

# Absence Resolving Act

In order to solve situations in which members of the Executive Branch are absent (not present themselves and without any present proxy) from game sessions, the legislature of Democraciv resolves:

## Section 1: General Provisions

1. While assuming temporary powers of another member of the executive, no person or group may overturn a decision previously made by the individual they are temporarily replacing, they may only make new decisions when they are due.
  - a. This clause may be overruled with approval from the whole Council and the President, under circumstances of absolute necessity.
2. For the length of this document, a member of the Executive Branch (except the Part and the Vice-President) will be referred to as 'absent' if they are not present during a game session and they have not provided a proxy list, or if none of his proxies are present during the game session.

## Section 2: The Council

1. If at least three councilors (or their proxies) are present, they will temporarily assume the powers of the absent councilors (including votes) in the following manner.
  - a. If the Treasurer is absent, their powers shall be held by another (present) person in the following order:
    - i. Any present member of the Treasurer's party (Except the President) who's filling (not proxying) during the session.
    - ii. The Priest
    - iii. The Scientist
    - iv. The Artisan
    - v. The Diplomat
  - b. If the Priest is absent, their powers shall be held by another (present) person in the following order:
    - i. Any present member of the Priest's party (Except the President) who's filling a role or proxying during the session.
    - ii. The Artisan
    - iii. The Diplomat
    - iv. The Scientist
    - v. The Treasurer

- c. If the Artisan is absent, their powers shall be held by another (present) person in the following order:
      - i. Any present member of the Artisan's party (Except the President) who's filling a role or proxying during the session.
      - ii. The Scientist
      - iii. The Treasurer
      - iv. The Diplomat
      - v. The Priest
    - d. If the Scientist is absent, their powers shall be held by another (present) person in the following order:
      - i. Any present member of the Scientist's party (Except the President) who's filling a role or proxying during the session.
      - ii. The Diplomat
      - iii. The Priest
      - iv. The Treasurer
      - v. The Artisan
    - e. If the Diplomat is absent, their powers shall be held by another (present) person in the following order:
      - i. Any present member of the Diplomat's party (Except the President) who's filling a role or proxying during the session.
      - ii. The Treasurer
      - iii. The Artisan
      - iv. The Priest
      - v. The Scientist
2. No person shall hold the power of more than two councilors. If a person already holds the power of two councilors, they will not be considered for the order established in Section 1.1 (For example, if the Artisan is proxying for the Priest, and the Treasurer is absent, the Scientist will assume the role of Treasurer, instead of the proxy Priest.)
  - a. If a situation arises where roles cannot be accommodated in such a way that no person holds the power of more than two councilors, the game session will be cancelled, and the absent councilors will be marked as absent for that game session. The President and Vice-President will not be marked as absent if a game session is cancelled under these circumstances (given that either of them are present during the game session).
3. If there is a councilor temporarily replacing another councilor, the present councilors will be the first to place a vote for purposes of overriding presidential vetoes:

- a. If they all vote 'Yes', the votes of the absent councilors will be automatically counted as 'Yes'.
  - b. If there is at least one 'No', the votes of the absent councilors will be automatically counted as a 'No'.
4. If three or more councilors are absent from a game session where the President or Vice-President are present, the game session will be cancelled, and the absent councilors will be marked as absent for that game session. The President and Vice-President will not be marked as absent if a game session is cancelled under these circumstances.
5. Once a councilor or his proxy arrives for the game session, they will recover their powers.
  - a. Councilors (including proxies) that arrive after five turns have been played will still be considered absent, but are allowed to recover their powers.
6. An empty council seat at the time of a game session will be considered an absence.

### Section 3: The Governors

1. If a governor is absent from a game session and has not provided a State Report, any present member of the governor's party who's filling a role or proxying during the session will temporarily assume their powers, if there are none present, then the council will assume their powers with a  $\frac{2}{3}$  vote.
  - a. Workers under the governor's jurisdiction will temporarily be controlled by the President.
  - b. Governors who provide a State Report will not be considered absent for the corresponding game session, and the President must carry out the report's orders.
2. Once a governor or his proxy arrives for the game session, they will recover their powers.
  - a. Governors that arrive after five turns have been played and have not provided a State Report will still be considered absent, but are allowed to recover their powers.
3. If more than half the current number governors are absent from a game session where the President or Vice-President are present and they have not provided State Reports, the game session will be cancelled, and the absent governors will be marked as absent for that game session. The President and Vice-President will not be marked as absent if a game session is cancelled under these circumstances.

