

Chewie Bank Constitution

Protected under the first 10 amendments
List Of Rules

Citizen's Rights

- To start an important meeting, vote, and speak when allowed to explain why violations placed on them were wrong due to probable cause or anything else that does not follow the Constitution, if the reason is good then the lost Chewie Dollars will be paid back by the false accuser
- To have all their earned Chewie Dollars that cannot be taken away by unagreed rules made by parents outside the Constitution
- To not get any violations if they act in self defense unless they hurt the attacker after they stopped
- To get half the pay of any job they volunteer for on Sundays, if they meet the specific requirements
- To receive 5 Chewie Dollars every Sunday (the amount can change if the chewie dollar worth changes)
- To get 1/4 the Chewie Dollars from violations they placed up on another person except anchors, blacklistings, and refund payments that must go to the owner and job warnings pay 1/5 of the weekly job pay of the job the worker did incorrectly
- To get all their stuff back except the fee in a contract if the deal is broken
- To be protected by 3 warnings per day for non red code violations before any charges are made
- To get a pet within 10 seconds after paying the right amount (unless the pet growls, barks, or hisses at them)
- To talk for 6 minutes in every important meeting with an additional 2 minutes if they ask and to take breaks listed in the important meeting break times
- To a 10 second warning every day in all blacklisted rooms before Chewie Dollars are taken away
- To have the authority to put anyone in timeout if the meet the requirements outlined in the Chewie Bank Constitution only if they placed the violation
- To any other services provided by Chewie Bank unless the bank or citizen goes into debt

Violations

- If anyone is punching, kicking, slapping, pinching, hitting, misbehaving, telling lies, stealing, breaking/searching others' stuff, pulling hair, spitting, getting someone wet, bullying, pushing, making messes, scratching, biting, choking, tripping, head butting, listening to/using profanity, or hurting someone will have 14 Chewie Dollars taken away
- If anyone is shooting someone in the head with a toy gun, shining a laser at someone's eye, invading someone's privacy, watching any inappropriate video/movie, or being inappropriate will have 14 Chewie Dollars taken away
- If anyone is angrily yelling, name-calling, being annoying, acting weird, or poking/flicking someone will have 4 Chewie Dollars taken away

Animal Rules

- If anyone makes any animal growl, bark, hiss, or get angry more than three times will have 4 Chewie Dollars taken away and if someone hurts an animal will have 14 Chewie Dollars taken away
- If anyone is feeding unhealthy foods to an animal will have 6 Chewie Dollars taken away
- If anyone steals a pet from an owner who paid for a take must give the pet back and will have 2 Chewie Dollars taken away
- If anyone gets an animal wet unplayfully will have 5 Chewie Dollars taken away
- If anyone is careless towards a pet by placing it in an unsafe place, leaving it alone in a bedroom, or not securing a harness/leash will have 4 Chewie Dollars taken away
- If nobody is a Chewie Janitor, the oldest to youngest will rotate pet duties every Sunday but if they skip janitor tasks will have 2 Chewie Dollars taken away

Parent Rules

- If anyone has unfinished homework by 9:10 PM will have 6 Chewie Dollars taken away once a day
- If anyone gets a failing grade on a report card will have 20 Chewie Dollars taken away for every grade
- If anyone insults a parent non-playfully or talks back to a parent will have 10 Chewie Dollars taken away
- If anyone ignores a parent's instructions more than 3 times will have 14 Chewie Dollars taken away
- 5 - If anyone is angrily slamming their door or aggressively playing around the stairs/door and if anyone leaves a window/front/back/garage door open will have 8 Chewie Dollars taken away
- If anyone is not wearing a seatbelt in a vehicle or a helmet on a scooter, hover-board, bike, roller skates, or skateboard will have 6 Chewie Dollars taken away
- If anyone is eating not at the dining room table will have 5 Chewie Dollars taken away, if someone is wasting food made by parents must pay for the entire cost of the food wasted and 14 Chewie Dollars taken away
- If anyone is wasting/stealing a water bottle from the house will have 2 Chewie Dollars taken away plus 4 more to parent funds. Leaving lights on after bedtime will take away 4 Chewie Dollars (1/4 of the Chewie Dollars go to parent funds)
- If anyone is late to anything, not doing the main 3 before bed at 9:20 PM (school nights) 10:20 PM (weekends/holidays), or before 8:20 AM will have 8 Chewie Dollars taken away
- 10 - If anyone is not washing their hands, showering at least once a week, or wearing deodorant will have 6 Chewie Dollars taken away
- If anyone does not turn in their electronics before (8:45 PM on school nights) (9:10 PM on weekends/holidays) will have 5 Chewie Dollars taken away
- If anyone is playing/watching electronics while grounded or friends will have 12 Chewie Dollars taken away
- Every day each citizen will be grounded from electronics/friends until they complete 2 chores picked by parents and spend an hour doing something productive like learning songs on instruments, reading, homework, extracurriculars, exercise, or educational videos (School doesn't count)
- If anyone is playing with any type of drug, chemical, dangerous object, electricity, fire, or goes somewhere without parent permission will have 50 Chewie Dollars taken away
- 15 - If any parent doesn't agree with any rule in the Chewie Bank Constitution, the rule will be temporarily removed in that situation

Blacklisting

- If someone pays 10 Chewie Dollars to the bank monthly, their room and air space will be locked to all blacklisted people. Every second a blacklisted person goes into this locked space will have 0.5 Chewie Dollars taken away (1/4 of the \$hewie's go to the owner)
- If someone accidentally goes into a blacklisted room when the owner is not there will have 5 Chewie Dollars taken away but if they do it on purpose will have 8 Chewie Dollars taken away
- If an owner is in their blacklisted room, they must put clear warning signs at the entrance that it's locked and give a 10-second countdown to anyone in the room, or else the lock will not count
- A blacklisting will stay active for a month after it was bought. In special cases where citizens share a room can only blacklist certain parts like their bedside and half of the room (Cannot block paths to their bed/closet/stuff/door)

Anchoring

- It costs 1 chewie dollar to take a pet and an additional chewie dollar to anchor/unanchor the pet. Once anchored, every second someone touches the pet will have 0.5 Chewie Dollars taken away (1/4 of the \$hewie's go to the owner) [Anchor goes away if a parent touches the pet]
- Once the pet is anchored, the owner must say to everyone that the pet has been anchored, or the anchor will not work. This lock will also go away if any parent touches the pet
- If a pet touches someone with their own will while anchored, the anchor will not work unless the person purposely touches the pet

Important Meeting

- Starting an Important Meeting is free. Everyone involved must attend, and a parent only if there's a tie. The Chewie A1 will start by reading the rules and rights out loud. During the meeting, the rest of the house is off-limits, and all pets must be anchored at the bank. Each side gets 3 minutes to tell their story, 3 minutes to respond, and can ask for 2 more minutes if needed. The meeting should last no longer than one hour. After both sides speak, the jury decides who is right. If someone disagrees with the verdict, the A1 will cast its vote and explain the reason. If there is still a tie, the parent makes the final decision. If the accuser wins, they get their lost Chewie Dollars back but if they lose they will have 10 chewie dollars taken away and they can't start another meeting about the same problem
- During an important meeting, if anyone is not sitting straight up and acting in a school manner will have 4 Chewie Dollars taken away
- During an important meeting, if anyone is not waiting to speak till their turn or talking about related topics will have 4 Chewie Dollars taken away
- If anyone is trying to end/avoid an important meeting and does not agree to redo it will have 20 Chewie Dollars taken away (Can only leave for a break or if a parent leaves which will end the meeting)
- Every 6 months, an important meeting must be held to discuss if certain rules/big 4 should be changed, and all lost/destroyed Chewie Dollars will be resupplied from the vault, but if the lost Chewie Dollars are found they must be removed

Additional Service Information

- Stock Investing: Family and friends can buy part of your bank called "CB0..." (state initial). For example, "Chewie Bank of Tennessee" is called CB0TN. You can start by selling 50% of this bank divided into 100 small pieces called shares. Each share costs 25 cents or 2.5 Chewie Dollars, and owning one share means you own .5% of the bank. Whenever the bank makes USD money, you get a small portion of it called dividends since you own part of the bank!
- A 24 hour pass costs 8 Chewie Dollars and people with the pass get free takes and anchors on a pet for 24 hours
- Insurance 1 plan costs 10 Chewie Dollars every Sunday and gives 2 extra daily warnings. Insurance 2 plan costs 5 Chewie Dollars and gives 2 warnings that cover 50% the Chewie Dollars lost. Both plans cost 10 \$hewie to begin the plan and only work on non red violations
- The Elite Membership Club costs 8 Chewie Dollars per month: you get a card to use at purchase gives half of your Chewie Dollars back at the Bank shop except gambling, 10% off the Treasury shop, an extra violation warning every day, and a free 24-hour Pass (expires every month)
- The Conversion Bonus Act: All citizens who change 1.00\$ into Chewie Dollars can get a free 24-hour pass once a week if they submit a Conversion Bonus Act form
- The Star Citizen Act: Citizens who make their bed, make arts and crafts, cook a meal with a parent, etc can get 4 to 50 Chewie Dollars for every chore from Parent Funds then the Treasury! If you have any non-red violations, each chore can remove one until you have 0!
- The Physical Payment Act 2: Citizens who do an extra lap, beat their record, or 5 extra exercises can earn a PP-A that gives either 3 Chewie Dollars, running shortcut/1 less exercise, or 1 music pass. If you have done workouts 6 days in a row or more (except Sunday) doubles the reward
- The Water Bottle Act: All citizens will have four Chewie Dollars taken away for every water bottle they take from the house. Once they drink the water bottle completely can get 4 Chewie Dollars back for every parent signed water bottle they return to Parent Funds

| | Definition Guide | |

CB = Chewie Bank
CB0... = Chewie Bank of
Short State Names = 1/2 C1 for California, NY for New York
\$hewie = Chewie dollar
USD = United States Dollar
Credit = lets you buy now, pay later (Provided by the bank)
Interest = Extra money you pay back or receive
% = How much of something from a scale of 1 to 100
Debt = Money you owe and need to pay back
SCA = Star Citizen Act
PPA = Physical Payment Act
Tax = A small amount of money that is given to a government
Main 3 = Change, make their bed, brush their teeth/mouthwash/floss and hair for girls
Credit Score: This is a number scored by banks to show how trustworthy you are with borrowed money called credit. The higher your credit score, the more Chewie Dollars you can borrow. Ways to increase your credit score is simply using your credit card for purchases, and paying off your credit card debt in time!
Important Meeting Break Times: Right: 1 minute enter breath, 2 minutes to take medicine/supplements, 3 minutes to go pee, 4 minutes to brush your teeth, 5 minutes for small chores parents asked for, 6 mins to go poop, 10 minutes to eat if your starving, and anything else can get 3 minutes with permission of the judge if it's a good reason
Red Code Violations = Take away Chewie Dollars even when the citizen has earnings. This list includes 2.1-4 - 2.2-4, physically hurts someone, breaths/steals anything, bad words, job warnings, regulations, or special severe violations

Big 4 = Chewie dollar amount, payment every Sunday, tax multiplier, chewie dollar value
Federal Job = Judge and Federal Police Officer paid by the Treasury Bank Job = Janitor and Bank Manager paid by the Bank
School night = Monday, Tuesday, Wednesday, Thursday, Sunday
Morning = Before 7:00 AM (weekdays) and 9:00 AM (weekends/holidays)
Night = After 9:20 PM (School Nights) and 10:20 PM (weekends/holidays)
Federal = Something that includes the whole system
Bank = Keeps money safe and offers insurance plans, contracts, and credit
Bank Account = An online balance to send/get Chewie Dollars and see the history of all your money changes
Parent Funds = An account that parents use to keep track of their Chewie Dollars and help pay for chores
Federal Reserves = Controls the cost of loans to the bank and the amount of Chewie Dollars in the system
Treasury = Pays rewards for chores, exercise, etc with money earned from violations and creates money for lost/broken Chewie Dollars
Vault = Stores Chewie Dollars that are not in the system in a very safe place
Holiday = Any type of break from a school day

CB Website - <https://sites.google.com/site/chewiebank>
For more information go to the Chewie Bank website -----
Receipt = A log that keeps track of the number of Chewie Dollars a user has at any given time
Contract = A paper saying what work you'll do and rules for both sides
Signature = A special way to write your name on paper to agree to a deal
Gambling = Not a smart way of spending to win or lose more Chewie Dollars
Insurance = A way to protect yourself from losing a lot of stuff
Stock = Lets you earn part of the money a company makes called a dividend
Loan = Borrowing money and paying a little more than you borrowed after the payback date
Bond = Giving money, then getting back more later
Jury = Group that votes on who is right/wrong
--> = to ↑ ↓ = increase or decrease

Chewie dollar amount: _1450_

Pay multiplier: _1.0x_

Tax multiplier: _1.5x_

Chewie dollar worth: _\$.06_

Government Policies

- *Economics* |
- For new banks, Chewie Dollar amount 1000, pay multiplier 1.0x, tax multiplier 1x, chewie dollar worth 10 cents, and Sunday pay: 5 Chewie Dollars
- Chewie dollar amount can be \uparrow by 150 Chewie Dollars (1 step), pay multiplier \uparrow by .25x (1 step), tax multiplier \uparrow by 0.5x (1 step), and value per chewie dollar \uparrow by 2 cents (1 step)
- Chewie dollar amount 150 (minimum), pay multiplier .25x (minimum), tax multiplier 0.5x (minimum), and chewie dollar value \$.02 (minimum)
- If pay multiplier \uparrow by .25x, only job pay, Sunday pay, SCF, PPA, BHA reward payout will be \uparrow by that same change
- If tax multiplier \uparrow by .5x, only the cost of items at the Bank shop and fines from violations (except refund payments) will be \uparrow by that same change
- All USD put into the system must have 20% as dividends to the owners of the bank
- A citizen can only have one full time job and can volunteer for other jobs to receive half that pay for that part time job with limited job powers
- Reward pay for chores or the Water Bottle Act must come from Parent Funds first, then the Treasury. For all other services, pay will come from the Treasury except the Credit Program which is paid by the Bank
- If the Bank has less than 50 Chewie Dollars, it can receive 20 Chewie Dollars monthly from the Federal Reserves with no payment needed. It can also borrow loans of 100 Chewie Dollars with 5% interest that's repayable in one month
- If the Bank owes more than 200 Chewie Dollars, all workers and Acts except the bank manager and Conversion Bonus Act will be removed until the debt goes down to 80 Chewie Dollars, then the bank's "big 4" must reset for 2 months
- Parents must pledge \$50 USD to the chewie bank system to fund its services and rewards for things like chores, exercise, and good behavior. Every time the Treasury's balance goes under \$5 USD, the parents must pledge \$20 USD to fund the co-parenting system
- If the Treasury's balance drops below \$5 in \$hewie, citizens can buy bonds from the Treasury for 100 \$hewie, earning 10% interest (10 \$hewie) monthly for 2 months (after 2 months you get 100 \$hewie back). The interest rate will increase by 5% each month until a buyer is found
- If the Treasury, Federal Reserve, and Bank remain in debt after all efforts, the Treasury must pay citizens real money until it runs out or until out of debt
- The big 4 can only be changed every important meeting unless the bank is recovering from a reset of 2 months
- Refund pay more than 15\$ USD cannot be placed on a criminal and a repayment plan must be decided on by parents
- All earning reports that are less than 15 cents USD do not have to be given to the owners of the bank as a dividend
- Receipt logs can only be changed every Sunday, when a big amount of Chewie Dollars have been moved from multiple accounts, or if a dollar in USD has been put into the bank and all money changes in the system must be rounded to the nearest .5 or whole number
- Any citizen who puts USD/Chewie Dollars into the bank must make an online transfer by the end of the day or all the USD/Chewie Dollars will be put into the Treasury
- The Treasury can create new Chewie Dollars to be put into the vault which can \uparrow to change the chewie dollar amount when needed or to replace Chewie Dollars that were lost or broken
- At the end of every year the total amount of Chewie Dollars earned by a citizen that is not tax deductible must be reported and pay a certain % of Chewie Dollars to the Treasury based on their tax bracket (More information is listed on the 1040)
- Selling, trading, and changing Chewie Dollars into real money is allowed; but another bank's Chewie Dollars CAN NOT be added into a different bank for any type of reason
- | Regulations |
- If anyone is using job power unfairly will have 50 Chewie Dollars taken away
- If anyone is counterfeiting (making fake) Chewie Dollars will have 30 Chewie Dollars taken away, and if forging (making a fake) a signature will have 40 Chewie Dollars taken away
- If anyone is damaging a chewie dollar purposely will be charged double the value of each chewie dollar bill broken (tax multiplier does not apply). However, if a chewie dollar is accidentally broken, no Chewie Dollars will be taken away
- If anyone is eating desserts or playing music on a speaker without a pass will have the required Chewie Dollars taken away for each pass. However, if the criminal doesn't have enough money, for every pass they used will have 8 Chewie Dollars taken away
- If anyone is taking off blacklisting stickers or erasing violation codes without permission must place back up the sticker/code and will have 20 Chewie Dollars taken away
- If anyone is trying to bribe someone to change the results of important meetings/violations/laws must have the results redone and will have 30 Chewie Dollars taken away and if anyone is accepting bribes or assisting criminals in any violation will have 20 Chewie Dollars taken away
- If anyone is not reporting earned Chewie Dollars on their 1040 form will have 14 Chewie Dollars taken away
- All workers who don't do their daily job requirements correctly by the end of the day will charged with a job violation which takes 1/5 of the weekly pay contract pay for that job
- If someone is caught skipping their daily chores will have 8 Chewie Dollars taken away
- | Standards |
- Parents have full power and authority to decide what to do in all situations, and any unwritten violations must be judged by parents who can punish a criminal with grounding and terms decided by parents that don't go against citizens' unalienable rights
- Everything written in the Chewie Bank System and website has full power and authority over what it says and applies to all Chewie Banks
- For all houses with a Chewie Bank, the family pet's name will replace the word "Chewie" in the Chewie Bank Constitution and website
- New members under 21 and parents in the house with a Chewie Bank can join after signing the rules and agreeing to obey voting rules and the oath will receive 10 Chewie Dollars, 5 Chewie Dollars, 2 Chewie Dollars, and three 1 chewie dollar bills for free
- People over 21 in a Chewie Dollar household can volunteer to assist a bank manager who manages the Bank, Federal Reserve, Treasury, and Vault, and attend important meetings. Only members and parents can place violations, and parents and non members cannot get violations
- If no parents are home, the oldest will be in charge to enforce violation and timeouts to keep the house in order but if they misuse this power, there will be consequences made by parents
- If the bank/website is getting fixed, all Acts/online changes/violations will be frozen until the bank/website is ready. Once open, everything done while it was closed will pay the full amount of Chewie Dollars and all the frozen violations can be placed within 3 days after the bank/website opens
- For violation cooldowns, a new violation can only be placed after the cooldown is done and violations cannot be multiplied by inferred times, it can only stack after the initial warning/first violation
- Any violation that caused something to be changed, broken, or lost must be fixed. Examples: If someone took off a violation without permission, it must be placed back up. If a Chewie Dollar bill is broken, it must be replaced. If Chewie Dollars are stolen, it must be returned to the owner, etc
- Any criminal who puts up a violation on themselves will receive no reward payment from that violation and all violations cannot be placed up again if the criminal has already been charged for that specific crime (Protected under the first 10 amendments)
- All violations such as blacklisting, anchoring, or staying awake after bedtime can only take away 50 Chewie Dollars at most after the tax multiplier has been added every hour
- If a parental rule or job contract is made, it must be signed and approved by a parent, if anything changes it must be signed again or it will not work
- All Acts that are voted by 2/3 of the kids and approved by one parent to make sure its fair can be passed/removed into the chewie dollar system as long as it doesn't go against any previous rules
- If a kid gets a lot of violations, a parent must sit down with them and explain what they did wrong. The purpose of grounding/timeouts/spankings is to guide them to God. Discipline shows love (Proverbs 12:12), teaches right paths (Hebrews 12:11), and leads to prayer (1 John 1:9)
- Citizens that hurt anyone must serve 15 minutes of timeout but cannot get charged with more physical violations until the timeout is over. If in public, time is added up and served at home
- Citizens in debt up to 5\$ = grounded from pets, 10\$ grounded from electronics, 15\$ grounded from friends, and over \$30 will face 1 minute of timeout per 10 cents owed in violations until completely out of debt plus 5 extra minutes if they avoid/break timeout rules (Max Debt: 50\$)
- Citizens under the age of 9 who have more than 30\$ in debt will be put in a special system until they completely get out of debt. Every day they must earn 3\$ in Chewie Dollars or they will get 1 spanken, and if their do severe violations will have additional spankens
- After bedtime, all pets will be anchored by parents who have unlimited anchors/takes on all pets, a free lifetime of room blacklisting, and 25% of profits from dessert passes into their parent fund
- If any deal consists of Chewie Dollars, it must be on a written agreement paper, or government action cannot proceed if stolen
- To place up a violation, the violation code must be written on a violation board correctly and the accuser must tell the criminal which violation they did or the violation will be taken down
- If a violation happens after (8:30 PM+ on school nights) (9:30 PM+ on weekends/holidays), the violation date must be placed for the next day
- When a citizen borrows Chewie Dollars from the bank, they can only borrow one amount at a time and must pay it back before borrowing more Chewie Dollars
- On Sunday or the last day of a holiday break, citizens must go back to their original bedtime of 9:20 pm
- A person in debt can only take/anchor a pet once their online balance is fully out of debt or if they use a 24 hour pass. People who are out of debt can take/unanchor the pet from them for free but can't anchor a pet without paying
- All jobs get 3 job warnings every day. Big tasks get hourly job warnings, and quick tasks every 5 minutes if not done. If any job gets more than 3 job warnings in one day will break their job contract and fire them from all jobs for a month
- The Constitution must have over 10 known errors/changes or every 6 months or a bank reset to replace it with an updated version
- Non-red violations can be placed within 30 minutes after a violation happened and red violations within 2 weeks after finding out it happened with proof if asked
- If someone challenges a person against a believed false violation, the false violation must have been placed up within two weeks, or else they cannot challenge it
- If anyone puts USD coins into the bank for Chewie Dollars just to change them into dollar bills right after will have to pay 25 cents to the Treasury
- Every week citizens can only convert up to 1 dollar USD into Chewie Dollars and all further transactions will be held
- All parent rules can be passed by 1 parent but if all the kids vote against this rule, 2 parents need to vote to allow the rule
- When Chewie Bank Constitution is updated, members and parents must read, sign, and pledge to the Voting Rules and Oath. To quit, a citizen must be 18+, debt-free, live in their own house, or if both parents agree to remove the system from the house
- Citizens who do not sign an updated copy of the Chewie Bank Constitution, unless unfair, will stay under the old rules but will lose services from Chewie Bank and Sunday payments until the new Chewie Bank Constitution copy is signed

Voting Rules

All rules must be read out loud and voted upon
New rules voted 2/3 Will Be Passed even if others don't agree
(cannot go against current rules)
To change or undo a rule, it needs 3/3 votes

Oath

(You must stand up and raise your right hand in the air while reading this out loud)
I promise to never violate any of these rules
because we all agreed and signed the paper that it was fair
If I ever deny any of these rules
I understand the consequences of what will happen
And I vow to follow all these rules for the justice of good over evil

Signature 1:_____

Signature 2:_____

Signature 3:_____

Signature 1:_____

Signature 2:_____

Signature 3:_____

Parent Signature 1:_____

Parent Signature 2:_____