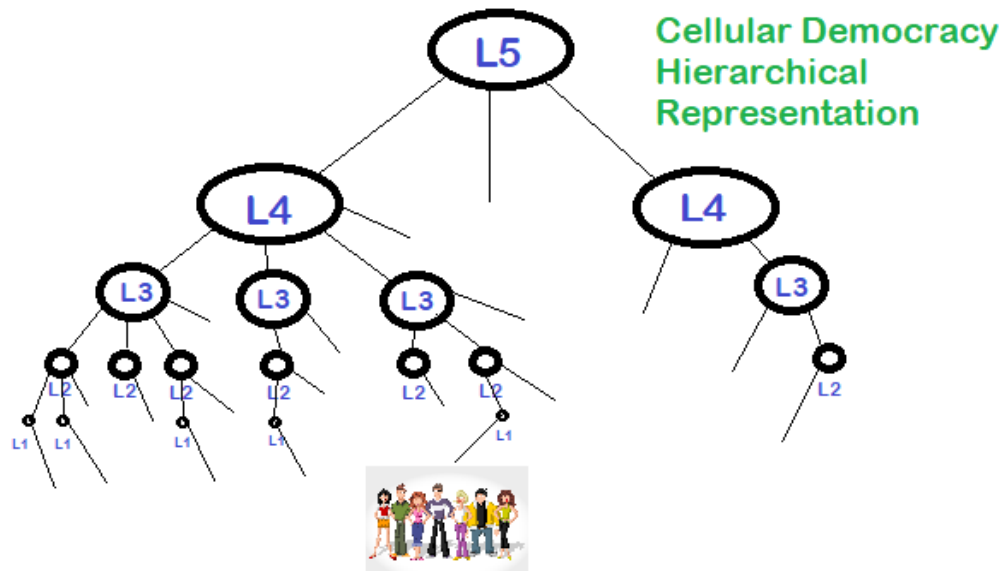


A Pictorial Introduction to Cellular Democracy Mechanics

There are two major types of [cellular democracy](#) representations: the hierarchical representation and the [dominion](#) representation.



The hierarchical representation looks like an upside-down tree. At the bottom we find leaves of this upside-down tree. Each leaf of the tree is a person, although strictly speaking each leaf is a sovereign individual, a sovereign family, or some other sovereign group. If the leaf is a person or a reasonably average sized family, the leaf is said to be at level 0.

A collection of about 100 people in a building or a neighborhood block are called a level-1 council. They are also called a level-1 cell. The land area where these 100 people reside is called a level-1 dominion. The level-1 council is both a component of the cellular democracy as well as agents of the [direct democracy](#).

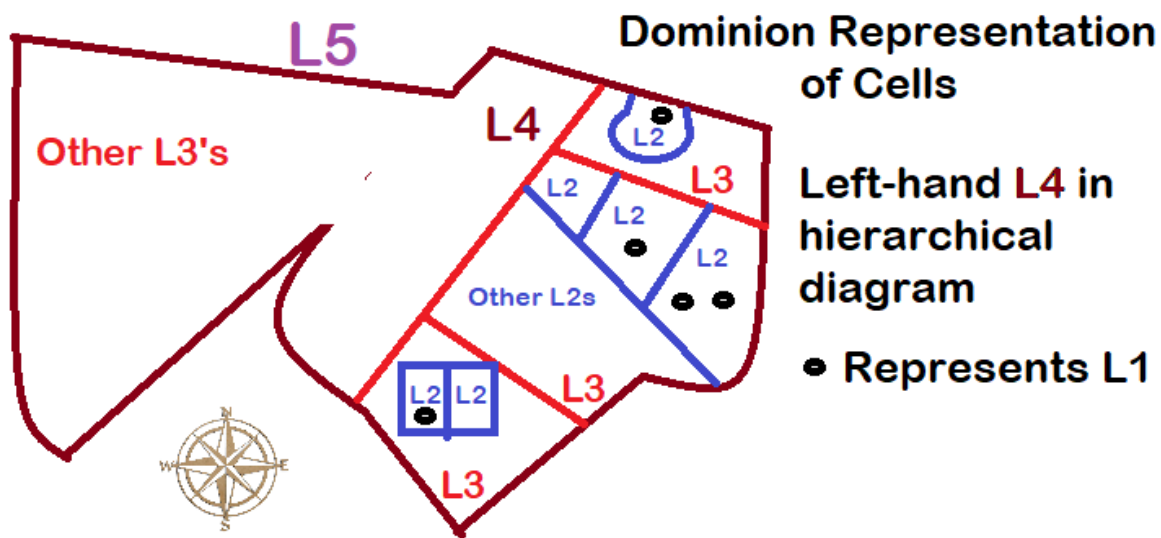
A level-1 cell is labeled L1 in the representation. Four other L1s are shown without people. The people are just included for show. They would not be included in an actual hierarchical representation. Neither would be the single lines dropping from each L1 that stand for all of the branches going to the various sovereign individuals, families, and collectives making up the L1 council.

The essence of cellular democracy is that every level-1 council appoints a representative to a level-2 council. There are from 9 to 19 level-1 councils represented on a level-2 council. Branches from the left-hand L2 extend to two L1s

that have appointed representatives, with a third branch going off into empty space, meaning all the rest of the L1s in this L2.

The diagram would be very cluttered with 17 L1s for every L2. Generally, only the cells of interest are displayed, with the others simply assumed. In the diagram, three L2s on the left-hand side appoint a representative to L3.

There should be from 7 to 15 L2s appointing representatives to level 3. The hierarchy shown goes up to level 5, which has a dominion size of a large region or small state. Empty branches are used to remind us that there are many missing branches, but they will often be omitted.



The dominion representation is a map showing the location of the dominions superimposed on the land. This is the left-hand L4 in the hierarchical diagram. It is fully contained within the L5 that comprises the entire diagram. The L4, the borders of which are colored brown, contains the three L3s of interest bordered in red. Other L3s in the L4 are not shown.

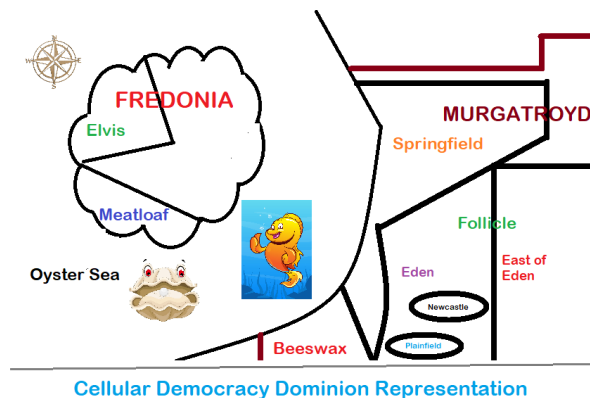
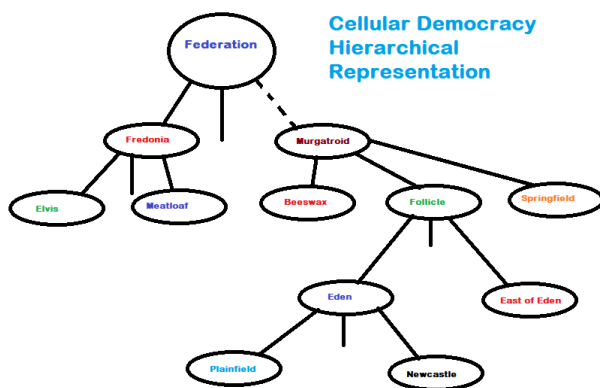
In the hierarchical diagram, one of the L3s of interest had three L2s, one had two L2s, and a third one had one L2. In the dominion representation, those same L2s are fully enclosed by their L3 parent cell. The L1s of interest are shown as tiny black ovals enclosed in their level-2 cells.

[Districts](#) are composed of one or more cells that share the same [parent](#) in the hierarchical diagram. Cells sharing the same parent are called [sibling cells](#).

Unlike cells, districts tend to be named, and are more closely related to a classic picture of a federation, e.g., countries contain states, states contain counties, and counties contain cities.

First, the district view will be shown in both the hierarchical and dominion representations. Then, the cellular view will be revisited, but this time displaying the districts as well.

In the next graphic, I'll focus on the hierarchical representation as an ancestral diagram. The [Federation](#) is the ancestor of all districts.



The rights that are defined at the [Federation](#) level or in the constitution itself, apply everywhere, to all descendants of the [Federation](#). In this fictional example, [Fredonia](#) is a **child** of the [Federation](#). We know this because of the solid black line drawn down from the [Federation](#) to [Fredonia](#).

The solid black line that drops down from [Federation](#) to empty space indicates that [Federation](#) has other children not being shown. The dotted line from [Federation](#) down to [Murgatroyd](#) indicates that [Murgatroyd](#) is a more distant descendant of the [Federation](#), perhaps a grandchild or great grandchild.

[Fredonia](#) has two children shown, [Elvis](#) and [Meatloaf](#). We see there are other children that are not shown. [Elvis](#) and [Meatloaf](#) are **siblings**. We see that [Murgatroyd](#) has three children: [Beeswax](#), [Follicle](#), and [Springfield](#). These three children are the only children of [Murgatroyd](#).

To put this into a more real context, one could say with certainty that if a person lived in [Murgatroyd](#), then that person could only live in [Beeswax](#), [Follicle](#), or [Springfield](#). There are no other options. For instance, [Murgatroyd](#) could be a

county, and **Beeswax**, **Follicle**, and **Springfield** could be three cities that make up the entire county.

A dominion refers to the land area of a cell or district. The dominion representation is just a map. A child is fully inside of its parent, the parent fully inside of the grandparent, and so on. Look at **Fredonia** on the dominion representation. It is an island with two beachfront dominions, **Elvis** and **Meatloaf**. Child communities in the central, north, and east portion of Fredonia are not shown, just as they are missing from the hierarchical representation.

On the mainland, **Murgatroyd** is delimited by a thick brown line to its north, and a thick brown vertical line just to the west of **Beeswax**. All the children of Murgatroyd are shown, so everything between those brown lines is either in **Beeswax**, **Follicle**, or **Springfield**.

Springfield is easy to pick out. It is the boomerang shaped community that hugs the coastline. **Beeswax** is tiny and bordered by **Springfield** and the western boundary of **Murgatroyd**. All the rest must be **Follicle**.

Follicle has two children shown on the map. **Eden** and **East of Eden**. North of **East of Eden** are unnamed portions of **Follicle**, including a hairlike alley of land north of **Springfield**. The dominion and hierarchical representations are not too difficult to understand, when they are seen in the district view, as they are above.

District and Cellular Views

A district is a set of one or more sibling cells and is often given a name. It is always given a name if the district is a governing district, like a city or county. So far, the representations have used districts, but the cell is the fundamental building block of the cellular democracy.

Unlike today's cities and counties, dominion boundaries change frequently in land-based capitalism. Bad dominions disappear from the map and great dominions grow larger.

During this ongoing process when dominions rise and fall, there are six basic operations that can be performed on a cell: growth, shrinkage, mitosis, fusion, promotion, and demotion. Before the start and at the end of any sequence of operations, all districts must be composed of one or more sibling cells in a contiguous dominion.

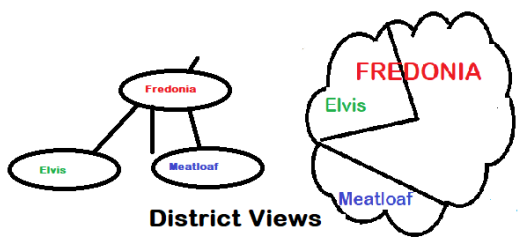
Cells in a district cannot be nibblings, piblings, or cousins! If they were, the fundamental bedrock principle of equal per capita distribution of the ground rent could be violated.

A Simple Rule: Districts (which are one or more contiguous sibling cells) Cannot Cross Cell or District Borders

How can we ensure that all districts remain a set of one or more sibling cells when there are governing districts, school districts, transportation districts, police districts, fire districts, water districts, sanitation districts, and maybe a few more? Districts associate rights with land area and are not owners of infrastructure. Infrastructure can only be privately or community owned.

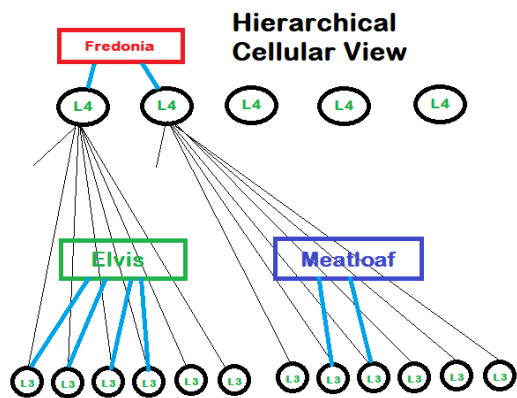
For instance, if a family's property is in the United States on the Canadian border, AFFEERCE allows them to change their dominion from Minnesota to Manitoba. However, they cannot at the same time remain in the United States and Kittson County (currently in Minnesota). But if the residents of the Kittson County district, by a 2/3 majority, chose to be part of Manitoba, then residents would be in Canada, Manitoba, and Kittson County, but not in the United States.

To understand this using pictures, we must first learn to draw the cellular view of the hierarchical and dominion representations. Consider Fredonia. Here again, are the district views.



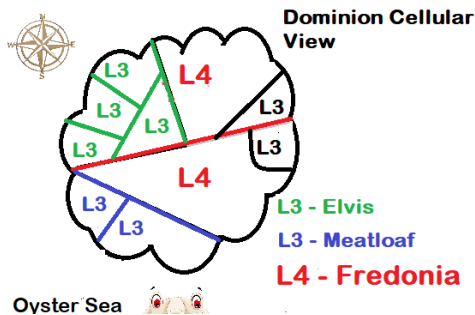
To convert the hierarchical representation to the cellular view, draw up to the full set of L4 siblings at the Fredonia level. I will draw three extra siblings for show.

Draw up to the full set of the L3 children of the L4 cells of Fredonia. Connect the districts to the sibling cells that define them.



The hierarchical cellular view is useful in setting the boundaries of legitimate districts that ensure equal per capita distribution of ground rent. This is demonstrated below.

The dominion cellular view is somewhat difficult to read because district names are in a legend and colors or other distinguishing features are required to reflect the districts.



Each of the 2 L4 cells in Fredonia shows one L3 outside of a district of interest for show. Usually these would be omitted. The 4 L3 cells in Elvis and the 2 L3 cells in Meatloaf are shown.

This kind of view might often be requested in [LGATS](#). Notice in the west where Meatloaf and Elvis border at the L4 border. Suppose the schools are better in Elvis than Meatloaf.

A Meatloaf homeowner on the border could [switch allegiance](#) to Elvis. The L1 deep inside the Elvis L3 would increase by the size of the household, and the L1 deep inside the Meatloaf L3, would decrease by the size of the household. There will be a shift to the south of L1, L2, and L3 borders of both Elvis and Meatloaf. The L4 border would shift to the south as well.

The L1 and L2 borders can be seen on LGATS by zooming in. Typically, the operations of growth and shrinkage are all that happens. However, should an L1 cell become too large, it will undergo [mitosis](#) and become 2 L1 cells. That will cause growth of the parent L2 cell. Should the L2 cell become too large, it too will undergo mitosis and become 2 L2 cells.

As you can see, it is possible a single person moving into a neighborhood can trigger a cascade of cellular rebalancing throughout the world. It is not likely, but it could happen. Districts do not change in the rebalancing. All people might notice is that new sibling districts can appear in growing areas, allowing for district consolidation, and districts in shrinking areas will lose funding. **The cellular democracy turns geography into a living organism!**

Details of cellular democracy mechanics can be found in the next module. This pictorial overview will conclude with a hierarchical cellular view of Fredonia showing some of the valid districts with green connectors and examples of invalid districts with red connectors.

