

Executive Reform Amendment

Will replace Article 2, makes Prime Minister a separate office and not a title belonging to another minister. Introduces the Army Supervisor plus very minor fixes. You can also recall the executive now.

Article 2: The Executive Branch

Section 1: Role of the Executive Branch

1. The executive branch of government is responsible for overseeing and actually playing the game.
2. The executive branch must attend the scheduled play times as published by the Prime Minister. If a member of the executive branch misses more than three scheduled sessions of the game, it will result in automatic recall without prior notice from said executive branch member. See below for clarification.
3. Members of the executive branch may appoint proxies to temporarily assume their role in the event they are unable to attend the sessions, the proxies may assume their role for a maximum of two sessions.
4. In the event there is no legislation to dictate the speeds used within the game, the speed will be set by the Prime Minister. The below clauses, (i) and (ii) do not apply if there is legislation that dictate in-game speed.
 - a. During times where any country controlled by a player are not at war the speed choices for the Prime Minister are between 3 and 5 (fastest).
 - b. During times where any country controlled by a player are at war the speed choices for the Prime Minister are between 1 (slowest) and 3.
5. In the event the legislation has not provided the Executive with a list of political power decisions prior to a play session then the cabinet will vote (either in or out of game) on political power decisions. The

political power decisions they (cabinet) can make are limited to Research & Production and Military Staff.

Section 2: The Cabinet

1. The cabinet is the national government. It is responsible for overseeing all aspects of running the nation (aside from legislation and direct military conflict), this includes, some aspects of country management, research, diplomacy, construction, trade, production and recruitment.
2. The cabinet is responsible for Political Power management as defined below.
 - a. The cabinet must keep the flow of Political Power of +1.0 or above.
 - i. In the event an action the legislature has approved and the cabinet must undertake puts them at a flow below the requirement the cabinet must stop other non-legislature approved (such as Foreign Minister improving relations) actions draining political power.
 - ii. In the event that legislature mandated actions puts the country at political power flow below, then going below the flow is allowed.
 - b. The foreign minister may use political power for the actions they are responsible for as defined in Section 3, Rule 1f, as long as the actions won't inhibit Section 2, Rule 2a.
 - c. The cabinet must implement the actions (war justifications, coups, etc) passed by the legislature per the priority they are voted.
 - i. In the event the legislature does not the provide the cabinet with the priority order then the Cabinet may implement the actions in the order the Prime Minister decides.
3. The cabinet will be composed of 3 positions, the Foreign Minister (FM), the Strategic Minister (SM) and the Defense Minister (DM).
4. All cabinet positions are elected by the country's population using the voting system outlined in Article 7. All cabinet positions have a term of 2 weeks and no term limit.

5. The cabinet may vote to request or provide control of states (diplomatic action), this will pass with a majority vote. In the event of a tie the Prime Minister will act as a tiebreaker (they also vote in the original vote).
6. The cabinet vote to approve outbound lend leases, this will pass with a majority vote. In the event of a tie the Prime Minister will act as a tiebreaker (they also vote in the original vote).
7. In the event there are unforeseen problems in the play session, the Cabinet will vote on how to resolve them (with the Prime Minister acting as the tie breaking vote).

Section 3: Foreign Minister

1. The foreign minister is responsible for managing diplomacy. Examples of their responsibilities include:
 - a. Occupied territory management
 - b. Puppet nation coordination and relations management
 - c. Reduce subject autonomy
 - d. Requests for forces from puppet nations
 - e. Requests for inbound lend leases
 - f. Diplomatic actions
 - i. Improve relations
 - ii. Boost party popularity
 - iii. Request and offer military access

Section 4: Strategic Minister

1. The strategic minister is responsible for managing the country's research, construction and trade. Examples of their responsibilities include:
 - a. Management of construction queue
 - b. Management of resource trade
 - c. Selection of research

Section 5: Defense Minister

2. The defense minister is responsible for managing the country's production and recruitment. Examples of their responsibilities include:
 - a. Management of military factories and naval dockyard production
 - b. Management of the recruitment and deployment of troops
 - c. Creation and modification of outbound lead leases to allied and puppeted countries
 - d. Return any British volunteer or expeditionary forces sent to foreign countries.

Section 6: Prime Minister

1. The Prime Minister is a position elected by the people with a term length of 2 weeks, the Prime Minister is responsible for organising the game session schedule as well as capable of multiple other actions in relation to other roles. It's not subject to dual mandate limitations within the Executive and can be combined with other offices here.
2. The PM also plays the game, with a minimum (recommended more) of 2 hours of play every week.
 - a. The Executive may play a maximum of 365 in game days per session.
3. Handling of in game events the legislature has not provided a response for is outlined in Article 3, Section 1, Rule 5a.
4. The Prime Minister is responsible for choosing the National Focus selected in the event there are no longer any legislature approved focuses available.
5. The Prime Minister is able to replace any Executive role that doesn't attend the session and whose proxies are unavailable as well for that session with a registered member of their party.
6. The Prime Minister is ultimately responsible for ensuring that the in-game laws and policies passed by the Legislature are implemented in game as soon as possible.

Section 7: Supreme Commander

1. The supreme commander is commander of all the country's military (land, water, air) units. They are responsible for managing the structure of the military and all wars that the country is involved in.
2. The supreme commander role will be held by a single person, they are elected by the country's population using the voting system outlined in Article 7. They hold a term of 2 weeks.
3. The supreme commander can create subordinate positions within the military branch of the government. These positions cannot be held by anyone currently holding executive branch positions.

Section 8: Army Supervisor

1. The army supervisor is responsible for overseeing the work of all military officials including the supreme commander. They shall debrief them and report their effectiveness to the Legislative.
2. The army supervisor role will be held by a single person, they are elected by the country's population using the voting system outlined in Article 7. They hold a term of 3 weeks.
3. This role is exempt from dual mandate restrictions from other roles except Moderators and other Executive roles.

Section 9: Governors

1. Governors are officials who control puppet nations of the primary nation played in DemoHOI4. They are responsible for managing all aspects of their puppet nation.
2. Each governor will control a single puppet nation, they are elected by the home nation's population using the voting system outlined in Article 7. They hold a term of 2 weeks and have no term limit.
3. The governor can create subordinate positions to assist with management of their nation.
 - a. No person can hold two roles in either the executive or subordinate to the governor.

- b. Positions subordinate cannot be held by other members of the government (judicial, legislative). Unless allowed by a Legislature law.
 - c. The Prime Minister will not be required to schedule the game around the availability of the Governor's subordinates.
- 4. The puppet nation will not have a separate legislature/set of laws and will abide by their parent nation's laws (acts and bills) as written by their legislature.
- 5. The cabinet may force a governor to make a specific decision with a 3/4-vote.
- 6. If there is not enough governors for puppet nations, nations without governors will be controlled by the AI.
- 7. Upon puppet nations no longer being puppets of the United Kingdom, they will be controlled by the AI.
- 8. Puppet nations and their governors will not undertake coup d'etats or boost party popularity on other nations. The cabinet cannot use Rule 5 of this section to force either of these actions.

Section 10: Recall and Resignations

- 1. To recall an executive official, anyone in this Article, 10% of all citizens must sign a petition to be remove them, which will then be put to a 65%-majority public referendum.
- 2. If an official is recalled or resigned, there will immediately be a candidacy thread set up and an election held 2 days later.