

CAROLUS XIII
ROYO Y IMPERAD
A.S. 325

No. 1 of 2025

An Ordinance Relating to the Organization of Metternau's
Structures

*Approved by the Colonial Governor on the #th of November, 2024
Countersigned by the Colonial Secretary on the #th of November, 2024*

ARPAROSI

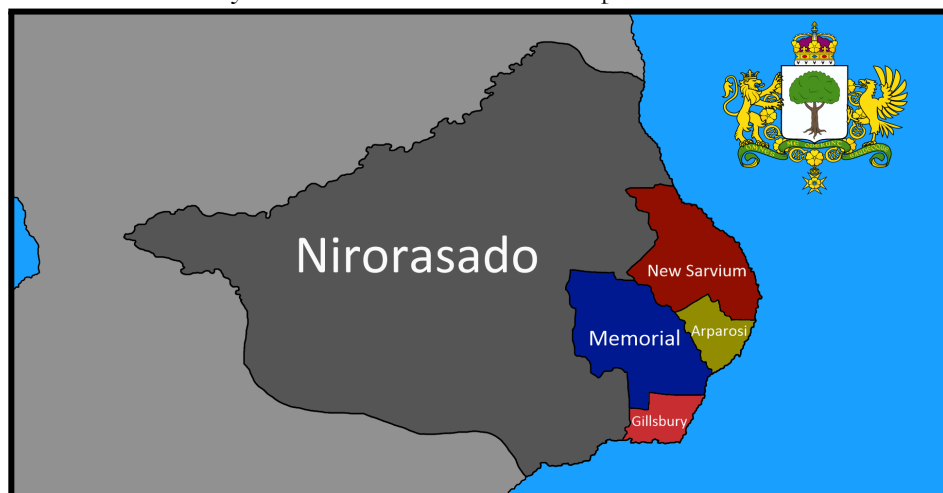


aya seo donir plisir eun Seito Majis Imperial y Stefanica, pur Seito Majis y pul y pur tel consei y sazion eui tel Parlarmente Saroviano, comaria tel segeoare:

1. **Short Title** This Act may be known as The Organization Ordinance.
2. **Introduction** For the benefit of the colony, it is important that official structures and procedures are laid out so that it may grow and thrive in the vision of Sarovia and its traditions. These structures must serve the greater purpose of facilitating community, efficiency, organization, and the sharing of those gifts of all who call Metternau home.
3. **Residency** A resident is any person who has a nation in the NationStates region of Metternau. They are properly to be called a Risoderre. Residents may partake in community and the cultural life of Metternau, but there is to be no political rights or responsibilities granted such as voting or holding office.
4. **Citizenship** Citizenship grants all the rights granted to a citizen of Sarovia proper. One must become a citizen of Sarovia and complete all steps which are named in the law in order to become a citizen of Metternau. This includes the ability to vote and run for office within the colony. Citizens are properly called a Viyizo. Still, citizens of Sarovia will have limited access to the culture of Metternau unless they are also a Resident.
5. **Divisions** Metternau is currently divided into the following organized entities:
 - The City and County of Arparosi - Viya y Arlais Arparosi
 - New Sarvium County - Arlais Sarvium Rechae
 - Memorial County - Arlais Memorable
 - The Gillsbury Territory - Territorio Gillsbury

All other portions of Metternau land shall remain uninhabitable and unorganized (Nirorasado). New arrivals to Metternau must begin in Arparosi in order to become acclimated to colony life before being able to choose what county to take up residence in. No person may take up residence in the historic Territory of Gillsbury. It is possible to have a residency in multiple counties though a second residency must be approved in writing by the Colonial Governor.

All borders are defined by the demarcations of this map:



6. County Structures

The Colonial Governor may erect and disband committees in each county either as a permanent fixture for advising or to suggest some solution that furthers the good of the county and its culture.

The Governor may also establish an overseer who has the authority to manage the developing culture and continued growth of the county's inhabitants.

7. The Legislative Assembly

The Legislative Assembly shall be the primary elected body by which the Colonial Governor receives advice from the people on how to further develop the colony and ensure its continuing success.

The first Legislative Assembly may be appointed, but an election must be held thereafter with campaign declarations being open on the first day of the third Stefanic year after the opening of the Assembly. The election is to follow 7 days later. The voting period will be open to all Sarovian citizens and will last 24 hours. This election cycle will occur beginning on the first of every third month.

Each county will have a total of 3 members elected to the Legislative Assembly for a total of 9 members. The 3 candidates in each county with the highest votes will be successfully elected to the Legislative Assembly.

The Legislative Assembly may organize itself any way it sees fit so long as a majority of members have agreed to its policies and procedures. The Legislative Assembly by a majority vote may send an ordinance proposal to the Colonial Governor who may approve, reject, or approve with amendments the proposal and add it to the body of laws as an ordinance. This must occur after consultation with the Board of Governors. Ordinances in force may also be amended through this process.

8. Crimes

The Imperial Sarovian Constabulary shall have the power to prosecute any crimes committed in Metternau on behalf of the Colonial Government. Defendants are to be tried in the justice system of Sarovia in Sarholm. The prosecuted party being exported to Sarholm for trial will be ejected from Metternau until they are proven innocent or allowed by verdict to be allowed to return to Metternau.