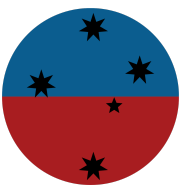
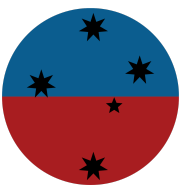


Tab 1



Constitution of The Pilbaran Empire



Preamble

Upon formal indictment and passage of this constitution, The Pilbaran Empire is hereby formally established, consisting of all of the territories in the continent(s) of Australia and Oceania, as well as the overseas dominions and territories under Pilbaran Rule.

Under King kobiKraft I, the Pilbaran Empire officially proclaims its right to sovereignty, liberty and fraternity, free from the meddling of dictators, authoritarianism, despots, and foreign nations.

The Constitution will be divided as follows:

- Chapter I: Bill of Rights
- Chapter II: The Monarchy
- Chapter III: The Prime Minister
- Chapter IV: Cabinet
- Chapter V: Parliament
- Chapter VI: Colonies
- Chapter VII: Elections
- Chapter VIII: Political Parties
- Chapter IX: Judiciary
- Chapter X: Amendments

Chapter I: Bill of Rights

Section 1: Citizens are defined as individuals who are within the In-Game nation of Pilbara or who live in a nation within the Pilbaran Empire meganation, or who are sniping towns for Pilbara.

Section 2: Citizens are entitled to the following rights within Pilbara:

- Citizens have the right to Free Speech
- Citizens have the right to Criticise Government
- Citizens have the right to Vote, and run for Government
- Citizens have the right to be treated fairly and equally

Section 3: All Legislation and Government policy must not infringe on these fundamental rights of the Pilbaran people.

Chapter II: The Monarchy

Section 4: The King is a hereditary position, only held by one single individual at one time. The King is to act as the Sovereign Head of State.

Section 5: If the King chooses to abdicate, they must select an individual they believe responsible, and be able to effectively take their place.

Section 6: The King is responsible for ensuring the responsibility of Government Legislation. This is done by the King's exclusive veto, in which the King is able to block legislation from passing, if they deem it against the interests of the Pilbaran Empire.

Section 7: This veto can be overruled, if at least $\frac{3}{4}$ of the Parliament vote in favour of the legislation.

Section 8: The King has the ability to introduce "Ministerial Accountability" Bills, which are able to remove a Minister from their position in Government, if they are deemed as incompetent to complete their duties. These bills must be agreed upon by 50% of Parliament to take effect.

Chapter III: The Prime Minister

Section 9: The Prime Minister acts as the head representative of the Pilbaran Government, and the people whom it governs.

Section 10: In case of absence, the Prime Minister can appoint the Deputy PM “Acting Prime Minister”, which grants them all powers of the Prime Minister until the Prime Minister’s term ends. A 24 hour notice must be given before resignation becomes official.

Section 11: The Prime Minister can also temporarily go on leave, and hand power to the Deputy Prime Minister in the time of their absence, with the Deputy PM becoming Acting Prime Minister until the Prime Minister can reassume their duties.

Section 12: The Prime Minister is elected every 2 months via a popular vote, with a preferential voting system to be used. These elections are to be held on the following months, beginning on the 1st of *February, April, June, August, October and December*

Section 13: The Candidate who comes in second place gains the ability to form “The Opposition”, who, are given a discord channel to promote their political ideas, and to criticise the incumbent government’s policies.

Section 14: If the Prime Minister Election is tied, the result is to be chosen through a 12 hour snap election, and if it is tied again, the outcome is to be decided by the Legislative, who will vote on who they wish to take the position of Prime Minister.

Section 15: People may only serve a maximum of two terms as Prime Minister, however they can be non consecutive terms. If someone has served those terms, they are ineligible to become Prime Minister again.

Section 16: There is a term limit of 2, which can be non consecutive.

Section 17: Prime Ministers can create “Executive Orders”, which act as instructions to the Government and Ministries. These are to be listed in separate channels in the discord.

Section 18: Executive Orders can be overturned by a $\frac{2}{3}$ majority in Parliament. The king's veto does not apply to these votes, and as such votes to overturn orders must be specified to do such.

Section 19: The Prime Minister appoints a Deputy Prime Minister, who is responsible for acting as an assistant to the Prime Minister

Section 20: Executive Orders can also be overturned by a latter Prime Minister, if they wish to overturn an older one.

Section 21: If the Prime Minister resigns or is unable to continue, the Deputy Prime Minister will be appointed Acting Prime Minister for the rest of the PM’s Term, and a new Deputy Prime Minister is to be appointed.

Section 22: The Deputy Prime Minister has the ability to break ties in Parliament, if the vote is tied.

Chapter IV: Cabinet

Section 23: Ministers are Government Officials who are appointed by the Prime Minister to be the head of their respective departments.

Section 24: The departments are (at the time of adopting this constitution) as follows:

Minister of Foreign Affairs (MoFA)
Minister of Internal Affairs (MoIA)
Minister of Defence (MoD)
Minister of National Development (MoND)
Minister of Intelligence (MoP)
Minister of Transport (MoTP)
Minister of Community (MoC)
Minister of Trade (MoTr)

Section 25: Ministers will be given a forum in which to coordinate the activities of their department, as well as a Government chat for them, as well as the PM and Deputy PM.

Section 26: Ministers do not have the ability to vote on Legislation, however if they are elected as an MP in the Legislative Elections, they are allowed to vote.

Section 27: Ministers can be removed by the King if they choose to call a “Royal Inquiry”, in which they have 48 hours to collect evidence, and prove incompetence or abuse of position. After the 48 hour period is up, or substantial evidence can be found and proven, the Chief Judge will make the final ruling.

Chapter V: Parliament

Section 28: The Pilbaran Parliament acts as the legislative body of Pilbara, where votes are held to pass bills.

Section 29: Bills require a majority of 50%+1 to be passed.

III: Passed Bills are to be logged in a discord channel, which is publicly accessible.

Section 30: Legislative Elections are to be held monthly, with a proportional system of representation.

Section 31: These elections are to be held with a Preferential Voting system, with a separate vote for each state.

Section 32: Vote counts for proportional will be rounded DOWN if the decimal is below 0.5, and UP if 0.5 or above.

Section 33: Parties are able to appoint their MP's based on the total amount of seats they win. They cannot appoint one person to multiple seats.

Section 34: There are to be 15 seats in Parliament.

Chapter VI: Colonies

Section 35: Colonies are all overseas territories of Pilbara that are not a part of the in-game nation of Pilbara, or are not on the mainland Australian continent.

Section 36: Colonies will be allowed to join Pilbara if accepted through a vote in Parliament, or by the King.

Section 37: Colonies have the right to vote in Pilbaran Elections. Colonial Citizens may also run for positions in the Pilbaran Government.

Section 38: Colonies are ruled by “Governors”. Colonies may appoint their own regional Governments, however must abide by all legislation of the Pilbaran Empire. (Empire legislation trumps colonial legislation)

Section 39: Colonies may not conduct their own foreign affairs, unless given express permission by the Pilbaran Government and cannot act against the interests of the central Pilbaran Government.

Section 40: Colonies must allow for the Prime Minister and King to act as Advisors in Government if they create a separate Government.

Chapter VII: The Electoral Process

Section 41: Elections are to begin on the final weekend of the month, with the vote lasting through Saturday and Sunday, and results being released on Monday.

Section 42: Registration for the election is to begin the Sunday before the voting for Regular Elections, and three days for Midterm Elections.

Section 43: All Voters in an election may only vote once. Extra votes and false votes will not be counted, and all votes must be verified to be legitimate.

Section 44: Candidates may NOT do any of the following:

- Use Alt Accounts to gain extra votes
- Bribing Citizens with gold or government positions to vote for you
- DM or message people asking for votes, or ask for votes outside of the campaigning channel or Pilbara discord. All campaigning must be done in the designated channel

Any breach of these rules will result in the campaign of the individual who has breached the rules to be terminated, and them being barred from Government until the next election.

Section 45: On the election form, the name of a candidate must be formatted as follows: *Player Name (Political Party)*, E.G: *kobiKraft (God Emperor Party)*, (Independent) will be used in brackets if the candidate does not belong to a party.

Section 46: No candidate is to be prevented from being able to campaign during the election.

Section 47: Targeted harassment as apart of electoral politics. Specifically, this bill outlaws attacks based upon life outside of EarthMC, gender, sexual orientation, LGTBQIA+ status, race or disability. Criticizing the politics / campaign of other candidates is allowed, however PERSONAL attacks are not.

Violation of these rules can lead to termination of candidacy if done intentionally.

Section 48: All members of a political party gain access to the campaigning channel to advocate for the ideas and values of their party.

Chapter VIII: Political Parties

Section 49: Political Parties are political organisations within Pilbara.

Section 50: Political Parties aim to align candidate interests and enable efficient collaboration in politics.

Section 51: Political Parties can be made by any eligible citizen within Pilbara, as long as the party falls within EMC guidelines, this means parties such as Nazi Parties, Stalinist Parties or others are strictly banned. Parties that intentionally target individual citizens, or a group of citizens are also banned. Finally, parties relating to IRL parties that committed ethnic cleansing or genocide (up to discretion of King and Chief Justice), are banned.

Section 52: Parties may be made by any citizens within the Pilbaran Empire.

Section 53: A party may be created or disbanded at any time, which will be announced in the #party-news channel (without a ping unless you have the role)

Section 53: Political Parties may only have 12 members.

Section 54: Political Parties are able to form “Coalitions”, which allows them to work together. Coalitions are to also be listed along with the parties in a separate channel.

Chapter IX: The Constitutional Court

Section 55: The Constitutional Court is a Government Structure separate from the King and Parliament, led by a Chief Justice who is responsible for interpretations and application of the Pilbaran Constitution. They also act as an advisory body for the politicians within Parliament. They are recommended to have prior experience with EMC politics and diplomacy.

Chief Justice candidates must meet the following requirements:

- Pilbaran.
- Have served in Government for at least 2 Terms.
- Should have a positive reputation within Pilbara.

Section 56: The Constitutional Court is headed by a “Chief Justice”, who is elected every 4 months by the members of the cabinet, as well as the King. The Chief Justice may not hold any other positions in Government, or be the King. Candidates for the Chief Justice must be approved by the King.

Section 57: The Chief Justice may only introduce bills related to the altering of existing systems within Pilbara, relating to Government Structure, Function, or other Constitutional Matters.

Section 58: The Chief Justice has the ability to prevent legislation from passing, if it can be proven that the legislation is in direct violation of the Pilbaran Constitution, or attempts to undermine it in any way, which must be proven within 48 Hours of the legislation's introduction.

Section 59: The Chief Justice cannot vote on legislation.

Section 60: The Chief Justice must act neutrally in Politics, and must be unbiased in decisions.

Section 61: The Courts are a publicly accessible service, and any citizen may suggest

improvements which can be taken further up by the Chief Judge.

Chapter X: Amendments

Section 62: This document may only be amended with the following process.

The proposed change is proposed into the Parliament, and passes with a $\frac{3}{4}$ Majority, and is approved by the Prime Minister and Chief Justice. The change is then proposed to the people, of which more than $\frac{1}{2}$ must agree to the change. Government members are also eligible to vote in this. The King then must ratify and approve the change, and the document will be altered in accordance with the Amendment..

Section 63: Spelling / Grammatical changes may be made at any time, but must be transparent and known to have happened by the Government.

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