hence, is not an "authority" as such. The first form of authority is really referring to the idea that there is a person or a class of individual human beings living on the Earth that somehow have a moral

right to issue commands that may not be disobeyed regardless of the commands sensibility. It is the idea that certain people have the moral right to issue orders; and that another class of people have a moral obligation to obey these commands. And, the authority's "subjects" have no equivalent "right" to refuse the commands or orders -it is the belief in "rulers" and "subjects", which has become obfuscated under its most modern version, that of "political democracy".

Essentially, when power authority exists, then there exists the belief that some people are the masters over others with the right to issues commands, and other people are their subjects (or "slaves"), who have a moral obligation to obey those commands regardless of how truthfully informed they are or their sensibility. Authority is fundamentally based on this notion: that some people belong to (Read: are owned by) other people who they may not disobey nor go against their word [otherwise punishment is right and valid].

The concept of "jurisdiction" underlies the socio-economic encoding of the belief in authority. Jurisdiction means that "you" are under the moral obligation to obey the commands of the local "authority" (first form) while spatially present within the ascribed geographic setting (or region) on Earth known [written] as that jurisdiction (or territory). A "territory" is where jurisdiction is exercised; and, violence is the means for controlling territory. The idea of a "county", a "country", a "nation", and a "State" are examples of jurisdictions (or "jurisdictional territories").

The belief in authority is [in part] based upon the concept of a [defensible] "jurisdiction". Jurisdiction claims that the geographic location of someone's birth and place of any action subsequent is subject to the man-made written laws of the entity that has a monopoly over the use of force, violence, and coercion in that area. Etymologically speaking, the term 'jurisdiction' comes from the Latin: ius (genitive iuris; there is no "j" in Latin) meaning "right, law" + dictio "a saying". In English, "diction" means "speech". Hence, jurisdiction literally means, "to speak the law," or "the law is what we say it is, we speak the law, and it is right because we have written that it is right". Notice how this logic is based entirely in moral relativism and circular reasoning.

In a given geographic "legalized" area (or "jurisdiction") an authority characteristically exists to author and enforce law, which is to be obeyed at the cost of a monopoly on violence directed at disobedience regardless of reason, of commonality, of lifeground, and of human fulfillment in general. That is what "jurisdiction" is based upon, people who believe that they are the authors of law and that they get to speak subjective commands into existence, and somehow that makes ethics and morality, as though it were to create some sort of a moral obligation on the part of their "subjects" to obey those commands. Hence, synonymous with the idea of authority (i.e., one of its principal characteristics) is a decision space that orients toward a monopoly on force, fraud, coercion, violence, and other forms intentional aggression, which eventually becomes structurally violent through deeper

socio-economic [pattern] encoding.

Aggression is a highly context sensitive behavior; context insensitive aggression is pathological. Aggression appears in three contexts:

1. Desperation for food.
2. Desperation for sex and reproduction.
3. Desperation for safety.
4. Desperation for retribution.
5. Competition for scarcity (e.g., individuals weigh themselves against opponents in competition; where, if the perception is that of being weaker, you aggression is avoided).

Authority is an illusion, it is not based in fact or truth or knowledge or wisdom; it is a belief system (i.e., authoritarianism). And, it is a belief system that is based in mental imbalance. It might be true to state that when "communing" with others someone is likely to pick up their dis-eases. The people who believe in and condone or practice authority (observed in part through command-oriented communication) are those who have adopted some level of the belief in authority into themselves.

Authority is ultimately based in violence. If the commands are refused on the part of the subjects or the "slaves", then the authorities always respond with:

"If you don't do this, if you don't obey these commands, then I/we also possess the right and power to do violence onto you physically or psychologically or even to grab that which society commonly agrees is "yours" as punitive measures, or hinder your continued fulfillment of needs. In other words, "my" authority has the right to intentionally and artificially limit the fulfillment of "your" needs."

Common dictionary definitions associated with the concept of authority include:

1. **Authority:** Power or right to enforce obedience; moral, ethical, or legal supremacy; the right to command, or give ultimate decision. *Source: Oxford English Dictionary (2013).*
2. **Obey:** To comply with, or perform, the bidding of; to do what one is commanded by (a person); to submit to the rule or authority of, to be obedient to. *Source: Oxford English Dictionary (2013).*
3. **Jurisdiction:** Administration of justice; exercise of judicial authority, or of the functions of a judge or legal tribunal; power of declaring and administering law or justice; legal authority or power. *Source: Oxford English Dictionary (2013).*

Laws, ordinances, statutes and rights are relative to a jurisdictional-authority. They are not a common, or even objective, standard relative to reality as it actually exists. Legal positions are always vague and lack moral

clarification, and they exist in some degree of misalignment with human fulfillment, which is essentially why they are called "legal positions" or "legal opinions".

Patchworked systems (e.g., legal systems) are an admission that the underlying social structure is inappropriate for the nature of the organism. Structures that patch instead of feed-back are maladaptive and ineffective for organizing human fulfillment and flourishing. Prolonging a failed model of fulfillment, justice, and resource use/distribution leaves a population vulnerable to the predations of those who would take control.

There are perfectly natural impulses that are useful under certain situations and not under others. Resisting arrest by State police is one example of a natural impulse that is not useful when the police have a monopoly on the use and escalation of force (and violence). In fact, they exist to monopolize the escalation of force; it is part of their role as legal enforcers. Of note, the statement, "s/he resisted arrest", is actually a retributive phrase for blaming the victim, which is tragically common. When the government or police give an order, then "you" must surrender everything about "your" humanity on the spot or they will escalate violence, and even then, they might escalate. These conditions are globally pervasive. They, enforcers, are 100% in control of "your" physically manifested embodied consciousness when they say they are, or else the results will be psycho-physical pain through to death for "you", and possibly "your" family.

Metaphorically, if all someone has is a hammer, as a tool to solve problems, then everything starts to look like a nail. And if police and prosecutors are your only tool, sooner or later everything and everyone will be treated as "criminal". People in a violence-reinforced system will make use of a violent tool just because it exists.

If society maintains a clear and lifegrounded-referential language, then it is likely to maintain a moral orientational clarity and an ability to improve society, but as long as individuals are lost in the language of belief, the State, violence, and of the market, then individuals will never be free of their own chains for that is all that they identify with.

Herein, it is of the utmost importance to recognize that violence can be enabled by working for the institutions and establishment that conduct the violence. The term 'enabling' is used herein in its negative sense to describe dysfunctional behavior approaches that are intended to help resolve a specific problem but in fact may perpetuate or exacerbate the problem. Employment in a system of violence and tasks that maintain that system of violence are enabling of an environment of violence.

It is reasonable to ask oneself why there is little to no provision in the modern socio-economic system to ask the question "why" of the design of the system itself. Early 21st century society is not indiscriminate; there is actually organization to it, as difficult and discomforting as it may be to see. When the operation of early 21st century society is explored in its totality it is possible to see that it is not a systematically fulfilling organization,

but a ideological organization designed to perpetuate itself by means of violence, scarcity, and the inhibition of sufficient need fulfillment. And herein arises the issue patchwork: if the system isn't examined in its entirety, if the *how* of its operation isn't explored [as a result of asking *why*], then patchwork is liable to create bursting issues elsewhere in the system as effects ripple around already unconscious and dissonant interrelationships. Patchwork just "keeps the system going" as it is moving down the same trajectory. Unfortunately, patchwork isn't a systematic exploration of the system and an inquiry into the root of the problem.

In reality, patchwork is not a solution; and because patchwork in a political system is always applied in an incomplete information context there is a great likelihood of making things worse. Early 21st century society has become quite literally a "push button society", whether it be diets or voting, where people find a new diet or "leader" periodically and lack any actual realization of the violent nature of the structure that is being rebuilt around them. Citizens push a button on a board and then stare at their bodies and their governments for 3-5 weeks, months, years during which time they may be extendedly unhappy, and then, they push the next button. No one does anyone else any benefit or justice by selling them inaccurate relationships and pushing figureheads in front of them. Patches may have momentary usefulness (e.g., when someone is haemorrhaging), but they are not sufficient to determine and resolve the actual issue that caused their need in the first place.

Early 21st century society is disconnected from human need and the generative lifeground common to everyone. Hence, it is not capable of effectively reproducing life functions it has no life coordinates to it instead, it exists for the appropriation of resources from the life host to multiply itself ... for what? For more multiplication, for [economic] "growth" and power consolidation. A society without a sustainable relationship to its lifeground is unlikely to facilitate the development of fulfilled individuals and maintain a state of healthy and stable resilience. It is, in fact, a problem that the average individual in society couldn't go into nature and build a shelter or start a fire or make a pair of pants to save his/her life. It is a problem when someone becomes diminished in his/her capabilities of providing for oneself and others, and has instead become reliant on the dominance of others to provide for most, if not all, of one's needs.

Laws and interpretation have the unintended consequence (and sometimes intended) of extending the reach of political authority further and further into personal liberty and social freedoms [to the unfortunate point that it is just expected that everyone will be monitored by the authorities each time they communicate over a telecommunications network].

There is a mistaken belief that justice is overwhelmingly important by arguing that it derives from two natural human tendencies: a desire to retaliate against those

who hurt oneself or others, and the ability to put oneself, vicariously, in another's place. So, when one sees another is harmed, one can project oneself into their situation and feel a desire to retaliate on their behalf. If this process is the source of human feelings about "justice", that ought to undermine human confidence in them. Does the struggle for retaliation really lead to fulfillment at the individual and the social level, or does it perpetuate a dynamic of reactively and chaotic destabilization? The desire to retaliate is an organismal reflex programmed centrally for protection and survival in the wild. And, it can be structurally and social re-activated in society, through particular types of conceptual and spatial structures, where it is counterproductive to common fulfillment.

The correct use of language is important, for language influences perception. For example, "criminalized" implies that an act was done to an individual, that he or she is the receiver of a label. "Criminal", however, implies something inherent within the individual. "You" ARE a criminal. "You" HAVE BEEN criminalized. The difference is subtle, yet significant.

As Lao Tzu well observed,

*"The more laws and order are made prominent,
the more thieves and robbers there will be."*

Some societies do the following: if a crime occurs, lay blame and liability on a few people. Then, call them criminals and send some of them to jail for penance. While this is occurring, they distribute massive amounts of opiates to the public in a variety of forms, including thousands of television cop and murder dramas (part of the propaganda machine) to further reinforce the belief that this "perfected system" is making them more secure and safe and free from the criminals. So, those who watch television are likely to go to bed with fear in their heads and with the contradiction that all is right with the world through government. Societies that behave in this manner are deeply unwell. Such behavior is not a strategy toward adaptation, it is a pattern of behavior that perpetuates stagnation, corruption, and dramatic forms of corrosion.

Punishment is a form of deprivation, it is the process of further depriving a human being of their needs, while preventing access to that which the socio-economic system has to offer: money; objects; services; information; and participation, etc. When punishment renders as justice, then it is a very unfortunate form of justice. For in fact, it is not a form of justice at all. In a punishment-ownership system, conflict is not something to be [re]-solved, but something to be [re]-owned. Some go so far as to say that the criminal justice system represents a theft by the State of the "victim's" and "offender's" conflict; and, that the State or gang maintains this capability through a monopoly over the use of force and coercion. They state that the system is designed to keep power in the hands of the people

who hold the power, and do so [in part] by way of having a monopoly on arbitration, negotiation, or dispute resolution. The State [of authority] is an impediment to fulfillment in society at every turn.

Whole functional families don't impose. Imposition works for those who don't care. Here are some examples of coercion: Don't feel like paying taxes . . . Sorry, its that or jail. Don't feel like paying for government schools . . . Sorry, its that or jail. Don't feel like following orders because of a victimless crime . . . Sorry, its that or possible death. Don't feel like supporting a war . . . Sorry, its that or jail. Institutional systems in the world impose like crazy. Oh, didn't listen to mother in her disagreement with father . . . Spanking and time out, go to bed, confiscation of cell phone.

In the social and political work known as the *Leviathan*, Hobbes puts forward the idea that a sustainable and just State could be achieved through fear, through the conjuring of a demon to rule over everyone, and that "Leviathan" still remains strong in early 21st century society through [the] codification and ritual [of the State]. The State is early 21st century society's Leviathan.

The two most common Statist primaries are (note that Statists are those who believe in authority, specifically, the authority of a State):

1. "A law for everything and everything managed by law."
2. "Law is the ultimate science."

There are a large number of relevant maxims surrounding the topic of law, some of significant ones are noted below (note the definition of "justice" carried by these maxims is often set as a pejorative):

1. **MAXIM:** In Law two wrongs may cancel each other; therefore, may those who do wrong, do it together. That is the purpose of Law.
2. **MAXIM:** The business of law is to make business for itself, to ever escalate complexity.
3. **MAXIM:** The more corrupt the society, the more numerous the laws. Legislation injures community, law injures conscience. Morality cannot be legislated.
4. **MAXIM:** Governance systems govern the potential of individuals.
5. **MAXIM:** It takes servants to make a government.
6. **MAXIM:** Fear facilitates the installation of authority [in the minds of those susceptible]. The term "court of justice" through which justice is administered by means of authority, is an oxymoron past down from contradictions in the understanding of fulfillment long past.
7. **MAXIM:** Law is infinitely expansive [in abstraction] and adaptively manipulative in practice. One might ask, Do we want more "criminals" (i.e., criminally

liable) or do we want more fulfillment?

8. **MAXIM:** A socio-economic system must be flexible and change to fit new demands; otherwise, it becomes 'law', merely the justification of the powerful.
9. **MAXIM:** It is the height of irony to look for justice in a center of profit (i.e., in a court).
10. **MAXIM:** Fair trade is fair competition; fair law is fair authority.

When looked at through a retributive lens, crime is seen as a violation of authority [over property], defined by law-breaking and guilt. Once a violation occurs, justice requires the determination of blame and administration of pain in legal contest between the offender and the State. Therein, crime is seen as creating a "moral debt against society" (Read: a violation of the will of those in power), to which offenders must repay the debt through a process of righting some odd metaphysical balance via punishment of the offender. Within a retributive moral framework, the "offence" and "guilt" are defined in purely legal terms, without physical referent, and justice becomes determined by following correct rules and procedures. In the criminal process, the offender is pitted against the State, which in practice means that one proxy professional representing the offender (e.g., a defense lawyer) is pitted against another legal professional representing the State (i.e., "prosecution"), with another legal professional (i.e., judge) acting as defining arbiter. This ethical orientation to crime and justice is contrasted with the orientation that understands crime and socially corrosive behavior as an opportunity to orient toward an even higher potential of human fulfillment. If crime is essentially an injury, then should justice not become a process of healing and caring?

It is wise to distrust any group of market "professionals", especially legal professionals. Early 21st century society holds "professionals" in high esteem ignoring the nature of intense competition for new achievements and recognitions that foundation their professions, and which invariably overcome such groups (or "professional communities"). Market professions have an incentive structure that promotes unfulfilling and uncooperative behaviors. Professions are groups where a peer review system is conveniently balanced with peer pressure for [at least] ego-rewards. Therein, "professional" always means market power, or the opportunity for hierarchical power. Power (in a market or hierarchy) is to be distrusted in all its forms. Those with such power have the opportunity and incentive to give with one hand and take with the other; and, they often do, or they would not hold power. Hierarchical power in all its forms is a façade and ought not be trusted. Fundamentally, there is a potential for those in power to abuse their [acquired] power, and when competition is present, not only is it likely, there is incentive.

Always remember that professionals seek their own self-preservation. They are in danger of destroying

their careers and livelihoods if they act or openly think outside of the established professional (competitive) boundaries. It may be said that professionals "profess" their worth [to the paying authority]; though, what they profess is often reduced in meaning in the context of mutual human fulfillment.

Each and every individual bears a collective responsibility for the violence and aggression caused by the failure of the institutions that they support and participate in, and which chronically dis-cord, humankind's most fulfilling nature. For example, here is an extreme analogy to illustrate this responsibility. Suppose that person 'A' brainwashes person 'B', his child, from birth and for 20 years, to consider certain people as having to be killed; how murdering them is good, and so on. Then 'B', after his 20 years of brainwashing, goes out and kills one of the members of that targeted group. The attitude in some "justice systems" is that 'B' is the sole guilty party in this murder. This is of course pure logical insanity for it does not account for the conditions and conditioning that led 'B' to initiate aggression against another it is a lack of recognition that there exist social institutions of violence that can actually be participated in and regeneratively structured through volition. When the conditions and conditioning are more greatly understood, then society can re-calibrate and re-orient in such a manner that the factors that are known to lead to the expression of an undesirable behavior are reduced, if not eliminated this is social coherency with a movement toward a higher potential. Someone who is brainwashed is someone who doesn't recognize they have a decision space (i.e., a choice).

This is not to say that the individual who commits an act of aggression should be "pitied" and that society is really at fault. Instead it is to say that there are a variety of factors that lead individuals to commit acts of violence against another, and every factor must be recognized and studied if society is to reduce the expression of those behaviours in the future. If responsibility is to be placed, then it must be placed on both the individual and on society for making the behavior possible.

Insufficient fulfillment continues to exist [in part] due to an inability to think systematically and holistically, which [has led to and] maintains the two-party justice model that imagines that all disputes involve two parties: the plaintiff, the alleged victim of the crime or tort, and the defendant, the alleged violator. It is clear that this model recognizes no third-party, that which might be called the social or environmental element, and which can become sub-consciously influenced into generating a persistent orientational state of insufficient fulfillment, of "instability".

The consequences of a two-party model are considerable. A bi-lateral approach is not a systems approach and will never lead to systemic solutions. It is a false dialectic a limited set of choices that aren't the only choices available (e.g., the Hegelian dialectic); it is an information set continuously divided up into two, which has the potential of generating a state of confused

polarization more appropriate for conditioning than the self-directed expression of conscious inquiry toward a higher potential of experience and of truth. Without tools for accurately orienting, consciousness can all too often become "caught up" in waves of instability.

Governments and monetary economic systems are similar in that they define the choices and perceptions of their subjective entities. For example, the market always gives those who use it the choice of product produced into a competition-oriented environment for the acquisition of an abstraction of your effort (i.e., money) devoid of social context and human need. A false dialectic is the state of an illusion of choice, of polarization. Polarization dialectics entrap an individual's mind, pitting one individual (or party) against another (e.g., the two party political system). It is a form of structural violence. A society oriented toward fulfillment will maintain an awareness of it as such, while seeking to reduce or eliminate its presence [because of its inherent orientation toward polarization and conflict, away from wholeness] without causing the next state of the system to have similar or worse disturbances.

What is unrealistic is that turning to a system based upon violence is somehow going to make the world a better place, whether that be explicit violence (as in, the State / government) or structural violence (as in, the market). Remember, "bullies" use violence in three ways: they use political violence to intimidate; physical violence to terrorize; and mental/emotional violence to undermine.

The solution to violence is [in part] to stop asking others, primarily governmental officials, to initiate force on one's behalf. Suffering also arises around "good" people who request or tolerate the initiation of force as a means to their own ends. In this manner "good" people empower those who do and direct violence throughout history. Using governmental force to impose a vision on others is intellectual sloth and typically results in unintended and perverse consequences. Therein, law is just a version of some influential person/group preference(s) for harming or disarming another.

Here, it is essential to recognize that processes are not government. It is not correct to equate the two. Just because the government (or other hierarchical structure) currently provides a service does not mean that there aren't other organizational structures that could provide a better service, one that more sufficiently fulfills a known and requested (or "demanded") need. It is possible for all of humanity to full lives abundant in fulfillment, that are not enmeshed inside of market and State infrastructural systems.

Instead of asking how big (as in, scale) the government should be, it would be more useful to first ask, "What does government mean, and whatever it means do we want to integrate it into the deepest recess of our lives?" Similarly, it must be asked, "What does a market-State society mean, and whatever it means do we want to integrate it into the deepest recess of our society?"

If society calls one group of individuals in a given

geographical territory of the word "government", then how does that define society, and what understandable consequences result from the integration of that structure? Society are left with the concept that a special group of peoples have a "right" (jurisdictional, legal) monopoly on the use of force and coercion within a spatial (geographic area). And, with the encoding of this understanding comes the belief that this "right to monopolize force" is going to protect everyone and safeguard everyone's "rights", which are given by that authority. This view, of course, does not take into context that 'coercion' and 'force' are themselves a violation of the foundation of "rights". "You" have the right to be protected from something, or some event, by means of a monopoly on violence. Such a belief system carries with it the idea that if a decision or act is not illegal, then it is somehow right and ethical, regardless of its consequences and socio-ecological ramifications. Rights are given by an authority with a monopolization on violence, because rights are to be defended completely (i.e., monopolistically) when violated.

To perpetuate a monopoly [of force] in any society, regardless of the services provided, is an imposition on morality in the context of fulfillment. If services are imposed on people [against their will] and either cooperation or competition, or both, are denied, then that is a contradiction that will disrupt the healthy resonance] of the community. Notice how government establishes a "jurisdiction", and typically, there can be no other competing jurisdictions in that jurisdiction [at scale].

Examine the nature of the concepts that are being forwarded and trace them down to the nature of reality. It may be found that there is no limit to how wrong off of alignment with fulfillment someone, or some society, can go because of a following of the path of authority. In a democratic market-State society, everyone seems to somehow acquire authority [to rule] over one another through the concept of "rights" and "democracy". This is the belief that some group of people should rule over others and be the final authority; or, that everyone should rule over everyone else and everyone's rights are the final authority democracy. Through the belief in authority individuals' abandon their own critical thinking and cooperative faculties, their own independence, which they surrender to someone else who purports to know what is best for them (may "representatives" or "all other voters"), and acts in their best interests, or "the public's" interest".

Often, those who believe in "democracy" generally also believe that government exists to fulfill human needs. They have been told this by their government. However, herein, that type of "government" would exist in contrast to the participative and self-directed fulfillment of one's own needs in cooperative relation with the needs of other individuals in a psycho-socio-ecological community. The very structure of government is that of a protectionist, power hierarchy (a form of structural violence). The same structure is also present

and true of all trade, business, and financial markets. Trade represents the competition (marketization) of human socio-technical relationships. Money represents the commercialization of human social relationships. Governments and market entities maintain a similar hierarchy and consolidated control structure. In a socially powered and incentivized hierarchical system, violence always flows downward, down all the way to the children. Even the basic nuclear family-market-State structure is a somewhat seemingly benevolent hierarchical police state for most children. The market and the State may at first appear unrelated in their regenerative orientation, but a closer examination might reveal a similar protection[-ism], exclusion[-ism], and competitive[-ism] value orientation.

If violence is seen as expressing a rent in the texture of a community, it would be wise to avoid making neat and self-satisfying dichotomies of criminals and non-criminals, guilty and innocent, law-abiding and law-violating, aggressive and non-aggressive. A sane society would not be content with a justice system of "Who did it? or "Who done it?" Certainly, such a society would not suppose that "the one who did it" has lost all claims of respect and is fair game for private vengeance, by one's own hand, the authority's hand, or by the hand of a hired assassin. It would surely not do what some societies do and scapegoat so-called aggressors to reassure the public of their own (or the systems) utter blamelessness.

When one learns that someone in their community who has committed a long series of major and minor acts of violence against persons was himself the victim, throughout childhood and adolescence, of abuse and contempt and denial of love, of drugging and deceit and manipulation, of one's developmental needs not being met, of the chronic triggering of primal instincts, of deeply aberrant conditioning, and of a failure to provide tools and structural opportunities for self-development, then one cannot but feel that a responsibility exists toward that person. The difficulty of meeting a responsibility does not relieve one of its existence; while awareness exists it will be tidally washed ashore with each mental [housecleaning] sweep. What is wrong is to abstract, from the fact, that the person who committed violence is a human being and to regard that person only as "the killer," "the rapist," "the aggressor," "the bad guy", "the perp", "the terrorist", the "criminal", which are abstractions that run systematically through some forms of so-called "justice".

When demonizing others, one has a tendency not to see others as human beings with their own history and traumas. Demonization creates a divide and conquer complex. And, dehumanization is key in preparing people to attack, kill, and profit off of other human beings.

Humans have an automated protection system from their genetic heritage, from their protective mammalian hard-wiring. If someone can accept that this automated defense system as part of themselves, but not allow it to control them, then it is possible to rise to the level of a socially intelligent human being. For the survival of

the organism, the mammalian brain has the potential to repress or override the higher cognitive brain, which desires thoughtful choice; such as the choice to have a child in a moment of passion with another human being. However, when sufficiently nurtured and exercised the "higher brain" can expand its choice space to consciously allow or deny requests by the mammalian brain, which would otherwise be systems-level commands, by the reflexive mammalian brains for control of the nervous system. A community-type society does not take norms or rituals or traditions as a given, and without further thought. Community is not the prioritization of culture over human need and the present situation. Of course, the optimal situation is to design an environment where this automated protection system (the desire for authority to ensure preservation) is not unnecessarily triggered.

INSIGHT: *It is unwise to forbid children from doing things they might be wise enough to do.*

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Geopolitical Transition Analyses

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Abstract

Given the knowledge available within the whole [Auravana] community standard, it is now possible to begin taking political and industrial action to initiate transition to community. It is understood that transition will take significant time, but it is important to begin considering and working on transition now, if it is actually a strategic goal. The transition to a community-type configuration of society will take many years and a lot of effort, and it will be well worth it.

A community-type configuration of society can occur in a limited manner at the scale of a single habitat, or regional habitat network. Although a community-type society is generally spoken of as a global system, it is possible to create a working, albeit scaled down version of the system at the local municipal scale, at the regional municipal scale, at the State/national scale, and at the scale of a union/federation of States.

In order to initiate transition of a territory, a geopolitical analysis of the region must first be conducted to determine the present condition of society. Once present conditions are understood, a transitional plan must be created to link the two states/versions of society (i.e., linking the current one and the one being transitioned to).

Graphical Abstract

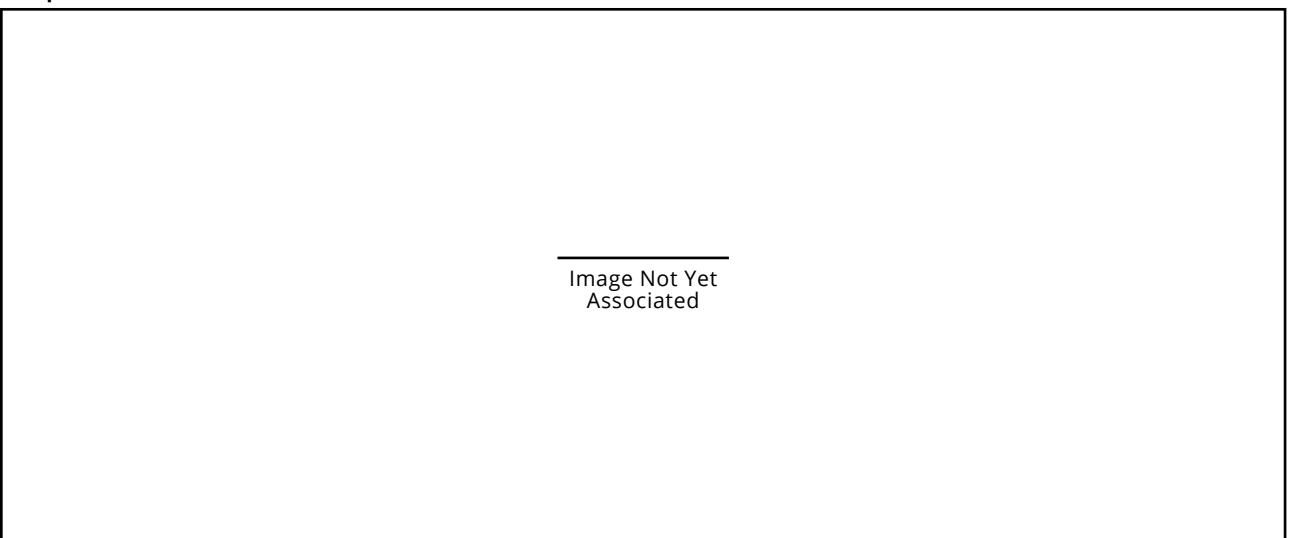


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1 Guiding transition to community

The [Auravana] community standards may be used as a visionary and strategic guidance tool for policy and administration of the transfer of resources and people into a community configuration of society. The community standard can orient decisioning by the current government most greatly toward community, and the transition thereto, because it presents a workable vision of national reunification around our common human and planetary heritage.

1.1 Primary working assumption

We understand that socio-technical standards are the foundation of our society, and we can create a set of standards that can guide our nation into a future where we live in optimal fulfillment together given intelligent planning and the availability of resources over time.

1.2 Primary proposal

Our proposal is to budget for, create, and sustain a working group whose primary purpose is to develop the standard for community [operation and transition] at the national level. The policy decision would be to promote "national community". This working group will produce a set of "living" documentation representative of community, given what is known and available. The deliverable documentation deliverable is a set of societal specification standards that can be used to inform government, industry, and the public about what is possible and preferential in concern to the optimization of national human need fulfillment and regional ecological restoration.

The initial proposal is an ecologically restorative community-university habitat network:

1. Establish the community habitat network:
 - A. Establish an indigenous community-university habitat network to develop and spread community standards.
 - B. Establish a non-indigenous community-university habitat network to develop and spread community standards.

1.3 Material result

The material result of this work is a network of community configured habitats across the nation with two primary options, mineral-based and bio-construction based. The rural version of these habitats is a low-density dwelling option for the population. City-type habitats are for a larger population density. Both types of habitats involve production, unified planning, and integrated infrastructural operations.

We propose that through these habitats it is possible

to optimize the use of resources, optimally meet human needs, and sustain a flourishing life-radius for all individuals. This network of habitats acts as a human habitat service fulfillment platform that supports the fulfillment of our common needs and preferences. All humans have a set of common needs for architecture, food, education, medical (health), leisure, protection, etc. Within the open source community standard, habitat service systems are designed and engineered, materialized and operated, and retired. In part, this standard is a civil societal proposal to transfer resources and people from the market-State into a network of urban planned and infrastructurally integrated habitats that are materialized within a community-type configuration of society.

The simplified phases of policy request are:

1. Initialize a working group via a proposed working group charter to develop standards for community as a configuration of the society.
2. Plan a habitat service network.
 - A. Develop and construct a master-planned habitat.
3. Plan a community education system.
 - A. Develop and adopt a education curriculum based on community standards.
4. Plan a community on-boarding program.
 - A. Develop and adopt a community residency program.
 1. Personal profile.
 2. Habitat [agreements] profile.
 3. Production [access] profile.
 4. Contribution profile.
5. Build a rural community habitat network.
 - A. Construct a rural restorative habitat network:
 1. For indigenous.
 2. For non-indigenous.
6. Move people and resources into the network.
7. Duplicate the network over a variety of urban environments to gradually replace market-State society and its resulting conditions with a community configuration of society and the resulting conditions of human fulfillment and ecological regenerations.

We want the space to present a three-day course to the ministries. A three day course from Auravana of national community. Let the nation be known for the efficiency with which community can be created at the national level.

National community involves at least all of the following:

1. Community standards development.
2. Community education.

3. Civic environmental caretaking.
4. Community values integration (into the State and into industrial production).
5. Community objectives integration (into the State and into industrial production).
6. Sharing a perception of national labor as a duty to the national community population.
7. Sharing a perception of transparency as sustaining accountability and trust when individuals are reliant on the services of others.
8. A contribution coordination service.
9. A statistical economic calculation service.
10. Habitat construction.
11. The gradual transfer of people of resources into an operational community habitat network.

1.4 Geopolitical factors simplified

There are a host of simplistic geopolitical factors that need analysis:

1. **Stringent traditional and highly-integrated regulations (against community transition):** Strict rules and/or bureaucracies, in developed (typically) nations, can slow down community integration. This is a point of potential conflict that can be avoided entirely by waiting until regulations are most appropriate.
2. **Compliance costs (for community operation):** Meeting regulatory standards can be expensive and time-consuming.
3. **Sector sensitivity (affecting professionals still living in local market conditions):** High professional job losses face intense scrutiny. This is a point of potential conflict under market conditions, and must be strategically considered.
4. **Technological adoption and process re-alignment flexibility:**
 - A. Smaller and developing countries often have fewer barriers to the adoption of newer technologies, and also more need (i.e., the newer technologies will be more transformative for them). In the developing world there are more urgent and unmet needs. Developed countries are more likely to put up regulatory barriers and install legal protections for pre-existing technologies and professions. There is a different incentive structure between developed nations and developing nations. Developed nations have an economic, social, and inertia to their pre-existing methods and technologies. The same is often true for smaller and more agile businesses versus larger ones. The first mover advantage can lead to later paralysis and ossification if the system wasn't designed

to be updated and adapted later on. Then after industries have become entrenched and technologies have become taught, technicians want to keep making them bigger than others salaries, granting them prestige and access over others.

1.5 Geopolitical transition factors

There are a set of geopolitical transition factors that must be accounted for in any analysis:

1. Historical context.

- A. Pre-transition (to now) geopolitical characteristics.
- B. Catalysts for transition (motivations to transition).

2. Analysis of the transition.

A. Political transformations and dynamics:

Analysis of changes in governance structures and policy orientations.

1. **Governance challenges:** Analysis of the difficulties in adapting existing governance structures to support community-oriented objectives. This includes issues related to policy-making, regulatory frameworks, and institutional inertia.

2. **Stringent Traditional and Highly-Integrated Regulations:** Analysis of how strict rules and bureaucratic procedures in developed nations may hinder community integration.

3. **Community review board organizational and outcomes analysis:** Examination of the structure, function, and effectiveness of community review boards in facilitating the transition. This involves assessing their role in governance, oversight, decisioning processes, and the tangible outcomes they achieve in terms of community engagement and policy impacts.

B. Economic transformations and dynamics:

Examination of shifts in economic policies, market regulations, and their impact on the national and local economies.

1. **Economic sustainability:** Evaluation of the transition's long-term economic viability. This includes analyzing the resilience of economic models that prioritize community well-being over traditional market-driven growth metrics.

- i. **Object-technical reproducibility analysis:** Investigation into the reproducibility of technical objects or systems within the new community framework. This pertains to the ability to maintain or enhance technical and technological standards and

- innovations in the context of community-oriented values.
- ii. **Financial-economic analysis:** A comprehensive assessment of the financial implications of the transition, including impacts on investment, public spending, and overall economic health. This analysis aims to identify financial risks and opportunities presented by the shift towards a community-focused model.
1. **Compliance costs:** Examination of the financial and operational burdens of meeting standards for community operations.
- iii. **Token sector sensitivity:** Discussion on the impact of transition on professional job markets, highlighting areas of potential conflict within local market conditions.
- C. **Social and cultural transformations and dynamics:** Assessment of changes in social norms, cultural values, and community life.
1. **Social inclusion and equity:** Exploration of how the transition addresses or fails to address issues of social inequality and inclusion. This includes assessing policies and practices aimed at ensuring equitable access to resources, opportunities, and participation in community life.
- D. **Environmental transformation considerations:** Evaluation of the transition's impact on environmental policies and practices.
1. **Environmental sustainability:** Assessment of the environmental policies and practices that emerge from the transition. This involves evaluating how community-oriented approaches contribute to sustainable environmental stewardship and the mitigation of climate change impacts.
- E. **Flexibility in technological adoption and process re-alignment:** Comparison of barriers and incentives for adopting new technologies and transitioning information into the common heritage. Technology is based on information, and community information is based on a common heritage pool of information.
1. **Technological and regulatory adaptability:** Strategies to overcome inertia and ossification in established systems, ensuring flexibility for future updates and adaptations.
3. **Impact assessment.**
- A. **In community (impact assessment for community, primary measurements):**
1. Decisioning impacts.
 - i. On service fulfillment.
1. On human need fulfillment and well-being.
 - a. Flourishing community access cohesion.
 2. Residency impacts.
 - i. On life-phased habitat access.
 1. On contribution-phase habitat access.
 - a. Optimized and free community access cohesion.
 3. Transition outcomes.
 - i. Object transfers into common heritage.
 - ii. Information "property" as common heritage (i.e., information transfer into intellectual common heritage).
 - iii. People transfer their life-radi into habitats composed of land, resources, and assemblies recognized and coordinated as a common [human-ecological] heritage.
 - B. **In the market-State (impact assessment for market-State, primary measurements):**
 1. Domestic impacts.
 - i. On governance.
 - ii. Economic outcomes.
 - iii. Social market-State cohesion.
 2. International implications.
 - i. Foreign relations.
 - ii. Economic interdependencies.
 - iii. War or peace treaties and signals measurements. 4. **Strategic recommendations.**
 - A. **Policy recommendations:** Detailed suggestions for policy actions that can facilitate the successful transition to a community-oriented society. This includes recommendations for governance reforms, economic policies, social programs, and environmental protections.
 - B. **Future research directions:** Identification of areas where additional research is needed to better understand the transition's impacts and to refine strategies for community development. This might include empirical studies, theoretical explorations, and comparative analyses with other states or communities.

1.6 Organizational transition factors

There are a set of organizational transition factors that must be accounted for in any analysis of a real-world organization that expresses behavior:

1. Show the deliverables of each organization.
2. Show the project plans of each organization.
3. Show the productions of each organization.
4. Show the funding source of each organization:

- A. Show (all) trades.
- 5. Show the relationship with the State:
 - A. Show (all) commands as behavior conforming, linguistically understandable laws.
- 6. Show the NDAs of each organization (economic production transparency).
- 7. Show the relationship of the organization to the Standard for a Community-Type Society.
- 8. Show intelligence in using the standards to coordinate, collection, analyse, and apply information over three domains of possible action:
 - A. Organizational deliverable domains (what has and/or is being produced).
 - 1. Show how the deliverable(s) of the organization integrate into the Standard for a Community-Type Society.
 - B. Organizational licensing domains.
 - 1. Show how the organization licenses its deliverables.
 - 2. Show how the licensing relates to the licensing of content that enters into a cycling commons where alternative configurations are shared back into the commons with care (as in, care for others). This type of licensing is typically known as left licensing and open-left patenting. The information is licensed into the commons (could either be viewed continuing to have or not have rights, the license says that to use, the derivations ought, must, shall be returned to the commons to evolve together.
 - C. Organizational personal relationship domain.
 - 1. Personal relations between contribution service organizations that encode behaviors and produce deliverables that promote, educate, coordinate, and facilitate the operation of community at the societal scale.
 - 2. Personal relations between organizations with a common narrative.
 - i. Analysis of mission, vision, purpose, goal statements in relation to the standard for a community-type society.
 - D. Fulfillment statement actualizations domain.
 - 1. Fulfillment survey of users by intersystem team.
 - E. Residentation relationship domain.
 - 1. Habitat and societal service operations between contributors to a societal-level contribution service system that operates habitats at the community-based local-/regional-network/global-network scales.
 - i. Physical habitat services within a local habitat that provides residentation for a user, thus granting continuous access to

- full local and regional services.
- 1. Personal access.
- 2. Common access.
- ii. Supra-decision system information working-group services.
 - 1. Information-intelligence access.
 - 2. Database-knowledge access.
 - 3. Interface-intuitive access.

Now, with all the above, data, produce an calculated rank for the next intelligent step for action for a conscious human being who wishes to create community at the societal scale for the whole of humanity.

- 1. Create a user identity in the knowledge base.**
- 2. Join the contribution service system** (a service to our nation as one species living in common here on Earth together and loving living among each other every moment of our lives. "I love you and have compassion for all of our us together". I will contribute, and together we will raise the world's standards.
- A. Join a standards development team.**
 - 1. I will do the work of developing a unified and integrated intelligent standard for the sustained and optimized operation of a societal system that meets the fulfillment-needs of all.
- B. Join an education service team.**
 - 1. Day-counted workshop.
 - 2. Semester-base course.
 - 3. Multi-year course.
- 3. Join the habitat service team.**
 - A. I will do the work of operating a previously agreed to master plan of the habitat (local, in specific), as appropriate; I operate and respond to incidents:
 - 1. InterSystem life habitat operating activities.
 - 2. InterSystem technology habitat operating activities.
 - 3. InterSystem exploration habitat operating activities.
- 4. Join a residentation access service.**
 - A. Join in living within life-phase access system.**
 - 1. I agree to live in a local physical habitat positioned on the planet in a regional production arrangement with a global production system informed by a global societal-decision system.
 - 2. Agree to a local set of by-laws, habitat agreements.
 - B. Join the residential master design planning team .**
 - 1. I agree that I have a preference for the objects that I need, that are produced in the

- environment, and will be produced in the future.
2. Participate in the aesthetic and functional-sector master-planning of production of the local habitat the participant (user) inhabits over some cyclical duration of time, typically 3-5 years for the average habitat. In other words, participate in aesthetic and functional surveys to determine the next configuration of the local habitat the user is resident within.

The Auravana Project exists to co-create the emergence of a community-type society through the openly shared development and operation of a information standard, from which is expressed a network of integrated city systems, within which purposefully driven individuals are fulfilled in their development toward a higher potential life experience for themselves and all others. Significant project deliverables include: a societal specification standard and a highly automated, tradeless habitat service operation, which together orient humanity toward fulfillment, wellbeing, and sustainability. The Auravana Project societal standard provides the full specification and explanation for a community-type of society.

This publication is the Project Execution for a community-type society. Project Execution is a sub-set of the Project Plan to construct and operate community at the societal scale. This document separates out project execution lists and significant plans from the core Project Plan publication. A societal-level project plan describes the organized thinking and execution of a socio-technical environment. This Project Execution publication identifies the executable projects lists and significant plans to create a community-type society for global human fulfillment and ecological restoration. The project execution has three core sections: (1) the project lists, (2) the contribution service plan, and (3) a transition proposal plan. In part, this document proposes a transition to a community service operation at the societal scale.

Fundamentally, this standard facilitates individual humans in becoming more aware of who they really are.

All volumes in the societal standard:

