

logic:

levels:

cooperative - base

- representatives should be elected administrative heads
- if the cooperative is a direct democracy, there can be a “crunch” where a group vote is treated as 1 vote in the higher level council

section - [potential intermediary level between cooperative and municipality for large municipalities]

municipality - group of cooperatives (often span a singular populated space)

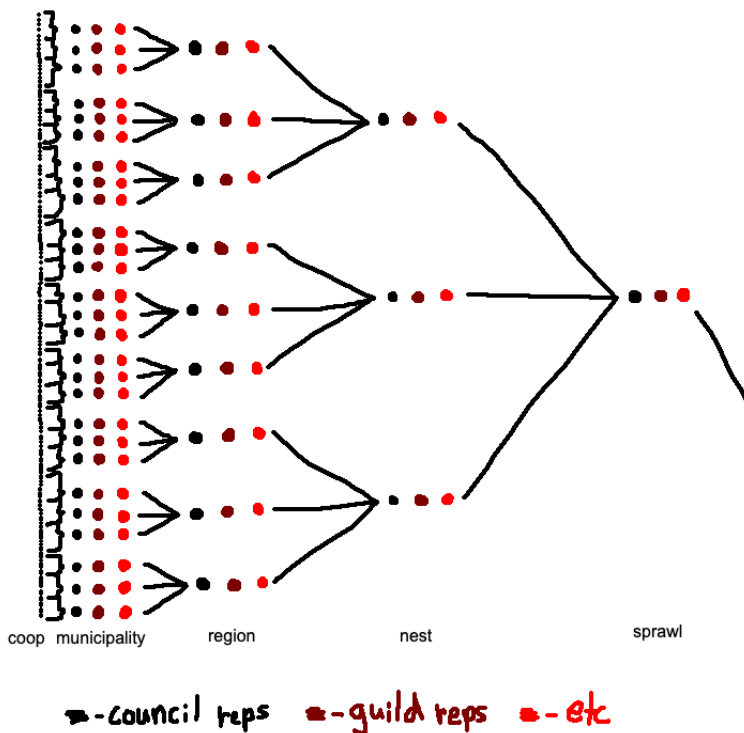
region - group of municipalities

nest - group of regions (often size of state or province of host country)

sprawl - group of nests (often size of host nation)

oversprawl - global level

At each stage there are elected worker representatives. They may be given paid leave for necessary meetings.



Starting at municipality level there are the following modes of organization that are nested within themselves fractally

- Worker's council: main administrative body whose main job is to determine how surplus value (or labour in the event the organization withdraws from market compatibility completely) gets used towards larger scale and long-term goals. They may also organize the distribution of surplus labour so that the organization structure is less subject to market state. Another responsibility would be determining what internal technologies should not be sold to parties outside of the federation

- Worker's guild: represent particular industries. This is important as voting up levels in a worker's council could filter out representation for industries at higher levels hence their particular expertise may have a smaller voice. Their main function is to play an advisory role. There is separate voting for guilds and councils
 - Note there should probably a guild for legal matters in relation to the external environment
- Meedhsken: cultural role that has no special compensation. Function is encouraging cultural cohesion by traveling between different municipalities and spreading various cultural productions. Possible keepers of long-term vision (think a vanguard party). May be a closed group. Also aid in progressing Aeonian goals
- Party: interacts with the outside world to improve public opinion and attract more people to the cause (mainly done via community work). Lobbying. Joining existent parties of a nation in order to influence local and federal policy. Support of unions as well. Open entry
- Research collective: collates the results of various research departments from individual cooperatives
 - sharing of copyright also important here
- Collective utilities council: ensures the supply and distribution of essential utilities such as water, gas, electricity, etc
- Consumer's council: meant to hold productive decision making ethically responsible

Further forms of organization which only exist at the municipal level

- Apprenticeship program
- Healthcare council
- Militia: main purpose is self-defence [note, if the threat is large enough, the Worker's Council may instate a committee to coordinate local militias?]
- Mutual aid
- Legislation
- Judiciaries
- Housing

Sectors of interest

- For the reproducibility of the organization even during times of crisis
 - *Ideally each municipality should be capable of reproducing themselves
 - Agriculture
 - Housing
- Biotechnology
- Alternative energy
 - Especially decentralized infrastructure solutions
- Medicine

Surplus value usage priorities

- Funding for hormones and surgeries
- Religious accommodations
- The establishment of hagshaayr regions which are like "freedom cities" but on the regional level and possibly no market (though may be asked for surplus product)
- Geographic mobility

Autonomous Zone of Production

- ASSR analogue of this overall organizational structure
 - Still answerable to the sprawl level
- Main thing is for cybernetic integration with the main group, but still able to largely manage its own funds