

# The Constitution of England

*"We are not interested in the possibilities of defeat. They do not exist." - Queen Victoria*

## Article 1 - The Executive Branch

### Section 1: Composition and Election

1. The Executive Branch shall consist of the "Ministry" and the Governors.
  - a. The Ministry shall consist of five (5) Ministers, including one (1) Prime Minister, who shall serve terms lasting four (4) weeks.
  - b. There shall be one (1) Governor for every State<sup>1</sup>
2. The Ministry shall be elected by the people utilizing Single Transferable Vote (STV) with the Droop Quota.
  - a. The Senate may pass a law which changes the method by which the ministry is elected.
  - b. The Prime Minister shall be appointed by the Ministry from amongst themselves with a Majority of Votes Cast in the Affirmative.
    - i. The Prime Minister may be removed at any time by the majority of the Ministry.
    - ii. If a Prime Minister has not been chosen by the time of the stream session, the Minister who received the most votes in the last election by the people will become the Prime Minister.
      1. If there is a tie, the Electioneers will randomly choose one of the tied candidates.
3. The Governors shall be elected by the people utilizing Single Transferable Vote (STV) with the Droop Quota.
  - a. The Senate may pass a law which changes the method by which Governors are elected.
  - b. Governors shall serve terms lasting four (4) weeks.
  - c. Every citizen may vote in only one (1) ~~Governor~~ States Gubernatorial election during each election. ~~cycle~~<sup>2</sup>

### Section 2: Powers and Responsibilities of the Ministry

1. The Ministry shall, subject to reasonable regulation and/or direction under the Law,

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<sup>1</sup> Amended by [The Consistency and Fairness Amendment](#)

<sup>2</sup> Amended by [The Consistency and Fairness Amendment](#)

- a. Manage all diplomatic relations with foreign Civilizations, City-States, and Barbarians,
  - b. Manage the treasury and faith and their expenditures,
    - i. Pantheon and Beliefs must be approved by the Senate.
  - c. Manage the advancement of technology and civics,
  - d. Manage government type and policies,
    - i. Changing government type must be approved by the Senate.
  - e. Manage in-game Governors,
    - i. Control and management of the Governors may be changed via Law.
  - f. Solely control all military units, airplanes, nuclear weapons, spies, and any civilian non-combat units not in possession of a state,
    - i. The Senate may create military positions (e.g. Generals, Admirals, Marshalls, etc.) which control aspects of the military. The positions report to the Ministry and may only be appointed or replaced by the Ministry.<sup>34</sup>
  - g. Control all Great People and manage all Great Works,
  - h. Make all in-game Decisions not covered nor prohibited in this Constitution unless Law is passed to provide for alternatives.
2. The Ministry is granted explicit power to sell or buy any cities.
    - a. [In order to sell any cities](#), they must first seek and receive approval of the Senate, by a simple majority.<sup>5</sup>
    - b. When the Ministry obtains a city through trade, they shall immediately assign it to a state.
  3. The Ministry may, with ( $\frac{1}{2}$ ) vote, force a Governor to build a unit or building with ten (10) turns given before they must begin construction on whatever they were forced to build.
    - a. While our civilization is at war, the ministry may force production for a unit or building deemed vital for the war effort without delay.
  4. The Ministry shall organize and play a game session at least once every seven (7) days.
    - a. Law may indicate a minimum and maximum amount of turns the Ministry must play each week and/or in-game conditions upon which the Ministry must terminate a game session.
      - i. If no such law exists, the minimum is 5 turns and the maximum is 20 turns.
    - b. The first game session of the first Ministry must be authorized by Law.
    - c. The Ministry shall be responsible for streaming the game sessions whenever they are held
      - i. This is not to prohibit the ability of proxies to carry out ministerial duties.
  5. The Ministry has the right to appoint an Attorney General who shall represent the Ministry in Court hearings.
  6. The Prime Minister shall be the presiding officer and organizer of the Ministry.

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<sup>3</sup> [SC-3](#): The Senate, not the Ministry, can create and define the responsibilities of military positions. The Senate can delegate its powers, including this, to other entities.

<sup>4</sup> [SC-8](#): The Senate does not have the constitutional authority to approve military appointments, nor to remove individuals from these positions.

<sup>5</sup> Amended by [The Consistency and Fairness Amendment](#)

7. The Ministry may establish additional rules and procedures for itself.

## Section 3: States and Governors

1. The Governors shall, [subject to reasonable regulation and/or direction under the Law](#), have the ~~sole~~ ability to:<sup>6</sup>
  - a. Control production in the cities within their state,<sup>78</sup>
    - i. With the exception of the process laid out in Article 1, Section 2.3
    - ii. ~~Wonder construction~~ [Construction and placement of Wonders, the Government Plaza, Diplomatic Quarters, and buildings within these districts](#) must be approved by either the Ministry or the Senate.
      1. [Senate approval shall take precedence over Ministry approval if there is a conflict.](#)
  - b. Control all civilian non-combat units produced by their cities or otherwise granted to their state,
    - i. [Using the Found a City action must be approved by either the Ministry or the Senate.](#)
    - ii. [The Ministry may, with a unanimous vote, permanently take control of a Trader, Archeologist, or Rock Band unit.](#) ~~if it chooses to do so unanimously.~~
  - c. Manage population allocation in the cities within their state
2. The State containing our capital city shall be referred to as the Capital State.
  - a. By default, all newly founded or captured cities within our civilization shall be considered part of the Capital State.
    - i. An exception is if a State owns a settler, the resulting settled city shall be part of said State.
3. States may be formed, dissolved, or have cities transferred from one state to another through special legislation requiring approval from ~~a two-thirds (2/3) majority of the Senate~~ [a supermajority of at least 67% of the Senate and a three-fifths \(3/5\) Majority of the Ministry.](#)<sup>9</sup>
  - a. ~~If~~ [When](#) a new state is created, a governor shall be appointed by the Senate.
  - b. When a State is dissolved, its cities and controlled units return to the Capital State.
  - c. Governors appointed shall only hold office until the regular election ~~of the Governor of the Capital State~~, when a new election for all governors ~~shall be~~ [is](#) held.

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<sup>6</sup> Amended by [Governor Oversight Amendment](#). Amended again by [The Consistency and Fairness Amendment](#).

<sup>7</sup> [SC-8](#): The Senate does not have the constitutional authority to introduce legislation that would concern forced production. City production falls solely within the explicit powers of the Governors.

<sup>8</sup> [SC-10](#): The Executive has the sole right to decide placement of districts as well as any and all production.

<sup>9</sup> Amended by [The Consistency and Fairness Amendment](#).

4. No State may contain fewer than one (1) city, nor may cities belong to more than one (1) State.
5. The Governors may establish additional rules and procedures for themselves and their states.

## Article 2 - The Legislative Branch

### Section 1: Composition and Election

1. The Legislative Branch shall consist of the “Senate” comprised of Senators, including a Speaker and Vice Speaker, responsible for the creation of Law not to supersede this Constitution.
  - a. Senators shall serve terms lasting four (4) weeks.
2. A Senator’s voting power will reflect the percentage of votes each candidate received in the election.<sup>10</sup>
  - a. A candidate may either be an individual or a party.
  - b. Once voting has been tabulated, each candidate will receive representation based on the percentage of vote received.
    - i. All **vote** percentages will be rounded to the nearest whole number.
      1. If the total **vote** percentage is greater than 100%, then 1% shall be removed from the candidate with the highest **vote** percentage.
        - a. If there is a tie, the Electioneers will randomly choose to remove a **vote** percentage from the tied candidates.
        - b. Repeat until the total **vote** percentage is 100%.
      2. If the total **vote** percentage is less than 100%, the remaining **percentage Representation required to reach 100%** is granted to the Speaker, once chosen.
        - a. A Senator may exceed the maximum **percentage Representation** limit through this assignment.
        - b. Should the Speaker be replaced, this extra **percentage Representation** shall be removed from the old Speaker and granted to the new Speaker.
    - c. All candidates are allowed to distribute their **percentage Representation** within 48 hours after election results are posted.
      - i. Parties, as decided by party leadership, must distribute their **percentage Representation** to individual(s) within 48 hours after election results are posted.

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<sup>10</sup> Amended by [The Consistency and Fairness Amendment](#).

1. If a party fails to meet the deadline, their ~~percentage~~ Representation shall be distributed as per Section 1.2.d.ii.
  2. The Supreme Court shall, within reason, accept or deny who is considered party leadership if there is a dispute.
  - ii. Distribution must be announced publicly on the Democraciv Discord or Reddit.
  - iii. Representation Restrictions:
    1. No Senator can hold more than 20% representation.
      - a. Excess representation must be distributed.
      - b. Excess ~~percentage~~ Representation after the deadline shall be distributed as per Section 1.2.d.ii.
    2. The assigned ~~percentage~~ Representation must remain a non-negative whole number.
  - d. An ~~individual-candidate~~ must receive at least 5% representation to qualify and become a Senator.
    - i. If a candidate fails to reach the 5% Representation threshold, they have 48 hours after the election results are posted to meet the threshold or distribute their ~~percentage~~ Representation.
    - ii. If the candidate fails to meet the deadline, their percentage shall automatically be distributed 1% at a time to the qualified candidate with the lowest representation until all representation has been assigned.
      1. If there is a tie, the Electioneers will randomly choose one of the tied candidates.
      2. If this process results in a Representation that violates the maximum percentage limit, this limit may be ignored for the Senator's term.
  - e. In a public announcement, a ~~A~~ Senator may distribute their ~~entire percentage Representation to an individual~~ if the Senator resigns.<sup>11</sup>
    - ~~i. The individual must not be an elected official nor a member of the Judicial Branch.<sup>12</sup>~~
    - i. An individual receiving the ~~percentage~~ Representation must ultimately have at least 5 ~~percent~~ Representation, not have more than 20 ~~percent~~ Representation, and the ~~percentage~~ Representation must be a whole number.
    - ii. If the distribution results in the induction of a new Senator, the ~~The~~ individual(s) shall fulfill the remainder of the term of the resigning Senator.
    - iii. If the resigning Senator does not assign their ~~percentage~~ Representation, their remaining ~~percentage~~ Representation is distributed as per Section 1.2.d.ii.
  - f. Representation totals shall be recorded by the Speaker.
3. The Senate shall appoint from amongst themselves, through approval voting based on Representation, a Speaker and Vice Speaker at the beginning of each Legislative term.<sup>13</sup>
    - a. The Speaker shall serve as the presiding officer and organizer of the Senate.

<sup>11</sup> Amended by [Referendum: Allow Resigning Senators to Distribute to Anyone](#)

<sup>12</sup> [SC-4](#): As to the text prior to amendment, Senators are elected officials.

<sup>13</sup> Amended by [The Consistency and Fairness Amendment](#).

- b. The Vice Speaker shall assist the Speaker in their duties as presiding officer and organizer of the Senate and shall serve as their proxy in this role when the Speaker is absent.
- c. The Speaker and Vice Speaker may be removed at any time by a majority of the Senate.
- d. If there is a tie, the Electioneers will randomly choose one of the tied candidates.

## Section 2: Powers and Responsibility

1. The Senate may introduce Legislation pertaining to anything neither covered, nor prohibited by this Constitution, including but not limited to: (a) the issuance of directives and/or policy guidelines to the Ministry; (b) the impeachment of elected officials; and (c) the establishment of subordinate offices or institutions.
  - a. No Legislation or Procedure established by the Senate, or any other body, shall hold retroactive authority or effect.
2. Legislation ~~approved~~ **passed** by the Senate shall be presented to the Ministry, who shall have 48 hours to approve or reject it, or it will automatically be passed into law.<sup>14</sup>
  - a. ~~A bill~~ **Legislation** passes ~~it receives more than 50% approval from the Senate. Senators holding more than 50% of total non-abstaining Representation vote in approval.~~
    - i. A Senator's voting power is **always** equal to their ~~assigned~~ **held** Representation **when determining a majority of the Senate.**
    - ii. Senators must use their full **Representation** when casting their vote; splitting is not allowed.
  - b. Passed Legislation becomes law once approved by the Ministry or after 48 hours if the Ministry fails to approve or reject it.
    - i. The Ministry may approve or reject a law through a majority vote, with the Prime Minister acting as a tiebreaker if needed.
    - ii. **Passed** Legislation automatically becomes law if it receives ~~at least two-thirds (2/3)~~ approval from **at least 67% of the total Representation in the Senate, regardless of how the Ministry votes on it. bypassing the need for approval from the Ministry.**
3. The Senate shall have sole power of Impeachment.
  - a. No one shall be convicted without the Concurrence of seven-tenths (7/10) of Representation.
  - b. Judgment in Cases of Impeachment shall not extend further than removal from Office, and disqualification to hold any Office: but the Party convicted shall nevertheless be liable and subject to Indictment, Trial, Judgment and Punishment, according to Law.
4. The Senate shall have the sole power to declare war and approve peace.

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<sup>14</sup> Amended by [The Consistency and Fairness Amendment](#).

5. The Senate may establish additional rules and procedures for itself.

## Article 3 - The Judicial Branch

### Section 1: Composition and Judicial Appointment

1. The Judicial Branch shall consist of the “Supreme Court” and such Inferior Courts as the Supreme Court deems fit to establish.
  - a. The Supreme Court shall initially consist of three (3) Justices, including one (1) Chief Justice, who shall serve terms lasting six (6) weeks.
    - i. The size of the Supreme Court may be determined by Law but shall not exceed seven (7) nor be less than three (3)
      1. Any enacted Legislation that would alter the size of the Supreme Court shall only take effect at the end of the current Supreme Court term.
2. The Supreme Court shall be Nominated by the Executive Ministry and confirmed by majority approval in the Senate.
  - a. The Chief Justice shall be Appointed by the Supreme Court from amongst themselves with a Majority of Votes Cast in the Affirmative.

### Section 2: Powers and Responsibilities

1. The Judicial Branch shall be responsible for all cases in Law arising under this Constitution, the Laws of the government, and controversies between the people or the people and their government.
  - a. Members of the Judiciary may not initiate their own cases while in office.
  - b. No law, motion, or procedure of the Senate, Executive, or body other than the Judiciary may legally contradict a ruling of the Judiciary on the Constitution.
  - c. No law, motion, or procedure of the Senate, Executive, or body other than the Judiciary may be held to bind the Judiciary in their interpretation of the Law and Constitution.
2. When adjudicating cases, the Supreme Court has the following explicit powers:
  - a. The power to void unconstitutional laws and rulings, removing them from the legal code and rendering them ineffective.
    - i. A law may not be nullified due to failure to carry out proper procedure if such a failure did not change the outcome of the law’s passage.
  - b. The power to issue sentences as defined by Law.
  - c. The power to mandate the government take actions in accordance with Law and the Constitution.
3. The Supreme Court may issue and lift injunctions: orders for individuals or bodies to explicitly not carry out specific actions.

- a. An injunction may never be used to order an individual or body to carry out an action.
  - b. An injunction may never be used to halt impeachment or impeachment proceedings.
  - c. All injunctions must be related to pending or active Supreme Court cases.
  - d. Injunctions may only be issued if the plaintiff or the Supreme Court demonstrates that the lack of one (or more) would burden the Court to effectively hear, sentence, or remedy a case or if the lack thereof would cause serious harm to the plaintiff or public.
  - e. After issuing an injunction, the Supreme Court must provide an opinion describing how the facts of the case fit the criteria for an injunction.
    - i. The Supreme Court must provide a way for an affected party to present an argument for the injunction to be lifted unless the injunction was issued as part of the sentence of a case.
    - ii. After an argument against the injunction is presented, the Supreme Court must decide whether to lift the injunction or leave it in place.
4. The Supreme Court may issue subpoenas, requiring a person or entity to provide documents or other evidence or testimony, which may be issued upon the request of a party, provided the following conditions are met:
  - a. The request is narrowly tailored,
  - b. The requested evidence or testimony is relevant to the case at hand,
  - c. Compliance with the request would not create an undue burden or unreasonable harm to the recipient.
5. The Supreme Court may establish additional rules and procedures for itself.
  - a. No law, motion, or procedure of the Senate, Executive, or body other than the Judiciary may establish rules and procedures for the Judiciary.
  - b. All rules and procedures pertaining to the Supreme Court must be available for viewing by the public.

## Article 4: Government Rules

1. Individuals shall not hold two (2) or more elected positions simultaneously, unless otherwise specified in this Constitution.<sup>15</sup>
  - a. If elected to two or more such positions, the individual has 48 hours to resign until in compliance or otherwise resolves this conflict.
  - b. Failure to resolve this restriction will result in the individual being removed from all elected positions.
2. No individual may hold any office in other branches of Government while serving in the Judicial Branch.

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<sup>15</sup> [SC-7](#): The Attorney General is not an elected office.

3. Any elected or appointed official may designate a proxy to act on their behalf in case of absence.

<sup>16</sup>

~~a. No elected or appointed official may act as a proxy in any branch of government other than their own.~~ No member of the Judicial branch may act as a proxy in any branch of government other than their own. Similarly, no member of a branch outside the Judiciary may act as a Judicial proxy.<sup>17</sup>

4. No individual may concurrently proxy for more than one (1) person.
5. Should a Member of Government, through Impeachment, Neglect, Failure to Elect, ~~Resignation~~, or other such circumstance ~~not otherwise enumerated in the Constitution~~, require replacement or filling, the following procedures shall be used:<sup>18</sup>

- a. For the Executive Ministry and Governors.
  - i. The Senate shall appoint a replacement until such time as an Election can be held.
- b. For the Supreme Court.
  - i. The same Procedure used to appoint a Justice shall be used, and they shall fulfill the term of the Justice they replace.
- c. For the Senate.
  - i. The Governors shall appoint a replacement via a majority vote until such time as an Election can be held.
  - ii. The replacing Senator receives all the Representation of the official replaced.
- d. For all such Replacements, they shall fulfill the remainder of the term of the Official.
- e. If a government position has been inactive for ten (10) or more days, as determined by the Supreme Court, the member may be replaced via the above procedures.

6. All official government channels, save those of the Judicial Branch, must be public.
7. Moderation shall act as the default electioneers unless an alternative is provided by law.
8. During the game, a single individual shall act as the Umpire, who is responsible for the smooth progress of the game.
- a. The Umpire may assist any of the branches with their duties, such as recording votes and encouraging scheduled sessions.
    - i. The Umpire may submit legislation for the Senate to consider and vote upon.
  - b. The Umpire will write weekly summaries of the game as it progresses.
  - c. At the start of the game, the Umpire shall be Kevin Sue.
    - i. The Umpire may be replaced anytime by a three-fifths (3/5) vote of the Senate or by a majority vote of Moderation.

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<sup>16</sup> [SC-7](#): The Attorney General is not a proxy to the Ministry.

<sup>17</sup> Amended by [Referendum: Allow Proxies across Branches](#)

<sup>18</sup> Amended by [Referendum: Allow Resigning Senators to Distribute to Anyone](#)

## Article 5: The Constitution

1. The Citizens may amend this constitution by at least three-fifths (3/5) approval through public referendum.<sup>19</sup>
2. An unmodified copy of this Constitution, including all ratified amendments, must always be kept by Moderation.
3. The Citizens shall reserve the right to call for a public referendum pertaining to any issue neither covered, nor prohibited by this Constitution.
4. Should the Citizens choose to ratify this Constitution using a public referendum with at least three-fifths (3/5) of votes cast in the affirmative, then the Constitution is ratified, to take effect immediately as the supreme law, and the game may begin.

## Article 6: Settings

1. The game shall be played using Sid Meier's Civilization VI.
  - a. Expansions, DLC, Modes, Mods, and other settings shall be decided by the Senate.
2. The nation we will play as is Victoria (Age of Steam) of England.

## Article 7: Bill of Rights

1. All subjects of the nation, whether through conquest or through birth, hold these inalienable rights enumerated below:
  - a. The right to citizenship and equality to all other citizens.
  - b. The right to freedom of speech and freedom of assembly.
  - c. The right to political thought and belief.
  - d. The right to vote and be heard by the government.
  - e. The right to hold any religious stance.

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<sup>19</sup> [SC-13](#): The process of bringing a public referendum to vote is not covered by the Constitution. The Senate can place a public referendum on the ballot if the bar to do so is not proportionally lower than that provided to the Citizens. The Constitution does not guarantee the right of the Citizens to determine how the votes of the referendum will be counted. Abstentions should not be counted either for or against the required three-fifths approval.

