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CONSTITUTION of the CELTS

Provision I: The Legislative Branch

ARTICLE I: COMPOSITION OF THE LEGISLATIVE BRANCH

Section 1. Legislative power shall be vested in a bicameral legislature consisting of two chambers.

- A. The Lower House shall be known as the Commons and shall be composed of all members of the Democraciv community, regardless of other positions held within the government.
- B. The Upper House shall be known as the Senate and shall be composed of five (5) members, each duly elected in accordance with the law and for a duration of four (4) weeks.
 - i. The Senate shall be elected by the people utilizing Single Transferable Vote (STV) with the Droop Quota.

Section 2. The Commons shall elect from among its members a Speaker and Vice Speaker who shall be responsible for the organization and tallying of legislation and voting for the Commons.

- A. The Commons may, by rule or resolution, establish, modify, or abolish additional positions.

Section 3. The Senate shall elect from among its members a Senator Presiding, who shall handle the administrative burden of the Senate.

ARTICLE II: POWERS OF THE LEGISLATIVE BRANCH

Section 1. The Legislative Branch 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 Executive Branch; (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.

Section 2. Legislation must be approved by both the Commons and Senate, afterward it will be presented to the President who shall have 48 hours to approve or reject it, or it will automatically be passed into law.

- A. Passed Legislation becomes law once approved by the President or after 48 hours if the President fails to approve or reject it.

- B. A Vetoed bill can be overturned by the Senate as long as $\frac{4}{5}$ of the Members vote to overturn it.

Section 3. The Legislative Branch controls all Diplomacy for City States.

Section 4. The Legislative Branch has control of the Treasury.

Section 5. The Legislative Branch is responsible for Allocating Turns to the Executive Branch.

Section 6. The Legislative Branch may Regulate Production of the nation's cities.

Section 7. The Legislative Branch may declare trade embargoes on other Civilizations.

Section 8. The Legislative Branch makes decisions regarding Religion.

Section 9. Each chamber of the legislature may establish rules and procedures for their respective chamber.

- A. The vote to establish initial procedures shall remain open for no less than twenty-four (24) hours.

ARTICLE III: POWERS OF THE COMMONS

Section 1. The Commons shall possess the following powers:

- A. To declare war.
- B. To fill any vacancy occurring in the offices of President or Senator, such appointment to endure for the remainder of the term then in effect.
- C. To initiate impeachment proceedings against any elected or appointed Member of Government.
 - i. After initiating Impeachment, the Senate must vote to convict or acquit.

- ii. A convicted elected official shall be removed from office.

Section 2. A bill is considered approved if a majority of votes from the Commons are in favor, Quorum has been reached, and the vote has remained open for the full duration prescribed by the procedures of the Commons.

- A. Quorum is determined by $\frac{1}{3}$ (rounded down) of the last election turnout.
- B. Upon approval of a bill by the Senate in the form in which it was passed in the Commons, the bill shall be transmitted to the Executive Branch for approval or veto in accordance with law.
- C. If the Senate has not approved the bill in the form in which it was passed in the Commons, the bill shall remain before the Senate for consideration and vote pursuant to established legislative procedures.

ARTICLE IV: POWERS OF THE SENATE

Section 1. The Senate shall possess the following powers:

- A. To accept or reject peace deals.
- B. To override a veto with a $\frac{4}{5}$ vote in the affirmative.
- C. To confirm judicial appointments.

Section 2. A bill is considered approved if a majority ($\frac{3}{5}$) of the Senate vote in favor.

- A. Upon approval of a bill by the Commons in the form in which it was passed in the Senate, the bill shall be transmitted to the Executive Branch for approval or veto in accordance with law.
- B. If the Commons have not approved the bill in the form in which it was passed in the Senate, the bill shall remain before the Commons for consideration and vote pursuant to established legislative procedures.

Provision II: The Executive Branch

ARTICLE I: COMPOSITION & ELECTION

Section 1. The Executive Branch will be composed of one (1) elected official, known as the President.

- A.** A term in the Executive branch will be four (4) weeks.
- B.** The President shall be elected using Ranked Pairs voting.

Section 2. The President shall appoint a cabinet of advisors, with confirmation by the Senate.

- A.** The Foreign Minister may offer non-binding recommendations on affairs of diplomacy & may be charged with recording and posting information relevant to diplomacy.
- B.** The Finance Minister may offer non-binding recommendations on affairs of spending and revenue, and may be charged with recording and posting relevant information.
- C.** The Defence Minister may offer non-binding recommendations on affairs of military and warfare, and may be charged with recording and posting relevant information.
- D.** The Attorney General may offer non-binding recommendations on legal matters & may represent the executive branch in lawsuits.
- E.** Additional advisor positions may be established or eliminated through law or Executive Action.

ARTICLE II: POWERS OF THE EXECUTIVE BRANCH

Section 1. The President shall be responsible for streaming the game.

- A.** The President may establish a Streamer position to play the game for them.
- B.** The President may appoint a Streamer who serves at the pleasure of the President.

Section 2. The President may make any decisions in game that have not been regulated by the Legislative Branch.

Section 3. The President shall control the delegates for the World Congress.

Section 4. The President may Approve/Negotiate Trade Deals with other civilizations that do not expend Treasury Resources.

A. The trade deals may not violate Embargoes set by the legislative branch

Section 5. The President shall control all Military and Civilian Units, subject to reasonable regulations as produced by the Legislative Branch.

Section 6. The President shall control the Production of a City, subject to any regulations as produced by the Legislative Branch.

Section 7. The President shall be the only one to put forth legislation on establishing Alliances and Defensive Pacts.

Section 8 The President has the sole ability to make Declaration of Friendships and Denouncements of other Civilizations.

Section 9. The President may veto any legislation brought forth by the Legislative Branch.

A. A veto may be overridden by the Senate in a 4/5 vote in the affirmative.

B. The President must provide their official reason for vetoing the legislation.

Section 10. The President shall be responsible for nominating Supreme Court Justices.

A. Nominations may be confirmed by the Senate with a majority vote (3/5) in the affirmative.

Section 11. The President may establish additional rules and procedures for the Executive Branch.

Provision III: The Judicial Branch

ARTICLE I: COMPOSITION & APPOINTMENT

Section 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.

- ii. Upon expiration of their term, all justices shall continue to serve in a holdover capacity retaining full powers and responsibilities until a full slate of successor justices has been confirmed by the Senate. No individual Justice's service shall terminate and no successor shall take office until all three successors have been confirmed by the Senate. Any Justice may be reappointed and confirmed as part of the succeeding court.

Section 2. The Supreme Court shall be Nominated by the President, and confirmed by 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.

ARTICLE II: POWERS & RESPONSIBILITIES

Section 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 Legislative, 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 Legislative, Executive, or body other than the Judiciary may be held to bind the Judiciary in their interpretation of the Law and Constitution.

Section 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.

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.

Section 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 within a reasonable amount of time after the argument's presentation.

Section 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.

Section 5. The Supreme Court may establish additional rules and procedures for itself.

- A. No law, motion, or procedure of the Legislative, 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.

Provision IV: Game Rules

ARTICLE I: STREAM RULES

Section 1. The President may conduct a Stream only upon the allocation of turns by the legislative branch.

- A. In the absence of such allocation no Stream shall occur.
- B. The President is not required to utilize all turns allocated to them.

Section 2. Allocation must follow these rules:

- A. The maximum shall reflect the full allocation granted, without regard to the number of turns actually used during the Stream.
- B. Turns allocated for a Stream shall be limited to that Stream only. Any unused turns shall not carry over to a subsequent Stream and shall nevertheless count toward the maximum allocation for the term.

ARTICLE II: GOVERNMENT RULES

Section 1. Moderation shall act as the default Electioneers unless an alternative is provided by law.

Section 2. No individual may hold any office in other branches of Government while serving in the Judicial Branch.

Section 3. Individuals shall not hold more than one (1) elected positions simultaneously, unless otherwise specified in this Constitution.

- 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.

Provision V: The Constitution

ARTICLE I: RATIFICATION & AMENDMENT

Section 1. The Citizens may amend this constitution by at least three-fifths (3/5) approval through public referendum.

Section 2. An unmodified copy of this Constitution, including all ratified amendments, must always be kept by Moderation.

Section 3. 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.

Provision VI: Settings

ARTICLE I: META DIRECTIONS

Section 1. The game shall be played using Sid Meier's Civilization V.

- A.** Expansions, DLC, Modes, Mods, and other settings shall be determined by Law.

Section 2. The Civilization played will be the Celts.

Provision VII: The Bill of Rights

ARTICLE I: RIGHTS

Section 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.

SENATE PROCEDURES:

THE GOVERNMENT of THE CELTS

ARTICLE I: THE CABINET

Section 1. The Senator Presiding shall be elected by Senators and shall be in charge of overseeing the actions of the Senate.

- A. The Senate may establish additional offices by motion or legislation.
- B. All senate offices shall collectively be referred to as the cabinet.
- C. The procedures below shall apply to any internal position created by the senate unless explicitly stated otherwise in relevant legislation.
- D. All offices shall be considered vacant upon the conclusion of a term; each term requires its own election unless specified in legislation.

Section 2. The first 24 hours after election results are posted at the beginning of a term shall be the candidacy announcement period for those interested in running for the cabinet.

- A. Senators may announce their candidacy for
- B. Senators may nominate other Senators, but the nominee must publicly accept by the end of the 24 hour period in order to be considered for the election.
- C. All announcements, nominations, and acceptance must be in the #senate-floor channel.

Section 3. The cabinet election shall begin following the conclusion of the candidacy announcement period, shall last 24 hours, and shall be conducted by emoji reaction vote.

- A. In a tie, or failure to elect, the winner shall be decided at random by moderation.
- B. A senator may motion to end the cabinet election only if all senators have voted.
- C. If a position is uncontested, then the senator in the running is automatically chosen to fill said position without the need for a vote.

Section 4. In the event of a vacancy the senate shall follow the steps prescribed below:

- A. From the moment of the vacancy a 24 hour timeframe will open for senators to either announce their candidacy or accept nomination in the #senate-floor channel.
- B. The next 24 hour timeframe will consist of a vote unless the position is uncontested.
- C. This process shall be used to elect the first Senator Presiding if a vacancy exists at the time of the adoption of these procedures.

ARTICLE II: SENATE SESSION

Section 1. Senate Sessions shall operate on a 5-day cycle with 3 periods.

- A.** The start of the cycle is chosen by the Senator Presiding and initiated using ‘-senate session open’ or the appropriate bot command in the #senate-floor channel.
- B.** The Senator Presiding may keep any period open past its prescribed time limit.
 - i.** The Senate may force a period to close with a 3/5 vote in favor given that the minimum timeframe for each period has passed.

Section 2. The first 48 hours shall be the proposal period.

- A.** During this period Senators may propose bills.
- B.** Bills must be written onto a google doc, and be submitted using ‘-senate submit’ or the appropriate bot command in the #senate-floor channel or the #bot channel.
- C.** In the event of no bot; the bill document link must be posted in the #senate-floor channel.
- D.** Any bill passed by the Commons, that has not been introduced to the Senate, shall be considered by the Senate.
- E.** All bills will be added to a google sheet by the Senator Presiding or their delegate.
- F.** The Senator Presiding may end the period & prevent further submissions by using ‘-senate session lock’ or the appropriate bot command once 48 hours have transpired.

Section 3. The 48 hours after the end of the proposal period shall be the discussion period.

- A.** Up until the end of this period, senators may adjust/amend their proposed bills.
 - i.** Following each edit in the google doc, Senators must announce in the #senate-floor channel that their bill has been edited and how.
 - ii.** The Senator Presiding may use the ‘-bill synchronize’ command or other appropriate bot command to synchronize the changes.
- B.** The Senator Presiding may plan a synchronous discussion time on a voice channel.
- C.** The Senator Presiding may end the period & prevent further amendment by using ‘-senate session vote’ or the appropriate bot command once 48 hours have transpired.

Section 4. The 24 hours following ‘-senate session vote’ or the appropriate command shall be the voting period.

- A.** During this period senators may vote on bills.
- B.** Senators shall mark their vote in the google sheet.
- C.** The Senator Presiding may close voting early if all senators have voted.
- D.** A bill is considered approved if a majority (3/5) of senators vote in favor.

- E. The Senator Presiding may use ‘-senate session close’ or the appropriate command to end the session.

ARTICLE III: EMERGENCY SESSIONS

Section 1. The Senator Presiding may call an emergency session,

- A. Senators may motion to overrule and cancel the emergency session with a 3/5 vote as long as the motion is made within 24 hours of the emergency session being declared.
- B. They may run concurrent to a regular session and in which case will not be required to use bot commands; the Senator Presiding shall give clear instructions on the step by step process in #senate-floor.
- C. The emergency session shall be a three day cycle; a 24 hour proposal period, 24 hour discussion period, and 24 hour voting period.
- D. The Senator Presiding may keep any period open past its prescribed time limit.

Section 2. The first 24 hours after the emergency session starts shall be the proposal period.

- A. During this period each senator may propose up to three bills.
- B. Bills must be written onto a google doc, and be submitted using the appropriate bot command in the #senate-floor channel or the #bot channel.
- C. In the event of no bot; the bill document link must be posted in the #senate-floor channel and the Senator Presiding shall be pinged.
- D. Any bill passed by the Commons, that has not been introduced to the Senate, may be considered by the Senate.
- E. All bills will be added to a google sheet by the Senator Presiding or their delegate.
- F. The Senator Presiding may end the period & prevent further submissions by declaring so in #senate-floor or by using the appropriate bot command once 24 hours have transpired.

Section 3. The next 24 hours after the proposal period ends shall be the discussion period.

- A. Up until the end of this period, senators may adjust/amend their proposed bills.
 - i. Following each edit in the google doc, Senators must announce in the #senate-floor channel that their bill has been edited and how.
 - ii. The Senator Presiding may use the ‘-bill synchronize’ command or other appropriate bot command to synchronize the changes.
- B. The Senator Presiding may plan a synchronous discussion time on a voice channel.

- C. The Senator Presiding may end the period & prevent further amendment by declaring so in #senate-floor or by using ‘-senate session vote’ or the appropriate bot command once 24 hours has transpired.

Section 4. The next 24 hours after the discussion period ends shall be the voting period.

- A. During this period senators may vote on bills.
- B. Senators shall mark their vote in the google sheet.
- C. The Senator Presiding may close voting early if a majority decision has been reached on each bill.
- D. A bill is considered approved if a majority (3/5) of senators vote in favor.
- E. The Senator Presiding may use ‘-senate session close’ or the appropriate command to end the session.

ARTICLE IV: IMPEACHMENT TRIALS

Section 1. After the Commons initiates impeachment proceedings the Senate shall hold a trial in order to determine whether to convict or acquit the defendant.

Section 2. The trial shall take place outside of any senate session; a channel for the trial shall be determined.

Section 3. Senators shall act as a jury while the Chief Justice presides.

- A. If the Chief Justice is the defendant the other justices - or remaining justice - shall serve.
- B. If the entire Supreme Court is the defendant then the Senator Presiding shall preside.
- C. If the defendant is a senator, said senator shall retain their power to vote in the ruling.

Section 4. The appropriate entities shall submit to the Senate a prosecutor and defense for the defendant.

Section 5. The conduct, timeline, and rules for a trial shall be determined by the presiding official; however both prosecution and defense must have an opportunity to argue their case.

Section 6. The Senate shall vote to convict or acquit the defendant based on the charge(s) at the conclusion of arguments.

ARTICLE V: MOTIONS

Section 1. The Senate shall have the ability to enact administrative motions.

- A.** Administrative Motions are different from bot motions; administrative motions are listed below in Section 2 through Section 7.
- B.** Senators may make a motion by pinging the Senator Presiding and stating their motion.
- C.** The Senator Presiding must determine if the motion is in order within 12 hours.
- D.** If the motion is out of order then the Senator Presiding must explain why.
- E.** If the motion is acceptable then the Senator Presiding must ping all senators, restate the motion, and hold a vote to approve or reject the motion.
- F.** A motion is approved with 3/5 vote in favor unless otherwise stated; and a motion fails if it does not get approved within 24 hours.
- G.** Motions that result in a bill becoming law should be recorded in the google sheet.

Section 2. Motion to Close the ____ period: To end a period of a standard or emergency session.

Section 3. Motion to Extend the ____ period: To extend a period of a standard or emergency session.

Section 4. Motion to Fast Track: Used on a single piece of legislation at a time, this motion can make a bill immediately have a 24 voting period [requires 4/5 to approve this motion].

Section 5. Motion to Quick-Override: To override a presidential veto; this motion should explicitly name a vetoed bill; upon a 4/5 vote in approval the veto is considered overturned.

Section 6. Motion to Approve with Unanimous Consent: Used on a single piece of legislation at a time, this motion automatically passes the named bill if all five senators approve within 24 hours & there is no vote in opposition.

Section 7. Motion to Suspend the Rules: Briefly suspends procedural rules to achieve an objective [requires unanimous approval to adopt this motion].

ARTICLE VI: MISCELLANEOUS

Section 1. The Senator Presiding retains the power to use emoji votes, voice votes, text channel votes, or standard google sheet votes.

Section 2. The Senator Presiding shall act as legal counsel for the Senate in absence of a formal position tasked with such responsibility; this responsibility may be delegated.

Section 3. No lawsuit shall be filed in the name of the Senate without a vote approving such; any case filed by a member of the senate does not entail responsibility to the entirety of the senate.

Section 4. If a senator has been inactive for ten (10) or more days, as determined by the Supreme Court, the member may be removed.

Section 5. These procedures shall remain in effect henceforth; amendments may be approved.

Section 6. The Senator Presiding may also be referred to as the First Senator.

Commons Procedures:

THE GOVERNMENT of THE CELTS

ARTICLE I: THE CABINET

Section 1. The Speaker and Vice Speaker of the Commons shall be elected by the Commons and shall be in charge of overseeing the actions of the Commons.

- A. The Commons may establish additional offices by motion or legislation.
- B. The Speaker, Vice Speaker and any additional Commons offices shall collectively be referred to as the Cabinet of the Commons.
- C. The procedures below shall apply to any internal position created by the Commons unless explicitly stated otherwise in relevant legislation.
- D. All offices shall be considered vacant upon the conclusion of a term; each term requires its own election unless specified in legislation.

Section 2. The period during which the official Candidacy Thread for the next General Election is open shall also be the candidacy announcement period for those interested in running for the Cabinet.

- A. Candidacy announcements for any positions listed in the official Candidacy Thread of the next General Election must be made in that thread.
 - a. Candidacy announcements for any other Cabinet positions must be made in the #commons-floor discord channel.
- B. Citizens may nominate other citizens, but the nominee must publicly accept by the end of the candidacy announcement period to be considered for the election.
- C. The Cabinet election shall begin alongside the General Election.

Section 3. Cabinet elections for any positions listed in the official Candidacy Thread of the next General Election shall be conducted as part of the General Election. Cabinet elections for any other positions shall be conducted by emoji reaction vote which shall last until the end of the General Election.

- A. In a tie, or failure to elect, the winner shall be decided by coin toss conducted by moderation.

Section 4. In the event of a vacancy the Commons shall follow the steps prescribed below:

- A. From the moment of the vacancy a 24 hour timeframe will open for citizens to either announce their intention to run or accept nomination.
- B. The next 24 hour timeframe will consist of a vote.
 - a. This vote shall be conducted as an emoji reaction vote in the #commons-floor channel.
 - b. If a position is uncontested, the only candidate running for it is automatically elected without the need for a vote.

ARTICLE II: COMMONS SESSION

Section 1. Commons Sessions shall operate on a 5-day cycle with 3 periods.

- A. The start of the cycle is chosen by the Speaker or Vice Speaker and initiated using the ‘-commons session open’ command or other appropriate functionality of the Democraciv bot.
- B. The Speaker or Vice Speaker may freely extend any period by up to 1 hour.

Section 2. The first 48 hours shall be the proposal period.

- A. During this period citizens may propose bills and motions.
- B. Bills must be written onto a google doc, and the link must be posted in the #commons-floor channel. The bill must also be submitted to the Democraciv bot.
- C. Any bill passed by the Senate that has not been introduced to the Commons, shall be considered by the Commons.
- D. The Speaker or Vice Speaker may end the period & prevent further submissions by using the ‘-commons session lock’ command or other appropriate functionality of the Democraciv bot once 48 hours have transpired.

Section 3. The 48 hours after the end of the proposal period shall be the discussion period.

- A. During this period, citizens may adjust/amend their proposed bills.
 - a. Following each edit in the google doc, citizens must announce in the #commons-floor channel that their bill has been edited and how.
 - b. Following each edit in the google doc, the Speaker may use the ‘-bill synchronize’ command or other appropriate functionality of the Democraciv bot to synchronize the changes.
- B. The Speaker or Vice Speaker may end the period & prevent further amendment/official discussion by using the ‘-commons session vote’ command or other appropriate functionality of the Democraciv bot once 48 hours have transpired.

Section 4. The 24 hours following the end of the discussion period shall be the voting period.

- A. At the start of this period the Speaker or Vice Speaker shall list all bills and motions considered during this session and present the citizens with an opportunity to vote on them. The vote may be conducted as emoji reaction votes in the #commons-floor channel, or via another method, as decided by the Speaker.
 - a. The citizens shall be permitted to vote and change their votes for the full voting period.
 - b. The citizens shall be presented with the option to vote in Favour, Against, or Abstain for each bill and motion.
 - i. A citizen may only choose one of the options presented for each bill or motion. If a citizen selects multiple options, their vote shall be counted as Abstained.
 - ii. Abstained votes shall count towards Quorum.
- B. The voting period can only end if Quorum has been reached.
 - a. Quorum is determined by $\frac{1}{3}$ (rounded down) of the turnout of the last General Election.
 - b. Any citizen who votes on any bill or motion which is part of the ongoing session shall be counted towards Quorum.

- c. If Quorum is not reached within 24 hours, the voting period shall be extended until Quorum is reached.
- C. A bill or motion is considered approved if by the end of the voting period it has received more votes in Favour than votes Against.
- D. Once the voting period ends, the Speaker or the Vice Speaker shall record all votes made and their results. This data shall be archived and made publicly available.

ARTICLE III: EMERGENCY SESSIONS

Section 1. The Speaker may call an emergency session,

- A. An emergency session may run concurrent to a regular session. In such a case it will not be required to use bot commands; the Speaker or Vice Speaker shall give clear instructions on the step by step process in #commons-floor.
- B. The emergency session shall be a three day cycle; a 24 hour proposal period, 24 hour discussion period, and 24 hour voting period.
- C. The Speaker may keep any period open past its prescribed time limit.

Section 2. The first 24 hours after the emergency session starts shall be the proposal period.

- A. During this period each citizen may propose at most one bill or motion.
- B. Bills must be written onto a google doc, the link must be posted in the #commons-floor channel, and the Speaker or Vice Speaker should be pinged if the bot cannot be used.
- C. The Speaker or Vice Speaker may add or may request the author to add any bill that has passed the Senate or is being considered by the Senate.
- D. The Speaker may end the period & prevent further submissions by declaring as so in #commons-floor or by using the '-commons session lock' command or other appropriate functionality of the Democraciv bot once 24 hours have transpired.

Section 3. The next 24 hours after the proposal period ends shall be the discussion period.

- A. During this period, citizens may adjust/amend their proposed bills.
 - a. Following each edit in the google doc, citizens must announce in the #commons-floor channel that their bill has been edited and how.
 - b. Following each edit in the google doc, the Speaker may use the '-bill synchronize' command or other appropriate functionality of the Democraciv bot to synchronize the changes.
- B. The Speaker may end the period & prevent further amendment/official discussion by declaring so in #commons-floor or by using appropriate functionality of the Democraciv bot once 24 hours have transpired.

Section 4. The next 24 hours after the discussion period ends shall be the voting period. Voting shall be conducted in accordance with the same rules as during an ordinary session, as outlined in Article II, Section 4.

ARTICLE IV: MOTIONS

Section 1. Any citizen may propose a motion.

- A.** A motion may be proposed as part of an ordinary Commons session, as part of an Emergency Session, or independently of sessions.
 - a.** Any motion proposed as part of an ordinary Commons session must follow the rules established in Article II.
 - b.** Any motion proposed as part of an Emergency Session must follow the rules established in Article III.
 - c.** A motion proposed independently of sessions must be posted in the #commons-floor channel and shall be considered by emoji reaction vote which will last for 48 hours. The Speaker or Vice Speaker shall record the votes and the result.

Section 2. A motion passes if by the end of the allotted voting period the amount of votes in Favour which it received is a sufficient fraction of the total amount of votes in Favour and Against which it received.

- A.** A motion to declare war shall require at least a $\frac{2}{3}$ fraction of votes in Favour.
- B.** A motion to initiate impeachment proceedings against a specified elected or appointed Member of Government shall require a $\frac{4}{7}$ fraction of votes in Favour.
- C.** Any other motion shall require a fraction of votes in Favour greater than $\frac{1}{2}$.
- D.** A motion cannot pass unless it has been voted on by a number of citizens no lesser than Quorum.

ARTICLE V: VACANCIES

Section 1. When a vacancy occurs in the offices of President or Senator, the Commons shall elect a replacement for the remainder of the term then in effect.

- A.** From the moment of the vacancy a 24 hour timeframe will open for citizens to announce their intention to run. The announcement must be made publicly and the Speaker or Vice Speaker must be pinged.
- B.** The next 24 hour timeframe will consist of a vote, organized by the Speaker or Vice Speaker.
 - a.** All citizens must be allowed to participate in this vote.
 - b.** The candidate who receives the most votes in Favour shall be elected.
 - i.** If a position is uncontested, the only candidate running for it is automatically elected without the need for a vote.

ARTICLE VI: MISCELLANEOUS

Section 1. The Speaker shall act as legal counsel for the Commons in absence of a formal position tasked with such responsibility; this responsibility may be delegated.

Section 2. No lawsuit shall be filed in the name of the Commons without a vote approving such; any case filed by a member of the Commons does not entail responsibility to the entirety of the Commons.

Section 3. These procedures shall remain in effect henceforth.

- a.** Amendments to these procedures may be passed via motion.

CELT GOVERNMENT ACT

ARTICLE I: PICKING A NAME

Section 1. The government shall be empowered to choose a name inspired by historical Celtic peoples to use for identifying terms of government.

Section 2. The list of the most well known Celtic peoples are included below:

- A. Belgae
- B. Britons
- C. Caledonians
- D. Celtiberians
- E. Gaels
- F. Gauls
- G. Gallaeci
- H. Galatians
- I. Picts

Section 3. The process shall be as listed below:

- A. The President shall nominate three tribes from the list in Section 2; the President may not nominate a name that has already been adopted.
- B. The President shall name their personal favorite choice as an endorsement.
- C. The Commons shall hold an approval vote to decide between the three nominations; the nomination that is adopted will become the official name of the government that term.
 - i. The approval vote may be conducted via emoji reaction.

Section 4. The official name of the government each term may be reflected on voting sheets, procedures, and other records to help differentiate between government terms.

ARTICLE II: REFERENCE

Section 1. Basic historical information for each tribe shall be provided below for reference.

- A.** Belgae - A confederation of Celtic tribes inhabiting northern Gaul and parts of southern Britain. They were known for their military reputation, extensive trade networks, and influence on both sides of the English Channel.
- B.** Britons - The Celtic peoples who inhabited most of Great Britain in antiquity. They produced figures such as Boudica and left a lasting legacy through the Welsh, Cornish, and Breton cultures that survive today.
- C.** Caledonians - A collection of peoples living in what is now Scotland. They are remembered for preserving their independence and for their role in shaping the distinct identity of northern Britain.
- D.** Celtiberians - Celtic-speaking peoples of central and northern Iberia who blended Celtic and Iberian traditions. They were renowned as skilled warriors and horsemen and are associated with the legendary city of Numantia.
- E.** Gaels - The Gaelic peoples of Ireland and later western Scotland. They developed the Gaelic languages and produced a rich tradition of mythology, poetry, law, and monastic scholarship that influenced medieval Europe.
- F.** Gauls - The Celtic peoples of ancient Gaul, occupying much of modern France and neighboring regions. They are associated with leaders such as Vercingetorix and with the vibrant art, craftsmanship, and commerce of Iron Age Europe.
- G.** Gallaeci - The peoples of modern Galicia and northern Portugal, known for their hillfort settlements known as castros. Their cultural heritage remains visible in the traditions, folklore, and identity of northwestern Iberia.
- H.** Galatians - Descendants of Celtic migrants who settled in central Anatolia during the third century BC. They established powerful kingdoms in Asia Minor and are remembered today through the New Testament.
- I.** Picts - A people of northern and eastern Scotland famous for their intricately carved symbol stones and distinctive culture. Their kingdoms eventually merged with the Gaels to form the medieval Kingdom of Alba, the predecessor of Scotland.

MINISTRY ACT

ARTICLE I: THE MINISTRY OF FOREIGN AFFAIRS

Section 1. The Ministry of Foreign Affairs shall be created.

Section 2. The Ministry shall be empowered with the ability to analyze international relations data from each stream; compile and store said information; publicize findings; and make non-binding suggestions regarding the state of the world.

Section 3. The goal of the Ministry is to report international conditions and to promote policies that will benefit the country.

Section 4. The Ministry shall be officially classified as a government entity and thus subject to all rules on transparency, integrity, and other relevant regulations.

ARTICLE II: THE MINISTRY OF FINANCE

Section 1. The Ministry of Finance shall be created.

Section 2. The Ministry shall be empowered with the ability to analyze economic data from each stream; compile and store economic information; publicize findings; and make non-binding suggestions regarding the economy.

Section 3. The goal of the Ministry is to report economic conditions and to promote policies that will financially benefit the country.

Section 4. The Ministry shall be officially classified as a government entity and thus subject to all rules on transparency, integrity, and other relevant regulations.

ARTICLE III: THE MINISTRY OF DEFENCE

Section 1. The Ministry of Defence shall be created.

Section 2. The Ministry shall be empowered with the ability to analyze military data from each stream; compile and store military information; publicize findings; and make non-binding suggestions regarding the security of the civilization.

Section 3. The goal of the Ministry is to report military conditions and to promote policies that will benefit the security of the country.

Section 4. The Ministry shall be officially classified as a government entity and thus subject to all rules on transparency, integrity, and other relevant regulations.

ARTICLE IV: MINISTRY PERSONNEL

Section 1. Each individual ministry may have at most three (3) individuals working within it at any given time: (i.) The Minister (ii.) two (2) bureaucrats.

- A.** The direct head of each ministry shall be the corresponding minister; who shall hold operational oversight and management of the Ministry.
 - i.** The Foreign Minister shall oversee the Ministry of Foreign Affairs.
 - ii.** The Defence Minister shall oversee the Ministry of Defence
 - iii.** The Finance Minister shall oversee the Ministry of Finance.
- B.** Each minister may appoint bureaucrats to assist in their respective ministry operations.
 - i.** Bureaucrats must be citizens and must not serve within the Judicial branch.
 - ii.** Bureaucrats shall serve until dismissal by their respective minister; dismissal by the president; or their resignation.

ARTICLE V: INFRASTRUCTURE

Section 1. The government requests that Moderation creates the following channels:

- A.** A channel for the Ministry of Foreign Affairs named; Foreign Affairs.
- B.** A channel for the Ministry of Finance named; Finance.
- C.** A channel for the Ministry of Defence named; Defence.

Section 2. Channels shall be where each ministry posts their relevant information, reports, etc.

- A.** No members of the general public may comment in this channel.
- B.** No bureaucrat may post in another ministry channel unless they were duly appointed to serve in that ministry.

Section 3. The government requests that Moderation creates the role of “bureaucrat” for those who have been duly appointed to serve in a ministry.

- A.** The government is responsible for directly notifying Moderation of who should or should not have access.
- B.** Once a person is no longer employed in a ministry they shall lose the role.

Section 2. Each Ministry shall store all relevant files in a publicly accessible location.

Section 3. Members of the public may request specific information and the appropriate ministry shall endeavour to fulfill the request at the best of their ability.

BUDGET ACT

ARTICLE I: DISCRETIONARY SPENDING

Section 1. Treasury expenses may be appropriated for the following purposes:

- A.** The maintenance of no more than seven (7) military units at any one time.
- B.** The maintenance of no more than three (3) civilian units at any one time..
- C.** The purchase of tile(s) not exceeding 200 gold total per stream.
- D.** The upgrade of military unit(s) not exceeding 150 gold per stream.

ARTICLE II: MANDATORY SPENDING

Section 1. The maintenance cost of buildings shall be automatically approved.

- A.** Unless otherwise specified by law.

ARTICLE III: CLARIFICATIONS

Section 1. The following are a nonbinding way to clarify terms used in this legislation:

- A.** Military units: Combat entities used for warfare, defense, and exploration.
- B.** Civilian units: Non-combatants that cannot attack, but perform essential tasks like founding cities, improving tiles, spreading religion, and executing trade.
- C.** Buildings: Structures constructed within cities to provide continuous bonuses.
- D.** Wonders: A building which may be unique in the world & provides exceptional bonuses.
- E.** Tiles: The fundamental hexagonal units of land and water that make up the game map.

ARTICLE IV: FUTURE LEGISLATION

Section 1. Future legislation may appropriate additional funds for specific purposes.

Section 2. This legislation shall serve as a foundational budget which may be amended or entirely repealed to reflect the fiscal policy inclinations of the government.

MISCELLANEOUS ACT

Authors: Taylor, CaptainMinion

Whereas, damn.

Purpose: The MK13 Senate Procedures shall be amended:

Underlined Text in Blue to be Added

~~Text in Red and Strikethrough to be Removed~~

SENATE PROCEDURES:

THE GOVERNMENT of THE CELTS

ARTICLE I: THE CABINET

Section 1. The Senator Presiding shall be elected by Senators and shall be in charge of overseeing the actions of the Senate.

- A. The Senate may establish additional offices by motion or legislation.
- B. All senate offices shall collectively be referred to as the cabinet.
- C. The procedures below shall apply to any internal position created by the senate unless explicitly stated otherwise in relevant legislation.
- D. All offices shall be considered vacant upon the conclusion of a term; each term requires its own election unless specified in legislation.

Section 2. The first 24 hours after election results are posted at the beginning of a term shall be the candidacy announcement period for those interested in running for the cabinet.

- A. Senators may announce their candidacy for
- B. Senators may nominate other Senators, but the nominee must publicly accept by the end of the 24 hour period in order to be considered for the election.
- C. All announcements, nominations, and acceptance must be in the #senate-floor channel.

Section 3. The cabinet election shall begin following the conclusion of the candidacy announcement period, shall last 24 hours, and shall be conducted by emoji reaction vote.

- A. In a tie, or failure to elect, the winner shall be decided at random by moderation.
- B. A senator may motion to end the cabinet election only if all senators have voted.
- C. If a position is uncontested, then the senator in the running is automatically chosen to fill said position without the need for a vote.

Section 4. In the event of a vacancy the senate shall follow the steps prescribed below:

- A. From the moment of the vacancy a 24 hour timeframe will open for senators to either announce their candidacy or accept nomination in the #senate-floor channel.
- B. The next 24 hour timeframe will consist of a vote unless the position is uncontested.
- C. This process shall be used to elect the first Senator Presiding if a vacancy exists at the time of the adoption of these procedures.

ARTICLE II: SENATE SESSION

Section 1. Senate Sessions shall operate on a 5-day cycle with 3 periods.

- A. The start of the cycle is chosen by the Senator Presiding and initiated using ‘-senate session open’ or the appropriate bot command in the #senate-floor channel.
- B. The Senator Presiding may keep any period open past its prescribed time limit.
 - i. The Senate may force a period to close with a 3/5 vote in favor given that the minimum timeframe for each period has passed.

Section 2. The first 48 hours shall be the proposal period.

- A. During this period Senators may propose bills.
- B. Bills must be written onto a google doc, and be submitted using ‘-senate submit’ or the appropriate bot command in the #senate-floor channel [or the #bot channel](#).
- C. In the event of no bot; the bill document link must be posted in the #senate-floor channel.
- D. Any bill passed by the Commons, that has not been introduced to the Senate, shall be considered by the Senate.
- E. All bills will be added to a google sheet by the Senator Presiding or their delegate.
- F. The Senator Presiding may end the period & prevent further submissions by using ‘-senate session lock’ or the appropriate bot command once 48 hours have transpired.

Section 3. The 48 hours after the end of the proposal period shall be the discussion period.

- A. ~~During~~ [Up until the end of](#) this period, senators may adjust/amend their proposed bills.
 - i. Following each edit in the google doc, Senators must announce in the #senate-floor channel that their bill has been edited and how.
 - ii. The Senator Presiding may use the ‘-bill synchronize’ command or other appropriate bot command to synchronize the changes.
- B. The Senator Presiding may plan a synchronous discussion time on a voice channel.
- C. The Senator Presiding may end the period & prevent further amendment by using ‘-senate session vote’ or the appropriate bot command once 48 hours have transpired.

Section 4. The 24 hours following ‘-senate session vote’ or the appropriate command shall be the voting period.

- A. During this period senators may vote on bills.
- B. Senators shall mark their vote in the google sheet.
- C. The Senator Presiding may close voting early if all senators have voted.
- D. A bill is considered approved if a majority (3/5) of senators vote in favor.
- E. The Senator Presiding may use ‘-senate session close’ or the appropriate command to end the session.

ARTICLE III: EMERGENCY SESSIONS

Section 1. The Senator Presiding may call an emergency session,

- A. Senators may motion to overrule and cancel the emergency session with a 3/5 vote as long as the motion is made within 24 hours of the emergency session being declared.
- B. They may run concurrent to a regular session and in which case will not be required to use bot commands; the Senator Presiding shall give clear instructions on the step by step process in #senate-floor.
- C. The emergency session shall be a three day cycle; a 24 hour proposal period, 24 hour discussion period, and 24 hour voting period.
- D. The Senator Presiding may keep any period open past its prescribed time limit.

Section 2. The first 24 hours after the emergency session starts shall be the proposal period.

- A. During this period each senator may propose up to three bills.
- B. Bills must be written onto a google doc, and be submitted using the appropriate bot command in the #senate-floor channel or the #bot channel.
- C. In the event of no bot; the bill document link must be posted in the #senate-floor channel and the Senator Presiding shall be pinged.
- D. Any bill passed by the Commons, that has not been introduced to the Senate, may be considered by the Senate.
- E. All bills will be added to a google sheet by the Senator Presiding or their delegate.
- F. The Senator Presiding may end the period & prevent further submissions by declaring so in #senate-floor or by using the appropriate bot command once 24 hours have transpired.

Section 3. The next 24 hours after the proposal period ends shall be the discussion period.

- A. ~~During~~ Up until the end of this period, senators may adjust/amend their proposed bills.

- i. Following each edit in the google doc, Senators must announce in the #senate-floor channel that their bill has been edited and how.
 - ii. The Senator Presiding may use the ‘-bill synchronize’ command or other appropriate bot command to synchronize the changes.
- B. The Senator Presiding may plan a synchronous discussion time on a voice channel.
- C. The Senator Presiding may end the period & prevent further amendment by declaring so in #senate-floor or by using ‘-senate session vote’ or the appropriate bot command once 24 hours has transpired.

Section 4. The next 24 hours after the discussion period ends shall be the voting period.

- A. During this period senators may vote on bills.
- B. Senators shall mark their vote in the google sheet.
- C. The Senator Presiding may close voting early if a majority decision has been reached on each bill.
- D. A bill is considered approved if a majority (3/5) of senators vote in favor.
- E. The Senator Presiding may use ‘-senate session close’ or the appropriate command to end the session.

ARTICLE IV: IMPEACHMENT TRIALS

Section 1. After the Commons initiates impeachment proceedings the Senate shall hold a trial in order to determine whether to convict or acquit the defendant.

Section 2. The trial shall take place outside of any senate session; a channel for the trial shall be determined.

Section 3. Senators shall act as a jury while the Chief Justice presides.

- A. If the Chief Justice is the defendant the other justices - or remaining justice - shall serve.
- B. If the entire Supreme Court is the defendant then the Senator Presiding shall preside.
- C. If the defendant is a senator, said senator shall retain their power to vote in the ruling.

Section 4. The appropriate entities shall submit to the Senate a prosecutor and defense for the defendant.

Section 5. The conduct, timeline, and rules for a trial shall be determined by the presiding official; however both prosecution and defense must have an opportunity to argue their case.

Section 6. The Senate shall vote to convict or acquit the defendant based on the charge(s) at the conclusion of arguments.

ARTICLE V: MOTIONS

Section 1. The Senate shall have the ability to enact administrative motions.

- A.** Administrative Motions are different from bot motions; administrative motions are listed below in Section 2 through Section 7.
- B.** Senators may make a motion by pinging the Senator Presiding and stating their motion.
- C.** The Senator Presiding must determine if the motion is in order within 12 hours.
- D.** If the motion is out of order then the Senator Presiding must explain why.
- E.** If the motion is acceptable then the Senator Presiding must ping all senators, restate the motion, and hold a vote to approve or reject the motion.
- F.** A motion is approved with 3/5 vote in favor unless otherwise stated; and a motion fails if it does not get approved within 24 hours.
- G.** Motions that result in a bill becoming law should be recorded in the google sheet.

Section 2. Motion to Close the ____ period: To end a period of a standard or emergency session.

Section 3. Motion to Extend the ____ period: To extend a period of a standard or emergency session.

Section 4. Motion to Fast Track: Used on a single piece of legislation at a time, this motion can make a bill immediately have a 24 voting period [requires 4/5 to approve this motion].

Section 5. Motion to Quick-Override: To override a presidential veto; this motion should explicitly name a vetoed bill; upon a 4/5 vote in approval the veto is considered overturned.

Section 6. Motion to Approve with Unanimous Consent: Used on a single piece of legislation at a time, this motion automatically passes the named bill if all five senators approve within 24 hours & there is no vote in opposition.

Section 7. Motion to Suspend the Rules: Briefly suspends procedural rules to achieve an objective [requires unanimous approval to adopt this motion].

ARTICLE VI: ~~MICELLANEOUS~~ MISCELLANEOUS

Section 1. The Senator Presiding retains the power to use emoji votes, voice votes, text channel votes, or standard google sheet votes.

Section 2. The Senator Presiding shall act as legal counsel for the Senate in absence of a formal position tasked with such responsibility; this responsibility may be delegated.

Section 3. No lawsuit shall be filed in the name of the Senate without a vote approving such; any case filed by a member of the senate does not entail responsibility to the entirety of the senate.

Section 4. If a senator has been inactive for ten (10) or more days, as determined by the Supreme Court, the member may be removed.

Section 5. These procedures shall remain in effect henceforth; amendments may be approved.

Section 6. The Senator Presiding may also be referred to as the First Senator.

LEGISLATIVE INTEGRITY ACT

ARTICLE I: INTEGRITY

Section 1. No legislation or amendment shall be written using an existing document of a law being stored by the server bot.

Section 2. Tampering with law documents stored by the server bot shall be prohibited and the perpetrator may be subject to legal consequences as determined by the Supreme Court or other legislation.

A. Laws may be altered to fit the text of a duly-authorized amendment(s).

B. Laws may also be kept in their original form provided that the duly-authorized amendment is publicly available and stored within the server bot.

Section 3. Any law document found tempered with shall be reverted to the latest form in which it was when passed into law, or previously amended, by the legal process.

Commons Procedures Vacancy Vote Amendment

Authors: CaptainMinion

Purpose: General initial amendments to the Commons Procedures. The Commons Procedures shall be amended:

Underlined text in Blue to be added.

~~Text in Red and strikethrough to be removed.~~

Commons Procedures:

THE GOVERNMENT of THE CELTS

ARTICLE I: THE CABINET

Section 1. The Speaker and Vice Speaker of the Commons shall be elected by the Commons and shall be in charge of overseeing the actions of the Commons.

- A. The Commons may establish additional offices by motion or legislation.
- B. The Speaker, Vice Speaker and any additional Commons offices shall collectively be referred to as the Cabinet of the Commons.
- C. The procedures below shall apply to any internal position created by the Commons unless explicitly stated otherwise in relevant legislation.
- D. All offices shall be considered vacant upon the conclusion of a term; each term requires its own election unless specified in legislation.

Section 2. The period during which the official Candidacy Thread for the next General Election is open shall also be the candidacy announcement period for those interested in running for the Cabinet.

- A. Candidacy announcements for any positions listed in the official Candidacy Thread of the next General Election must be made in that thread.
 - a. Candidacy announcements for any other Cabinet positions must be made in the #commons-floor discord channel.
- B. Citizens may nominate other citizens, but the nominee must publicly accept by the end of the candidacy announcement period to be considered for the election.
- C. The Cabinet election shall begin alongside the General Election.

Section 3. Cabinet elections for any positions listed in the official Candidacy Thread of the next General Election shall be conducted as part of the General Election. ~~Cabinet elections for any other positions shall be conducted by emoji reaction vote which shall last until the end of the General Election.~~

~~A. In a tie, or failure to elect, the winner shall be decided by coin toss conducted by moderation.~~

- A. Cabinet elections for any other positions shall be conducted via a Discord poll in the #commons-floor channel.

- a. This vote shall be an approval vote. Each Citizen shall be able to vote in favor of any candidates they approve of.
 - i. The candidate who receives the most votes by the end of the vote shall be elected.
- b. This vote shall last until the end of the General Election.
- c. In a tie, or failure to elect, the winner shall be decided by coin toss conducted by moderation.

Section 4. In the event of a vacancy the Commons shall follow the steps prescribed below:

- A. From the moment of the vacancy a 24 hour timeframe will open for citizens to either announce their intention to run or accept nomination.
- B. The next 24 hour timeframe will consist of a vote.
 - a. This vote shall be subject to the rules described in Article I, Section 3.A and its subsections, except for the matter of the vote's duration.~~conducted as an emoji reaction vote in the #commons-floor channel.~~
 - ~~b. If a position is uncontested, the only candidate running for it is automatically elected without the need for a vote.~~

ARTICLE II: COMMONS SESSION

Section 1. Commons Sessions shall operate on a 5-day cycle with 3 periods.

- A. The start of the cycle is chosen by the Speaker or Vice Speaker and initiated using the '-commons session open' command or other appropriate functionality of the Democraciv bot.
- B. The Speaker or Vice Speaker may freely extend any period by up to 1 hour.

Section 2. The first 48 hours shall be the proposal period.

- A. During this period citizens may propose bills and motions.
- B. Bills must be written onto a google doc, and the link must be posted in the #commons-floor channel. The bill must also be submitted to the Democraciv bot.
- C. Any bill passed by the Senate that has not been introduced to the Commons, shall be considered by the Commons.
- D. The Speaker or Vice Speaker may end the period & prevent further submissions by using the '-commons session lock' command or other appropriate functionality of the Democraciv bot once 48 hours have transpired.

Section 3. The 48 hours after the end of the proposal period shall be the discussion period.

- A. During this period, citizens may adjust/amend their proposed bills.
 - a. Following each edit in the google doc, citizens must announce in the #commons-floor channel that their bill has been edited and how.
 - b. Following each edit in the google doc, the Speaker may use the '-bill synchronize' command or other appropriate functionality of the Democraciv bot to synchronize the changes.
- B. The Speaker or Vice Speaker may end the period & prevent further amendment/official discussion by using the '-commons session vote' command or other appropriate functionality of the Democraciv bot once 48 hours have transpired.

C. The Speaker may motion to end the discussion period early.

- a. The Speaker shall conduct a vote for this motion via a method of their choosing.**
- b. If this motion is supported by the Vice Speaker and receives a number of unique votes in favor greater than Quorum and greater than the number of votes against, the Speaker may end the discussion period early.**

Section 4. The 24 hours following the end of the discussion period shall be the voting period.

- A.** At the start of this period the Speaker or Vice Speaker shall list all bills and motions considered during this session and present the citizens with an opportunity to vote on them. The vote may be conducted as emoji reaction votes in the #commons-floor channel, or via another method, as decided by the Speaker.
 - a.** The citizens shall be permitted to vote and change their votes for the full voting period.
 - b.** The citizens shall be presented with the option to vote in Favour, Against, or Abstain for each bill and motion.
 - i.** A citizen may only choose one of the options presented for each bill or motion. If a citizen selects multiple options, their vote shall be counted as Abstained.
 - ii.** Abstained votes shall count towards Quorum.
- B.** The voting period can only end if Quorum has been reached.
 - a.** Quorum is determined by $\frac{1}{3}$ (rounded down) of the turnout of the last General Election.
 - b.** Any citizen who votes on any bill or motion which is part of the ongoing session shall be counted towards Quorum.
 - c.** If Quorum is not reached within 24 hours, the voting period shall be extended until Quorum is reached.
- C.** A bill or motion is considered approved if by the end of the voting period it has received more votes in Favour than votes Against.
- D.** Once the voting period ends, the Speaker or the Vice Speaker shall record all votes made and their results. This data shall be archived and made publicly available.

ARTICLE III: EMERGENCY SESSIONS

Section 1. The Speaker may call an emergency session,

- A.** An emergency session may run concurrent to a regular session. In such a case it will not be required to use bot commands; the Speaker or Vice Speaker shall give clear instructions on the step by step process in #commons-floor.
- B.** The emergency session shall be a three day cycle; a 24 hour proposal period, 24 hour discussion period, and 24 hour voting period.
- C.** The Speaker may keep any period open past its prescribed time limit.

Section 2. The first 24 hours after the emergency session starts shall be the proposal period.

- A.** During this period each citizen may propose at most one bill or motion.
- B.** Bills must be written onto a google doc, the link must be posted in the #commons-floor channel, and the Speaker or Vice Speaker should be pinged if the bot cannot be used.

- C. The Speaker or Vice Speaker may add or may request the author to add any bill that has passed the Senate or is being considered by the Senate.
- D. The Speaker may end the period & prevent further submissions by declaring as so in #commons-floor or by using the '-commons session lock' command or other appropriate functionality of the Democraciv bot once 24 hours have transpired.

Section 3. The next 24 hours after the proposal period ends shall be the discussion period.

- A. During this period, citizens may adjust/amend their proposed bills.
 - a. Following each edit in the google doc, citizens must announce in the #commons-floor channel that their bill has been edited and how.
 - b. Following each edit in the google doc, the Speaker may use the '-bill synchronize' command or other appropriate functionality of the Democraciv bot to synchronize the changes.
- B. The Speaker may end the period & prevent further amendment/official discussion by declaring so in #commons-floor or by using appropriate functionality of the Democraciv bot once 24 hours have transpired.
- C. The Speaker may motion to end the discussion period early.
 - a. The Speaker shall conduct a vote for this motion via a method of their choosing.
 - b. If this motion is supported by the Vice Speaker and receives a number of unique votes of approval greater than Quorum, the Speaker may end the discussion period early.

Section 4. The next 24 hours after the discussion period ends shall be the voting period. Voting shall be conducted in accordance with the same rules as during an ordinary session, as outlined in Article II, Section 4.

ARTICLE IV: MOTIONS

Section 1. Any citizen may propose a motion.

- A. A motion may be proposed as part of an ordinary Commons session, as part of an Emergency Session, or independently of sessions.
 - a. Any motion proposed as part of an ordinary Commons session must follow the rules established in Article II.
 - b. Any motion proposed as part of an Emergency Session must follow the rules established in Article III.
 - c. A motion proposed independently of sessions must be posted in the #commons-floor channel and shall be considered by emoji reaction vote which will last for 48 hours. The Speaker or Vice Speaker shall record the votes and the result.

Section 2. A motion passes if by the end of the allotted voting period the amount of votes in Favour which it received is a sufficient fraction of the total amount of votes in Favour and Against which it received.

- A. A motion to declare war shall require at least a $\frac{2}{3}$ fraction of votes in Favour.
- B. A motion to initiate impeachment proceedings against a specified elected or appointed Member of Government shall require a $\frac{4}{7}$ fraction of votes in Favour.
- C. Any other motion shall require a fraction of votes in Favour greater than $\frac{1}{2}$.

D. A motion cannot pass unless it has been voted on by a number of citizens no lesser than Quorum.

ARTICLE V: VACANCIES

Section 1. When a vacancy occurs in the offices of President or Senator, the Commons shall elect a replacement for the remainder of the term then in effect.

- A.** From the moment of the vacancy a 24 hour timeframe will open for citizens to announce their intention to run. The announcement must be made publicly and the Speaker or Vice Speaker must be pinged.
- B.** The next 24 hour timeframe will consist of a vote, organized by the Speaker or Vice Speaker.
 - a.** All citizens must be allowed to participate in this vote.
 - b.** The candidate who receives the most votes in Favour shall be elected.
 - i.** If a position is uncontested, the only candidate running for it is automatically elected without the need for a vote.

ARTICLE VI: MISCELLANEOUS

Section 1. The Speaker shall act as legal counsel for the Commons in absence of a formal position tasked with such responsibility; this responsibility may be delegated.

Section 2. No lawsuit shall be filed in the name of the Commons without a vote approving such; any case filed by a member of the Commons does not entail responsibility to the entirety of the Commons.

Section 3. These procedures shall remain in effect henceforth.

- a.** Amendments to these procedures may be passed via motion [or bill](#).

Celtic Game Settings Act

Authors: Quaerendo_Invenietis, CaptainMinion, other members of the former Radical and Unionist Party (MK12), PaintHouses, ThyReformer, HKim, Taylor

Purpose: To establish the game settings for Democraciv MK13

Section 1: DLC and Mods

1. The President or Streamer shall play a game of Civilization V with all DLCs (at a minimum, Brave New World, Gods and Kings, and the Explorer's Map Pack) as The Celts / Boudicca, using the following set of mods:
 - a. [Really Advanced Setup \(v 15\)](#)
 - b. [Enlightenment Era \(v. 7\)](#)
 - c. [Sukritact's Events and Decisions \(v 2\)*](#)
 - d. [Slower Research \(v 1\)**](#)
 - e. [Half inflation \(v 1\)](#)
 - f. [UI - EditUnitNames \(v 1\)](#)
 - g. [UI - Enhanced Demographics \(v 6\)](#)
 - h. [UI - Map Pins \(v 17\)](#)
 - i. [Historical Religions Edit \(v 45\)](#)
 - j. [Medieval Heresies \(v 1\)](#)
 - k. [Protestant Denominations \(v 5\)](#)
 - l. [Gaia's +Resource Compendium+ \(v 600\)](#)
 - m. [Gaia's +Resource Buildings+ \(v 600\)](#)
 - n. [Gaia's +Pantheon Compendium+ \(v 600\)](#)
 - o. [Gaia's +More Faith Buildings+ \(v 600\)](#)
 - p. [Religion - No AI Free Pottery \(v 1\)](#)
 - q. [Religion - Improved Customization \(v 15\)](#)
 - r. [Better Trees](#)
 - s. [Forest on Snow Tiles](#)
 - t. [Reforestation](#)
 - u. [Arendelle's Components - Policy Trees](#)
 - v. [TranquilSilence's England \(Edward I\)](#)

* Line 165 of the file ReligiousDecisions.lua shall be edited to read:

```
tReligionEvents_1.RELIGION_DRUIDISM = {GameInfo.Yields.YIELD_CULTURE.ID, GameInfo.Yields.YIELD_CULTURE.ID, "DRUIDISM"}
```

** Line 15 of the file SlowerTech.xml shall be edited to read:

```
<Set ResearchPercent="145" />
```

Section 2: Settings

1. The President or Streamer shall generate the Civilization V map on which we will play and the modes of play therein using the game settings tabulated below, leaving all other options at their default settings:

Setting	Option
Number of Players	14
Player 1	The Celts - Boudicca
Player 2	England - Edward I
Player 3	Rome - Augustus Caesar
Player 4	France - Napoleon
Player 5	The Iroquois - Hiawatha
Player 6	The Aztecs - Montezuma
Player 7	The Zulus - Shaka
All other players	Random Civilization
Map Type	Small Continents Plus
Map Size	Huge
World Age	3 Billion Years
Temperature	Cool
Rainfall	Wet
Sea Level	Low
Resources	Strategic Balance
Active Civilizations	UNCHECK the following: 1. Byzantium - Theodora

Setting	Option
	2. England - Elizabeth I
Visibility	4
Difficulty Level	King
Game Pace	Standard
Game Era	Ancient Era
Advanced Game Options	CHECK the following: 1. Allow Policy Saving 2. Allow Promotion Saving 3. Complete Kills 4. Quick Combat 5. Quick Movement 6. Raging Barbarians
Victory Conditions	UNCHECK Time
All other settings	Default

Section 3: Zero-Turn Session

1. The President or Streamer must end the first game session prior to settling our first City, and before pressing "Next Turn."
2. The President may reroll the map using the "Restart Game" menu option no more than twice.

SELF-DECLARE ACT

Authors: Taylor

Whereas, I don't want to amend this again.

Purpose: The MK13 Senate Procedures shall be amended:

Underlined Text in Blue to be Added

~~Text in Red and Strikethrough to be Removed~~

SENATE PROCEDURES:

THE GOVERNMENT of THE CELTS

ARTICLE I: THE CABINET

Section 1. The Senator Presiding shall be elected by Senators and shall be in charge of overseeing the actions of the Senate.

- A. The Senate may establish additional offices by motion or legislation.
- B. All senate offices shall collectively be referred to as the cabinet.
- C. The procedures below shall apply to any internal position created by the senate unless explicitly stated otherwise in relevant legislation.
- D. ~~All offices shall be considered vacant upon the conclusion of a term; each term requires its own election unless specified in legislation.~~ All offices shall be vacated at the end of each term unless otherwise provided by law.

Section 2. The first 24 hours after election results are posted at the beginning of a term shall be the candidacy announcement period for those interested in running for the cabinet.

- A. Senators may announce their own candidacy. ~~for~~
- B. Senators may nominate other Senators, but the nominee must publicly accept by the end of the 24 hour period in order to be considered for the election.
- C. All announcements, nominations, and acceptance must be in the #senate-floor channel.

Section 3. The cabinet election shall begin ~~following~~ after the conclusion of the candidacy announcement period, shall last 24 hours, and shall be ~~conducted by~~ an emoji reaction approval vote.

- A. In a tie, or failure to elect, the winner shall be decided at random by moderation.
- B. A senator may motion to end the cabinet election only if all senators have voted.

- C. ~~If a position is uncontested, then the senator in the running is automatically chosen to fill said position without the need for a vote.~~ An uncontested candidate shall be deemed elected without a vote.

Section 4. In the event of a vacancy the senate shall follow the steps prescribed below:

- A. From the moment of the vacancy a 24 hour timeframe will open for senators to either announce their candidacy or accept nomination in the #senate-floor channel.
- B. The next 24 hour timeframe will consist of an approval vote unless the position is uncontested in which case the candidate is deemed elected without a vote.
- C. ~~This process shall be used to elect the first Senator Presiding if a vacancy exists at the time of the adoption of these procedures.~~

ARTICLE II: SENATE SESSION

Section 1. Senate Sessions shall operate on a 5-day cycle with 3 periods.

- A. The start of the cycle is chosen by the Senator Presiding and initiated using ‘-senate session open’ or the appropriate bot command in the #senate-floor channel.
- B. The Senator Presiding may keep any period open past its prescribed time limit.
- i. The Senate may force a period to close with a 3/5 vote in favor given that the minimum timeframe for each period has passed.

Section 2. The first 48 hours shall be the proposal period.

- A. During this period Senators may propose bills ~~and motions.~~ and motions.
- B. Bills must be written onto a google doc, and be submitted using ‘-senate submit’ or the appropriate bot command in the #senate-floor channel or the #bot channel.
- C. In the event of no bot; the bill document link must be posted in the #senate-floor channel.
- D. Any bill passed by the Commons, that has not been introduced to the Senate, ~~shall~~ may be considered by the Senate.
- E. All bills will be added to a google sheet by the Senator Presiding or their delegate.
- F. The Senator Presiding may end the period & prevent further submissions by using ‘-senate session lock’ or the appropriate bot command once 48 hours have transpired.

Section 3. The 48 hours after the end of the proposal period shall be the discussion period.

- A. Up until the end of this period, senators may adjust/amend their proposed bills.
- i. Following each edit in the google doc, Senators must announce in the #senate-floor channel that their bill has been edited and how.

- ii. The Senator Presiding may use the ‘-bill synchronize’ command or other appropriate bot command to synchronize the changes.
- B. The Senator Presiding may plan a synchronous discussion time on a voice channel.
- C. The Senator Presiding may end the period & prevent further amendment by using ‘-senate session vote’ or the appropriate bot command once 48 hours have transpired.

Section 4. The 24 hours following ‘-senate session vote’ or the appropriate command shall be the voting period.

- A. During this period senators may vote on bills [by marking their vote in the google sheet.](#)
- ~~B. Senators shall mark their vote in the google sheet.~~
- C. The Senator Presiding may close voting early if all senators have voted.
- D. A bill is considered approved if a majority (3/5) of senators vote in favor.
- E. The Senator Presiding may use ~~‘-senate session close’~~ or the appropriate command to end the session.

ARTICLE III: EMERGENCY SESSIONS

Section 1. The Senator Presiding may call an emergency session,

- A. Senators may motion to overrule and cancel the emergency session with a 3/5 vote as long as the motion is made within 24 hours of the emergency session being declared.
- B. They may run concurrent to a regular session and in which case will not be required to use bot commands; the Senator Presiding shall give clear instructions on the step by step process in #senate-floor.
- C. The emergency session shall be a three day cycle; a 24 hour proposal period, 24 hour discussion period, and 24 hour voting period.
- D. The Senator Presiding may keep any period open past its prescribed time limit.

Section 2. The first 24 hours after the emergency session starts shall be the proposal period.

- A. During this period each senator may propose up to three bills.
- B. Bills must be written onto a google doc, and be submitted using the appropriate bot command in the #senate-floor channel or the #bot channel.
- C. In the event of no bot; the bill document link must be posted in the #senate-floor channel and the Senator Presiding shall be pinged.
- D. Any bill passed by the Commons, that has not been introduced to the Senate, may be considered by the Senate.

- E. All bills will be added to a google sheet by the Senator Presiding or their delegate.
- F. The Senator Presiding may end the period & prevent further submissions by declaring so in #senate-floor or by using the appropriate bot command once 24 hours have transpired.

Section 3. The next 24 hours after the proposal period ends shall be the discussion period.

- A. Up until the end of this period, senators may adjust/amend their proposed bills.
 - i. Following each edit in the google doc, Senators must announce in the #senate-floor channel that their bill has been edited and how.
 - ii. The Senator Presiding may use the ‘-bill synchronize’ command or other appropriate bot command to synchronize the changes.
- B. The Senator Presiding may plan a synchronous discussion time on a voice channel.
- C. The Senator Presiding may end the period & prevent further amendment by declaring so in #senate-floor or by using ‘-senate session vote’ or the appropriate bot command once 24 hours has transpired.

Section 4. The next 24 hours after the discussion period ends shall be the voting period.

- A. During this period senators may vote on bills [by marking their vote in the google sheet](#).
- ~~B. Senators shall mark their vote in the google sheet.~~
- C. The Senator Presiding may close voting early if a ~~majority~~ decision has been reached on each bill.
- D. A bill is considered approved if a majority (3/5) of senators vote in favor.
- E. The Senator Presiding may use ~~‘-senate session close’ or~~ the appropriate command to end the session.

ARTICLE IV: IMPEACHMENT TRIALS

Section 1. After the Commons initiates impeachment proceedings the Senate shall hold a trial in order to determine whether to convict or acquit the defendant.

Section 2. The trial shall take place outside of any senate session; a channel for the trial shall be determined.

Section 3. Senators shall act as a jury while the Chief Justice presides.

- A. If the Chief Justice is the defendant the other justices - or remaining justice - shall serve.
- B. If the entire Supreme Court is the defendant then the Senator Presiding shall preside.
- C. If the defendant is a senator, said senator shall retain their power to vote in the ruling.

Section 4. The appropriate entities shall submit to the Senate a prosecutor and defense for the defendant.

Section 5. The conduct, timeline, and rules for a trial shall be determined by the presiding official; however both prosecution and defense must have an opportunity to argue their case.

Section 6. The Senate shall vote to convict or acquit the defendant based on the charge(s) at the conclusion of arguments.

A. A vote of 3/5 in favor of convictions shall be deemed sufficient.

ARTICLE V: MOTIONS

Section 1. The Senate shall have the ability to enact administrative motions.

- A.** ~~Administrative Motions are different from bot motions;~~ administrative motions are listed below in Section 2 through Section 7.
- B.** Senators may make a motion by pinging the Senator Presiding and stating their motion.
- C.** The Senator Presiding must determine if the motion is in order within 12 hours.
- D.** If the motion is out of order then the Senator Presiding must explain why.
- E.** If the motion is acceptable then the Senator Presiding must ping all senators, restate the motion, and hold a vote to approve or reject the motion.
- F.** A motion is approved with 3/5 vote in favor unless otherwise stated; and a motion fails if it does not get approved within 24 hours.
- G.** Motions that result in a bill becoming law should be recorded in the google sheet.

Section 2. Motion to Close the ____ period: To end a period of any type of ~~standard or emergency~~ session.

Section 3. Motion to Extend the ____ period: To extend a period of any type of ~~standard or emergency~~ session.

Section 4. Motion to Fast Track: Used on a single piece of legislation at a time, this motion can make a bill immediately have a 24 hour voting period [requires 4/5 to approve this motion].

Section 5. Motion to Quick-Override: To override a presidential veto; this motion should explicitly name a vetoed bill; upon a 4/5 vote in approval the veto is considered overturned.

Section 6. Motion to Approve with Unanimous Consent: Used on a single piece of legislation at a time, this motion automatically passes the named bill if all five senators approve within 24 hours & there is no vote in opposition.

Section 7. Motion to Suspend the Rules: Briefly suspends procedural rules to achieve an objective [requires unanimous approval to adopt this motion].

ARTICLE VI: MISCELLANEOUS

Section 1. The Senator Presiding retains the power to use emoji votes, voice votes, text channel votes, or standard google sheet votes.

Section 2. The Senator Presiding shall act as legal counsel for the Senate in absence of a formal position tasked with such responsibility; this responsibility may be delegated.

Section 3. No lawsuit shall be filed in the name of the Senate without a vote approving such; any case filed by a member of the senate does not entail responsibility to the entirety of the senate.

Section 4. If a senator has been inactive for ten (10) or more days, as determined by the Supreme Court, the member may be removed.

Section 5. These procedures shall remain in effect henceforth; amendments may be approved.

Section 6. The Senator Presiding may also be referred to as the First Senator.

Section 7. These procedures may be edited to reflect proper grammar & formatting without the need for a vote as long as such edits do not change the substance of rules.

QUORUM OUTCOME RESOLUTION

Whereas, the Constitution states “Quorum is determined by $\frac{1}{3}$ (rounded down) of the last election turnout.”

Whereas, only valid votes are counted & applied to elections and the results of said elections.

Whereas, only registered voters are eligible to vote in the Commons.

Whereas, the Democraciv Community Guidelines state “The Constitution does not supersede this document.”

Whereas, the Democraciv Community Guidelines state “You must register to vote in order to participate in the game (e.g, voting, running for office, joining a political party, etc.)”

ARTICLE I: ELECTORAL INTEGRITY

Section 1. Only valid votes, as determined by Moderation, shall be counted toward the Quorum of the Commons.

SECOND STREAM ACT

ARTICLE I: TURNS

Section 1. For the second stream the President may play no more than thirty (30) turns.

- A.** The second stream shall be the stream immediately after the zero-turn stream.
- B.** This legislation shall apply only to the stream immediately after the zero-turn stream.
- C.** The President may plan this stream to take place at their discretion.
- D.** The President may appoint a streamer to carry out the actual playing of the game.

Section 2. The formula for adhering to shall be $[x + 30 = \text{turn limit}]$

- A.** Whereas $[x]$ shall be the turn number at the start of the stream.

Section 3. The President should announce which turn the stream has started and which turn the stream has ended.

ARTICLE II: PROTECTIONS

Section 1. The President or a delegate should post a summarization of the stream in the #gov-announcements channel and on Reddit.

Section 2. The various Ministers should take note of data/actions on stream for their own duties regarding reporting and storing information as applicable by law.

ARTICLE III: CAPITAL CITY COMPROMISE

Section 1. After the first stream the President shall recommend a tile to settle our first city on.

- A.** Any Senator may propose their own tile recommendation.
- B.** Any recommendation must be done within 24 hours of the conclusion of the first stream.

Section 2. Upon the conclusion of the 24 hour recommendation period; the cabinet of the Commons shall create a poll with all of the eligible recommendations.

- A.** This poll shall be conducted as an approval vote.
- B.** The voting period for the poll shall be at least 24 hours.
- C.** Quorum must be reached for this poll to be valid.

Section 3. The recommendation approved by the most voters, shall be legally binding.

Section 4. The President may not settle the capital city nor be authorized to play the second stream until the capital settling location is decided by the poll.

LIBERTY EXPANSION ACT

ARTICLE I: PURPOSE

Section 1. The President and streamer are hereby directed to adopt the following social policies when possible.

Section 2. *Liberty* shall be adopted.

A. *Republic* shall be adopted.

B. *Collective Rule* shall be adopted.

Section 3. The adoption of additional policies may be approved, but they will come after those listed under Article I, Section 2 unless explicitly stated.

ARTICLE II: DEFENSE OF LIBERTY

Section 1. The President may choose to adopt *Honor* should substantial barbarian presence warrant additional protective measures.

A. A substantial barbarian presence may be loosely defined as multiple barbarian camps, each within fifteen (15) tiles of any Celt city, or an amount of barbarian combat units numbering an amount equal to our military units minus one.

Section 2. The President, Minister of Defence, or Minister of Foreign Affairs is responsible for notifying the Senate of the adoption of *Honor* and the circumstance as to why.

WARRIOR CODE ACT

ARTICLE I: ADOPTION

Section 1. The President may adopt the *Warrior Code* policy.

- A. The time this policy is adopted depends on law.
- B. If any other policies are prioritized first then *Warrior Code* may wait.
- C. If no other policies are prioritized then *Warrior Code* may be adopted.

Section 2. The President is authorized to adopt *Honor* if they have not done so already.

ARTICLE II: IMPLICATION

Section 1. Upon adoption of *Warrior Code* six (6) units are maintenance free.

Section 2. Six (6) units shall be designated as the “*Volunteer Militia*”, “*Militia*”, or “*VM* [unit name]” for short.

- A. The Volunteer Militia units should be labeled as such if possible.
- B. The Volunteer Militia themselves, as maintenance-free units, are not subject to budgetary requirements regarding maintenance.
- C. The Volunteer Militia shall not be counted toward the number of military units in budget legislation.
- D. The costs to upgrade Volunteer Militia units shall still be subject to budget legislation or any other relevant legislation.
- E. If any militia unit is eliminated then the president shall be empowered to replace the unit with any combat unit of their choosing; the president must label them in compliance with this section.

Section 4. The designation of militia units is to aid in organizational efforts and record-keeping.

Stonehenge Priority Act

Authors: Quaerendo_Invenietis

Whereas The enhancement of our organized religion shall be a further boon to the Celtic nation; and,

Whereas Constructing Stonehenge shall vastly accelerate our progress towards our religion's enhancement;

Therefore, be it resolved:

Section 1: Research Priority

1. The President or Streamer shall research **Pottery** and then **Calendar** before any other technologies, and, if Stonehenge has a social policy requirement, adopt the policy tree necessary for its construction prior to completing the research or as soon as possible thereafter.
 - a. Receiving a technology via Ancient Ruins shall not be held to violate the above.

Section 2: Stonehenge Construction

1. The President or Streamer must, upon unlocking the Calendar technology and any prerequisite social policy, switch the production queue of our highest-production city to Stonehenge and complete the wonder, unless one of the following conditions obtains:
 - a. A foreign civilization declares war on the Celts.
 - b. The Celts have both founded a religion and added a Reformation belief thereto **AND** there is strong reason to believe that the Celts would, through city settlement, be generating +8 Faith per turn or more from a combination of the *Druidic Lore* unique ability and the base yields of Natural Wonders by the time Stonehenge would have been completed in the aforementioned city.

Faith-Generating Pantheon Act

Authors: Quaerendo_Invenietis

Whereas The establishment of a strong organized religion shall be a great boon to the Celtic nation; and,

Whereas The founding of such religion may be greatly facilitated by the adoption of a sound Pantheon belief conducive to that end;

Therefore, be it resolved:

Section 1: Pantheon

1. The President or Streamer may adopt the **One With Nature** Pantheon if there is fair reason to believe that a Celtic City could be settled adjacent to a Natural Wonder on or before Turn 25.
2. The President or Streamer may adopt the **Tears of the Gods** Pantheon if there are two or more tiles with Amber, Gems, Pearls, or Lapis Lazuli within three tiles of our Capital, inclusive.
3. The President or Streamer may adopt the **Sacred Path** Pantheon if there are two or more Jungle tiles with Coconut within three tiles of our Capital, inclusive.
4. The President or Streamer may adopt the **Sacred Groves** Pantheon if there are three or more Forest tiles with Deer or Lumber within three tiles of our Capital, inclusive.
5. The President or Streamer may adopt the **Religious Idols** Pantheon if there are three or more tiles with Gold, Silver, Copper, or Jade within three tiles of our Capital, inclusive.
6. The President or Streamer may adopt the **Sun God** Pantheon if there are three or more tiles with Wheat, Citrus, Berries, or Bananas within three tiles of our Capital, inclusive.
7. The President or Streamer may adopt the **Desert Folklore** Pantheon if there are four or more Desert tiles, of which two yield at least two Food per turn each, within three tiles of our Capital, inclusive.

8. The President or Streamer may adopt the **God-King** Pantheon if none of the conditions in Clauses 1-7 above apply.

The Sacred Environment Act

Author : Sun_Tzu_Warrior, Quaerendo_Invenietis, PaintHouses, Taylor

Purpose: An act to preserve the environment for future generations.

Section 1: National Parks Service (NPS)

1. By vote of the Commons and Senate, any tile within Celtic control can be deemed a National Park. Any tile declared a National Park will have all improvements removed and any future improvements prohibited.
2. All jungles and forests without known resources or Antiquity Sites are automatically enrolled into the NPS. If resources or Antiquity Sites are discovered the tile will be automatically removed from the NPS and is eligible to be worked barring any other restrictions.
3. The President or Streamer may **not** have Workers remove Forests in the second or third ring of tiles surrounding a City owned by the Celts if the Celts adopt the *Sacred Groves* Pantheon Belief, unless one of the following conditions obtains:
 - a. The Forest's removal would be necessary to connect a Luxury Resource.
 - b. The Forest's removal would be necessary to connect a Strategic Resource.
 - c. The Forest's removal would be necessary to Construct an Archeological Dig.

Section 2: Animal Protection

1. All roads must have established animal crossings
2. The government is limited to improving only 1 tile per animal resource if identified as a "protected species".
 - a. Animal resources considered "protected species" are as follows:
 - i. Bison, Furs, Ivory, Whales, Seals
 - b. Animal resources not listed as "protected species" are as follows:
 - i. Fish, Lake Fish, Crab, Horses, Cattle, Sheep, Deer
3. All animal husbandry will be subject to strict ethical guidelines
4. The government is banned from the import of animal resources listed as "protected species."

Reformed Religion Act

Authors: Quaerendo_Invenietis

Whereas The establishment of a strong organized religion shall be a great boon to the Celtic nation; and,

Whereas The strength of such religion depends upon its ability to further the strategic goals of the Celtic nation, especially by means of increasing its soft power; and,

Whereas, By their nature, religious beliefs in Civilization V are exclusive, competitive, and non-fungible goods, and thus deserve to be pursued with the highest priority;

Therefore, be it resolved:

Section 1: Piety Policies

1. The President or Streamer may adopt the **Piety, Mandate of Heaven**, and **Organized Religion** social policies as they become available, with equal priority to the policies in Section 2 of the Liberty Expansion Act.
2. Once the Celts' religion has been founded, the President or Streamer shall adopt the **Reformation** social policy as soon as possible.
 - a. If the **Celebrate Samhain** Decision is available, the President or Streamer shall use it to accelerate the Celts' cultural progress toward said social policy.

Section 2: Reformation Belief

3. The President or Streamer shall adopt the **Sacred Sites** Reformation Belief if the Celts' religion has any belief which allows for the Faith-purchase of a religious building.

Druidic Foundations Act

Authors: Quaerendo_Invenietis

Whereas The establishment of a strong organized religion shall be a great boon to the Celtic nation; and,

Whereas The strength of such religion depends upon its ability to further the strategic goals of the Celtic nation, especially by means of distributing Food for those in need, increasing feelings of solidarity among the people, and projecting soft power to other nations; and,

Whereas, By their nature, religious beliefs in Civilization V are exclusive, competitive, and non-fungible goods, and thus deserve to be pursued with the highest priority;

Therefore, be it resolved:

Section 1: Base Religious Beliefs

1. The President or Streamer shall expend the first Celtic Great Prophet to found the **Druidism** Religion without delay, with beliefs prioritized as follows:
 - a. Founder Belief: **Ceremonial Burial, Church Property, or Tithe**; whichever has the strongest support among the Commons as ascertained by Approval Vote, to be taken in the 24 hours immediately following the signing of this bill into law.
 - b. 1° Follower Belief: **Gurdwara, Dar-e Mehr, Mandir, Monastery, Jinja, Oboo, (Orthodox) Church, or Asceticism**; whichever is the Ranked Pairs winner in a vote among the Commons to be taken in the 24 hours immediately following the signing of this bill into law.
 - c. Bonus Belief: Whichever of the above beliefs places second in the Ranked Pairs ranking, with ties broken by a fair coin flip.

Section 2: Enhancer Beliefs

1. The President or Streamer shall not spend Faith until such time as a second Celtic Great Prophet is born, and, upon the birth of that Prophet, Enhance Druidism with the following beliefs:
 - a. 2° Follower Belief: Whichever belief specified in Section 1, Clause 1b above came next in the Ranked Pairs ranking and is still available, with ties broken by a fair coin flip. If none of these beliefs are still available, the winner or highest-ranking belief still available determined by another Ranked Pairs vote among the Commons among the remaining beliefs

which allow for the Faith-purchase of buildings, to be taken over 24 hours when there is strong reason to believe the second Celtic Great Prophet will be born in the next game session.

- b. Enhancer Belief: **Itinerant Preachers** (if unavailable, **Religious Texts**)

SECOND STREAM FIX ACT

Authors: Taylor

Whereas, hah, bicameral legislature logistics almost got us.

Purpose: Bill #22 shall be amended:

Underlined Text in Blue to be Added

~~Text in Red and Strikethrough to be Removed~~

SECOND STREAM ACT

ARTICLE I: TURNS

Section 1. For the second stream the President may play no more than thirty (30) turns.

- A. The second stream shall be the stream immediately after the zero-turn stream.
- B. This legislation shall apply only to the stream immediately after the zero-turn stream.
- C. The President may plan this stream to take place at their discretion.
- D. The President may appoint a streamer to carry out the actual playing of the game.

Section 2. The formula for adhering to shall be $[x + 30 = \text{turn limit}]$

- A. Whereas $[x]$ shall be the turn number at the start of the stream.

Section 3. The President should announce which turn the stream has started and which turn the stream has ended.

ARTICLE II: PROTECTIONS

Section 1. The President or a delegate should post a summarization of the stream in the #gov-announcements channel and on Reddit.

Section 2. The various Ministers should take note of data/actions on stream for their own duties regarding reporting and storing information as applicable by law.

ARTICLE III: CAPITAL CITY COMPROMISE

Section 1. After the first stream the President shall recommend a tile to settle our first city on.

- A. Any Senator may propose their own tile recommendation.
- B. Any recommendation must be done within 24 hours of the conclusion of the first stream or within 24 hours of this bill becoming law; whichever happens later.

Section 2. Upon the conclusion of the 24 hour recommendation period; the cabinet of the Commons shall create a poll with all of the eligible recommendations.

- A. This poll shall be conducted as an approval vote.
- B. The voting period for the poll shall be at least 24 hours.

C. Quorum must be reached for this poll to be valid.

Section 3. The recommendation approved by the most voters, shall be legally binding.

Section 4. The President may not settle the capital city nor be authorized to play the second stream until the capital settling location is decided by the poll.

Section 5. This legislation shall only go into effect along with the passage of Bill 22, *Second Stream Act*.

A. If Bill 22 does not become law then this legislation shall hold no effect.

Faith-Generating Pantheon Act

Authors: Quaerendo_Invenietis

Underlined text in Blue to be added.

~~Text in Red and strikethrough to be removed.~~

Whereas The establishment of a strong organized religion shall be a great boon to the Celtic nation; and,

Whereas The founding of such religion may be greatly facilitated by the adoption of a sound Pantheon belief conducive to that end;

Therefore, be it resolved:

Section 1: Pantheon

1. The President or Streamer may adopt the **One With Nature** Pantheon if there is fair reason to believe that a Celtic City could be settled adjacent to a Natural Wonder within 20 turns of adopting the Pantheon, inclusive ~~on or before Turn 25.~~
- ~~2. The President or Streamer may adopt the **Tears of the Gods** Pantheon if there are two or more tiles with Amber, Gems, Pearls, or Lapis Lazuli within three tiles of our Capital, inclusive.~~
- ~~3. The President or Streamer may adopt the **Sacred Path** Pantheon if there are two or more Jungle tiles with Coconut within three tiles of our Capital, inclusive.~~
4. The President or Streamer may adopt the **Sacred Groves** Pantheon if there are four ~~three~~ or more Forest tiles ~~with Deer or Lumber~~ within three tiles of our Capital, inclusive.
- ~~5. The President or Streamer may adopt the **Religious Idols** Pantheon if there are three or more tiles with Gold, Silver, Copper, or Jade within three tiles of our Capital, inclusive.~~
- ~~6. The President or Streamer may adopt the **Sun God** Pantheon if there are three or more tiles with Wheat, Citrus, Berries, or Bananas within three tiles of our Capital, inclusive.~~

- ~~7. The President or Streamer may adopt the **Desert Folklore** Pantheon if there are four or more Desert tiles, of which two yield at least two Food per turn each, within three tiles of our Capital, inclusive.~~
8. The President or Streamer may adopt the **God-King** Pantheon if ~~neither~~one of the conditions ~~in Clauses 1-7~~ above apply.

Forest Protection Amendment

Authors: CaptainMinion

Purpose: To streamline and expand forest protections.

Whereas, the current National Park Service doesn't protect natural features from removal;

Whereas, the current version of this law doesn't protect Forests adjacent to cities;

Whereas, both Forests and Jungles provide high yields;

Whereas, removing Jungles provides no yield bonus;

Therefore, The Sacred Environment Act shall be amended:

Underlined text in Blue to be added.

~~Text in Red and strikethrough to be removed.~~

The Sacred Environment Act

Author : Sun_Tzu_Warrior, Quaerendo_Invenietis, PaintHouses, Taylor

Purpose: An act to preserve the environment for future generations.

Section 1: National Parks Service (NPS)

1. By vote of the Commons and Senate, any tile within Celtic control can be deemed a National Park. Any tile declared a National Park will have all improvements removed and any future improvements prohibited.
 - a. No natural features may be removed from National Park tiles.
2. All jungles and forests without known resources or Antiquity Sites are automatically enrolled into the NPS. If resources or Antiquity Sites are discovered the tile will be automatically removed from the NPS and is eligible to be worked barring any other restrictions.
3. The President or Streamer may **not** have Workers remove any Forests or Jungles ~~in the second or third ring of tiles surrounding a City owned by the Celts~~

~~if the Celts adopt the Sacred Groves Pantheon Belief~~, unless one of the following conditions obtains:

- a. The ~~Forest's~~ [feature's](#) removal would be necessary to connect a Luxury Resource.
- b. The ~~Forest's~~ [feature's](#) removal would be necessary to connect a Strategic Resource.
- c. The ~~Forest's~~ [feature's](#) removal would be necessary to Construct an Archeological Dig.

4. [All Natural Wonders are automatically enrolled into the NPS.](#)

Section 2: Animal Protection

1. All roads must have established animal crossings
2. The government is limited to improving only 1 tile per animal resource if identified as a “protected species”.
 - a. Animal resources considered “protected species” are as follows:
 - i. Bison, Furs, Ivory, Whales, Seals
 - b. Animal resources not listed as “protected species” are as follows:
 - i. Fish, Lake Fish, Crab, Horses, Cattle, Sheep, Deer
3. All animal husbandry will be subject to strict ethical guidelines
4. The government is banned from the import of animal resources listed as “protected species.”

Early Seafaring Act

ESA

Authors: CaptainMinion

Whereas, Our Capital's coastal location makes it vulnerable to naval raids;

Whereas, The canal provided by our Capital would grant our navy a significant tactical advantage

Whereas, Access to the sea provides us an opportunity to explore faster and establish more profitable Trade Routes.

Therefore, be it resolved:

Section 1: Sailing

1. The President or Streamer shall research **Sailing** before any other technologies, with the exception of:
 - a. Technologies authorized by other laws,
 - b. Technologies unlocked by effects which are not directly controllable, such as exploring Ancient Ruins,
 - c. Technologies which are prerequisites to this technology.

Section 2: Trireme

1. The President or Streamer shall obtain a **Trireme** unit within twenty (20) turns after researching Sailing.
 - a. The President or Streamer is authorized to purchase this Trireme for 220 Gold or less.
 - b. For the first twenty (20) turns after this unit is obtained it shall be used to explore and protect nearby waters. During this period:
 - i. This unit shall always remain within ten (10) tiles of at least one Celtic city.
 - ii. This unit shall be used to explore undiscovered reachable areas within ten (10) tiles of the Celtic Capital.

- c. The President or Streamer shall name this unit “CSV Scout One”.

Section 3: Cargo Ship

1. The President or Streamer shall obtain a **Cargo Ship** unit within thirty (30) turns once Sailing has been researched, a foreign coastal city is known to exist within twenty (20) tiles of any Celtic city and a navigable naval path is known to exist between these cities.

THIRD & FOURTH ACT

ARTICLE I: THIRD STREAM

Section 1. For the third stream the President may play no more than thirty (30) turns.

- A. The third stream shall be the stream immediately after the second stream.
- B. This legislation shall apply only to the stream immediately after the second stream.
- C. The President may plan this stream to take place at their discretion.

Section 2. The formula for adhering to shall be $[x + 30 = \text{turn limit}]$

- A. Whereas $[x]$ shall be the turn number at the start of the stream.
- B. May play through the turn calculated to be the turn limit, but shall not hit “*next turn*”.

Section 3. The President should announce which turn the stream has started and which turn the stream has ended.

ARTICLE II: FOURTH STREAM

Section 1. For the fourth stream the President may play no more than twenty-five (25) turns.

- A. The fourth stream shall be the stream immediately after the third stream.
- B. This legislation shall apply only to the stream immediately after the third stream.
- C. The President may plan this stream to take place at their discretion given that it does not take place within four (4) days of the third stream.

Section 2. The formula for adhering to shall be $[x + 25 = \text{turn limit}]$

- A. Whereas $[x]$ shall be the turn number at the start of the stream.
- B. May play through the turn calculated to be the turn limit, but shall not hit “*next turn*”.

Section 3. The President should announce which turn the stream has started and which turn the stream has ended.

ARTICLE III: PROTECTIONS

Section 1. The President or a delegate shall post a summarization of the stream in the #gov-announcements channel and on Reddit within 24 hours of the conclusion of the stream.

Section 2. The various Ministers should take note of data/actions on stream for their own duties regarding reporting and storing information as applicable by law.

Section 3. The President must end the stream and be forbidden from finishing any more turns if:

- A.** A civilization declares war on us.
- B.** A city state declares war on us.
- C.** Subsequent legislation designates a specific stopping point.

GREAT PERSONS APPROPRIATION ACT

Authors: Taylor

Whereas, great people cost money I guess.

Purpose: Bill #5 shall be amended:

Underlined Text in Blue to be Added

~~Text in Red and Strikethrough to be Removed~~

BUDGET ACT

ARTICLE I: DISCRETIONARY SPENDING

Section 1. Treasury expenses may be appropriated for the following purposes:

- A. The maintenance of no more than ~~seven~~ eight (~~7~~ 8) military units at any one time.
- B. The maintenance of no more than ~~three~~ five (~~3~~ 5) civilian units at any one time.:-
- C. The purchase of tile(s) not exceeding 200 gold total per stream.
- D. The upgrade of military unit(s) not exceeding 150 gold per stream.

ARTICLE II: MANDATORY SPENDING

Section 1. The maintenance cost of buildings shall be automatically approved.

- A. Unless otherwise specified by law.

Section 2. The maintenance cost of Great Persons shall automatically be approved.

- A. Unless otherwise specified by law.

ARTICLE III: CLARIFICATIONS

Section 1. The following are a nonbinding way to clarify terms used in this legislation:

- A. Military units: Combat entities used for warfare, defense, and exploration.
- B. Civilian units: Non-combatants that cannot attack, but perform essential tasks like founding cities, improving tiles, spreading religion, and executing trade.
- C. Buildings: Structures constructed within cities to provide continuous bonuses.
- D. Wonders: A building which may be unique in the world & provides exceptional bonuses.
- E. Tiles: The fundamental hexagonal units of land and water that make up the game map.
- F. Great Persons: Unique, defenseless civilian units that are birthed by accumulating Great Person Points (GPP), earning Faith, or generating combat experience.

ARTICLE IV: FUTURE LEGISLATION

Section 1. Future legislation may appropriate additional funds for specific purposes.

Section 2. This legislation shall serve as a foundational budget which may be amended or entirely repealed to reflect the fiscal policy inclinations of the government.

MILITARY DRAFT APPROPRIATIONS ACT

ARTICLE I: POWER

Section 1. This legislation shall expire at the conclusion of the fifth stream.

- A.** This legislation may be renewed, and the time period of effect extended, by a duly passed motion in both chambers of the legislature; but shall not be renewed to effect any stream after the seventh stream.

Section 2. The President is empowered to purchase military units without any set monetary constraint regarding each individual purchase.

- A.** At no time shall the number of active military units exceed the maximum number authorized by the Budget Act (Law #5).
- B.** If a military unit is in immediate danger of being destroyed, captured, deleted, or otherwise rendered totally inoperable within the next turn; the president may purchase an additional unit to replace the impending loss.

Section 3. During the effective period of this Act, any statutory limitation on the amount of gold that may be expended for the purchase of military units shall be suspended. The President may purchase military units without monetary restriction, subject only to the maximum number of active military units authorized by the Budget Act.

SCOUT 1 FILES TRANSPARENCY ACT

ARTICLE I: RELEASE THE FILES

Section 1. The President is encouraged to post a statement on reddit regarding the deletion of the Scout 1 military unit within 24 hours of this bill becoming law.

- A.** This non-required statement may be the president's personal opinion as long as the subject of the statement is primarily on the Scout 1 incident.
- B.** If the statement has been made by the time this bill becomes law: This section shall be considered satisfied.
- C.** If the non-required statement does not occur before the deadline then citizens may judge.

Section 2. The Ministry of Defence or willing designee shall be required to write a report detailing the facts of how Scout 1 got into its catastrophic position; if it could have escaped; why it was deleted, and an assessment of whether the deletion was the proper decision.

- A.** The Ministry of Defence shall have until the end of July 18th, 2026 in real-world UTC time to publish this report in the #defence channel and Reddit.

Section 3. The President & The Ministry of Defence, or their willing delegate, shall write a transcript of what was said during the relevant game session (second game session of Mark 13) from the timestamp of 43:30 to the timestamp of 46:37 to the best of their reasonable ability.

- A.** The transcript must include all spoken words of those participating in the stream.
- B.** The transcript must include the names of who made which statements.
- C.** The transcript shall be in chronological order.
- D.** No names shall be redacted.
- E.** In moments of unclarity or doubt, the transcriber may indicate as much in the transcript.
- F.** This transcript, or link to it, shall be required to be submitted to the Reddit and the #gov-announcements channel by the end of July 18th, 2026 in real-world UTC time.

Section 4. Every turn ending with "25" shall be designated as a holiday called *Memoration Day*.

IMPEACHMENT TRIAL AMENDMENT

Authors: Taylor

Whereas, the courts opined that them presiding over the trial was probably unconstitutional or some shit.

Purpose: Bill #5 shall be amended:

Underlined Text in Blue to be Added

~~Text in Red and Strikethrough to be Removed~~

SENATE PROCEDURES:

THE GOVERNMENT of THE CELTS

ARTICLE I: THE CABINET

Section 1. The Senator Presiding shall be elected by Senators and shall be in charge of overseeing the actions of the Senate.

- A. The Senate may establish additional offices by motion or legislation.
- B. All senate offices shall collectively be referred to as the cabinet.
- C. The procedures below shall apply to any internal position created by the senate unless explicitly stated otherwise in relevant legislation.
- D. All offices shall be vacated at the end of each term unless otherwise provided by law.

Section 2. The first 24 hours after election results are posted at the beginning of a term shall be the candidacy announcement period for those interested in running for the cabinet.

- A. Senators may announce their own candidacy.
- B. Senators may nominate other Senators, but the nominee must publicly accept by the end of the 24 hour period in order to be considered for the election.
- C. All announcements, nominations, and acceptance must be in the #senate-floor channel.

Section 3. The cabinet election shall begin after the conclusion of the candidacy announcement period, shall last 24 hours, and shall be an emoji reaction approval vote.

- A. In a tie, or failure to elect, the winner shall be decided at random by moderation.
- B. A senator may motion to end the cabinet election only if all senators have voted.
- C. An uncontested candidate shall be deemed elected without a vote.

Section 4. In the event of a vacancy the senate shall follow the steps prescribed below:

- A. From the moment of the vacancy a 24 hour timeframe will open for senators to either announce their candidacy or accept nomination in the #senate-floor channel.
- B. The next 24 hour timeframe will consist of an approval vote unless the position is uncontested in which case the candidate is deemed elected without a vote.

IMPEACHMENT TRIAL AMENDMENT

Authors: Taylor

Whereas, the courts opined that them presiding over the trial was probably unconstitutional or some shit.

Purpose: Bill #5 shall be amended:

Underlined Text in Blue to be Added

~~Text in Red and Strikethrough to be Removed~~

ARTICLE II: SENATE SESSION

Section 1. Senate Sessions shall operate on a 5-day cycle with 3 periods.

- A. The start of the cycle is chosen by the Senator Presiding and initiated using ‘-senate session open’ or the appropriate bot command in the #senate-floor channel.
- B. The Senator Presiding may keep any period open past its prescribed time limit.
 - i. The Senate may force a period to close with a 3/5 vote in favor given that the minimum timeframe for each period has passed.

Section 2. The first 48 hours shall be the proposal period.

- A. During this period Senators may propose bills and motions.
- B. Bills must be written onto a google doc, and be submitted using ‘-senate submit’ or the appropriate bot command in the #senate-floor channel or the #bot channel.
- C. In the event of no bot; the bill document link must be posted in the #senate-floor channel.
- D. Any bill passed by the Commons, that has not been introduced to the Senate, may be considered by the Senate.
- E. All bills will be added to a google sheet by the Senator Presiding or their delegate.
- F. The Senator Presiding may end the period & prevent further submissions by using ‘-senate session lock’ or the appropriate bot command once 48 hours have transpired.

Section 3. The 48 hours after the end of the proposal period shall be the discussion period.

- A. Up until the end of this period, senators may adjust/amend their proposed bills.
 - i. Following each edit in the google doc, Senators must announce in the #senate-floor channel that their bill has been edited and how.
 - ii. The Senator Presiding may use the ‘-bill synchronize’ command or other appropriate bot command to synchronize the changes.
- B. The Senator Presiding may plan a synchronous discussion time on a voice channel.
- C. The Senator Presiding may end the period & prevent further amendment by using ‘-senate session vote’ or the appropriate bot command once 48 hours have transpired.

Section 4. The 24 hours following ‘-senate session vote’ or the appropriate command shall be the voting period.

- A. During this period senators may vote on bills by marking their vote in the google sheet.

IMPEACHMENT TRIAL AMENDMENT

Authors: Taylor

Whereas, the courts opined that them presiding over the trial was probably unconstitutional or some shit.

Purpose: Bill #5 shall be amended:

Underlined Text in Blue to be Added

~~Text in Red and Strikethrough to be Removed~~

- B. The Senator Presiding may close voting early if all senators have voted.
- C. A bill is considered approved if a majority (3/5) of senators vote in favor.
- D. The Senator Presiding may use the appropriate command to end the session.

ARTICLE III: EMERGENCY SESSIONS

Section 1. The Senator Presiding may call an emergency session,

- A. Senators may motion to overrule and cancel the emergency session with a 3/5 vote as long as the motion is made within 24 hours of the emergency session being declared.
- B. They may run concurrent to a regular session and in which case will not be required to use bot commands; the Senator Presiding shall give clear instructions on the step by step process in #senate-floor.
- C. The emergency session shall be a three day cycle; a 24 hour proposal period, 24 hour discussion period, and 24 hour voting period.
- D. The Senator Presiding may keep any period open past its prescribed time limit.

Section 2. The first 24 hours after the emergency session starts shall be the proposal period.

- A. During this period each senator may propose up to three bills.
- B. Bills must be written onto a google doc, and be submitted using the appropriate bot command in the #senate-floor channel or the #bot channel.
- C. In the event of no bot; the bill document link must be posted in the #senate-floor channel and the Senator Presiding shall be pinged.
- D. Any bill passed by the Commons, that has not been introduced to the Senate, may be considered by the Senate.
- E. All bills will be added to a google sheet by the Senator Presiding or their delegate.
- F. The Senator Presiding may end the period & prevent further submissions by declaring so in #senate-floor or by using the appropriate bot command once 24 hours have transpired.

Section 3. The next 24 hours after the proposal period ends shall be the discussion period.

- A. Up until the end of this period, senators may adjust/amend their proposed bills.

IMPEACHMENT TRIAL AMENDMENT

Authors: Taylor

Whereas, the courts opined that them presiding over the trial was probably unconstitutional or some shit.

Purpose: Bill #5 shall be amended:

Underlined Text in Blue to be Added

~~Text in Red and Strikethrough to be Removed~~

- i. Following each edit in the google doc, Senators must announce in the #senate-floor channel that their bill has been edited and how.
 - ii. The Senator Presiding may use the ‘-bill synchronize’ command or other appropriate bot command to synchronize the changes.
- B. The Senator Presiding may plan a synchronous discussion time on a voice channel.
- C. The Senator Presiding may end the period & prevent further amendment by declaring so in #senate-floor or by using ‘-senate session vote’ or the appropriate bot command once 24 hours has transpired.

Section 4. The next 24 hours after the discussion period ends shall be the voting period.

- A. During this period senators may vote on bills by marking their vote in the google sheet.
- B. The Senator Presiding may close voting early if a majority decision has been reached on each bill.
- C. A bill is considered approved if a majority (3/5) of senators vote in favor.
- D. The Senator Presiding may use the appropriate command to end the session.

ARTICLE IV: IMPEACHMENT TRIALS

Section 1. After the Commons initiates impeachment proceedings the Senate shall hold a trial in order to determine whether to convict or acquit the defendant.

Section 2. The trial shall take place outside of any senate session; a channel for the trial shall be determined.

Section 3. The Senator Presiding shall act as the presiding official of the trial. ~~Senators shall act as a jury while the Chief Justice presides.~~

- A. If the Senator Presiding is the defendant then the senator with the highest received number of votes in the previous election shall serve. If they are unwilling or also a defendant then the presiding official shall be the next willing & available senator with the highest number of votes. ~~If the Chief Justice is the defendant the other justices -- or remaining justice -- shall serve.~~

IMPEACHMENT TRIAL AMENDMENT

Authors: Taylor

Whereas, the courts opined that them presiding over the trial was probably unconstitutional or some shit.

Purpose: Bill #5 shall be amended:

Underlined Text in Blue to be Added

~~Text in Red and Strikethrough to be Removed~~

B. The Senator Presiding may designate another senator to be the presiding official as long as said senator is not the defendant.~~If the entire Supreme Court is the defendant then the Senator Presiding shall preside.~~

C. If the defendant is a senator, said senator shall retain their power to vote in the ruling.

Section 4. The appropriate entities shall submit to the Senate a prosecutor and defense for the defendant.

Section 5. The conduct, timeline, and rules for a trial shall be determined by the presiding official; however both prosecution and defense must have an opportunity to argue their case.

Section 6. The Senate shall vote to convict or acquit the defendant based on the charge(s) at the conclusion of arguments.

A. A vote of 3/5 in favor of convictions shall be deemed sufficient.

IMPEACHMENT TRIAL AMENDMENT

Authors: Taylor

Whereas, the courts opined that them presiding over the trial was probably unconstitutional or some shit.

Purpose: Bill #5 shall be amended:

Underlined Text in Blue to be Added

~~Text in Red and Strikethrough to be Removed~~

ARTICLE V: MOTIONS

Section 1. The Senate shall have the ability to enact administrative motions.

- A. Administrative motions are listed below in Section 2 through Section 7.
- B. Senators may make a motion by pinging the Senator Presiding and stating their motion.
- C. The Senator Presiding must determine if the motion is in order within 12 hours.
- D. If the motion is out of order then the Senator Presiding must explain why.
- E. If the motion is acceptable then the Senator Presiding must ping all senators, restate the motion, and hold a vote to approve or reject the motion.
- F. A motion is approved with 3/5 vote in favor unless otherwise stated; and a motion fails if it does not get approved within 24 hours.
- G. Motions that result in a bill becoming law should be recorded in the google sheet.

Section 2. Motion to Close the ____ period: To end a period of any type of session.

Section 3. Motion to Extend the ____ period: To extend a period of any type of session.

Section 4. Motion to Fast Track: Used on a single piece of legislation at a time, this motion can make a bill immediately have a 24 hour voting period [requires 4/5 to approve this motion].

Section 5. Motion to Quick-Override: To override a presidential veto; this motion should explicitly name a vetoed bill; upon a 4/5 vote in approval the veto is considered overturned.

Section 6. Motion to Approve with Unanimous Consent: Used on a single piece of legislation at a time, this motion automatically passes the named bill if all five senators approve within 24 hours & there is no vote in opposition.

Section 7. Motion to Suspend the Rules: Briefly suspends procedural rules to achieve an objective [requires unanimous approval to adopt this motion].

IMPEACHMENT TRIAL AMENDMENT

Authors: Taylor

Whereas, the courts opined that them presiding over the trial was probably unconstitutional or some shit.

Purpose: Bill #5 shall be amended:

Underlined Text in Blue to be Added

~~Text in Red and Strikethrough to be Removed~~

ARTICLE VI: MISCELLANEOUS

Section 1. The Senator Presiding retains the power to use emoji votes, voice votes, text channel votes, or standard google sheet votes.

Section 2. The Senator Presiding shall act as legal counsel for the Senate in absence of a formal position tasked with such responsibility; this responsibility may be delegated.

Section 3. No lawsuit shall be filed in the name of the Senate without a vote approving such; any case filed by a member of the senate does not entail responsibility to the entirety of the senate.

Section 4. If a senator has been inactive for ten (10) or more days, as determined by the Supreme Court, the member may be removed.

Section 5. These procedures shall remain in effect henceforth; amendments may be approved.

Section 6. The Senator Presiding may also be referred to as the First Senator.

Section 7. These procedures may be edited to reflect proper grammar & formatting without the need for a vote as long as such edits do not change the substance of rules.

This is Illegal Senate Procedural Amendment

Authors: WesGutt

Whereas, this can't be done in our procedures y'all

Purpose: The MK13 Senate Procedures shall be amended:

Underlined Text in Blue to be Added

~~Text in Red and Strikethrough to be Removed~~

ARTICLE VI: MISCELLANEOUS

Section 1. The Senator Presiding retains the power to use emoji votes, voice votes, text channel votes, or standard google sheet votes.

Section 2. The Senator Presiding shall act as legal counsel for the Senate in absence of a formal position tasked with such responsibility; this responsibility may be delegated.

Section 3. No lawsuit shall be filed in the name of the Senate without a vote approving such; any case filed by a member of the senate does not entail responsibility to the entirety of the senate.

~~**Section 4.** If a senator has been inactive for ten (10) or more days, as determined by the Supreme Court, the member may be removed.~~

Section 4. These procedures shall remain in effect henceforth; amendments may be approved.

Section 5. The Senator Presiding may also be referred to as the First Senator.

Section 6. These procedures may be edited to reflect proper grammar & formatting without the need for a vote as long as such edits do not change the substance of rules.

KIEV COOPERATION ACT

ARTICLE I: BE IT ENACTED

Section 1. The President is hereby authorized to pursue a basic cooperative & positive relationship with the City State of Kiev as seen fit and is therefore empowered to:

- A.** Gift a unit.
- B.** Fulfill quests that do not involve direct gold gifts, aiding in war against another civilization or city state, bullying another city state, or building a road.
 - i.** Subsequent legislation may explicitly authorize these.
- C.** Assist militarily against barbarian clans and/or units.

Section 2. The Minister of Foreign Affairs, or their willing delegate, shall conduct an analysis of Kiev and publish a report detailing information of the city state.

- A.** Said report is to be published by the conclusion of the current (Britons) term.
- B.** Said report should also recommend next steps regarding relations with Kiev.

Section 3. The president shall not place any Celtic unit within Kiev borders for longer than a single turn.

- A.** An exception being if the unit is engaged in combat with barbarians.
- B.** An exception being if the unit is healing.

Section 4. This legislation shall expire upon the conclusion of the current (Britons) term.

- A.** This legislation may be renewed for another term via motion in both chambers of the legislature.

RIVER TAY SETTLEMENT ACT

ARTICLE I: CITY OF THE TATHA

Section 1. The president & cabinet of advisors shall identify, during a stream, any ideal potential settlement locations along the River Tay.

- A.** The River Tay is said river identified by CaptainMinion's map posted on 6/21/26 at 1:11pm in the #press channel.
- B.** The potential settlement locations may take into account proximity of any city already settled near the *Sri Pada* wonder.
- C.** The president is encouraged to settle a city along the River Tay if reasonable settlement locations are available.

Section 2. Any city settled along the River Tay, excluding the second celtic city, shall take the name *Perth* if inland or *Dundee* if on the coast.

Section 3. Any city settled along the River Tay may be renamed *Tay* if approved via motion in the Commons.

- A.** Said motion cannot happen until August 1st, 2026 UTC or after.
- B.** This motion may happen repeatedly.
- C.** Alternative renames relevant to the name "Tay" or "Taylor" may be proposed as long as said names are not derogatory.

Section 4. Taylor8384 shall not rename this city as Tay in any manner other than what is prescribed by law.

Protecting Forests Amendment

Authors: WesGutt, Taylor, Perfectwing

Purpose: To streamline and expand forest protections.

Whereas, the current National Park Service allows for overdevelopment of luxury resources

Whereas, current regulations may overly restrict the settling of new cities

Whereas, in line with our pantheon, One With Nature, Natural Wonders should have increased protections

Whereas, loopholes exist to allow the unfair exploitation of protected species

Therefore, The Sacred Environment Act shall be amended:

Underlined text in Blue to be added.

~~Text in Red and strikethrough to be removed.~~

The Sacred Environment Act

Author : Sun_Tzu_Warrior, Quaerendo_Invenietis, PaintHouses, Taylor

Purpose: An act to preserve the environment for future generations.

Section 1: National Parks Service (NPS)

1. By vote of the Commons and Senate, any tile within Celtic control can be deemed a National Park. Any tile declared a National Park will have all improvements removed and any future improvements prohibited.
 - a. No natural features may be removed from National Park tiles except by the act of settling a city.
2. All jungles and forests without known resources or Antiquity Sites are automatically enrolled into the NPS. If resources or Antiquity Sites are discovered the tile will be automatically removed from the NPS and is eligible to be worked baring any other restrictions.

3. The President or Streamer may **not** have Workers remove any Forests or Jungles, unless one of the following conditions obtains:
 - a. The feature's removal would be necessary to connect a Luxury Resource [without a domestic supply](#).
 - b. The feature's removal would be necessary to connect a Strategic Resource.
 - c. The feature's removal would be necessary to Construct an Archeological Dig.
4. All Natural Wonders [and their adjacent tiles](#) are automatically enrolled into the NPS.

Section 2: Animal Protection

1. All roads must have established animal crossings.
2. The government is limited to improving only 1 tile per animal resource if identified as a "protected species".
 - a. Animal resources considered "protected species" are as follows:
 - i. Bison, Furs, Ivory, Whales, Seals
 - b. Animal resources not listed as "protected species" are as follows:
 - i. Fish, Lake Fish, Crab, Horses, Cattle, Sheep, Deer
3. All animal husbandry will be subject to strict ethical guidelines
4. The government is banned from the import [and export](#) of animal resources listed as "protected species."

Wayfarer Act

WA

Authors: CaptainMinion

Whereas, Beyond the known lands lie civilizations, wonders, and opportunities;

Whereas, Early exploration would put the Celtic nation at an advantage in the race to make use of those options;

Whereas, Our coastal capital would benefit from marine investments;

Therefore, be it resolved:

Section 1: Scouting

1. After this act becomes law, the President or Streamer shall obtain at least one (1) additional **Scout** unit and one (1) additional **Trireme** unit within twenty (20) turns.
 - a. The President or Streamer is authorized to purchase these units using Gold..
 - b. These units shall be used to explore undiscovered areas of the map.
 - i. These units may be temporarily brought back to known lands for any of the following reasons:
 1. To avoid direct danger
 2. To heal,
 3. To navigate to other unmapped areas,
 4. To obtain the ability to embark provided by the Optics technology.
 - c. The President or Streamer shall name the Scout unit “Wayfarer” and the Trireme unit “CSV Seafarer”.

Section 2: Optics

1. The President or Streamer shall research **Optics** before any other technologies, with the exception of:

- a.** Technologies authorized by other laws,
 - b.** Technologies unlocked by effects which are not directly controllable, such as exploring Ancient Ruins,
 - c.** Technologies which are prerequisites to this technology,
 - d.** Up to two (2) technologies chosen by the President.
- 2.** The President or Streamer shall obtain a **Lighthouse** building in the Celtic Capital within thirty (30) turns after researching Optics.
 - a.** The President or Streamer is authorized to purchase this Lighthouse for 400 Gold or less.

Religious Infrastructure Priority Act

Authors: Quaerendo_Invenietis

Whereas We have successfully established a strong national religion which allows for the creation of multiple faith institutions; and,

Whereas We should take advantage of this achievement in order to best promote the flourishing of the Celtic people;

Therefore, be it resolved:

Section 1: Faith Expenditure

1. The President or Streamer must spend Faith in order to purchase a Gurdwara, Dar-e Mehr, or Mandir building if one is available to purchase in a Celtic city, unless one of the following circumstances obtains:
 - a. Another religious building can be Faith-purchased, in which case the President or Streamer may purchase it.
2. The President or Streamer may spend Faith in order to purchase a Missionary if no religious buildings are available to purchase in Celtic cities and either:
 - a. A City-State issues a quest to convert the City-State to Druidism, or
 - b. There are Celtic cities which are not majority Druidic.

Center of the World Act

ARTICLE I: Acknowledgment

Section 1. When you look at a map, it is clear that Edinburgh/Inverness, Capital and Cultural and Religious homeland of the Celtic people, is center of the world. Thus, we must always place Edinburgh/Inverness at the center of (Roleplay) maps.

- A.** We should tell other nations about the Center of the World, Edinburgh/Inverness.
- B.** A high importance must be delegated to the naming of regions, forests, landmasses, and other key geographical regions to the purpose of explaining the importance of the Celtic Civilization to the world.

Defense Research Priority Act

Authors: Quaerendo_Invenietis

Whereas Elite Pictish Warrior units will be instrumental to defending our borders against Barbarians to the north; and,

Whereas Barracks will allow us to better train our military; and,

Whereas Walls will strengthen our city defenses at negligible maintenance cost;

Therefore, be it resolved:

Section 1: Research Priority

1. The President or Streamer shall finish researching **Bronze Working** and fully research **Masonry** before pursuing research on any other technologies, with the exception of any technologies acquired through Ancient Ruins.

PRESIDENTIAL TERM LIMIT ACT

ARTICLE I: LIMITATIONS

Section 1. No person shall be elected President for more than two consecutive terms.

Section 2. A person who has served two consecutive terms as President shall be ineligible for election to the office of President until at least one full term has elapsed since the conclusion of their second consecutive term.

SETTLING FOR MORE ACT

ARTICLE I: ENACTMENT

Section 1. This legislation shall expire at the conclusion of the tenth stream.

Section 2. Settler units are hereby granted special appropriations:

- A.** Settler units shall not be factored into the maintenance limit of civilian units as stated in the Budget Act (Law #5).
- B.** Our civilization should have no more than three settler units at any one time.
- C.** Settler units may be purchased if the cost of a unit is less than or equal to 50% of funds in the treasury.
- D.** Buildings that produce food and/or population growth may be purchased if the cost of a building is less than or equal to 90% of funds in the treasury.

Section 3. Any initially foreign settler unit saved from barbarian control may be assimilated under celtic control and/or deleted as seen fit by the president and as prescribed by law.

- A.** The worker unit resulting from a foreign settler saved from barbarians shall contribute to the civilian unit cap.
- B.** Any worker unit resulting from the freeing of a foreign settler may momentarily exist above the civilian unit cap only as long as it takes the president to delete said unit.
- C.** RP; the of any worker unit resulting from the freeing of a foreign settler shall not indicate death, but rather the deportation or assimilation of migrant individuals as determined by the President.
- D.** The president is not required to save any foreign settler unit, but is encouraged to do so in order to prevent said foreign civilization from reacquiring the settler unit.

Section 4. Upon the discovery of another civilization's settler, the president & cabinet should:

- A.** Evaluate if said settler could possibly establish a city in territory that we intend to settle ourselves.
- B.** Devise a strategy for how best to limit that civilization's territorial spread into lands that we intend to settle for ourselves.

FIFTH STREAM ACT

ARTICLE I: FIFTH STREAM

Section 1. The President may play no more than thirty-five (35) turns for the fifth stream.

- A.** The fifth stream shall be the stream immediately after the fourth stream.
- B.** This legislation shall apply only to the stream immediately after the fourth stream.
- C.** The President may plan this stream to take place at their discretion given that it does not take place within four (4) days of the previous stream.

Section 2. The formula for adhering to shall be $[x + 35 = \text{turn limit}]$.

- A.** Whereas $[x]$ shall be the turn number at the start of the stream.
- B.** May play through the turn calculated to be the turn limit, but shall not hit “*next turn*”.

Section 3. The President should announce which turn the stream has started and which turn the stream has ended.

ARTICLE II: PROTECTIONS

Section 1. The President or a delegate shall post a summarization of the stream in the #gov-announcements channel and on Reddit within 24 hours of the conclusion of the stream.

Section 2. The various Ministers should take note of data/actions on stream for their own duties regarding reporting and storing information as applicable by law.

Section 3. The President is forbidden from finishing any more turns, and must subsequently end the stream if:

- A.** A civilization declares war on us.
- B.** A city state declares war on us.
- C.** Subsequent legislation designates a specific stopping point.

Stream Announcements and Details Act

SAADA

Authors: CaptainMinion

Whereas, Without proper announcements sessions are easy to miss;

Whereas, Without detailed information the proper functioning of the government is limited;

Whereas, The people have a right to be informed as well;

Therefore, be it resolved:

Section 1: Announcements

1. The President shall make an official announcement in the #gov-announcement channel whenever an official Democraciv gameplay stream begins.
 - a. The President shall also make a public announcement at least an hour before the stream starts, providing the exact time at which the stream is planned to begin.
 - b. These announcements may instead be made by any person authorized to do so by the President.

Section 2: Details

1. Following each gameplay stream, the President or a person authorized to do so by the President shall publicly publish a set of screenshots from the game. These shall contain, but are not be limited to:
 - a. Strategic View screenshots showing all known borders of Civilizations and City-States.
 - b. Screenshots of the Demographics and Table tabs on the Demographics overview.
 - c. If any foreign civilizations are known, screenshots of the Your Relationships and Global Politics tabs on the Diplomatic Overview, showing all known civilizations.

- d.** A Screenshot of the General Information tab on the Economic Overview, with Expenses > Buildings expanded.
- e.** If any Decisions are Enactable, screenshots showing all Enactable Decisions on the Enact Decisions menu.
- f.** Screenshots of the Military Overview, showing all units.

Name Protection Act

NPA

Authors: CaptainMinion

Whereas, The President has the power to rename units and cities;

Whereas, Existing laws authorizing specific renaming do not explicitly protect the name from being changed again;

Therefore, be it resolved:

Section 1: Unique Name Protections

1. The President or the Streamer shall never rename any entity which has already been given a unique name authorized by law, unless such a change is explicitly mandated by law.

Commons Vote Announcements Act

Authors: HKim

Whereas, Without proper announcements sessions are easy to miss;

Whereas, The people have a right to be informed as well;

Therefore, be it resolved:

Section 1: Announcements

1. The Speaker shall make an official announcement in #gov-announcements channel whenever a Commons session begins.
 - a. The Speaker shall also make a public announcement whenever the Commons voting stage begins.
 - b. These announcements may instead be made by any person (or bot) authorized to do so by the Speaker or authorized to do so by the Vice Speaker.
 - c. The announcements must include a ping to all with the “Registered Voter” role or via @everyone.

Section 2: Details

1. Failure to announce or ping will result in every vote in the session being marked as “Abstain”, resulting in a failure to pass any proposal that session.
2. The above applies to Emergency Common Sessions as well as standard ones.
3. In the case that there is no Speaker or Vice-Speaker, Electioneers must still announce and ping as directed above.

Public Referendum Act

Legislative Bill

Authors: Juuz, QI

Purpose: To establish more precise procedures for the public referenda described in Provision V of the Democraciv MK13 Constitution (henceforth “the Constitution”)

Section 1: Moving Propositions to a Public Referendum

1. A Proposition may move to a public referendum in the following ways:
 - a. The number of citizens who have signed in favor of moving the Proposition to a public referendum is at least one fifth ($1/5$) of the number of voters in the most recent general election.
 - i. To sign, a citizen writes a comment approving or endorsing a public referendum on the Proposition in its proposal thread on the r/Democraciv subreddit (which may be as simple as the word “Signed”), makes an affirmative emoji reaction to the Proposition in #commons-floor, or follows another procedure set forth by the Speaker of the Commons.
2. If a condition defined above in Section 1, Clause 1 is met within 24 hours of the Proposition’s proposal, the Proposition shall be sent to the Electioneers, who shall organize the referendum.

Section 2: Referendum Procedures

1. A public referendum on a Proposition shall start either (i) within 7 days after the Electioneers are informed that it has satisfied a condition defined in Section 1, Clause 1 above, or (ii) concurrently with the release of ballots for the next election, i.e., as a ballot-measure, should said election be sooner.
2. All public referenda shall last at least 48 hours.
3. The results of a public referendum shall become binding if a majority ($>1/2$) of the valid votes cast in the referendum, excluding abstaining votes, are in favor of the proposal.
 - a. Constitutional amendments shall require the $3/5$ majority defined in Provision V, Art. I, Section 1 of the Constitution in order to pass.

Social Policy Tree Completion Act, v. 2

Authors: Quaerendo_Invenietis, WesGutt

Whereas We have started to invest in the Liberty and Piety social policy trees; and

Whereas It is right and natural that these should be completed in due course of time, and with additional flexibility as demanded of our circumstances;

Therefore, be it resolved:

Section 1: Additional Policies

1. The President or Streamer may adopt the **Citizenship, Representation, Meritocracy, Theocracy**, and **Religious Tolerance** social policies, with equal priority to the policies of Section 2 of the Liberty Expansion Act and Section 1 of the Reformed Religion Act.

Section 2: Great Person Reward Regulation

1. The President or Streamer must, upon completing the Liberty tree, choose a Great Person from among the following options, to be determined with a Ranked Pairs vote of the Commons lasting 24 hours upon this bill's passage:
 - a. Great Engineer
 - b. Great Prophet
 - c. Great Artist
 - d. Great Scientist
 - e. Great General

SIX-SEVEN ACT

ARTICLE I: SIXTH STREAM

Section 1. The President may play no more than thirty-five (35) turns for the sixth stream.

- A.** The sixth stream shall be the stream immediately after the fifth stream.
- B.** The President may plan this stream to take place at their discretion given that it does not take place within four (4) days of the previous stream.

Section 2. The formula for adhering to shall be $[x + 35 = \text{turn limit}]$.

- A.** Whereas $[x]$ shall be the turn number at the start of the stream.
- B.** May play through the turn calculated to be the turn limit, but shall not hit “*next turn*”.

Section 3. The President should announce which turn the stream has started and which turn the stream has ended.

ARTICLE II: SEVENTH STREAM

Section 1. The President may play no more than twenty-five (25) turns for the seventh stream.

- A.** The seventh stream shall be the stream immediately after the sixth stream.
- B.** The President may plan this stream to take place at their discretion given that it does not take place within three (3) days of the previous stream.

Section 2. The formula for adhering to shall be $[x + 25 = \text{turn limit}]$.

- A.** Whereas $[x]$ shall be the turn number at the start of the stream.
- B.** May play through the turn calculated to be the turn limit, but shall not hit “*next turn*”.

Section 3. The President should announce which turn the stream has started and which turn the stream has ended.

ARTICLE III: PROTECTIONS

Section 1. The President or a delegate shall post a summarization of the stream in the #gov-announcements channel and on Reddit within 24 hours of the conclusion of the stream.

Section 2. The various Ministers should take note of data/actions on stream for their own duties regarding reporting and storing information as applicable by law.

Section 3. The President is forbidden from finishing any more turns, and must subsequently end the stream if:

- A.** A civilization declares war on us.
- B.** A city state declares war on us.
- C.** Subsequent legislation designates a specific stopping point.

PURCHASE PLAN ACT

Authors: Taylor, Carlitos

Whereas, we need regulations on how to buy buildings & units.

Purpose: Bill #5 shall be amended:

Underlined Text in Blue to be Added

~~Text in Red and Strikethrough to be Removed~~

BUDGET ACT

~~ARTICLE I: DISCRETIONARY SPENDING~~

~~Section 1. Treasury expenses may be appropriated for the following purposes:~~

- ~~A. The maintenance of no more than eight (8) military units at any one time.~~
- ~~B. The maintenance of no more than five (5) civilian units at any one time.~~
- ~~C. The purchase of tile(s) not exceeding 200 gold total per stream.~~
- ~~D. The upgrade of military unit(s) not exceeding 150 gold per stream.~~

ARTICLE I: DISCRETIONARY SPENDING

Section 1. Treasury expenses may be appropriated for the following purposes:

- A. The maintenance of no more than eight (8) military units at any one time.
- B. The purchase of a military unit if the cost is less than or equal to 90% of treasury funds.
- C. The upgrade of military unit(s) not exceeding 150 gold per stream.
- D. The maintenance of no more than eight (8) civilian units at any one time.
- E. The purchase of a civilian unit if the cost is less than or equal to 60% of treasury funds.
- F. The purchase of a building if the cost is less than or equal to 70% of treasury funds.
- G. The purchase of tile(s) not exceeding 300 gold total per stream.

ARTICLE II: MANDATORY SPENDING

Section 1. The maintenance cost of buildings shall be automatically approved.

- A. Unless otherwise specified by law.

Section 2. The maintenance cost of Great Persons shall automatically be approved.

- A. Unless otherwise specified by law.

ARTICLE III: CLARIFICATIONS

Section 1. The following are a nonbinding way to clarify terms used in this legislation:

- A. Military units: Combat entities used for warfare, defense, and exploration.

- B.** Civilian units: Non-combatants that cannot attack, but perform essential tasks like founding cities, improving tiles, spreading religion, and executing trade.
- C.** Buildings: Structures constructed within cities to provide continuous bonuses.
- D.** Wonders: A building which may be unique in the world & provides exceptional bonuses.
- E.** Tiles: The fundamental hexagonal units of land and water that make up the game map.
- F.** Great Persons: Unique, defenseless civilian units that are birthed by accumulating Great Person Points (GPP), earning Faith, or generating combat experience.

ARTICLE IV: FUTURE LEGISLATION

Section 1. Future legislation may appropriate additional funds for specific purposes.

Section 2. This legislation shall serve as a foundational budget which may be amended or entirely repealed to reflect the fiscal policy inclinations of the government.

Registry of Naval Vessels

Authors: HeyNicko & CaptainMinion

The purpose of the Registry of Naval Vessels (RNV) is to establish a permanent system for the naming and identification of naval vessels serving in the Navy of the Celtic Republic.

All commissioned naval vessels shall bear the naval prefix '**CSV**' (*Celtic State Vessel*) followed by a name contained within the Registry of Naval Vessels established under this Act.

Section I: List of Ship Names:

- | | | |
|-------------------|-------------------|-------------------|
| 1. CSV Dedication | 2. CSV Highland | 3. CSV Laoch |
| 4. CSV Fortriu | 5. CSV Dios | 6. CSV Patria |
| 7. CSV Explorer | 8. CSV Goidelic | 9. CSV Inis |
| 10. CSV Dal Riata | 11. CSV Preserver | 12. CSV Verturian |
| 13. CSV Aberdeen | 14. CSV Glas | 15. CSV Mor |
| 16. CSV Mangróbh | 17. CSV Galway | 18. CSV Awen |
| 19. CSV Edinburgh | 20. CSV Rei | |

1. Additional names may be added to, amended within, or removed from the Registry only through legislation enacted in accordance with the Constitution.

Section II: Special Considerations:

1. The President shall assign a name from the Registry of Naval Vessels to each newly commissioned naval vessel.
 2. The President may select any available name contained within the registry and is not required to follow any prescribed order when making such assignments.
 3. No two commissioned naval vessels shall bear the same name simultaneously.
 4. Upon the decommissioning, destruction, or permanent removal from service of a naval vessel, its name shall become available for future assignment unless it has been retired under Section III of this Act.
-

Section III: Retirement of Naval Names:

1. The President may retire any name contained within the Registry of Naval Vessels.
 - a. A retired name shall not be assigned to any future naval vessel.
 - b. A retired name may only be restored to the registry through legislation enacted in accordance with the Constitution.
-

Section IV: Naming Restrictions:

1. The following naming restrictions shall apply:
 - a. Names that are excessively violent or graphic;
 - b. Names that insult, defame, or deliberately undermine the Republic, its institutions, or registered political parties;
 - c. Names that promote hostile foreign powers, rival nations, or entities deemed contrary to the interests of the Republic;
 - d. Names that violate server rules or community standards.
2. Any dispute regarding the legality of a naval vessel's name under this Section may be brought before the Supreme Court.
 - a. The Supreme Court shall have final authority to interpret this Act and determine whether a naval vessel's name complies with these provisions.
 - b. If the Supreme Court determines that a name violates this Section, that name shall be removed from the Registry and may not be reassigned unless restored through legislation.

Celtic Penal Code

CPC

Authors: Hotdoggin (Big Bob)

Whereas, A code of conduct is a necessity to maintain peace and order;

Whereas, The establishment of a code of conduct may define both legal mandates which shall be obeyed, and the appropriate and reasonable penalty for failing to obey the statutes set forth;

Whereas, The Celtic Peoples may be protected from victimization;

Therefore, the following Penal Code shall be established:

I Crimes and Punishments Defined

1. 1 CPC (Crime)

- a. A crime is defined as any willful or neglectful act which is prohibited by law and is punishable by the Celtic Supreme Court, or a lower court organized and approved by law. The Supreme Court shall retain the authority to reverse, retry, or overrule any other court in any criminal case. The Supreme Court shall retain decision making power to hear appeals made by offenders, or to supersede judgement made by lower courts.
- b. This penal code shall have no authority to take retroactive effect upon its passage.
- c. This penal code shall not limit a court, or other governmental body tasked with prosecution and conviction, from dismissing criminal charges with cause or adding additional charges against a violator appropriately.

2. 2 CPC (Power of Authority)

- a. The authority to arrest any individual who is reasonably, and in good faith, believed to have committed a crime shall be granted to all Celtic Citizens pursuant an agreement to appear in court for the lawful detention of the alleged offender. The citizen or lawfully appointed

official tasked with making an arrest shall sign a “citizen’s arrest form” or arrest declaration (in the case of lawfully appointed officials with arrest power) stating their intention to make the arrest, the cause, and circumstances leading to arrest.

- b.** No person shall make an arrest which is known at the time to be frivolous and without just cause. This crime shall carry a felony punishment. This punishment shall not apply to persons who reasonably, and in good faith, believed at the time of the arrest that the alleged offender was guilty of a crime.
- c.** Offenders of any crime shall have the right to appeal their conviction through a court appointed by law, with the right to request appeal by the Supreme Court if originally tried by a lower court or official body tasked with crime enforcement.
- d.** Offenders and persons arresting another person must appear in court if summoned by the Supreme Court or a lower court.
- e.** The act of arresting another person shall be understood as a serious act which deprives another of their liberty; thus this penal code shall not restrict the Celtic People from establishing organizations through constitutionally legal processes to be properly educated and trained to make arrests and be entrusted with this duty.
- f.** Any organization created with the purpose of crime enforcement and imposing punishments other than the Supreme Court or a lower court must incorporate disciplinary procedures to remove officials swiftly to prevent corruption or perversion of the Celtic criminal justice system.

3. Punishments

- a.** All punishments listed in this section are authorized to be imposed by the Supreme Court, any lawfully appointed lower court, or an organization lawfully established and entrusted to impose punishments. These governing bodies may select any of the following punishments contained within this section.
- b.** The Supreme Court or delegated official imposing the punishment shall determine a reasonable and humane timeframe to impose the punishments listed below.
- c.** Misdemeanor Punishments

- i. The server name of an offender shall be changed and the name shall be decided by a judge presiding in the offender's case, or their designee. The judge or designee must give the convicted person a selection of three possible name changes. The name must follow all Democraciv server rules of conduct. The name change shall last no longer than one week of real world time.
 - ii. The offender shall be sentenced to community service, in which a worker, caravan, or military unit shall be named after the offender. The body sentencing punishment may determine the specific unit type to be selected.
- d. Felony Punishments
 - i. The offender shall be exiled to the MEAN forest and required to care for the flora and fauna of the forest in good faith and with respect to the lives of all sentient and non sentient life within the forest. The offender shall not be permitted to leave the forest as long as the Celtic nation exists.
 - ii. The offender shall be tasked with maintaining and properly manicuring the foliage of Aerach Hill, and shall provide a brief update on the status of Aerach Hill no less than once per presidential term.
 - iii. The offender shall pay a DCash fine to the victim of their crimes as restitution, the amount of shall be no less than 20 DCash and not to exceed 75 DCash.
 - iv. The convicted offender must create a statement in response to their arrest which shall be published by a reputable publication. The statement may utilize any one or combination of media types available to them (e.g., video, text, audio, image) to craft this statement.

II Crimes Against Persons

- ### 1. 4 CPC (Defamation)

- a.** To knowingly make statements which are provably false intended to damage another's reputation, credibility, public standing, or personal security.
 - b.** The defamatory statement(s) must be clearly and easily understood or accepted by a reasonable and prudent person to be made in effort to result in any damages as listed in 4(a) CPC, and be clear and unequivocal on the particular individual being targeted by these statements.
 - c.** Statements may be verbal, written, carved, painted in caves, transferred by carrier pigeon, or any other communication method which exists now or at any time in the future.
 - d.** At least one (1) other person must have received or interpreted the statement and is willing to testify in a court of law to the means and the circumstances which they witnessed the defamatory statement(s).
 - e.** Insults, parodies, opinions, or statements which are provably true or made without intent to cause damages as defined in 4(a) CPC shall not constitute a violation of this statute.
 - f.** The penalty for violating any statute in this section shall be a misdemeanor punishment.
- 2.** 5 CPC (Treason)
 - a.** *Treason* shall be defined as the act of intentionally and willfully, with malice, attempting or successfully completing any act which aids enemies of the Celtic Nation or its peoples, or overthrowing the lawfully established government of the Celtic peoples.
 - b.** The penalty for violating this statute shall carry a felony punishment.
- 3.** 6 CPC (Perjury)
 - a.** The crime of perjury shall be defined as the willful and intentional act of giving information which is knowingly false while testifying in a Celtic court of law.
 - b.** The penalty for violating this statute shall carry a felony punishment.
- 4.** 7 CPC (Intimidation)
 - a.** It is unlawful to knowingly and or maliciously attempt to intimidate, suppress, or otherwise interfere with a member of the press's ability to

freely conduct lawful releases of information or other material related to their position.

- b.** It is unlawful to knowingly and or maliciously attempt to intimidate, suppress, or otherwise interfere with a government official's ability to freely conduct lawful proceedings as defined by the position they hold in the Celtic government.
 - c.** The penalty for violating either statute of this section shall be a misdemeanor punishment.
- 5.** 8 CPC (Criminal Negligence)
 - a.** The act of criminal negligence shall be the omission of performing a duty in which they are entrusted, and the failure to properly execute said duty results in damages real or perceived by the government, its people, or its resources. This offense carries a misdemeanor punishment.
- 6.** 9 CPC (Criminal Waste)
 - a.** It shall be a crime to mine, destroy, remove, or otherwise appropriate any natural resources without legal approval and authority to appropriate such naturally occurring resources.
 - b.** The punishment for violation of this section shall be exile to the MEAN Forest, a felony.

III Crimes Against Property

- 1.** 10 CPC (Embezzlement)
 - a.** It shall be a misdemeanor offense for any person entrusted with an amount equal or less than 50 DCash, to make use of these funds for any reason other than the agreed upon terms when the full amount of DCash is reasonably expected to be returned to the investor or loaner.
 - b.** This offense shall carry a felony punishment for any amount of DCash greater than 50 DCash.
- 2.** 11 CPC (Fraud)
 - a.** Any offense committed in this section shall carry a misdemeanor punishment, unless the amount of DCash fraudulently obtained exceeds 75 DCash, in which case the offense shall carry a felony punishment.
 - b.** The act of using deception, a ruse, trickery, hoodwinking, or any other synonym for theft of DCash shall be a crime.

- c. To intentionally fabricate documents or statements which promise the transfer of DCash from one party to another shall be a crime.

Formalization of Scales, Weights, and Measures Act

Article 1: Decision

Section 1: The executive is authorized to spend the 300 gold necessary to enact the *“Formalize Scales, Weights, and Measures”* decision

Section 2: The executive is directed to refrain from spending any gold until they have the 300 gold necessary to enact the *“Formalize Scales, Weights, and Measures”* decision

Section 3: The executive is directed to enact the *“Formalize Scales, Weights, and Measures”* decision as soon as possible

EXPUNGEMENT & PARDONS ACT

ARTICLE I: EXPUNGEMENT

Section 1. Any person or person(s) with a criminal record, including infractions, misdemeanors, and felonies, may petition to have any part, or the entirety, of their record expunged.

Section 2. Their petitions shall be submitted to, and may be heard by, the Supreme Court.

- A.** The court may create their own procedures, rules, and expectations for Expungement Hearings.
- B.** The court is encouraged to consider factors such as the petitioner's character, growth since the incident, emotional and material impacts, and whether the expungement would serve the public's best interest.
- C.** The court may require evidence or redemptive acts to prove the petitioner's character as long as said acts are not cruel, self-enriching, or degrading to the overall humanity of the petitioner.

Section 3. Petitions for expungement may only be filed once the sentence or punishment has been fulfilled.

ARTICLE II: PARDONS

Section 1. The President shall be empowered with the power of pardons.

- A.** Pardon being an official forgiveness for a past crime, fully releasing an individual from its legal consequences, including the punishment and restrictions.

Section 2. The President may pardon any individual found guilty of a crime.

- A.** The President may not pardon themselves.
- B.** The President may not exchange pardons for monetary or political gain or favors; such an occurrence may be categorized as a felony for both parties by the Supreme Court.
- C.** Accepting a pardon constitutes the acceptance of guilt regarding the specific crime.

Domestic Luxury Surplus Amendment

Author: Perfectwing, Taylor

Underlined text in Blue to be added.

~~Text in Red and strikethrough to be removed.~~

The Sacred Environment Act

Author : Sun_Tzu_Warrior, Quaerendo_Invenietis, PaintHouses, Taylor

Purpose: An act to preserve the environment for future generations.

Section 1: National Parks Service (NPS)

1. By vote of the Commons and Senate, any tile within Celtic control can be deemed a National Park. Any tile declared a National Park will have all improvements removed and any future improvements prohibited.
 - a. No natural features may be removed from National Park tiles except by the act of settling a city.
2. All jungles and forests without known resources or Antiquity Sites are automatically enrolled into the NPS. If resources or Antiquity Sites are discovered the tile will be automatically removed from the NPS and is eligible to be worked baring any other restrictions.
3. The President or Streamer may **not** have Workers remove any Forests or Jungles, unless one of the following conditions obtains:
 - a. The feature's removal would be necessary to connect a Luxury Resource ~~without a domestic supply~~.
 - b. The feature's removal would be necessary to connect a Strategic Resource.
 - c. The feature's removal would be necessary to Construct an Archeological Dig.
4. All Natural Wonders and their adjacent tiles are automatically enrolled into the NPS.

Section 2: Animal Protection

1. All roads must have established animal crossings.
2. The government is limited to improving only 1 tile per animal resource if identified as a “protected species”.
 - a. Animal resources considered “protected species” are as follows:
 - i. Bison, Furs, Ivory, Whales, Seals
 - b. Animal resources not listed as “protected species” are as follows:
 - i. Fish, Lake Fish, Crab, Horses, Cattle, Sheep, Deer
3. All animal husbandry will be subject to strict ethical guidelines
4. The government is banned from the import and export of animal resources listed as “protected species.”

MILITARY EXPANSION ACT

Authors: Carlitos, WesGutt

Whereas, we need regulations on how to buy buildings & units.

Purpose: Bill #5 shall be amended:

~~Text in Red and Strikethrough to be Removed~~

Underlined Text in Blue to be Added

BUDGET ACT

ARTICLE I: DISCRETIONARY SPENDING

Section 1. Treasury expenses may be appropriated for the following purposes:

- A. The maintenance of no more than ~~eight (8)~~twelve (12) land military units at any one time.
- B. The maintenance of no more than eight (8) naval military units at any one time.
- C. The purchase of a military unit if the cost is less than or equal to 90% of treasury funds.
- D. The upgrade of military unit(s) not exceeding ~~150~~450 gold per stream.
- E. The maintenance of no more than eight (8) civilian units at any one time.
- F. The purchase of a civilian unit if the cost is less than or equal to 60% of treasury funds.
- G. The purchase of a building if the cost is less than or equal to 70% of treasury funds.
- H. The purchase of tile(s) not exceeding 300 gold total per stream.

ARTICLE II: MANDATORY SPENDING

Section 1. The maintenance cost of buildings shall be automatically approved.

- A. Unless otherwise specified by law.

Section 2. The maintenance cost of Great Persons shall automatically be approved.

- A. Unless otherwise specified by law.

ARTICLE III: CLARIFICATIONS

Section 1. The following are a nonbinding way to clarify terms used in this legislation:

- A. Military units: Combat entities used for warfare, defense, and exploration.
- B. Civilian units: Non-combatants that cannot attack, but perform essential tasks like founding cities, improving tiles, spreading religion, and executing trade.
- C. Buildings: Structures constructed within cities to provide continuous bonuses.
- D. Wonders: A building which may be unique in the world & provides exceptional bonuses.
- E. Tiles: The fundamental hexagonal units of land and water that make up the game map.

- F. Great Persons: Unique, defenseless civilian units that are birthed by accumulating Great Person Points (GPP), earning Faith, or generating combat experience.

ARTICLE IV: FUTURE LEGISLATION

Section 1. Future legislation may appropriate additional funds for specific purposes.

Section 2. This legislation shall serve as a foundational budget which may be amended or entirely repealed to reflect the fiscal policy inclinations of the government.

ALBAN INFRASTRUCTURE ACT

ARTICLE I: MOBILIZATION

Section 1. The President may produce two (2) worker units, who are exempt from the civilian unit cap and whose job is specifically to construct roads.

- A.** These worker units shall be deleted upon the completion of the road network outlined in this bill unless their existence does not surpass the unit cap outlined in the budget.
- B.** [RP] These workers shall knowingly enter a seasonal employment contract with the potential of future full-time employment and their deletion shall be the conclusion of the contract; they shall return to the private sector.

ARTICLE II: NATIONAL HARBOR SYSTEM

Section 1. The president shall ensure that harbors have been constructed in all of the designated cities by the end of the current term of government.

- A.** Designated cities shall be indicated in the map referenced in Article IV by a harbor icon.
- B.** The deadline for this provision may be waived in the event of a state of war.
- C.** The deadline for this provision may be extended for a specific period of time by a motion duly-made and passed by the Senate.

ARTICLE III: NATIONAL HIGHWAY

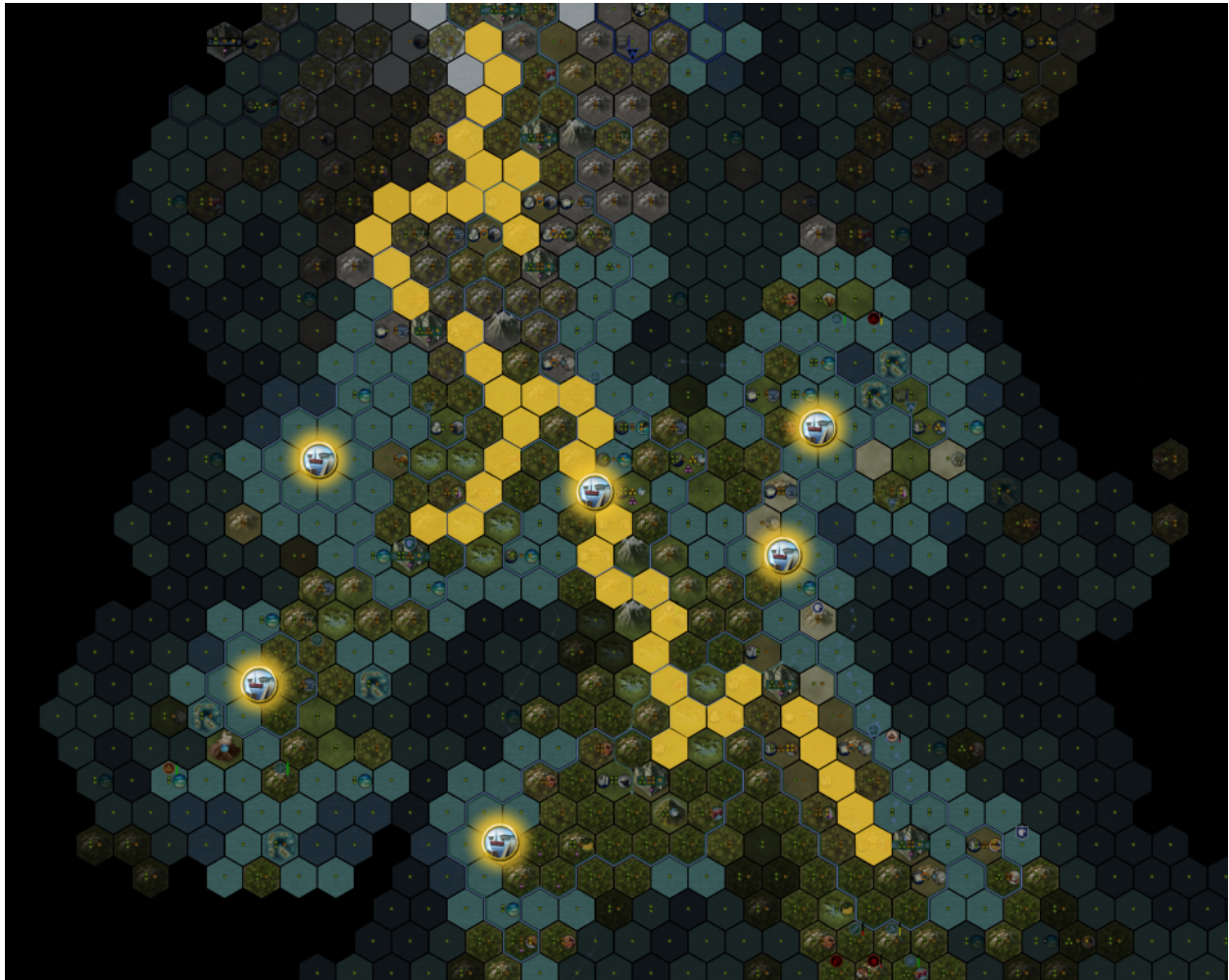
Section 1. The president may have roads constructed on the tiles designated by the map referenced in Article IV regardless of existing environmental law.

- A.** [RP] Any road constructed in a national park shall have proper animal crossing infrastructure, eco-friendly construction methods, leave minimal impact on the environment, and be designated a scenic byway.

Section 2. The cost and maintenance of all roads constructed by this law shall be authorized.

ARTICLE IV: REFERENCE MAP

Section 1. Below shall be the reference map:



Repeal Law 53, 'Center of the World Act'

The point of this bill is so that a repeal can be made against law 53, which stipulates:

"Ensure Edinburgh/Inverness is recognised as the symbolic centre of the world by centring it on roleplay maps, promoting its significance internationally, and using geographical names to reinforce the importance and heritage of Celtic civilisation."

This bill was made with the point to deregulate mapmakers, allowing for easier and more creative freedom to be made when making maps.

EIGHT-NINE ACT

ARTICLE I: EIGHTH STREAM

Section 1. The President may play no more than twenty-five (25) turns for the eighth stream.

- A.** The eighth stream shall be the stream immediately after the seventh stream.
- B.** The President may plan this stream to take place at their discretion given that it does not take place within four (4) days of the previous stream.

Section 2. The formula for adhering to shall be $[x + 25 = \text{turn limit}]$.

- A.** Whereas $[x]$ shall be the turn number at the start of the stream.
- B.** May play through the turn calculated to be the turn limit, but shall not hit “*next turn*”.

Section 3. The President should announce which turn the stream has started and which turn the stream has ended.

ARTICLE II: NINTH STREAM

Section 1. The President may play no more than twenty-five (25) turns for the ninth stream.

- A.** The ninth stream shall be the stream immediately after the eighth stream.
- B.** The President may plan this stream to take place at their discretion given that it does not take place within three (3) days of the previous stream.

Section 2. The formula for adhering to shall be $[x + 25 = \text{turn limit}]$.

- A.** Whereas $[x]$ shall be the turn number at the start of the stream.
- B.** May play through the turn calculated to be the turn limit, but shall not hit “*next turn*”.

Section 3. The President should announce which turn the stream has started and which turn the stream has ended.

ARTICLE III: PROTECTIONS

Section 1. The President or a delegate shall post a summarization of the stream in the #gov-announcements channel and on Reddit within 24 hours of the conclusion of the stream.

Section 2. The various Ministers should take note of data/actions on stream for their own duties regarding reporting and storing information as applicable by law.

Section 3. The President is forbidden from finishing any more turns, and must subsequently end the stream if:

- A.** A civilization declares war on us.
- B.** A city state declares war on us.
- C.** Subsequent legislation designates a specific stopping point.

Explorer Act

ExA

Authors: CaptainMinion

Whereas, Beyond the known lands lie civilizations, wonders, and opportunities;

Whereas, Explorers are recon units which are fast, especially on water, and ideal for exploration of distant lands;

Whereas, Galleons are naval melee units which can cross ocean tiles, allowing them to explore uncharted paths and remain safely outside the reach of earlier units;

Therefore, be it resolved:

Section 1: Exploration

1. The President or Streamer shall research **Exploration** before any other technologies, with the exception of:
 - a. Technologies authorized by other laws,
 - b. Technologies unlocked by effects which are not directly controllable, such as exploring Ancient Ruins,
 - c. Technologies which are prerequisites to this technology,
 - d. Up to two (2) technologies chosen by the President.

Section 2: Unit Acquisitions

2. The President or Streamer shall acquire at least three (3) **Explorer** units within thirty (30) turns after researching Exploration.
 - a. The President or Streamer is authorized to purchase these units using Gold.
 - b. The President or Streamer is authorized to upgrade less advanced units into these units using Gold. This shall not be factored against the ordinary unit upgrade budget established in the Budget Act (Law #5).

Section 3: Exploratory Units

1. The designation of **Exploratory Unit** is hereby established.
 - a. All **Explorers** and **Surveyors** are automatically designated as Exploratory Units.
 - b. The President shall have the authority to designate any Celtic naval unit capable of traversing Ocean tiles as an Exploratory Unit.
 - i. The President may not do this if four (4) or more Exploratory Units are already in service.
 - ii. Such a unit shall be renamed using the naval prefix '**CEV**' (Celtic Exploratory Vessel) in place of the prefix ordinarily mandated by the Registry of Naval Vessels (Law #70).
2. Exploratory Units shall not be factored into the maintenance limits of military units as stated in the Budget Act (Law #5) and their maintenance costs shall be automatically approved.
3. Exploratory Units shall be used to explore undiscovered areas of the world.
 - a. These units may be temporarily brought back to known lands or kept within them only for the following reasons:
 - i. To avoid direct danger
 - ii. To heal,
 - iii. To navigate to other unmapped areas,
 - iv. To be upgraded into a more advanced unit
 - v. To serve defensively within Celtic territory in response to a direct military threat during a war.
4. Once any expiration condition is met, the designation of Exploratory Unit shall remain active until the start of the next Democraciv gameplay stream, at which point the designation of Exploratory Unit shall be dissolved.
 - a. All Exploratory Units shall lose that designation with its dissolution and no longer be subject to the rules established by this law
 - b. The expiration conditions are as follows:

- i.** All tiles on the map have been explored or all unexplored tiles are located in small (no larger than 10 tiles) areas entirely surrounded by Ice tiles.
- ii.** The Celtic nation has entered the Information Era.

Diplomatic Investments Act

DIA

Authors: CaptainMinion

Whereas, Without more decisive support our alliances with nearby City-States are fragile;

Whereas, Investing in international cooperation may prove beneficial as well;

Therefore, be it resolved:

Section 1: City-States

1. The Celtic Nation shall **Pledge to Protect** the City-State of Kiev.
2. The president may have roads constructed on the tiles designated by the map referenced in Section 3 regardless of existing environmental law.
 - a. [RP] Any road constructed in a national park shall have proper animal crossing infrastructure, eco-friendly construction methods, leave minimal impact on the environment, and be designated a scenic byway.
 - b. The cost and maintenance of roads on these tiles shall be authorized.
3. The President is authorized to engage in the following acts of support towards the City-States of Kiev, Ife and Zanzibar:
 - a. **Gifting a Unit**;
 - b. **Gifting Gold** in a quantity not exceeding 10% of current treasury funds. This limit is raised to 20% of current treasury funds if the City-State is currently requesting donations due to a quest.

Section 2: International Cooperation

1. The President is authorized to spend no more than 300 Gold per stream in Trade agreements with other civilizations to obtain any of the following:
 - a. Luxury Resources that our nation has no access to;
 - b. Open Borders agreements;
 - c. Cities;

2. The President is authorized to enter into a **Research Agreement** if the cost doesn't exceed 50% of current treasury funds.

Section 3: Reference Map

1. Below shall be the reference map:



PRIVATE VENTURE ACT

Authors: Taylor, Perfectwing, Carlitos, Pepp

Whereas, caravans & cargo ships don't actually cost maintenance, but there is a legal gray area.

Purpose: Bill #5 shall be amended:

Underlined Text in Blue to be Added

~~Text in Red and Strikethrough to be Removed~~

BUDGET ACT

ARTICLE I: DISCRETIONARY SPENDING

Section 1. Treasury expenses may be appropriated for the following purposes:

- A. The maintenance of no more than twelve (12) land military units at any one time.
- B. The maintenance of no more than eight (8) naval military units at any one time.
- C. The purchase of a military unit if the cost is less than or equal to 90% of treasury funds.
- D. The upgrade of military unit(s) not exceeding 450 gold per stream.
- E. The maintenance of no more than eight (8) civilian units at any one time.
- F. The purchase of a civilian unit if the cost is less than or equal to 60% of treasury funds.
- G. The purchase of a building if the cost is less than or equal to 70% of treasury funds.
- H. The purchase of tile(s) not exceeding 300 gold total per stream.

ARTICLE II: MANDATORY SPENDING

Section 1. The maintenance cost of buildings shall be automatically approved.

- A. Unless otherwise specified by law.

Section 2. The maintenance cost of Great Persons shall automatically be approved.

- A. Unless otherwise specified by law.

Section 3. Cargo ships & caravans shall not count toward the civilian unit cap.

- A. Unless otherwise specified by law.

ARTICLE III: CLARIFICATIONS

Section 1. The following are a nonbinding way to clarify terms used in this legislation:

- A. Military units: Combat entities used for warfare, defense, and exploration.
- B. Civilian units: Non-combatants that cannot attack, but perform essential tasks like founding cities, improving tiles, spreading religion, and executing trade.
- C. Buildings: Structures constructed within cities to provide continuous bonuses.

- D.** Wonders: A building which may be unique in the world & provides exceptional bonuses.
- E.** Tiles: The fundamental hexagonal units of land and water that make up the game map.
- F.** Great Persons: Unique, defenseless civilian units that are birthed by accumulating Great Person Points (GPP), earning Faith, or generating combat experience.

ARTICLE IV: FUTURE LEGISLATION

Section 1. Future legislation may appropriate additional funds for specific purposes.

Section 2. This legislation shall serve as a foundational budget which may be amended or entirely repealed to reflect the fiscal policy inclinations of the government.

Ministry Expansion Amendment

MEA

Authors: CaptainMinion

Purpose: To expand the Ministries and establish a Ministry of Justice

Whereas, All animals deserve to be respected as our brothers and sisters;

Therefore, The Ministry Act (Law #4) shall be amended:

Underlined text in Blue to be added.

~~Text in Red and strikethrough to be removed.~~

Articles which remain unchanged have been omitted in the text of this amendment

MINISTRY ACT

ARTICLE IV: MINISTRY PERSONNEL

Section 1. Each individual ministry may have at most ~~three (3)~~ four (4) individuals working within it at any given time: (i.) The Minister (ii.) ~~two (2)~~ three (3) bureaucrats.

- A. The direct head of each ministry shall be the corresponding minister; who shall hold operational oversight and management of the Ministry.
 - i. The Foreign Minister shall oversee the Ministry of Foreign Affairs.
 - ii. The Defence Minister shall oversee the Ministry of Defence
 - iii. The Finance Minister shall oversee the Ministry of Finance.
 - iv. The Attorney General shall oversee the Ministry of Justice.
- B. Each minister may appoint bureaucrats to assist in their respective ministry operations.
 - i. Bureaucrats must be citizens and must not serve within the Judicial branch.
 - ii. Bureaucrats shall serve until dismissal by their respective minister; dismissal by the president; or their resignation.

ARTICLE VI: THE MINISTRY OF JUSTICE

Section 1. The Ministry of Justice shall be created.

Section 2. The Ministry shall be empowered with the ability to analyze celtic laws; compile and store information regarding them; publicize findings; make non-binding suggestions to prevent illegal actions; initiate lawsuits; conducts arrests and impose punishments in accordance with the Celtic Penal Code (Law #71).

- A.** The President shall have the power to indefinitely suspend the Ministry's power to impose punishments if there exist any reasonable suspicions that said power is being abused or used in a corrupt manner. The President may later restore this power.
- B.** Should they be made aware of a potential violation of the law by the Government or agents or members thereof, the Attorney General may appoint a special prosecutor to investigate and pursue legal remedy to that situation.
 - a.** The appointment of a special prosecutor must be accompanied with a specific scope, including the subject or subjects of the investigation, the alleged conduct, and a deadline to conclude an investigation and provide a report to the Ministry.
 - b.** A special prosecutor must, upon their appointment, make public a statement of interest detailing any connections to the subjects of the investigation, and must not hold any other positions within the Executive Branch during their service as a special prosecutor.
 - c.** Special prosecutors shall be considered bureaucrats and therefore subject to the requirements of Article IV of this act.

Section 3. The goal of the Ministry is to report legal conditions and to support the enforcement of law.

Section 4. The Ministry shall be officially classified as a government entity and thus subject to all rules on transparency, integrity, and other relevant regulations.

War Appropriations Act

Authors: Carlitos, Taylor, Perfectwing

Whereas, in the event of war, our nation needs a temporary increase in military units

Purpose: Bill #5 shall be amended:

Underlined Text in Blue to be Added

~~Text in Red and Strikethrough to be Removed~~

BUDGET ACT

ARTICLE I: PEACETIME DISCRETIONARY SPENDING

Section 1. Treasury expenses may be appropriated during peacetime for the following purposes:

- A. The maintenance of no more than twelve (12) land military units at any one time.
- B. The maintenance of no more than eight (8) naval military units at any one time.
- C. The purchase of a military unit if the cost is less than or equal to 90% of treasury funds.
- D. The upgrade of military unit(s) not exceeding 450 gold per stream.
- E. The maintenance of no more than eight (8) civilian units at any one time.
- F. The purchase of a civilian unit if the cost is less than or equal to 60% of treasury funds.
- G. The purchase of a building if the cost is less than or equal to 70% of treasury funds.
- H. The purchase of tile(s) not exceeding 300 gold total per stream.

ARTICLE II: WARTIME DISCRETIONARY SPENDING

Section 1. Treasury expenses may be appropriated during wartime for the following purposes:

- A. The maintenance of no more than twenty-four (24) land military units at any one time.
- B. The maintenance of no more than sixteen (16) naval military units at any one time.
- C. The purchase of a military unit if the cost is less than or equal to 100% of treasury funds.
- D. The upgrade of military unit(s) without limit per stream.
- E. The maintenance of no more than eight (8) civilian units at any one time.
- F. The purchase of a civilian unit if the cost is less than or equal to 80% of treasury funds.
- G. The purchase of a building if the cost is less than or equal to 80% of treasury funds.
- H. The purchase of tile(s) not exceeding 300 gold total per stream.

Section 2. The president must meet the peacetime discretionary spending unit cap in Article I of this law within ten turns of the conclusion of war unless otherwise specified by law.

ARTICLE III: MANDATORY SPENDING

Section 1. The maintenance cost of buildings shall be automatically approved.

- A. Unless otherwise specified by law.

Section 2. The maintenance cost of Great Persons shall automatically be approved.

A. Unless otherwise specified by law.

ARTICLE ~~III~~^{IV}: CLARIFICATIONS

Section 1. The following are a nonbinding way to clarify terms used in this legislation:

A. Military units: Combat entities used for warfare, defense, and exploration.

B. Civilian units: Non-combatants that cannot attack, but perform essential tasks like founding cities, improving tiles, spreading religion, and executing trade.

C. Buildings: Structures constructed within cities to provide continuous bonuses.

D. Wonders: A building which may be unique in the world & provides exceptional bonuses.

E. Tiles: The fundamental hexagonal units of land and water that make up the game map.

F. Great Persons: Unique, defenseless civilian units that are birthed by accumulating Great Person Points (GPP), earning Faith, or generating combat experience.

ARTICLE ~~IV~~^V: FUTURE LEGISLATION

Section 1. Future legislation may appropriate additional funds for specific purposes.

Section 2. This legislation shall serve as a foundational budget which may be amended or entirely repealed to reflect the fiscal policy inclinations of the government.

Greater Reservations for Atolls, Mountains, and Science and Commercial Improvements

Amendment

Author:

Underlined text in Blue to be added.

~~Text in Red and strikethrough to be removed.~~

The Sacred Environment Act

Author : Sun_Tzu_Warrior, Quaerendo_Invenietis, PaintHouses, Taylor

Purpose: An act to preserve the environment for future generations.

Section 1: National Parks Service (NPS)

1. By vote of the Commons and Senate, any tile within Celtic control can be deemed a National Park. Any tile declared a National Park will have all ~~improvements removed and any~~ future non-Great Person improvements prohibited with the exception of trading posts, unless mandated by law.
 - a. No natural features may be removed from National Park tiles except by the act of settling a city.
 - b. No non-Great Person improvement may be built on a tile with forest directly adjacent to a city center if doing so would cause the city to lose faith-per-turn from the *Druidic Lore* ability, unless otherwise permitted by law.
2. All tiles with atolls, mountains, jungles, and or forests without known resources or Antiquity Sites within Celtic control are automatically declared National Parks ~~enrolled into the NPS~~.
 - a. If a resources ~~s~~ or Antiquity Sites ~~s are~~ is discovered on any tile declared a National Park, the tile will have its status as a National Park ~~be~~

automatically ~~removed from the NPS~~ revoked, and ~~is~~ it shall be eligible to be improved ~~worked~~, barring any other restrictions.

- ~~3. The President or Streamer may not have Workers remove any Forests or Jungles, unless one of the following conditions obtains:~~
- ~~a. The feature's removal would be necessary to connect a Luxury Resource.~~
 - ~~b. The feature's removal would be necessary to connect a Strategic Resource.~~
 - ~~c. The feature's removal would be necessary to Construct an Archeological Dig.~~
3. All Natural Wonders ~~and their adjacent tiles~~ are automatically declared National Parks ~~enrolled into the NPS~~.

Section 2: Animal Protection

1. All roads must have established animal crossings.
2. The government is limited to ~~improving~~ constructing tile improvements on only 1 tile per animal resource if identified as a "protected species".
 - a. Animal resources considered "protected species" are as follows:
 - i. Bison, Furs, Ivory, Whales, Seals
 - b. Animal resources not listed as "protected species" are as follows:
 - i. Fish, Lake Fish, Crab, Horses, Cattle, Sheep, Deer
3. All animal husbandry will be subject to strict ethical guidelines
4. The government is banned from the import and export of animal resources listed as "protected species."

Homecoming Amendment

HA

Authors: CaptainMinion

Purpose: To free the Wayfarer and Seafarer units from exploratory duties

Whereas, The Wayfarer has become a Ranged unit and thus will not be able to upgrade into an Explorer or Surveyor, units better suited to the task of exploration;

Whereas, The Explorer Act defines new rules for exploratory units, which make the regulations of the Wayfarer Act unnecessary;

Therefore, The Wayfarer Act (Law #47) shall be amended:

Underlined text in Blue to be added.

~~Text in Red and strikethrough to be removed.~~

Sections which remain unchanged have been omitted in the text of this amendment

Wayfarer Act

WA

Authors: CaptainMinion

Section 1: Scouting

1. After this act becomes law, the President or Streamer shall obtain at least one (1) additional **Scout** unit and one (1) additional **Tireme** unit within twenty (20) turns.
 - a. The President or Streamer is authorized to purchase these units using Gold.
 - ~~b. These units shall be used to explore undiscovered areas of the map.~~
 - ~~i. These units may be temporarily brought back to known lands for any of the following reasons:~~

- ~~1. To avoid direct danger~~
- ~~2. To heal,~~
- ~~3. To navigate to other unmapped areas,~~
- ~~4. To obtain the ability to embark provided by the Optics technology.~~

- c. The President or Streamer shall name the Scout unit “Wayfarer” and the Trireme unit “CSV Seafarer”.

STEADY PACED STREAMS ACT

ARTICLE I: TENTH STREAM

Section 1. The President may play no more than twenty-five (25) turns for the tenth stream.

- A. The President may plan this stream to take place at their discretion given that it does not take place within four (4) days of the previous stream.

Section 2. The formula for adhering to shall be $[x + 25 = \text{turn limit}]$.

- A. Whereas $[x]$ shall be the turn number at the start of the stream.
- B. May play through the turn calculated to be the turn limit, but shall not hit “*next turn*”.

Section 3. The President should announce which turn the stream has started and which turn the stream has ended.

ARTICLE II: ELEVENTH STREAM

Section 1. The President may play no more than twenty-five (25) turns for the eleventh stream.

- A. The President may plan this stream to take place at their discretion given that it does not take place within three (3) days of the previous stream.

Section 2. The formula for adhering to shall be $[x + 25 = \text{turn limit}]$.

- A. Whereas $[x]$ shall be the turn number at the start of the stream.
- B. May play through the turn calculated to be the turn limit, but shall not hit “*next turn*”.

Section 3. The President should announce which turn the stream has started and which turn the stream has ended.

ARTICLE III: PROTECTIONS

Section 1. The President or a delegate shall post a summarization of the stream in the #gov-announcements channel and on Reddit within 24 hours of the conclusion of the stream.

Section 2. The various Ministers should take note of data/actions on stream for their own duties regarding reporting and storing information as applicable by law.

Section 3. The President is forbidden from finishing any more turns, and must subsequently end the stream if:

- A.** A non-Zulu civilization, who is not their ally, declares war on us.
- B.** A non-Zulu aligned city state declares war on us.
- C.** Subsequent legislation designates a specific stopping point.

Section 4. The President is forbidden from beginning a game session or progressing any in-game turns if there is legislation pending their veto as per Provision 1 Article 2.2a of the Constitution.

NAVAL ARMAMENT VIABILITY APPROPRIATION LEGISLATION

ARTICLE I: COMMAND OF THE SEAS

Section 1. All military naval units may be upgraded and all expenses doing so shall be authorized and duly covered.

Section 2. No expense for naval unit upgrades shall be counted toward the amount for upgrades stipulated in the *Budget Act* (L.5).

Section 3. This legislation shall expire at the conclusion of the tenth stream.

CONTINUING RESOLUTION ACT

ARTICLE I: WE ARE READY FOR THIS WAR

Section 1. The President is authorized to continue playing the ninth stream in the event that the Zulu and/or their allies declare war on our civilization.

A. The stream must abide by the turns allocated in the *Eight-Nine Act* (L.83).

Section 2. Article III, Section 3, and all underlying subsections of the *Eight-Nine Act* (L.83) shall only apply to non-Zulu civilizations who are not allies of the Zulu and non-Zulu aligned city states.

Refining the Uilleann Pipes Act

Author: Carlitos

Article 1: Decision

Section 1: The executive is authorized to spend the 500 gold necessary to enact the *“Refine the Uilleann Pipes”* decision.

Section 2: The executive is directed to refrain from spending any gold until they have the 500 gold necessary to enact the *“Refine the Uilleann Pipes”* decision.

Section 3: The executive is directed to enact the *“Refine the Uilleann Pipes”* decision as soon as possible.

Better Ship Names Act

Authors: Carlitos, Wesgutt, Quaerendo_Invenietis, Taylor, HeyNicko, Perfectwing, CaptainMinion

Underlined text in Blue to be added.

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Registry of Naval Vessels

Authors: HeyNicko & CaptainMinion

The purpose of the Registry of Naval Vessels (RNV) is to establish a permanent system for the naming and identification of naval vessels serving in the Navy of the Celtic Republic.

All commissioned naval vessels shall bear the naval prefix '**CSV**' (*Celtic State Vessel*) followed by a name contained within the Registry of Naval Vessels established under this Act.

Section I: List of Ship Names:

- | | | |
|----------------------------|----------------------------|--------------------------|
| 1. CSV Dedication | 2. CSV Highland | 3. CSV Laoch |
| 4. CSV Fortriu | 5. CSV Dios | 6. CSV Patria |
| 7. CSV Explorer | 8. CSV Goidelic | 9. CSV Inis |
| 10. CSV Dal Riata | 11. CSV Preserver | 12. CSV Verturian |
| 13. CSV Aberdeen | 14. CSV Glas | 15. CSV Mor |
| 16. CSV Mangróbh | 17. CSV Galway | 18. CSV Awen |
| 19. CSV Edinburgh | 20. CSV Rei | 21. <u>CSV Atlantis</u> |
| 22. <u>CSV Éadaoin</u> | 23. <u>CSV Aquitania</u> | 24. <u>CSV Armorique</u> |
| 25. <u>CSV Lugus</u> | 26. <u>CSV Quaerendo</u> | 27. <u>CSV Taylor</u> |
| 28. <u>CSV Perfectwing</u> | 29. <u>CSV HeyNicko</u> | 30. <u>CSV Blonde</u> |
| 31. <u>CSV Enterprise</u> | 32. <u>CSV Endurance</u> | 33. <u>CSV Reliant</u> |
| 34. <u>CSV Rowan</u> | 35. <u>CSV Hawthorn</u> | 36. <u>CSV Juniper</u> |
| 37. <u>CSV Ash</u> | 38. <u>CSV Holly</u> | 39. <u>CSV Pine</u> |
| 40. <u>CSV Faerûn</u> | 41. <u>CSV Cú Chulainn</u> | 42. <u>CSV Reverence</u> |

1. Additional names may be added to, amended within, or removed from the Registry ~~only~~ through legislation enacted in accordance with the Constitution, or by motion from the Senate.

A. The President may submit new ship names to the Senate for approval by motion.

Section II: Special Considerations:

1. The President shall assign a name from the Registry of Naval Vessels to each newly commissioned naval vessel.
 2. The President may select any available name contained within the registry and is not required to follow any prescribed order when making such assignments.
 3. No two commissioned naval vessels shall bear the same name simultaneously.
 4. Upon the decommissioning, destruction, or permanent removal from service of a naval vessel, its name shall become available for future assignment unless it has been retired under Section III of this Act.
-

Section III: Retirement of Naval Names:

1. The President may retire any name contained within the Registry of Naval Vessels.
 - a. A retired name shall not be assigned to any future naval vessel.
 - b. A retired name may only be restored to the registry through legislation enacted in accordance with the Constitution.
-

Section IV: Naming Restrictions:

1. The following naming restrictions shall apply:
 - a. Names that are excessively violent or graphic;
 - b. Names that insult, defame, or deliberately undermine the Republic, its institutions, or registered political parties;
 - c. Names that promote hostile foreign powers, rival nations, or entities deemed contrary to the interests of the Republic;
 - d. Names that violate server rules or community standards.
2. Any dispute regarding the legality of a naval vessel's name under this Section may be brought before the Supreme Court.
 - a. The Supreme Court shall have final authority to interpret this Act and determine whether a naval vessel's name complies with these provisions.

- b. If the Supreme Court determines that a name violates this Section, that name shall be removed from the Registry and may not be reassigned unless restored through legislation.

Statute of Limitations Amendment to the Celtic Penal Code

CPC

Authors: Quaerendo_Invenietis

Whereas It is against the public interest to allow the prosecution of possible breaches of the law which happened so long ago that no remedy in the present would be of public benefit; and

Whereas, The Celtic Peoples ought to be protected from the abuse of the Court by petty political interests;

Therefore, the following shall be appended to Law # 71:

IV Statute of Limitations

1. 12 CPC (Statute of Limitations)
 - a. No prosecution may take place for a crime defined by this penal code, or otherwise for breach of the law or the Constitution, more than two (2) real life weeks after the time of the alleged criminal act or breach.

The Anti-Corruption Act

Authors: Perfectwing, Taylor

Additions in blue.

~~Removals in red.~~

Celtic Penal Code

CPC

Authors: Hotdoggin (Big Bob)

Whereas, A code of conduct is a necessity to maintain peace and order;

Whereas, The establishment of a code of conduct may define both legal mandates which shall be obeyed, and the appropriate and reasonable penalty for failing to obey the statutes set forth;

Whereas, The Celtic Peoples may be protected from victimization;

Therefore, the following Penal Code shall be established:

I Crimes and Punishments Defined

1. 1 CPC (Crime)

- a. A crime is defined as any willful or neglectful act which is prohibited by law and is punishable by the Celtic Supreme Court, or a lower court organized and approved by law. The Supreme Court shall retain the authority to reverse, retry, or overrule any other court in any criminal case. The Supreme Court shall retain decision making power to hear appeals made by offenders, or to supersede judgement made by lower courts.
- b. This penal code shall have no authority to take retroactive effect upon its passage.
- c. This penal code shall not limit a court, or other governmental body tasked with prosecution and conviction, from dismissing criminal charges with cause or adding additional charges against a violator appropriately.

2. 2 CPC (Power of Authority)

- a.** The authority to arrest any individual who is reasonably, and in good faith, believed to have committed a crime shall be granted to all Celtic Citizens pursuant an agreement to appear in court for the lawful detention of the alleged offender. The citizen or lawfully appointed official tasked with making an arrest shall sign a “citizen’s arrest form” or arrest declaration (in the case of lawfully appointed officials with arrest power) stating their intention to make the arrest, the cause, and circumstances leading to arrest.
- b.** No person shall make an arrest which is known at the time to be frivolous and without just cause. This crime shall carry a felony punishment. This punishment shall not apply to persons who reasonably, and in good faith, believed at the time of the arrest that the alleged offender was guilty of a crime.
- c.** Offenders of any crime shall have the right to appeal their conviction through a court appointed by law, with the right to request appeal by the Supreme Court if originally tried by a lower court or official body tasked with crime enforcement.
- d.** Offenders and persons arresting another person must appear in court if summoned by the Supreme Court or a lower court.
- e.** The act of arresting another person shall be understood as a serious act which deprives another of their liberty; thus this penal code shall not restrict the Celtic People from establishing organizations through constitutionally legal processes to be properly educated and trained to make arrests and be entrusted with this duty.
- f.** Any organization created with the purpose of crime enforcement and imposing punishments other than the Supreme Court or a lower court must incorporate disciplinary procedures to remove officiants swiftly to prevent corruption or perversion of the Celtic criminal justice system.

3. Punishments

- a.** All punishments listed in this section are authorized to be imposed by the Supreme Court, any lawfully appointed lower court, or an organization lawfully established and entrusted to impose punishments.

These governing bodies may select any of the following punishments contained within this section.

- b.** The Supreme Court or delegated officiant imposing the punishment shall determine a reasonable and humane timeframe to impose the punishments listed below.
- c.** Misdemeanor Punishments
 - i.** The server name of an offender shall be changed and the name shall be decided by a judge presiding in the offender's case, or their designee. The judge or designee must give the convicted person a selection of three possible name changes. The name must follow all Democraciv server rules of conduct. The name change shall last no longer than one week of real world time.
 - ii.** The offender shall be sentenced to community service, in which a worker, caravan, or military unit shall be named after the offender. The body sentencing punishment may determine the specific unit type to be selected.
- d.** Felony Punishments
 - i.** The offender shall be exiled to the MEAN forest and required to care for the flora and fauna of the forest in good faith and with respect to the lives of all sentient and non sentient life within the forest. The offender shall not be permitted to leave the forest as long as the Celtic nation exists.
 - ii.** The offender shall be tasked with maintaining and properly manicuring the foliage of Aerach Hill, and shall provide a brief update on the status of Aerach Hill no less than once per presidential term.
 - iii.** The offender shall pay a DCash fine to the victim of their crimes as restitution, the amount of shall be no less than 20 DCash and not to exceed 75 DCash.
 - iv.** The convicted offender must create a statement in response to their arrest which shall be published by a reputable publication. The statement may utilize any one or combination of media types available to them (e.g., video, text, audio, image) to craft this statement.

II Crimes Against Persons

1. 4 CPC (Defamation)

- a. To knowingly make statements which are provably false intended to damage another's reputation, credibility, public standing, or personal security.
- b. The defamatory statement(s) must be clearly and easily understood or accepted by a reasonable and prudent person to be made in effort to result in any damages as listed in 4(a) CPC, and be clear and unequivocal on the particular individual being targeted by these statements.
- c. Statements may be verbal, written, carved, painted in caves, transferred by carrier pigeon, or any other communication method which exists now or at any time in the future.
- d. At least one (1) other person must have received or interpreted the statement and is willing to testify in a court of law to the means and the circumstances which they witnessed the defamatory statement(s).
- e. Insults, parodies, opinions, or statements which are provably true or made without intent to cause damages as defined in 4(a) CPC shall not constitute a violation of this statute.
- f. The penalty for violating any statute in this section shall be a misdemeanor punishment.

2. 5 CPC (Treason)

- a. *Treason* shall be defined as the act of intentionally and willfully, with malice, attempting or successfully completing any act which aids enemies of the Celtic Nation or its peoples, or overthrowing the lawfully established government of the Celtic peoples.
- b. The penalty for violating this statute shall carry a felony punishment.

3. 6 CPC (Perjury)

- a. The crime of perjury shall be defined as the willful and intentional act of giving information which is knowingly false while testifying in a Celtic court of law.
- b. The penalty for violating this statute shall carry a felony punishment.

4. [12 CPC \(Bribery\)](#)

- a. Bribery shall be defined as the act of knowingly offering, giving, soliciting, or accepting:
 - i. Currency (including, but not limited to, DCash), property, or anything else of material value, in exchange for the exercise, non-exercise, or improper influence of any official vote, official decision, or legal or judicial process.
 - ii. The exercise, non-exercise, or improper influence of any legal or judicial process in exchange for the exercise, non-exercise, or improper influence of any official vote or official decision.
 - b. The previous definition applies regardless of whether or not the exchange is performed.
 - c. The penalty for violating this statute shall carry a felony punishment.
- 5. 7 CPC (Intimidation)**
 - a.** It is unlawful to knowingly and or maliciously attempt to intimidate, suppress, or otherwise interfere with a member of the press's ability to freely conduct lawful releases of information or other material related to their position.
 - b.** It is unlawful to knowingly and or maliciously attempt to intimidate, suppress, or otherwise interfere with a government official's ability to freely conduct lawful proceedings as defined by the position they hold in the Celtic government.
 - c.** The penalty for violating either statute of this section shall be a misdemeanor punishment.
- 6. 8 CPC (Criminal Negligence)**
 - a.** The act of criminal negligence shall be the omission of performing a duty in which they are entrusted, and the failure to properly execute said duty results in damages real or perceived by the government, its people, or its resources. This offense carries a misdemeanor punishment.
- 7. 9 CPC(Criminal Waste)**
 - a.** It shall be a crime to mine, destroy, remove, or otherwise appropriate any natural resources without legal approval and authority to appropriate such naturally occurring resources.

- b. The punishment for violation of this section shall be exile to the MEAN Forest, a felony.

III Crimes Against Property

- 1. 10 CPC (Embezzlement)
 - a. It shall be a misdemeanor offense for any person entrusted with an amount equal or less than 50 DCash, to make use of these funds for any reason other than the agreed upon terms when the full amount of DCash is reasonably expected to be returned to the investor or loaner.
 - b. This offense shall carry a felony punishment for any amount of DCash greater than 50 DCash.
- 2. 11 CPC (Fraud)
 - a. Any offense committed in this section shall carry a misdemeanor punishment, unless the amount of DCash fraudulently obtained exceeds 75 DCash, in which case the offense shall carry a felony punishment.
 - b. The act of using deception, a ruse, trickery, hoodwinking, or any other synonym for theft of DCash shall be a crime.
 - c. To intentionally fabricate documents or statements which promise the transfer of DCash from one party to another shall be a crime.

Donations and Paid Services Act

D&PSA

Authors: CaptainMinion

Whereas, The growing DCash economy offers opportunities for investments and greater citizen involvement in governance;

Therefore, be it resolved:

Section 1: National DCash Reserve

1. An official governmental **National DCash Account**, also referred to as the **National DCash Reserve** is hereby established.
 - a. The DCash Corporation is requested to facilitate the creation of the National DCash Account within the DCash system with an initial balance of 0 DCash.
 - b. The National DCash Account shall be managed by the President or the Finance Minister with the President's permission.

Section 2: Expenditures

1. The funds of the National DCash Reserve may not be expended unless such an expenditure is authorized by the law.
2. The President may give DCash Commendations to citizens in recognition of their service to the Celtic nation.
 - a. A DCash Commendation shall consist of a transfer of no less than 10 and no more than 25 DCash to a DCash account chosen by the citizen receiving the Commendation.
 - b. The President may give up to three (3) DCash Commendations each term.

Section 3: Donations

1. Any citizen may make donations to the National DCash Account.

Section 4: Paid Services

- 1.** All payments listed in this section must be made to the National DCash Account.
- 2.** Citizens' may purchase unit names.
 - a.** To do so, the citizen must publicly announce the intention of purchasing a unit name, specifying an existing unit to be renamed, the new name and the offered price.
 - i.** The offered price may not be lower than the base price:
 - 1.** The base price for Great Person units shall be 100 DCash.
 - 2.** The base price for all other units shall be 25 DCash.
 - ii.** Following the announcement a confirmation period shall occur.
 - 1.** During the confirmation period, any citizen may present a counteroffer, specifying their own choice of name for the same unit and a higher offered price.
 - 2.** After at least 24 hours have passed, the President or Finance Minister shall end the confirmation period and announce the confirmed offer.
 - a.** The confirmed offer shall be the offer with the highest offered price, except for any offer which the President or Finance Minister deems unsuitable.
 - b.** Once the confirmed offer is announced no further offers for the name of that unit may be made.
 - b.** Units which have been renamed before in accordance with any law or Presidential decision may not be renamed via this service.
- 3.** The President may offer the creation of specialized Discord channels.
 - a.** The price of this service shall be selected by the President appropriately to the requested service, but may not be lower than 100 DCash.

Southern Citadel Act

SCA

Authors: CaptainMinion*, Taylor

Whereas, Our nation's southern shores are threatened by American and Zulu presence;

Whereas, America already controls a portion of the Wes Strait, a strategic naval corridor;

Therefore, be it resolved:

Section 1: Great General

1. The President is authorized to expend Gold to enact the **Request the Services of a Great Person** decision once to obtain a Great General.

Section 2: Blonde Citadel

1. The President is authorized to use a Great General's **Construct a Citadel** action to construct a Citadel in Rennes on the tile known as the Blonde Peninsula, which is the southernmost tile on Alba.
 - a. This action is permitted to remove features present on that tile regardless of general and National Park environmental protections.

CONTINUED CONTINUING RESOLUTION ACT

ARTICLE I: WE ARE READY FOR THIS WAR

Section 1. The President is authorized to continue playing the tenth or eleventh stream in the event that the Americans and/or their allies declare war on our civilization.

A. The stream must abide by the turns allocated in the *Steady Paced Streams Act* (L.108).

Section 2. Article III, Section 3, and all underlying subsections of the *Steady Paced Streams Act* (L.108) shall only apply to non-American civilizations who are not allies of the Americans and non-American aligned city states.

Genocide Prevention Act

Authors: Quaerendo_Invenietis

“The premiere demand upon all education is that Auschwitz not happen again. Its priority before any other requirement is such that I believe I need not and should not justify it.” —Theodor W. Adorno, *Education After Auschwitz*

Be it resolved:

Section 1:

1. The President or Streamer may never raze a city.

STRATEGIC CONTINUATION ACT

ARTICLE I: STAND READY

Section 1. The President is authorized to maintain Celtic naval military units as they exist at the conclusion of the war with the Zulu for the entirety of the stream in which peace is made.

- A.** This provision shall override Article II Section 2 of the Budget Act (As amended by the War Appropriations Act).
- B.** No additional units may be constructed if the number of naval military units exceeds the peacetime cap except when otherwise stated by law.

Section 2. The President is authorized to maintain Celtic land military units as they exist at the conclusion of the war with the Zulu for the entirety of the stream in which peace is made.

- A.** This provision shall override Article II Section 2 of the Budget Act (As amended by the War Appropriations Act).
- B.** No additional units may be constructed if the number of land military units exceeds the peacetime cap except when otherwise stated by law.

Section 3. The Senate, by 3/5 vote in favor of a motion, may authorize the extension of this legislation by no more than the entirety of one (1) more stream after the war with the Zulu ends.

Authors: Taylor, CaptainMinion

Whereas, we need to settle the Gutt and guard the Gutt.

SAFE COLONIES ACT

ARTICLE I: GUARD THE GUTT

Section 1. The designation of **Colonial Guard** is hereby established.

- A.** Any unit designated as a Colonial Guard must be associated with one Celtic City which meets one of the following criteria:
 - a.** The City is located on the Diagutt Island, which is the large island near the Great Barrier Reef, where Wittenberg is located.
- B.** The President may at any point designate any military land unit which is located within five (5) tiles from the City Center of an eligible City as a Colonial Guard associated with that City.
 - a.** The President may not do so if there already exists a Colonial Guard associated with that City.
- C.** Colonial Guards shall not be factored into the maintenance limits of military units as stated in the Budget Act (Law #5) and their maintenance costs shall be automatically approved.
- D.** A Colonial Guard shall be used to protect its associated City and must at all times remain within five (5) tiles from its City Center.
- E.** Any unit designated as a Colonial Guard shall be renamed, unless it has already been renamed in accordance with another law.
 - a.** The new name of the Colonial Guard shall consist of the name of its associated City followed by “Guard”.
 - i.** A shortened form of the City’s name may be used.
 - ii.** Once a unit renamed this way loses the Colonial Guard designation, it shall be fully eligible for renaming as if it had never been renamed in accordance with law.
- F.** The President may at any point revoke the designation of Colonial Guard from any unit.

Section 2. The designation of Colonial Guard shall be dissolved at the conclusion of the 11th Stream.

- A.** All Colonial Guards shall lose that designation with its dissolution and no longer be subject to the rules established by this law.

Section 3. The President is authorized to engage in the following acts of support towards the City-State of Wittenberg:

- A.** Pledging to Protect the City-State of Wittenberg.
- B.** Gifting Gold in a quantity not exceeding 10% of current treasury funds. This limit is raised to 20% of current treasury funds if the City-State is currently requesting donations due to a quest.
- C.** Gifting a unit.

Consistent Budget Act

Authors: Carlitos

Whereas, the budget act has some inconsistencies in its phrasing and how it allocates funds

Purpose: Bill #5 shall be amended:

Underlined Text in Blue to be Added

~~Text in Red and Strikethrough to be Removed~~

BUDGET ACT

ARTICLE I: PEACETIME DISCRETIONARY SPENDING

Section 1. Treasury expenses may be appropriated during peacetime for the following purposes:

- A. The maintenance of no more than twelve (12) land military units at any one time.
- B. The maintenance of no more than eight (8) naval military units at any one time.
- C. The purchase of a military unit if the cost is less than or equal to 90% of treasury funds.
- D. The upgrade of a military unit ~~(s) not exceeding 450 gold per stream~~ if the cost is less than or equal to 25% of treasury funds.
- E. The maintenance of no more than eight (8) civilian units at any one time.
- F. The purchase of a civilian unit if the cost is less than or equal to 60% of treasury funds.
- G. The purchase of a building if the cost is less than or equal to 70% of treasury funds.
- H. The purchase of a tile ~~(s) not exceeding 300 gold total per stream~~ if the cost is less or equal to 25% of treasury funds.

ARTICLE II: WARTIME DISCRETIONARY SPENDING

Section 1. Treasury expenses may be appropriated during wartime for the following purposes:

- A. The maintenance of no more than twenty-four (24) land military units at any one time.
- B. The maintenance of no more than sixteen (16) naval military units at any one time.
- C. The purchase of a military unit if the cost is less than or equal to 100% of treasury funds.
- D. The upgrade of a military unit ~~(s) not exceeding 450 gold per stream~~ if the cost is less than or equal to 100% of treasury funds.
- E. The maintenance of no more than eight (8) civilian units at any one time.
- F. The purchase of a civilian unit if the cost is less than or equal to 80% of treasury funds.
- G. The purchase of a building if the cost is less than or equal to 80% of treasury funds.
- H. The purchase of a tile ~~(s) not exceeding 300 gold total per stream~~ if the cost is less or equal to 25% of treasury funds.

Section 2. The president must meet the peacetime discretionary spending unit cap in Article I of this law within ten turns of the conclusion of war unless otherwise specified by law.

ARTICLE III: MANDATORY SPENDING

Section 1. The maintenance cost of buildings shall be automatically approved.

A. Unless otherwise specified by law.

Section 2. The maintenance cost of Great Persons shall automatically be approved.

A. Unless otherwise specified by law.

Section 3. Cargo ships & caravans shall not count toward the civilian unit cap.

A. Unless otherwise specified by law.

ARTICLE IV: CLARIFICATIONS

Section 1. The following are a nonbinding way to clarify terms used in this legislation:

A. Military units: Combat entities used for warfare, defense, and exploration.

B. Civilian units: Non-combatants that cannot attack, but perform essential tasks like founding cities, improving tiles, spreading religion, and executing trade.

C. Buildings: Structures constructed within cities to provide continuous bonuses.

D. Wonders: A building which may be unique in the world & provides exceptional bonuses.

E. Tiles: The fundamental hexagonal units of land and water that make up the game map.

F. Great Persons: Unique, defenseless civilian units that are birthed by accumulating Great Person Points (GPP), earning Faith, or generating combat experience.

ARTICLE V: FUTURE LEGISLATION

Section 1. Future legislation may appropriate additional funds for specific purposes.

Section 2. This legislation shall serve as a foundational budget which may be amended or entirely repealed to reflect the fiscal policy inclinations of the government.

TREATY OF OLD SARAI

ARTICLE I: ACKNOWLEDGEMENT

Section 1. Be it recognized that the Constitution of the Celts empowers the Senate as the body in charge of accepting or rejecting peace deals.

A. Therefore this treaty shall only be considered in the Senate.

Section 2. [RP] The negotiations for this treaty shall take place in the third party Mongolian city of Old Sarai.

ARTICLE II: THE PEACE

Section 1. The President is authorized to attempt negotiating peace with the Zulu and any city state allies.

A. The President shall first attempt to make peace while requesting the city of Ethekewini.

B. If A should be refused the President may then attempt to make peace while requesting resources and/or gold; the amount in which is at the discretion of the president.

C. If A and B should be refused the President may then propose a white peace; making peace with neither side making concessions.

Section 2. The President may not surrender any Celtic city in the name of peace under this authorization.

ARTICLE III: MECHANIC TEST

Section 1. The President is authorized to attempt negotiating peace with the Zulu and any city state allies by proposing the so-called “white peace” option that pops up when attempting to negotiate peace.

A. Said white peace is when both civilizations agree to peace without any monetary, territorial, or resource concessions during the negotiating stage.

Section 2. Said test of the mechanics under Article III shall not be saved if it works.

TREATY OF RAMSEY

ARTICLE I: ACKNOWLEDGEMENT

Section 1. Be it recognized that the Constitution of the Celts empowers the Senate as the body in charge of accepting or rejecting peace deals.

A. Therefore this treaty shall only be considered in the Senate.

Section 2. [RP] The negotiations for this treaty shall take place in the border city of Ramsey.

ARTICLE II: THE PEACE

Section 1. The President is authorized to attempt negotiating peace with the Zulu and any city state allies.

A. The President shall make peace with the Zulu so long as the Zulu surrender cities and/or return captured cities (liberated cities) to their original founders.

a. The number of surrendered cities plus liberated cities must be at least 2.

B. The President may not make peace with the Zulu unless the city concessions in A is part of said deal.

C. The President is authorized to make peace with the Zulu without any city concessions should America declare war on us.

a. The President is encouraged, but not required, to gain as much as possible from this peace deal.

b. To the best of the President's judgement, this deal must be at least a White Peace or favorable to the Celtic people.

Section 2. The President may not surrender any Celtic city in the name of peace under this authorization.

ARTICLE III: MECHANIC TEST

Section 1. The President is authorized to attempt negotiating peace with the Zulu and any city state allies by proposing the so-called "white peace" option that pops up when attempting to negotiate peace.

A. Said white peace is when both civilizations agree to peace without any monetary, territorial, or resource concessions during the negotiating stage.

Section 2. Said test of the mechanics under Article III shall not be saved if it works.