

# Citizenship and Statehood Amendment

## Reasons

Citizenship, while a grand idea, is just that. Grand. It does not work with so few participating, not in the system we have in place at the very least. This Amendment proposes to change the Citizenship and Statehood rules making them actually work for us, instead of hinder our ability to elect officials.

Essentially Citizenship has been overhauled, and residency caps eliminated to allow for more free movement between states and cities. This should also foster State Governments more than they have been in the past because only those voters who are active during election cycles will be moving anywhere but the Capital itself.

Additions are highlighted in green.

~~Removals are crossed out in red.~~

## Text

This Amendment hereby changes the following...

### *Article 4: Citizenship and States*

#### SECTION 1: Citizenship

1. Every registered voter starts as resident, and therefore a Citizen, of our Civilization's Capital. The Legislature may pass laws making initial assignment of residence more sophisticated.
- ~~2. All non-puppeted Cities except the Capital have a residency limit proportional to their in-game population, and the number of active voters. The number of Citizens within a single City may never exceed the City's residency limit.~~
  - ~~a. The algorithm for determining a City's residency limit shall be  $P + (0.05X)$ , where  $P$  is the City's in-game population, and  $X$  is the mean number of~~

~~legitimate votes cast among the most recent three Executive and/or Legislative elections, and must be immediately recalculated after every Legislative and Executive election. The Legislature may pass laws altering this algorithm in the event it fails to its job efficiently; A City's residency limit can never go below 5 units.~~

~~b. Should the number of Citizens in a City exceed its residency limit for whatever reason, the Citizen with the most recent date of residence (barring Governors) will be automatically reassigned to another eligible City within the same State; If no eligible Cities exist within the same State, the Citizen with the most recent date of residence (barring Governors) will be reassigned to our Civilization's Capital. This process shall be repeated until the number of Citizens no longer exceeds the City's residency limit.~~

~~3. Each Governor must be a Citizen of a single non-puppeted City within their respective State, and doesn't count towards its residency limit.~~

2. Any registered voter can apply to change their City of residence to any other City within a State owned by our Civilization.

a. Applications to change City residency will be ~~created~~/processed by Moderation; Applications will ~~never~~ only be processed during Legislative or Executive election seasons.

b. Citizens may only voluntarily change residency once ~~every 30+ days~~ each election.

c. To change residency, a Citizen merely has to vote for a Governor of whichever city they so choose to reside in. By voting for the Governor of any given State, that citizen voter is considered to have voluntarily changed their residency to that State until such time as they decide to change residency again utilizing the same process.

3. Every registered voter's City of residence, and date of residency (the date during which a change of residence occurred), must be reflected in the voter registry.

- ~~4. There shall exist a Volunteer Pool, maintained by Moderation, consisting of volunteers who wish to have priority in becoming the first Citizens of a newly established State.~~
- ~~a. Volunteers must be residents of our Civilization's Capital.~~
- ~~6. Upon the creation of a new City 5 volunteers, chosen randomly from the Volunteer Pool, will automatically become the new Citizens of the resulting City.~~
- ~~a. Any Citizen selected in this fashion counts as changing their residency, as described in [Article 6, Section 1.4].~~

## SECTION 2: Statehood

1. Each individual non-puppeted City owned by our Civilization is initially considered its own State.
  - a. An individual City may never be part of more than one State, nor divided into less than one City (e.g. there can never exist  $\frac{1}{2}$  a City).
  - b. Puppeted cities can never be considered its own State, but may be incorporated into States containing additional non-puppeted Cities.
2. There shall exist a State Map, detailing all current States and their respective Cities. The State Map will always update upon obtaining new Cities during game sessions.
  - a. Legislators may put forth laws which redraw the State Map, thus merging, rearranging and/or dividing the available States and/or Cities.
    - ~~i. The Vice-President, instead of the President, reserves the right to veto any laws redrawing the State Map as per the Legislative process.~~
  - b. A redrawn State Map enacted into law will only go into effect upon the conclusion of the next possible Executive election season; Gubernatorial candidates announcing their candidacy during said Executive election season must utilize the redrawn State Map for purposes of declaring which State they intend to run for.
3. A State may never exceed 7 city units in size.
  - a. Our Civilization's Capital shall be worth 7 city units.
  - b. Any City settled by our Civilization shall be worth 2 city units.

- c. Any City annexed or puppeted by our Civilization shall be worth 1 city unit.
4. Should a State cease to have an elected government, or otherwise become unpopulated, the Council shall assume governance of said State, with all decisions made for the State requiring  $\frac{3}{5}$  Councilor's approval.

### SECTION 3: State Governments

1. Each State may have its own State Government and Constitution.
  - a. Each State Constitution must establish the composition of the State's Government, and outline a process for introducing and/or altering State laws.
    - i. Governors may delegate, within their respective State Constitutions and resulting State laws, portions of the various powers outlined under [Article 2, Section 5.1], to the Citizens of their State.
  - b. State Constitutions and State laws are legally binding within their own State, and are inferior to the Democraciv Constitution and any legislation enacted by the Legislative branch. Therefore a State Constitution will be considered the law of its individual State, unless contrary to the Democraciv Constitution, as determined by the Judicial branch.
  - c. Governors may propose State Constitutions within their respective States, which may only be ratified if at least  $\frac{2}{3}$  of the State's current Citizens approve via referendum.

## Credits

Drafted by Solace005

Signed by: /u/[WesGutt](#), /u/[afarteta93](#), /u/[Herr\\_Knochenbruch](#), /u/[Sorocco](#), /u/[ALEXANDER\\_HAMILTON88](#), /u/[Emass100](#), /u/[Vicotaco](#), /u/[arthursaurus\\_lentils](#), /u/[cyxpanek](#), /u/[Flying\\_Snek](#), /u/[mattyboio](#), /u/[indyjacob](#), /u/[solace005](#)