



TERMS FOR ANNEXATION

§ ARTICLE 3.4 ROTC, REVISION 2020

The Fraughtian Community, being a group of communities and organizations, can accept new organizations as “member organizations”.

SECTION 1: Universal Requirements

In order to be a Fraughtian Community member organization, of any kind, you must:

- **Be self-sustaining:** This means the organization must already be functional.
- **Have members:** The minimum amount of members is 10.
- **Have 1 month of existence:** Must be older than 1 month in creation.
- **Accept uniserverism:** Accept the rule that members of their organization cannot join another server of the community without leaving the one they're already in, and vice versa.
- **Accept the SeRo role:** Accept and understand the President will need the Security Role (SeRo) and that they need to establish a back-up.
- **Accept the EJ:** Accept the EJ as a possible arbiter.
- **Information Chat:** See the [Information Chat document](#).

SECTION 2: Types of Member Organizations

The following is a list of the types of memberships your organization can get, along with that tier's requirements and limitations.

2.1. Experimental Member

Is an organization that is close to being non-functional. This tier allows the organization to receive urgent help from the community in terms of reform and disposition.

Requirements/Limitations	Benefits
Specified by §4 TERMS OF ANNEXATION.	Specified by §4 TERMS OF ANNEXATION.

2.2. Colony

Colonies are autonomous organizations that accept the community's administration and essential functions, but do not need to submit to any limitations specific to it set to it by the ROTC.

Requirements/Limitations	Benefits
Cannot manage relationships with third parties EXCEPT for basic PARTNERSHIPS. Alert the administration when conducting annexation of third parties. Understand that full community members within the server have their rights, regardless of that organization's rules. Accept occasional or urgent moderation and feedback from the community administration. Cannot make any rule or declaration superseding the ROTC. Not be conflictive with third parties.	Full representation in Congress. Partial representation in general elections. Greater control of internal affairs. Right to protection by the community. Can use Fraughtian services.

NOTE: THERE ARE TWO VARIATIONS OF COLONIES. BY DEFAULT, ORGANIZATIONS BASED AROUND COMMUNITIES WILL BE "RESIDENTIAL COLONIES."

2.3. Regions

Regions are autonomous organizations that accept the community's administration, essential functions and are subject to any limitations specific to it set to it by the ROTC.

Requirements/Limitations	Benefits
Cannot manage relationships with third parties EXCEPT for basic PARTNERSHIPS. Alert the administration when conducting annexation of third parties. Understand that full community members	Priority in the event of crisis. Full representation in Congress. Full representation in general elections. Greater control of internal affairs.

<p>within the server have their rights, regardless of that organization's rules.</p> <p>Accept occasional or urgent moderation and feedback from the community administration.</p> <p>Cannot make any rule or declaration superseding the ROTC.</p> <p>Not be conflictive with third parties.</p> <p>Must focus primarily on MINECRAFT (Bedrock, Java or Legacy console releases).</p>	<p>Right to protection by the community.</p> <p>Can use Fraughtian services.</p>
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THE STATUS OF THE ORGANIZATION CAN BE CHANGED AND IS ENTIRELY THE DECISION OF THE MEMBER ORGANIZATION.

SECTION 3: Retention

When an organization joins the Fraughtian Community, they accept the arrangement is meant to be **ETERNAL** meaning the Fraughtian Community will have jurisdiction over it for all time. **HOWEVER**, if they wish to leave the community, they must:

1. Present a document stating why they want to leave.
2. Have an assurance meeting with the President.
3. Await for the EJ to begin a referendum.
4. If the referendum is successful, the community and the organization negotiate on how to proceed.
5. Once arrangements are done, the organization has left the community.

As a minimum, $\frac{2}{3}$ of the population must desire to leave in the referendum conducted by the EJ. If the entity attempts to leave without using proper procedure, it is considered treason and a direct attack on the community.

SECTION 4: Specific Conditions and Exceptions

As a result of negotiations, the following exceptions or special conditions have been set:

N/A

SECTION 5: Information and Signature

On DATE, the following organization has agreed to join the Fraughtian Community and accepts the limitations and benefits that come with its membership.

Organization's Name:	
Membership Type:	Experimental Member, Residential Colony, Exploitative Colony, Region
Demonym:	
Capital Server:	
Governor:	

5.1. Screenshot of Agreement:

5.2. Video of Agreement: