

# CONSTITUTION of the North Eastern Alliance

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## Mission Statement:

The North East Alliance of Civcraft exists to provide a forum and centralised voice for the development, promotion and co-operation of the cities of the plus minus quadrant in relation to its Guiding Principles.

## Guiding Principles:

- Mutual respect for each other's territorial integrity and **Sovereignty**
- Mutual **Non-Aggression** both internally and externally, including **Mutual Self-Defense** against external aggressors
- Mutual **Non-Interference** in domestic affairs
- **Equality** and mutual benefit
- Peaceful **Co-Existence** both internally and externally
- Mutual aid through **Co-Operation**

## Governance Structure:

Each member state chooses a delegate to vote on its behalf on proposals, proposals becoming resolutions by a vote.

## Voting Procedure

Before issuing a vote, a proposal must be made outlining some details including what the vote is on, when the vote will happen, and how long the vote will last, as deemed appropriate by the proposer. In the proposal post, NEA members will be able to discuss the issue on hand, details of the vote, and/or provide general support. If there are signs of support and no objections to the vote, then the vote will carry on as proposed.

During the vote, all member states will be eligible for one vote. States can choose to support, oppose, or abstain. In order for a bill to be passed, supermajority vote is required ( >66% support). It is important to note that the vote itself should be answerable by a single yes/no. A bill is denied if at least 50% of the votes oppose of it. In the case that a member state does not

vote, they will be factored out of the equation. In the case that a bill is neither passed nor denied, the bill will again be open to discussion, and then a revote will have to take place at a later date. If the issue voted on does not pass on its second try (with supermajority at 66%), then it will be denied.

In electoral votes all candidates will be voted on and the candidate who receives majority vote (>50%) will be elected. In the case of multiple candidates without any candidate receiving majority vote, a second vote will be made for the top two candidates of the initial vote, with the candidate with majority vote in the second round being elected.

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## **Guidelines:**

### ***Proposal***

The purpose of the vote proposal is for NEA states to discuss the topic at hand both to develop the proposal itself, and for states to develop a good stance on the topic proposed prior to the vote. During this stage, details of the vote including topic, time, and deadlines can be tweaked to be most appropriate according to the discussion, and when there is general consensus and general agreement for the vote to go on, then the vote will be implemented as proposed.

### ***During the vote***

Each member state can either vote to support, vote to oppose, vote to abstain or choose to not vote, and the purpose of each vote is as of the following:

**Voting to Support** - If the state agrees with the topic being voted on, then the state should vote to support.

**Voting to Oppose** - If the state disagrees with the topic being voted on, then the state should vote to oppose.

**Voting to Abstain** - If the state believes that the topic being voted on lack maturity and further discussion is needed before an opinion can be formulated, then the state should vote to abstain. It is important to note that voting to abstain should really only be done if the state is interested in expressing their opinion on the topic, though at the current stage is unable to decide which side to choose; technically choosing to abstain should be justifiable as such. Furthermore, states that choose to abstain should be expected to be actively participating in the extended discussion of the topic, either through further inquiry on the topic or suggesting modifications to the proposal to gain their vote.

**Choosing not to Vote** - A state can choose not to vote either explicitly (by saying that X chooses not to vote), or physically not participating in the vote, both affect the results in the same way - being factored out of the equation. States should choose to not vote if they lack the opinion or interest for the vote.

Resolutions that deal explicitly within the guiding principles will immediately become amendments to this document. Resolutions otherwise must be ratified by each member state's government before becoming law in that state.

A Chairperson shall be chosen by voting delegates to preside over meetings and conduct business in an orderly fashion, as well as to act as a representative and spokesperson for the NEA to the outside world. The chairperson may be replaced due to inactivity or if a majority vote is passed by the representatives of all member states. The Chair may also act as a representative as well, however the position of chair holds no further power in decision making. The position's goal is merely to fulfil the organisational role to set up and lead meetings and promote the NEA to foreign states and organisations.

### **Territorial Sovereignty:**

Each member state's land claims are recognised by the NEA and will be defended by the NEA. Any unwanted (as decided by a majority vote of the Representatives) attempts by foreign groups to invade or claim land that is under the jurisdiction of a member state will be contested officially by the NEA and peaceful negotiations will begin. If these negotiations fail, further steps will be taken, and will be determined by a security council meeting and voted on as per normal.

Resolutions may vary from full support by the NEA to support by parts of the NEA, at which point the NEA title may not be used in its entirety unless it is explicitly stated that the exempt cities are not supporting (note that a non-unanimous vote does not mean non full support, the proposal must explicitly state what level of support it is going after).

### **Non-Aggression**

Each member state of the NEA swears to always first take paths of non-aggression when resolving issues that may come up, both within the NEA and without. Further actions involving the NEA will need approval first from a meeting (which is allowed to be called as an emergency if needed) and then a vote will occur within 24 hours following normal procedures.

The principle of 'non-aggression' does not deny members the right to self-defense against external aggression, and any acts of aggression against a member of the NEA will be treated as an act of aggression against the entirety of it. Member states of the NEA are encouraged to act in mutual self-defense in such cases.

### **Non-Interference**

Each member state will not interfere with the internal politics of other nation states, and will accept any changes of government that may occur. If a city falls inactive, the rest of the NEA is responsible for watching over and maintaining (watching for grief and raiders) the town while it is inactive. A proposal may be made to attempt to restart the city to the exact same structure as it was before inactivity, at which point the NEA will completely back out of the city's internal affairs.

## **Equality**

All member states are to be treated equal within the NEA. Every opinion is equal and must be considered equal. The NEA is a forum for discussion and debate and should be used as such.

Press releases from the NEA regarding its decisions will only occur after being submitted first as a proposal and then being voted on after review. Typically should be pushed through within a couple days at the most. 66% vote needed for general statements, updates about proposals may be published after the proposal has been approved.

## **Co-Existence**

The NEA will remain neutral in all conflicts not involving its member states. In the case member states are threatened. actions by the NEA will be taken to aid in their defense. Coordinated defense and intelligence will be shared between member states when a state is threatened as well as to report on threats to each member state.

## **Co-Operation**

Co-operative projects that benefit cities and their citizens are major goals for the NEA, all project plans need to go through the proposal system and require an estimate of the following: Cost (including human resources), timeline of the project(can be resource dependent or more strict if time is an issue), scope of the project (what will it accomplish). Risks and issues should be recorded and addressed, and the responsibilities of this will be handled by the assigned project manager. The project manager will be responsible to report in the bi-weekly meetings with status updates of how the project is developing. Majority votes are not necessary if the project is between fewer than all of the cities, or if the costs are so minimal that they are a non issue. Reporting will still be asked of by the project manager.

## Co-Defense

Current NEA Projects	Project Manager	Status as of last meeting
GENESIS	Mulificus	Needs improvement
Rail Projects	???	???

## SIGNATURES OF APPROVAL

MEMBER STATE	AUTHORIZED BY
Brimstone	Seth Bacon
Saraliana	Ogel, supported by MtFlushmore
Fellowship	UnknownOreo 1996
Bryn	PointyBagels
Centauri	SandFalls

Remnant	Logic_Man

**EDIT: THE EASTERN BLOC NOW OWNS THE NEA**  
**-Sandfalls**