The Panarchist Constitution

The Institutions Formed By This Document Serve Three Main Purposes:
-To Resist War Among City-States
-To Resist Tyranny Within City-States
-To Resist Foreign Military Invasion

Article 1: Revenue Generation

In order to finance the above objectives, the alliance may levy a tax on commodities and goods of the following **maximum allowable** rates, to be collected at city-state freight depots.

Peacetime:	Wartime:	
Domestic: 6%	Domestic: 18%	Foreign: 25%
Foreign: 75%		

This revenue finances four agencies listed below. They are managed by a singular Senate.

Article 2: The Reserve Army

The Reserve Army serves as a military force to deter against and fight against foreign military invasion. They may also strike foreign nations, but only if gravely attacked first. The Reserve Army can also be deployed (via 3/4 Senator vote: See Article 5) against tyrannical or militarily aggressive domestic city-states, with the following objectives:
A) Surround Territory, cut off trade B) Allow non-combatants to safely exit C) Topple power structure with minimal property damage and civilian casualties D) Surrender / Diplomacy is always ideal

Article 3: National Diplomacy Department

This department monitors both diplomacy and potential human rights violations within the city-states. City-States must allow diplomats to travel within and openly investigate all city-states. They can also make arrests for Article 9 violations, to be tried in the National Court. The department reports its findings to the Senate.

Article 4: International Diplomacy Department

This department communicates with -and gathers intelligence on- foreign governments and militaries. This allows it to give warnings of potential threats or conflict or dismantle such threats through dialogue. It also fills a seat at the UN. The department reports its finding to the Senate.

Article 5: The Senate

The Senate is a governing body which administers Article 1 tax revenue. The Senate cannot legislate or create law. Every city-state with above a population of 5,000 may send one Senator to the capital (currently, approximately 5,100 places in the US). The vote of each Senator is weighted based on the following formula: (City Population) ^ 0.5 / 70.711

Using this formula, a 5K person city would have 1 vote. A 160K city has 5.6 votes. A 5M person city would have 32 votes. The vote strength ratio of 5K to 5M is 32. Meaning the smallest cities have 64x more influence per resident than the largest cities.

With a majority vote, the Senate may adjust the Article 1 tax rates (not exceeding the maximum). With a 3/4ths majority vote, the Senate may declare war on a tyrannical or militarily aggressive domestic city-state or foreign government.

The Senate also elects the Supreme Commander, the head General of The Reserve Army, as well as the head of the National and International Diplomacy Departments.

Article 6: Rural Regions

These regions aren't populated enough to be considered "City-States", but they are still protected by the Bill of Rights and non-aggression principle, have private property, and may self-govern. City-States may only acquire and assimilate additional rural region property if the owner agrees to join the city-state, or agrees to sell his/her property to them.

Rural residents are only allowed to own a maximum of 2 residential properties or 200 acres of land per person. Corporations cannot own real estate.

Article 7: Wartime Bill of Rights

After a declaration of war by the Senate, the Reserve Army will be mobilized by the Supreme Commander. City-States are then able to use self-determination in the following ways:

If a population or City-State feels a domestic war is unjust, the City-State or any Reserve Army Soldiers have the following rights:

---City-States have the right to exit the alliance entirely, even against the wishes of their Senator.
---City-States have the right to create or join new military alliances and factions, even against the wishes of their Senator. (See Article 11)
---City-States have the right to refuse the wartime tax, even against the wishes of their Senator.
---Soldiers within the Reserve Army have the right to defect.

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During a foreign military invasion, Soldiers must fight and wartime tax must be paid.

Wartime automatically expires in 3 months, unless 2/3rds of city-states have a 2/3rds direct democracy vote in favor of extending the war another 3 months. Repeat until the war ends.

Article 8: Peacetime Bill of Rights

City-States have the right to independently own military hardware and conduct military training. They can also immediately recall their Senator if they disagree with his decision (Based on their specific Social Contract rules).

City-States may not tax or otherwise inhibit trade or travel between City-States, or aggress upon rural regions in any way.

City-States have the right to secede if any given alliance is no longer in their best interests, and form new alliances using this contract. (See Article 11)

Article 9: Individual Bill of Rights

The United States Bill of Rights is in effect at all times, unless in local active combat in a declared war. The National Courts uphold and secure these rights, and The National Diplomacy Dept may make arrests of violators of the Bill of Rights or Non-aggression principle and bring them in front of the National Courts for trial.

Article 10: National Courts

The National Court hears disputes between rural regions and city-states, or between city-states. These cases aren't severe enough to warrant military intervention, but may be worthy of fines and/or other monetary restitution for the injured party.

The Senate appoints the court judges, to deliberate in groups of 3, and as many groups as needed to fulfill national demand.

Intellectual property is recognized and defended by the national court. Patents for invention (lasting 20 years), and copyright for artwork (lasting 100 years). Patents receive 10% of product revenue instead of (traditionally) a market monopoly.

Article 11: Parallelization

This contract can be duplicated and operated separately by more than one independent Senate in a given geographic area, thus creating a market for national defense. A City-State switching Senates/alliances is not legitimate grounds for starting a domestic war.

Article 12: Royalties

The Senate must compensate TravelingThroughTime 0.06% of Article 1 tax Revenue, as royalties for use of this contract.

Solving the Rural-Urban Divide:

America's most intractable political conflict isn't between political parties—it's between fundamentally different ways of life. Urban residents in dense cities want walkable neighborhoods, public transit, robust social programs, and environmental regulations. Rural residents value property rights, independence, minimal regulation, and minimal (if any) taxation. Both groups are locked in a zero-sum battle where electoral victories mean one side imposing its vision on the other, breeding resentment and polarization that deepens with each election cycle.

The current system—a single government attempting to satisfy 330 million people across radically different contexts—inevitably fails both groups. Yet both are forced to compromise on values they consider fundamental, creating a permanent state of mutual frustration where 51% rules and 49% suffers.

The framework presented in The Trinity Contracts solves this problem not through compromise, but through **parallel sovereignty**—allowing both urban and rural populations to live under their preferred systems simultaneously. This is achieved through two interlocking constitutional documents: The Covenant of the Ark (for city-states) and the Panarchist Constitution (federalized courts and military protection).

The Panarchist Constitution's Article 6 explicitly protects rural regions from urban encroachment. Rural residents maintain:

- **Complete self-governance** with no obligation to join city-states
- **Strong property rights** (up to 200 acres per person)
- **Voluntary association only** - city-states can only acquire rural land through willing sale or agreement
- **Constitutional protection** under the Bill of Rights and non-aggression principle
- **Freedom from urban taxation** - no obligation to fund city-state programs

This isn't token protection—it's fundamental recognition that rural life requires different rules. A farmer managing 150 acres operates in a completely different reality than someone in a 1,500 square foot apartment. The Panarchist Constitution acknowledges this by making rural autonomy a cornerstone principle, not a negotiable preference.

Meanwhile, The Covenant enables each city-state to pursue aggressive urban policies that would be impossible (and inappropriate) to impose nationally or on unwilling farmers:

- **Extreme density** (99+ story interconnected structures)
- **Car-free design** with 3D transit layers
- **Wealth redistribution** through progressive taxation funding UBI
- **Worker ownership** mandates through Articles of Syndication
- **Direct democracy** on local matters through annual votes
- **Customized tax rates** - each city-state's Hexarchy sets its own Article 3 rates within ranges

Critically, **each city-state governs independently**. A city-state in Oregon might vote for 25% higher UBI funded by increased wealth taxes. A city-state in Texas might keep taxes at minimum levels. One might ban certain industries, another might welcome them. Each Hexarchy is elected by its local residents and serves only those residents. This is sovereignty at a genuinely local level—not the false "local control" of cities still bound by state and federal mandates. Federal Congressional mandates are dissolved entirely. They no longer exist.

Representative democracy fails the rural-urban divide because it forces geographic groups with incompatible needs to fight for control of a single legislative body. Whoever wins the House, Senate, and Presidency gets to impose their vision nationwide. The losers must either accept policies they find intolerable or secede (which leads to civil war). States have the same rural-urban divide problem. Their governance still doesn't solve the rural-urban divide, it simply shrinks the scale of it.

This city-state framework **eliminates the fight entirely**. There's nothing to fight over because there's no monopoly to capture. The rural-urban divide persists because we've framed it as a battle for control rather than a compatibility problem. Urban progressives don't need rural conservatives to adopt their values—they need them to stop blocking/removing urban policies. Rural conservatives don't need urban progressives to embrace their lifestyle or tax policy—they need them to stop imposing taxation/regulation on rural land.

Both sides can win. The farmer in Montana can maintain his 200 acres, own firearms without restriction, and pay minimal taxes. The software engineer in an Arkology can enjoy car-free density, robust social services, and worker-owned cooperatives. The Panarchist Constitution protects both, while the Senate ensures neither can militarily dominate the other.

This isn't compromise—it's **recognition that different lives require different rules**, and that forcing uniformity creates the very conflict we seek to resolve. The elegant simplicity of parallel sovereignty transforms America's most bitter divide into a non-issue. Not through converting one side or the other, but through letting both flourish simultaneously.

The Game Theory Of The Panarchist Constitution

This is the most difficult game theory analysis of all my proposals, because of the possibility of shifting loyalties and the ever-present depressing reality of might-makes-right. When your military is mercenaries, who are they loyal to or for what? Could multiple mercenary groups make secret alliances with each other or instead of competing on the market in price? What if all of them do not form a monopoly, then put cities under siege and extort them one after another? When two or more mercenaries go to war with each other, whats preventing them from working together AGAINST YOU? The people with money? Isn't that a better outcome than dying on the battlefield?

The answer to many of these questions, is to trust market forces. Restaurants could all decide to form a monopoly tomorrow and raise prices by $X. The same applies to any industry, but why don't they? You rarely see this happen, and when you do via consolidations and mergers, the price increases open up the field for startups to take market share.

You could make the case that the battlefield is not a free and fair marketplace, and that is a fair point. But, due to Article 11, the Panarchist Constitution is a free and fair marketplace, and you would have to hope that there are more cities desiring and demanding peace and peacekeepers than cities demanding warriors and bandits. Therefore, the peacekeepers will always have vastly larger budgets, vastly larger armies, and sensitive carefully protected reputations to uphold. The market keeps them honest. They have to earn their salaries by being loyal, effective, affordable peacekeepers...not disloyal mercenaries or bandits or warlords.

There is also the ability for a city to remove funding at any time. Therefore, if a large military bombs a Doctors Without Borders hospital, for example, then they could potentially lose 25-50% of their budget overnight. This is true accountability and true distributed power. Nation-states don't have this luxury and they never will in our current territorial monopoly military system.

Then, due to the market system, nations can choose their military based on market share and army size. They can do this strategically causing no military to have more than, say, 10-20% market share and severely overpower the rest.

Also, when you have potentially thousands of sovereign city-states, you need potentially tens of thousands of spies. If you have read the Panarchist Constitution, you know spies fall under the military's umbrella, and a small military would have a hard time affording "tens of thousands" of spies. Therefore, crowd-sourced or fee-based intelligence on problematic city-states would likely arise and information be shared among the huge number of small militaries. If there are 7,000 Arkologies like we suggested in the beginning of volume 1, then the Panarchist Constitution could enable perhaps as many as 100 to 300 militaries, with 25 to 70 cities on average per military. There is nothing preventing cities from contracting with multiple militaries at the same time as well.

All of this seems insanely chaotic and distributed compared to the current system of national territorial monopoly, and that is because it is! But the mission statement of every one of these militaries is to "keep the peace among city-states", and only psychopaths want to start and die in wars. Which leads to the next part of the game theory...

All soldiers are constitutionally given the right to defect in time of war. So not only does the military leadership permanently destroy their reputation when starting an unjust war, but they also instantly ruin their revenue. AND they get to watch their army disappear and wither away into a fraction of what it was...in a matter of days.

This is quite the difference from nation-states starting unjust wars, where 1)Their reputation doesn't matter 2)They lose exactly $0 in doing so, in fact their budgets are very likely to massively increase and 3) Desertion is often met with murder by their fellow soldiers. And 4) the armies are no longer led by psychopathic politicians who never see a day on the battlefield themselves.

As peace and market stability are established and persist within the vast Federation of City-states, these militaries may be forced to lower their salaries and shrink their armies, in order to keep up with declining military prices. Remember, we have applied a commodity price to militarism. It is now, possibly for the first time in history, affected by supply and demand. Low demand, low price. Low price, small army. I hope I have eased some of your very valid concerns regarding the game theory of the Panarchist Constitution. In fact, in formulating this analysis, I may have eased some of my own as well.

And he shall judge among the nations,
and shall rebuke many people:
and they shall beat their swords into plowshares,
and their spears into pruninghooks:
nation shall not lift up sword against nation,
neither shall they learn war any more.
Isaiah 2:4