

Rules for Revolutions

Version 0.95

Revolutions grow everywhere locally, centralized nowhere, forming organizations driven by *your* ideas, abilities, energy, and activism.

Revolutions evolve and adapt to their varied and unique circumstances by applying and promoting these Principles of Democracy.

Principles of Democratic . . .

Culture: Societies value the sustainable and resilient health of the natural world.
Societies value the safety, health, well-being, and liberty of all members equally.
Societies prioritize these values ahead of private wealth or special interests.

Society: Members have a Responsibility to prioritize, value, and practice Integrity.
Members have an Obligation to prioritize democratic cultural values.
Members have an Obligation to understand the culture their behaviors normalize.

Organization: Organizations are Obligated to serve these democratic principles and values.
Organizations are Obligated to ensure all members equal power easily accessed.
Decisions require positive assent of a sufficient minority, never merely a majority.

Membership: Anyone may choose to be subject to the rules of any democracy.
Anyone subject to the rules of a democracy is a member of that democracy.
Members of a democracy have a Responsibility to understand their rules.

Chapters & Stories

Democratic organizations are associations of people.

A Revolution is an association of independent individuals and organizations influencing significant change in their environments. Each organization adopting these rules is called a Chapter. Chapters network to share resources, coordinate actions, and focus collective power.

Any two or more people Adopting these rules for their association may form a Chapter.

Any two or more Chapters Adopting these rules for their association form a Story. Every Chapter of a Story has equal Representation in their Story. Stories may require strict adherence to their rules as a condition of membership. All Story rules must be approved independently by each Chapter of the Story. Chapters may belong to any number of Stories for which they are eligible.

Membership

Chapters may set geographical boundaries for membership. Any person residing within the boundaries of a Chapter is eligible to join the Chapter. Any person may join a Chapter without defined geographical boundaries. Any person who joins a Chapter is a Reader of their Chapter. Every Reader of a Chapter in a Story is a Reader of the Story.

Anyone subject to these rules may join a Chapter by attending a Gathering of the Chapter, Recording themselves in Attendance, affirming their geographic eligibility (if required), and publicly announcing to the Gathering that they are subject to these rules.

A Reader at their first Reading is called a Leaf. All Leaves together may never cast more than 19 of 100 Votes. Chapters may choose to limit Leaves to casting Approve, Decline, or Balance. Leaves who have completed training on these rules are exempt from both limitations.

Any Member of a Chapter is a Reader of their Chapter.
Every Reader has the Right to read all Chapter Records.

A Reader who has attended two Gatherings in the past 12 months, or one Gathering and one rules training, is eligible to be a Writer of the Chapter. Any two Writers have authority to call a Gathering, any four Writers have authority to call a Reading.

Each Chapter designs their own rules training. The rules training must include these rules. Stories may require member Chapters include Story rules and general information in Chapter rules training.

Any Writer who has attended three Gatherings within the past 12 months and completed a rules training is eligible to be an Author of the Chapter. Any Author with any two Writers have the authority to call a Reading.

Any Author who has attended four Gatherings in the past 12 months, and completed a Project, is eligible to be a Scribe. Any Scribe with any Writer have the authority to call a Reading.

A Project is a significant task for the Chapter. It may be taking the lead for organizing an action, or being the liaison between the Chapter and another group, managing the Chapter website for a significant period, or coordinating a phone banking campaign, or some similar organizational task for the Chapter.

A Scribe is an Author is a Writer is a Reader. Collectively, these Roles are called Facets (of participation in a Chapter or Story). Members have the Right to take on the Responsibilities and Obligations of any Facet for which they are eligible.

Gatherings

A Gathering is an assembly of the Readers of a Chapter at a predetermined time and place.

A Reading is a Gathering Called for the purpose of making binding decisions on the Chapter. A Gathering Outline specifies its date, time, location, and purpose(s), and Names a Facilitator. An Outline for a Reading additionally Names a Recorder and an Arbitrator. Sufficient Notice is defined to be given when a Gathering Outline is provided to all Chapter members at least seven days in advance of the time and date specified in the Outline. Each Chapter shall specify its mechanisms for providing Sufficient Notice. A Gathering without Sufficient Notice is a Party.

Decision Making

Chapters make decisions by Consensus. Consensus cannot form except at a Reading called with Sufficient Notice. Consensus cannot form unless a sufficient number of Chapter Facets are Recorded in Attendance. A sufficient number of Facets Recorded in Attendance at a Reading called with Sufficient Notice may Vote to form an Accord.

An Accord is 70 of 100 Chapter Facets of the same kind agreeing to make decisions together.

An Accord of Readers is 70 of every 100 Chapter Readers, counting all Chapter Readers. An Accord of Writers is 70 of every 100 Chapter Writers, counting only those Recorded in Attendance at the Gathering. Similarly for Authors and Scribes, only those Recorded in Attendance are counted when calculating the number required to form an Accord.

Writers, Authors, and Scribes may require they be counted when calculating an Accord in their absence, by providing the Chapter at least 24 hours advanced notice in writing.

An Accord of Readers may overturn decisions of an Accord of Writers (Authors, Scribes).
An Accord of Writers may overturn decisions of an Accord of Authors (Scribes)
An Accord of Authors may overturn decisions of an Accord of Scribes.

An Accord of the Chapter in Consensus is the only authority binding on a Chapter.

Consensus

Consensus prioritizes deep understanding, informed consent, and broad agreement over speed. The goal of every Accord is to address all issues on each Proposal with Integrity, and reach Consensus without Dissent. When the discussion appears to have addressed all concerns, the Facilitator, or any other Reader, may ask if there is any Dissent against the Proposal at hand.

In the absence of Dissent, any Proposal passes.

In case of Dissent, those Dissenting are asked to express their reasons and suggest adjustments that would bring them into Consensus. Repeat this process until Consensus is reached, or appears improbable. The Facilitator, or any 55 of 100 in the Accord, may declare an impasse and require the Accord Vote on the Proposal.

Voting

Each member of the Accord casts a single Vote, choosing among Insist, Approve, Balance, Decline, and Refuse. Member Votes are Private. The results are Witnessed in aggregate as follows:

Voting Results

Vote	Results [Count the Total Votes in Each Category]	
Insist	Agree (Insist + Approve)	Assent (Insist + Approve + Balance)
Approve		
Balance	Balance	
Decline	Decline	Dissent (Decline + Refuse)
Refuse	Refuse	

The Recorder counts the number of Votes in each Category, and compares the Results to the Consensus Decision table.

Consensus Decision

Proposal	Decision	Amendment
20 of 100 Refuse 55 of 100 Dissent	Reject	10 of 100 Refuse 35 of 100 Dissent
40 of 100 Balance	Table	40 of 100 Balance
30 of 100 Insist 50 of 100 Agree 55 of 100 Assent	Adopt	60 of 100 Insist 75 of 100 Agree 85 of 100 Assent

Read down the Consensus Decision table. The *first* condition met is the Consensus Decision. If *no* conditions are met, the Action (Proposal or Amendment) is Tabled.

A Proposal is anything brought before an Accord for the purpose of making a decision binding on the Chapter. Any Proposal to change the rules is an Amendment.

Free Vote

Each member of the Accord is provided five Tokens, and may distribute them among the five Votes (Insist, Approve, Balance, Decline, Refuse) in any pattern they choose. To ensure Privacy, all Tokens are identical and distribution of Tokens is performed in Private. The total Tokens in each Result is summed on the Voting Results table, and the totals compared to the Consensus Decision table.

Any 10 of 100 may Insist any Vote be taken as a Free Vote.
Any Chapter may choose to require all Votes be Free Votes.

Stories

A Story is a *Chapter* of Chapters; all rules for Chapters apply to Stories, unless otherwise specified in these rules.

Each Chapter of a Story is Represented in Story Decision Making by at least one Voice.
A Voice is a Representative of a Chapter Named by an Accord of the Chapter in Consensus.
Readers, Writers, Authors, and Scribes of a Chapter in a Story are Readers, Writers, Authors, and Scribes of the Story.

Any two Voices may call a Story Gathering. Any three Voices may call a Story Reading.
Any Collection of Scribes, at least one from each Chapter, may call a Story Gathering.
Any Collection of Authors, at least two from each Chapter, may call a Story Gathering.
Any Collection of Writers, at least three from each Chapter, may call a Story Gathering.
Any Collection of Readers, at least four from each Chapter, may call a Story Gathering.
Double the number from each Chapter are required to call a Story Reading.
If a Chapter has fewer Readers than required to participate in calling a Story Gathering or Reading, the Chapter's full complement of Readers, less no more than one, may be substituted for the numbers otherwise required. Similarly for Writers and Authors.

An Accord of Scribes of a Story may overturn decisions of an Accord of Voices. Similarly, an Accord of Authors, Writers, or Readers may overturn the decisions of an Accord of Voices.

A Story may comply with the equal representation requirement by either of two Mechanisms.
Each Story must specify in its rules which Option it follows, and provide the appropriate information for the Mechanism to function.

Mechanism 1

In its rules, the Story specifies a Number, N.
Each Chapter of the Story is eligible to Name N Voices to Represent their Chapter in Story Decision Making.

Mechanism 2

In its rules, the Story specifies a Number, N.
In its rules, the Story specifies a Proportional Facet (Reader, Writer, Author, or Scribe).

Each Chapter is eligible to Name [(Proportional Facet)/N] Voices to Represent their Chapter in Story Decision Making. The Voices so named complete their terms even if [PF/N] decreases over the course of their term.

Each Chapter sets the term for its Voices in each Story, which must be a whole number of years. A Chapter may set different terms for different Stories.

Each Story may specify a maximum number of consecutive years a Voice may serve without being ReNamed to the Story by their Chapter.

Numbers

“X of 100” always mean “X or more of 100”. When there are more or less than 100, the equivalent ratio is used. Always round decimals up to the next whole number.

Rules

A Chapter is defined to be any Two or more Members who collectively Adopt these rules for organizing together.

A Story is defined to be any Two or more Chapters which collectively Adopt these rules for organizing together.

A Story is a *Chapter* of Chapters; all rules for Chapters apply to Stories, unless otherwise specified in these rules.

Any 20 of 100 Writers of a Chapter who have Voted Refuse three or more times may choose to split the Chapter. They copy the Chapter rules, change the name, and Adopt the rules as the new Chapter. The original Chapter is Obligated to provide a copy of the Chapter Records to the new Chapter.

Any 20 of 100 Chapters of a Story, each individually in Accord, may split the Story. They copy the Story rules, change the name, and Adopt the Story rules. The original Story is Obligated to provide a copy of the Story Records to the new Story.

Language and Meaning

The language of the Rules is an imperfect representation of their meaning and intent. When in conflict, the interpretation that most closely aligns with the Principles of Democracy leads in the direction of justice.

Privacy

The Voting Choices of each Member are Private.

The Voting Choices of each Representative are Public.

All other rules on Privacy are measured against this definitions of Public and Private.

Responsibilities

Responsibilities are expectations enforced by social admonition only.

Obligations

Obligations are Responsibilities additionally enforced by the rules.

Rights

Rights are Obligations of an Organization (Chapter or Story) to a person or member.

Each member is Responsible for the Obligations of their Chapters and Stories.

Each Representative of an Organization is Obligated to uphold the Responsibilities and Obligations of their Organization.

Seeds of Trust

Set boundaries to ensure your own reliability and accountability; accept the amends of others practicing their own accountability. Act with integrity, maintain transparency, and respect privacy. Practice self-care and care for others, from a place of generosity. Understand your own reasoning, and re-evaluate regularly; be prepared to make your reasoning transparent to others, even in the absence of any Obligation to do so.

1. Boundaries

People can only trust each other when they each set their boundaries, communicate their boundaries to each other, and respect each other's boundaries.

2. Reliability

People can only trust each other if they say what they will do, and follow through on their commitments, *consistently*.

3. Accountability

People can only trust each other when they know that if they make a mistake, and if they own it, apologize for it, and make amends, they will be allowed to move past the mistake.

4. Integrity

Acting with courage over comfort, doing what's right over what's fun, fast, easy, or otherwise convenient; practicing the Seeds of Trust.

5. Transparency

All records of each Chapter are made available to all members of the Chapter. Every member has a Right to view and retain copies of the Chapter records. Each Chapter

6. Privacy

What a member shares in confidence with another member is kept in confidence. What a member shares in confidence with a Chapter is kept in confidence by each member of the Chapter.

7. Ethic of Self-Care

Promoting the Obligations and Responsibilities to one's self; to take care of one's self and one's own needs. Seek out help when you need it. Encourage and support others to attend to their physical, psychological, emotional, and spiritual needs, and the needs of those in their care. Be generous to yourself as well as to others.

8. Ethic of Care

When someone needs help, do not think or feel less of them for it, else you will think and feel less of yourself when you need help. Give aid from a place of generosity, not judgement.

9. Generosity

Assume the best intentions underlie the speech and acts of others. Ask when unsure, always from a place of generosity.

10. Reason

Examine your processes of knowing and reasoning. Check for self-consistency and consistency with the observable world. Be aware of how you process thought and emotion; reflect on your processes, consciously evaluate them.

Songs

All Songs are subject to the rules for Chapters, except as here noted.

A Song is a group of Representatives of a Chapter or Story with a detailed Writ, specifying their scope of authorization to act on behalf of their parent organization. A Song must have at least three Voices Named by an Accord in Consensus. An Accord of the Chapter or Story in Consensus may Name any number of additional members to assist the Voices. No Song may use personnel or resources not Named by its parent organization, or incur expenses or other liabilities, except as specifically authorized in its Writ.

The Writ may allow the Song to set different rules for Calling its own Gatherings and Readings than Chapters are required to follow, when the parent organization believes the purpose of the Song may require such additional flexibility.

An Accord of the parent organization in Consensus may change their Writ, overturn any decisions of their Song, or disband their Song, at any time, for any reason.

Grievance Council

Each Story is Obligated to form a Grievance Council. A Grievance Council is a Song with a Writ to review and reach Consensus on Grievances among the members and organizations within the Story. The Writ must specify the number of Voices each Chapter of the Story may Name to the Council, and their term of service. The Writ must specify a default method for delivering Grievances to the Council, though the Council may establish additional means. All Votes on proposals for resolutions to Grievances are taken as Free Votes.

Any person or organization subject to these rules may Assert a Grievance against any person or organization subject to these rules, by this process:

1. The person or organization asserting a Grievance commits their assertions to writing, creating a document called a Grievance Assertion, which must at least:
 - a. Explain the facts in as much detail as the aggrieved believe relevant.
 - b. Include any relevant documents or other materials.
 - c. Specify the principles, values, or rules they assert were violated or abused.
 - d. Detail the response they believe the members, Chapters, or Stories involved ought to take, including a clear explanation of how the proposed response(s) serve the principles, values, rules, and goals (if applicable) of the relevant organization(s).
 - e. Specify if the aggrieved considers this matter public or private.
 - f. Specify if the aggrieved is requesting or insisting that the Council hold a Hearing on the Grievance.
 - g. Supporting statements from at least three Readers of the Story, no more than two from the same Chapter, asserting they have reviewed the details and believe the Grievance should be heard.
2. The aggrieved or their representative(s) deliver the Grievance Assertion to the Grievance Council.
3. Within 7 days of receipt, the Grievance Council sends copies to each of the individuals or organizations named in the Assertion, ensuring that any Grievance Assertion considered private by the aggrieved is clearly marked "private".
4. Those receiving a copy have 21 days to reply to the Grievance Council. Any of those Named in the Grievance may insist on a Hearing by submitting a reply and so specifying.
5. If no Hearing is requested, the Grievance Council holds a Reading within 21 days of receiving all replies, and seeks to form an Accord and reach Consensus on the Grievance.
6. If the aggrieved insists on a Hearing, the Grievance Council must host a Hearing on the Grievance not more than 45 days from receipt of the Grievance, at a time and place agreed by the aggrieved, those Named in the Assertion, and the Council. If the other parties cannot agree on a time and place after the Council has made reasonable efforts to accommodate all parties, the Council chooses a time, date, and place.
7. Any organization named in the Grievance may Name one Speaker to represent the organization at the Hearing. Any person named in the Grievance may attend the Hearing. If the Grievance is considered private by the aggrieved, only those named in the Grievance and the Speakers for each organization named in the Grievance may attend. However, each attendee to a Hearing may bring one companion. If the aggrieved objects to any of the companions present, the Council may order their departure by Consensus.
8. The aggrieved is granted the right of first statement.
9. Anyone named in the Assertion, or Speaking for an organization named, has the right to make a statement.

10. Any member of the Council may ask questions of anyone attending, provided they are germane to the Hearing.
11. Anyone in attendance may ask questions of the Council.
12. Once the Council is satisfied they have the relevant information, they may seek Consensus on the resolution of the Grievance.