

Background Guide

*The Executive Council of
the United Federation of
Planets*



GatorMUN XVII

2 *Esteemed Delegates,*

Hello, and welcome! My name is Sarah Cyr Halbert and I am your Director for the Executive Council for the United Federation of Planets at GatorMUN XVII. I am a sophomore double majoring in geological science and planetary science here at the University of Florida. Model UN has been a large part of my life, through high school and into college, and I am tremendously excited to be directing this committee at GatorMUN this year!

As a long time fan of science fiction and of Star Trek itself, this committee was born from my desire to present the Star Trek universe in what I consider its purest form: diplomacy. As Model United Nations and the United Nations embodies the diplomatic workings of the world, the United Federation of Planets (UFP) represents the diplomatic workings, successes, and attempts in the Star Trek universe. This is not always perfect, as it is not always perfect in real life.

Meeting once every year, the UFP works with members to establish open dialogue, relationships, agreements, and policies that reflect the spirit of diplomacy and forward exploration. In addition to this, the UFP also acts as a Union, and as a governing body, having a legislative and judiciary system that works with and for all members. As members of the Executive Council, it is your job to balance the weights of exploration, innovation, education, science, technology, human rights and liberties, and military functions, as we work through the day-to-day proceedings of the Executive Council. Additionally, the council works co-dependently with the UFP in order to ensure centers such as Starfleet, Starfleet Academy, and the multitude of exploratory bodies that the council oversees are running smoothly and efficiently.

This committee is a specialized committee, meaning that elements of crisis committees (such as crisis updates and directive-like papers) and elements of assembly committees (such as procedure and position papers) will be combined. Keeping this in mind, I would like this committee to stay in-universe as much as possible, meaning that the issues that arise will mostly be based in those concurrent with the Star Trek universe. I suggest watching, if you haven't already, the three movies of the Alternative Series (the movies starring Chris Pine) and the first season of the Original Series. It is definitely not necessary to watch all of the series and movies to understand the basic workings of this committee. However, in order to characterize yourself to the best possible extent and feel most at home in the universe, I suggest brushing up if you can.

Please do not hesitate to contact me with any questions, concerns, or comments about the committee, and do not hesitate to reach out to our secretariat at gatormun@gmail.com for questions or concerns about the conference as a whole. Again, I am extremely excited to be working with you all and to see how you address the problems brought forth to the Council of the UFP. As always, ad astra.

Sincerely,

Sarah Cyr Halbert

Director, Executive Council for the United Federation of Planets

Quorum

A majority of voting members answering to the roll at each session shall constitute a quorum for that session. This means that half plus one of all voting members are physically present. Quorum will be assumed consistent unless questioned through a Point of Order. Delegates may request to be noted as "Present" or "Present and Voting."

Motion to Open Debate

This opens the floor for debate, allowing other points or motions. This motion requires a simple majority to pass.

Motion to Open the Speaker's List

This motion requires a simple majority to pass. A delegate may only be present on the Speaker's List once, but may re-enter after he/she has spoken, by sending a note to the dais. If the Speaker's List expires, debate closes.

Motion to Set Speaking Time

Speaking Time must be indicated by this motion from the floor before any members of the body may speak on the Speaker's List. This motion must also accompany any motion for a Moderated Caucus. In a Motion to Set Speaking Time for the formal Speaker's List, a delegate may also specify a number of questions or comments to automatically affix to the Speaking Time. These designated questions or comments may also have Speaking Time or Response Time (in the case of a question) limits, but these are not required. The Director may rule any Motion to Set Speaking Time dilatory. This motion requires a simple majority. Any delegate may make this motion between formal speakers in an effort to change the Speaking Time.

Motion to Close the Speaker's List

The Speaker's List may be closed upon a motion from the floor. Permission to speak will be accorded to one speaker for and one speaker against, and a two-thirds majority is required for the motion to pass.

Motion to Suspend the Rules for the Purpose of a Moderated Caucus

This motion must include three specifications: length of the caucus, speaking time, and reason for the caucus. During a moderated caucus, delegates will be called on to speak by the Committee Director. Delegates will raise their placards to be recognized. Delegates must maintain the same degree of decorum throughout a Moderated Caucus as in formal debate. This motion requires a simple majority to pass.

Motion to Suspend the Rules for the Purpose of an Unmoderated Caucus

This motion must include the length of the Caucus. During an unmoderated caucus, delegates may get up from their seats and talk amongst themselves. This motion requires a simple majority

to pass.

Motion to Suspend the Rules for the Purpose of a Round Robin

This motion allows for each delegate in committee to speak once, in order of committee seating. It operates like a moderated caucus, and must also include a speaking time and reason for the caucus. This motion requires a simple majority to pass.

Motion to Suspend the Meeting

This motion is in order if there is a scheduled break in debate to be observed (i.e. Lunch). This motion requires a simple majority vote. The Committee Director may refuse this motion at their discretion.

Motion to Adjourn the Meeting

This motion is in order at the end of the last committee session. It signifies the closing of the committee until next year's conference.

Points of Order

Points of Order will only be recognized for the following items:

- To recognize errors in voting, tabulation, or procedure,
- To question relevance of debate to the current Topic, or
- To question a quorum

A Point of Order may interrupt a speaker if necessary and is to be used sparingly.

Points of Inquiry

When there is no discussion on the floor, a delegate may direct a question to the Committee Director. Any question directed to another delegate may only be asked immediately after the delegate has finished speaking on a substantive matter. A delegate that declines to respond to a question after a formal speech forfeits any further questioning time. The question must conform to the following format:

Delegate from Country A raises placard to be recognized by the Committee Director.

Committee Director: "To what point do you rise?"

Country A: "Point of Inquiry."

Committee Director: "State your Point."

Country A: "Will the delegate from Country B (who must have just concluded a substantive speech) yield to a question?"

Committee Director: "Will the Delegate Yield?"

Country B: "I will" or "I will not" (if not, return to the next business item)

Country A asks their question (it must not be a rhetorical question.)

Country B may choose to respond or to decline.

If the Delegate from Country B does not yield to or chooses not to answer a question from Country A, then he/she yields all remaining questioning time to the Committee Director.

Points of Personal Privilege

Points of personal privilege are used to request information or clarification and conduct all other business of the body except Motions or Points specifically mentioned in the Rules of Procedure. Please note: The Director may refuse to recognize Points of Order, Points of Inquiry or Points of

Personal Privilege if the Committee Director believes the decorum and restraint inherent in the exercise has been violated, or if the point is deemed dilatory in nature.

Rights of Reply

At the Committee Director's discretion, any member nation or observer may be granted a Right of Reply to answer serious insults directed at the dignity of the delegate present. The Director has the ABSOLUTE AUTHORITY to accept or reject Rights of Reply, and the decision IS NOT SUBJECT TO APPEAL. Delegates who feel they are being treated unfairly may take their complaint to any member of the Secretariat.

Working Papers and Draft Resolutions

Once a Working Paper has been submitted, approved, distributed, and formally introduced to the body, it can and will be referred to as a "Draft Resolution." In order for a Working Paper to be submitted to the Committee Director, it must be in the correct format and bear the names of a combination of a number of Sponsors and Signatories necessary to introduce, as determined by the Committee Director. Sponsors are the writers of the Working Paper, and agree with it in its entirety. They should vote 'yes' for the paper during Voting Procedure. Signatories are those delegates interested in bringing the Working Paper to the floor for debate, but do not necessarily agree with its contents. A delegate can motion to discuss the working paper during a moderated caucus or unmoderated caucus.

Motion to Suspend the Rules for the Purpose of an Author's Panel

This motion allows to sponsors of a Draft Resolution to answer questions before the committee. This motion operates in a similar manner to a moderated caucus, and must also specify the Draft Resolution in question as well as the length of time. The number of delegates on the panel is determined by the dais.

Plagiarism

GatorMUN maintains a zero-tolerance policy in regards to plagiarism. Delegates found to have used the ideas of others without properly citing those individuals, organizations, or documents will have their credentials revoked for the duration of the GatorMUN conference. This is a very serious offense.

Motion to Close Debate and Enter Voting Procedure

This motion requires a two-thirds majority to pass. Once this motion passes, and the committee enters Voting Procedure, no occupants of the committee room may exit the Committee Room, and no individual may enter the Committee Room from the outside. A member of the Dias will secure all doors. No talking, passing notes, or communicating of any kind will be tolerated during Voting Procedure.

Once the committee has moved into Voting Procedure, the dais will only accept the following motions:

- Point of Order to correct an error in procedure
- Appeal of the decision of the chair
- Motion to Divide the Question

Motion to Vote by Roll Call
 Motion to Adopt by Acclamation

Any proposed Friendly or Unfriendly Amendments to each Directive will be read to the body and voted upon if necessary before the main body of the Directive as a whole is put to a vote. Unless otherwise motioned for, the Draft Resolutions will be voted on by Placard Vote in order of introduction.

Delegates who requested to be noted as "Present and Voting" are unable to abstain during Voting Procedure. Abstentions will not be counted in the tallying of a majority. For example, 5 yes votes, 4 no votes, and 7 abstentions means that the Directive passes.

Friendly Amendments

Friendly Amendments are any changes to a formally introduced Directive that all Sponsors agree to in writing. The Committee Director must approve the Friendly Amendment and confirm each Sponsor's agreement both verbally and in writing. These must be submitted to the dais before entering Voting Procedure.

Unfriendly Amendments

Unfriendly Amendments are any substantive changes to a formally introduced Directive that are not agreed to by all of the Sponsors of the Directive. In order to introduce an Unfriendly Amendment, the Unfriendly Amendment must have a number of written signatories equivalent to 1/3 of Quorum. If this motion is introduced, it requires a simple majority to be included in the Draft Resolution. The Committee Director has the authority to discern between substantive and non-substantive Unfriendly amendment proposals. These must be submitted to the dais before entering Voting Procedure.

Motion to Divide the Question

This motion allows the committee to consider clauses of the Draft Resolution separately from the rest of the Draft Resolution. This motion must specify the clause or clauses to be considered separately. If it is proposed, it requires two speakers for and two speakers against before moving to a procedural vote requiring a simple majority on whether to consider dividing the question. If the procedural vote passes, then it moves on to a substantive vote to include or remove the clauses in question, requiring a simple-majority to pass.

Voting with Rights

During a Roll Call vote delegates may vote "For with Rights" or "Against with Rights." Delegates will be granted 30 seconds to explain their reasons for voting for or against a draft resolution. This time will come after the tabulation of votes. Delegates should use this option sparingly. It is meant for delegates who feel that their vote may seem off policy, despite it being correct. The acceptance of rights is up to the director's discretion. If a speaker goes off topic during their allotted time the director will rule their speech dilatory and move to the next in order.

Motion to Vote by Roll Call

A counted placard vote will be considered sufficient unless any delegate to the committee motions for a Roll Call Vote. If a Roll Call Vote is requested, the committee must comply. All delegates must vote, "For," "Against," "Abstain," or "Pass." During a Roll Call vote, any delegate who

answers, "Pass," reserves his/her vote until the Committee Director has exhausted the Roll. However, once the Committee Director returns to "Passing" Delegates, they must vote: "For" or "Against;" "Abstain" is no longer an option.

Motion to Adopt by Acclamation

This motion may be stated when the Committee Director asks for points or motions. If a Roll Call Vote is requested, the motion to Accept by Acclamation is voided. If a delegate believes a Directive will pass without opposition, he or she may move to accept the Directive by acclamation. The motion passes unless a single delegate shows opposition. An abstention is not considered opposition. Should the motion fail, the committee will move directly into a Roll Call Vote.

Motion to Divide the House

If a vote on a resolution has failed, and the number of abstentions added to the number of votes for would yield a majority, delegates may propose a motion to Divide the House. This motion is accepted automatically, and a second vote is taken in which delegates may not abstain.

Special Mechanics for this Committee

Bills

Under The Executive Council for the United Federation of Planets, a bill is a typed document of no more than 6 to 8 pages in length, outlining the requested action for the body to take in response to a particular issue. A bill will be formatted with a title and preambulatory and operative clauses, with the preambulatory clauses being greater than or equal to the number of operative clauses, as each preambulatory clause addresses one or more operative clause.

For setting the agenda, since there are several topics at hand, and more to come with the introduction of crisis updates, I would like for delegates to be able to choose an initial topic of debate (following the same rules as setting the agenda normally). However, there will only be one topic chosen at that point, and unless there are no crisis updates, there will be no need for delegates to choose another topic.

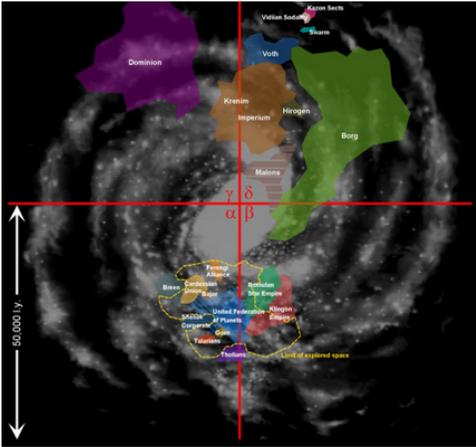
Updates will most likely be topic changes, responses to the submitted bills, or urgent messages that the committee must respond to (or to move them at a quicker pace). I would like for the crisis updates to primarily be delegate driven—however, if a topic needs changing or revision, they will also serve that purpose.

The Executive Council of the United Federation of Planets

Hello, Members! Welcome to the 102nd annual meeting of the Executive Council of the United Federation of Planets. This year, we look back on our previous successes in order to reestablish the unity of our member planets and address the issues, concerns, and new push of progress that we face in the upcoming year. As we lie in the wake of the discoveries of Starfleet, the attacks of the terrorist known as Khan, and tensions within groups along the border of the Klingon and Dominion empires, we must continue to work toward the mission of diplomacy, research, and innovation. As we converge for this meeting in this year of 2268, we invite unity, innovation, exploration, and diplomacy across the Federation.

The United Federation of Planets is our galaxy's first and foremost stretch to extend the goodwill of diplomacy far beyond our solar system. The Federation has long since been tasked with keeping steadfast and good-natured relations between the members of our solar system and those beyond us, and even now, we continue to grow and change our applications of diplomacy, research, and innovation. As a stronghold of diplomatic reason, this Federation will serve to continue the expansion of research and innovation for generations to come.

Establishment (2161-2267)



The United Federation of Planets was established in San Francisco, California, Earth, the Orion Arm of the Milky Way Galaxy, the Alpha and Beta Quadrant of our Universe in 2161 (below). Our foundation is as a coalition, or union, of planets that agreed to exist semi-autonomously under a central government. Its founding principles guide the operations of the Federation: universal liberty; right and equality; and the ability to share knowledge, science, and technology; and to cooperate on a mutually beneficial basis.

Its founding and the establishment of a new union comprising of the inhabitants of the planets of Earth, Vulcan, Teller, and Andor, came after the Babel Crisis of 2154—a dispute in which the Andorian and Tellarite races hoped to seek peace on the neutral planet of Babel, only to be violently confronted by the war-forged race of the Romulans, determined to start conflict. The seeds of this union came from cooperation of the four founding members throughout this crisis. The Andorian, Tellerite, Human, and Vulcan species formulated the first semblance of the Federation: The Coalition of Planets. In 2156, the Earth-Romulan War broke out between the Human and Romulan races. The four initial founders of the Coalition (Tellar, Andor, Vulcan, Human) worked in tandem as an alliance to overcome the Romulan attacks in 2160. A year later, the Coalition became the United Federation of Planets.

The Federation continues to intertwine peace and cooperation in diplomacy and exploration; however, many members border more belligerent natured planets and empires. As the Federation began to expand after 2161, powers that conflicted with the Federation began to emerge.

Klingon-Federation Tensions (2267):

In the 23rd century, the Klingon Empire remained the dominant source of conflict throughout the universe. Tensions between Klingon and Earth prompted an outburst of violence in 2267. The skirmishes so far have caused uneasiness between the two units, though there has not been significant hostile actions or provocations other than those on the border of Federation-Klingon space. It has been said that a peace treaty between the two factions could resolve tensions once and for all, but no actions towards that have been considered as of now. The Klingon Empire has been welcomed to the 102nd meeting of the Federation of Planets in hopes of reestablishing peace between the two bodies. The Klingon Empire has also requested membership into the Federation, vowing to dismantle the caste system that has held them aloft for millennia. Their membership has not yet been determined, but if the Klingons live up to their word, it is probable.

The Borg (2267-Present):

“We are the Borg. You will be assimilated. Resistance is futile.”

The short periods of peaceful exploration were halted abruptly once again in 2367 due to a threat of invasion by a cybernetically based pseudo-race known as the Borg. The Borg, half living and half cybernetic, are said to be over a thousand years old with technology that is much

more advanced than the Federation's. The Borg have a singular goal: the assimilation and consumption of technology. They wish only to raise the quality of life of those that they assimilate, and experience collective consciousness as a hivemind. Thus, they are never heard using singular pronouns, only referring to themselves as those that they have assimilated, such as the "Third of Five." They do not register as human lifeforms, only registering on scanners as a baseline of life. As one of the most powerful and destructive forces in the galaxy, they invaded the Federation twice in one century, marking them as the worst threat the Federation has faced thus far. The past threat was only defeated by chance, after one of the Borg's transwarp hubs was discovered and destroyed, and a neurolytic pathogen was administered to the Borg Queen. As the controller of the hive-mind, her death disrupted the natural flow, effectively dismantling the Borg and forcing their retreat. The lesson that the Borg taught the Federation was that threats existed that they could not plan for or imagine the power of—and that threat continues to loom over us. To this day, not much is known about the Borg except for their military prowess—their technological advancements, and borderline supernatural ability to join as a collective.



The Empire of the Dominion (2260)

In 2260, the Federation made first contact with the Dominion, the dominant power ruling over the Gamma Quadrant (left). The Dominion is comprised of over one hundred dominated races, led by Changeling (or shapeshifting) Leaders. The Dominion remains an elusive yet tangible threat to the Federation, as their search for territory and power continues. Skirmishes between the Cardassian and Dominion powers at the border of Cardassian-Federation

and "Dominion" space continue to increase tensions between the three bodies. The Cardassians are a culturally exuberant and knowledge-minded race, but consider themselves to be largely xenophobic. The Dominion conflicts are often considered a fight for control over the Alpha Quadrant, as the Dominion looks to expand their territory.

Despite the ongoing attacks of the Dominion War, the Federation was able to establish new relations between former adversaries, most notably the Romulan and Klingon Empires, and has decided to welcome the Dominion to the 102nd meeting in hopes of establishing peaceful relations. The detente between the Klingon, Romulan, and Federation Member Planets has continued to progress to a more stable state, however, neither empire will admit if they are allies or not.

The Breen and the Cardassians

The Breen and Cardassians, though not official members of the Federation, have been lukewarm associates of the Federation for many years. The Cardassians are a vibrant, knowledgeable, but xenophobic race, often unwilling to work with others yet yearning for cultural equals. Though religion and philosophy have not long been a part of Cardassian culture, it has grown to be their staple, along with a drive toward education, and a high standard of government control and oversight. Their appreciation for art, culture, and knowledge is only matched with their rigid and demanding governmental structure and their intelligence body remains their



strongest asset.

The Breen (right), also known as the Breen Confederacy, have a similar understanding for control and structure. Known for being a reclusive, mysterious, and war-minded race, the Breen have coined the catchphrase “never turn your back on a Breen.” Though not much is known about them, the Breen are known to mine dilithium, and have a similar government structure to that of the Cardassians. However, it is also known that the Breen do not get along well with others, as well as the Klingons. This could be due to xenophobic tendencies, or a want to remain elusive, but the real reasoning behind their actions is unknown for now.

Khan, Jamestown, and Nero

In the past ten years, the Federation has suffered three terrorist attacks, one due to the corrupt nature of Admiral Marcus, another due to a conflict with the lost crew of the USS Franklin, and the third one due to the maniacal nature of the Romulan terrorist Nero.

Nero’s vision was that of complete chaos and driven by revenge for the apparent destruction of Romulan. In possession of a substance known as Red Matter, Nero’s first attack was on the planet Vulcan, claiming that its destruction was necessary to atone for the destruction of Romulus. He was able to drill into its surface and disrupt the core of the planet, causing it to fracture and fall apart—as a result, most of the population of Vulcans were killed. Nero also sought the destruction of Earth, but was promptly killed in a skirmish between the Narada and the Enterprise, resulting in a black hole being created inside the Narada due to the presence of Red Matter. The remaining Red Matter is still being studied today.

The wrath of Khan began with the resurrection of Khan from cryo-sleep in the USS Botany Bay, under the pseudonym John Harrison. After causing the explosion on the Kelvin Memorial Archives, Khan attacked Starfleet Headquarters via jumpship, killing Fleet Admiral Pike. Motivations for Khan’s resurrection under Marcus become clear: Marcus wishes to prompt war with the Klingons. After successfully boarding the starship Vengeance, and under the impression that his crew has been killed, Khan plows the Vengeance into San Francisco. Currently, Khan and his crew are still in cryo-sleep held in an undisclosed location, in order to understand the regenerative properties of their blood.

The attack on starbase Jamestown was enacted by an unknown species of humanoid entities from the starship Franklin. Though the humanoids were once human, technology left over by beings known only as the Ancient Ones transformed what was left of the Franklin’s crew into unrecognizable beings. After being left by Starfleet for so long, they wanted revenge on the Federation, despite the Federation’s long-lasting attempts to contact the Franklin. Known as Krall, the leader and his remaining crew successfully gained control of a Federation ship, destroying it, and used what was left to plan an attack on Jamestown. Despite the failure of the attack, the Federation was able to glean a new understanding of the connection between technology and humanity on a different scale, as well as beginning the exploration of the planet known as Altamid, where Krall and his crew originated from.

The Domain of the Dominion, Borg, and Other Bodies

The Dominion, Borg, and Klingon Empires have long been the war-minded adversaries of the Federation. As we approach a new year, we must also look back on the threats of the past few: the wrath of the terrorist Khan, the skirmishes with Nero of the Romulans, and the attacks on Jamestown. These attacks, though not connected, serve as a reminder that though our union seeks to embody peace, that those outside of the Federation may see us as a threat, or as an im-

perial body much like their own. The Federation must decide between eliminating any threat to safety and prosperity, or seeking a diplomatic course of action with these bodies.

As it stands, each threat that we have faced has been questioned and stopped from enacting large scale destruction. The terrorist Khan wished to destroy the parts of our humanity that we hold dear, Nero enacted a plan that destroyed the planet of Vulcan and fractured what we know to be time itself. The attacks on Jamestown were enacted by another group, of which sought to destroy both the USS Enterprise, its crew, and major parts of the Federation. Should these bodies be allowed to coexist outside of Federation Space with the Federation, or is their presence alone enough of a threat to warrant elimination? That is a choice each of you must make.

The government of the Federation is representative of a union—a semi-autonomous group of planets. The government system is structured similarly to that of a representative republic, with many of its facilities located on Earth. It is comprised of a legislative, representative, and executive branch, with the executive focused on the day-to-day proceedings of the Federation (including the Executive Council of the Federation of Planets) with the president as its head. The unicameral legislative system deals with Federation law, legal disputes, and martialing. The representative consists of the Council of the Federation of Planets, meeting once every year.

Executive

An elected chief, the Federation President, presides over the Federation. The president is democratically elected, any member can run for the position, and the president serves as the head of state and of government. This means that the president often decides foreign policy, manages budgetary concerns, and presides over the functions of Starfleet. Their office is located in Paris, on the European continent of Earth. The Executive Council of the Federation of Planets serves at the right hand of the official Cabinet to the president and is comprised of areas such as the Central Bureau of Pentology and Federation Naval Patrol.

The Executive Council of the Federation of Planets



As this is the body you have been chosen to represent, the Executive Council of the Federation acts as a preliminary body for the Federation-associated agencies and organizations, including Starfleet, official television and news, and a variety of scientific and sociological committees and academies that aid the Federation's growing population. Though the Executive Council mainly busies itself with business related to exploration and innovation, they have also played an integral role in the nuances of diplomacy in relation to socioeconomic, political, and ideological differences between Member Planets. It remains critical for the Federation to maintain the integrity of the Executive Council, of which they rely on to serve at the aid of the cabinet, Starfleet, and the members of the Federation itself.

Legislative

The Federation Council, as dictated by the system of a constitutional representative republic, is a legislature made up of representatives from each planet. The legislature is unicameral and meets in San Francisco. The Federation Council holds power to create, amend, and ratify Federation Law. It often holds a great deal of influence over Starfleet and foreign policy, and it sometimes serves as the judging body for specific court-martial cases. Despite the representative republic status and the union nature of the Federation, the Federation stresses the importance of maintaining local sovereignty for local affairs. Planets are allowed to govern and function in accordance with their laws and traditions, such that the requirements for membership are met.

Embassies, such as the Vulcan Embassy on Earth, are common throughout the Federation in order to engage in diplomatic transference and communication between Member Planets. The embassies function as legal territory of the planet it represents and function similar to permanent representations or high commission embassies, allowing for traveling citizens to receive full consular services and take asylum, and for diplomats to contact their home planet in case of emergency. Though it is not required, embassies exist on almost every Member Planet in the Federation, and basic consular services exist on Earth for each Member Planet.

Judiciary

The judiciary branch, spearheaded by the Federation Supreme Court, obstinately balances the branches of power. It consists of a hierarchy of courts that are responsible for the judicial disputes that involve two or more planets. Due to the Federation's preference of local sovereignty for local affairs, local judicial matters are often solved on the planet of origin.

Federation Law

Federation Law is defined with two essential documents: the Charter of the United Federation of Planets and the Constitution of the United Federation of Planets. The Charter defines the rules of membership and was established by the founding members of the Federation. The Constitution incorporated a series of enumerated rights to which all beings with sentience are granted into the Federation, and are referred to as the Guarantees. Other such rights are also defined by the Starfleet Charter (which establishes policies for members of Starfleet), the Federation Judicial Code, and the Federation Uniform Code of Justice.

The Prime Directive

The Prime Directive, also known as General Order One, has been a testament and will that the Federation and Starfleet has followed for many millennia, beginning in 2161, and based off Vulcan protocol of the same standard. It has shaped the discovery and cautious interaction between the Federation, and new planets and civilizations. The Prime Directive can be defined as the following: a non-interference directive that prohibits the interference between the Federation (including Starfleet, its bodies, or its technology) and other cultures or civilizations. Civilizations should be allowed to grow, prosper, and develop at their own rate without the interference of a more technologically-advanced or culturally-separate body (ie. the Federation), even if such interference is well intentioned. At the beginning of Starfleet history, the Prime Directive was upheld in such a way that it came before the lives and safety of the crew of a vessel. Today, the Prime Directive remains paramount in the discovery of new planets and cultures, and officers are sworn to protect it, but the lives of those aboard vessels and the lives of those shrouded by the directive are more important than its enforcement. Though the order applies to Starfleet, it does not apply to general Federation citizens.

There has been some debate as to whether or not the Prime Directive should still be placed higher than the ethics of life, or if the directive should even continue to stand. Many consider the order to be important in the development of other civilizations, stating that "History has proven again and again that whenever mankind interferes with a less developed civilization, no matter how well intentioned that interference may be, the results are invariably disastrous." However, some believe that not sharing the discoveries of the Federation with others is in itself a moral issue. The Federation continuously promotes the nature of sharing the universe with other cultures and civilizations—but the question remains if it should it continue to do so in the case of developing civilizations? Should the technologies, medicine, and discoveries of the Federation be shared openly, risking the change in cultures, or should the Federation continue to observe cultures from a distance and let them build on their own, before introducing themselves?

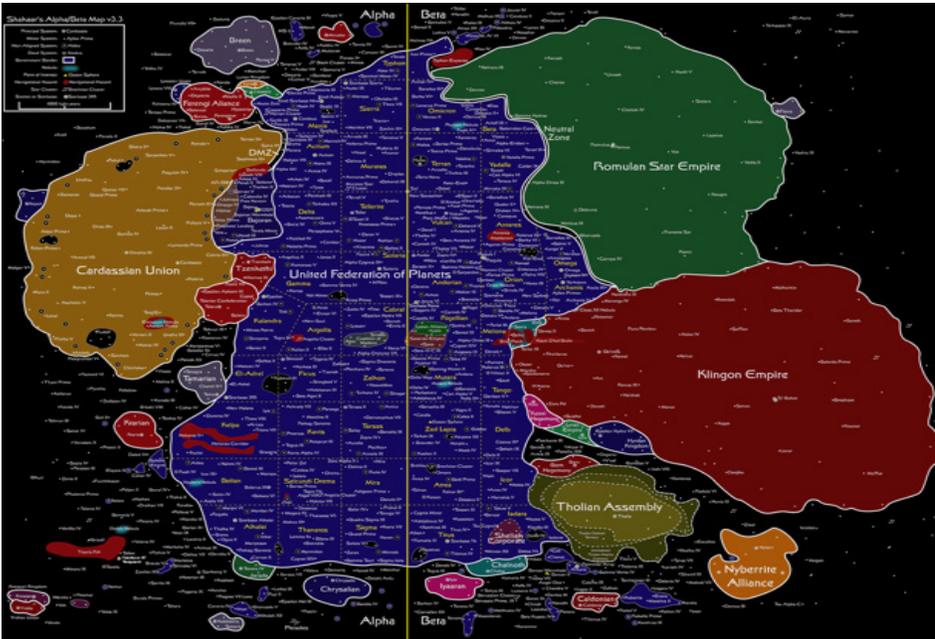
As we begin a new year of discovery and exploration, we take the time to look back on the foundations of the Federation and ask ourselves how they can be improved. The Prime Directive is one of these foundations, and the choice is yours.

Location and Size

The Federation spans over thirty thousand light years from the center of the Milky Way Galaxy

and has encompassed over 120 members since its establishment. Residents within the Federation reside in both the Alpha and Beta Quadrants of our Universe, though the Federation is often considered an Alpha Quadrant Power. The Orion Arm, where the Federation Headquarters is located in the Milky Way Galaxy, borders the line between the Alpha and Beta quadrants (shown below), making it the ideal location for the United Federation of Planets to convene. The major neighboring powers of the Federation include the Klingon Empire, the Romulan Star Empire, the Cardassian Union, and the Breen Confederacy.

The Federation also consists of approximately 700 colonies, or factions that may not be official planets, but are protected members of the Federation, either existing under another power or of their own volition.



When defining Federation Space (space in which the Federation can operate, and official territory that the Federation occupies), it most readily consists of the Alpha Quadrant. Members residing in the Beta Quadrant are considered members of the Federation, though the space between them may not be considered Federation Space. The concept of Federation Space is very similar to that of air space on Earth: the territory surrounding a planet at a distance, and the space in which a body operates, is considered that body's space.

Special Interests of the United Federation of Planets

Due to the sheer size and magnitude of the Federation of Planets, the Executive Council of the Federation of Planets is the driving force behind many social, exploratory, scientific, and bureaucratic developments that the Federation prides itself on. Because of this, the Executive Council for the Federation of Planets, made up of both public and private, governmental and citizen driven factions, is tasked with aiding the Federation in solving these complex issues. The Federation believes that the multi-partnership approach to the questions the Federation looks to solve every day is a chance to expand horizons.

Exploration versus Defense

Exploration versus defense has been a long-standing debate for the Federation and within Starfleet itself. As members of the Federation and the Executive Council, it is important to provide input on the divide between peaceful exploration and the apparent need for defense. Though the Federation has never been a war or aggression-minded body, it has been the subject of numerous internal and external attacks. Because of this, the defense program of the Federation has continued, though not on Earth. The Federation employs blacksite ships, used only for research into defense and high-stakes technology. One such technology that has gone through the process of Blacksite experiments is the spore-drive, a warp-drive technology that uses biological connections between microscopic spores and precisely-calculated movement to travel at an instant. Other technologies are being developed at a fast pace; the Federation wishes for the Executive Council's input on the matter regarding the protection of the Federation, at the cost of being marketed as a war state, or the continued, non-aggressive exploration of the universe and its bodies, at the price of the loss of protection of Member Planets and current borders. Some questions include: Should defense be limited to non-lethal methods? How can we continue to protect ourselves and our Member Planets without inhospitable force?

The Reach of Information

Though the spread of information has nearly tripled in the last several decades, the sharing of information between planets, the Federation and the planets, and governmental secrets not yet known remains as stagnant as it did prior. Though the Federation has complied with the transparency often requested of it, Member Planets, if by chance alone, can often be forgotten as the Federation's reach continues to expand. Embassies, transport ships, and continuous work by the Federation in diplomatic means has helped to foster better relations between Member Planets and the government that represents it. However, it is always important to continue to expand upon and build the connections. Some questions to consider in relation to this topic are: Should classified information be kept planetside, on Earth? How can the Federation increase transparency, and how can Member Planets do the same in their governments? Better yet, should they have to? Lastly, as the Federation expands, how can they continue to aid and supply the support necessary to foster bonds with every Member Planet?



Additional questions to ask when considering information is the existence of other planets and

factions outside of the Federation. Should these groups be closely monitored as to prevent suspicion? Is threat of imminent war enough to warrant their elimination? How the Federation and the Executive Council navigate these issues are in the hands of the committee.

Continued Exploration of the Universe

The exploration of our universe began hundreds of years prior: first from Earth, then by probes, robots, and humans, who are all now aboard faster-than-light ships that have become the normal for our societies. Our exploration is still not over—though we've explored our solar system, found planets far beyond, and mapped most of our Milky Way, portions still remain unexplored and often, off limits. The leading question of the Federation is if we should continue to explore past our galaxy—and how? Several agencies have already begun the process of integrating robotics more and more into our daily lives. No longer primitive, androids and cybernetic enhancements allow humans and machines to work as one. Our use of technology could continue to help us reach past our quadrant, into further reaches of the galaxy, and beyond our galaxy as a whole. However, we must also consider the consequences of such. Are we bound by the Prime Directive in this case, and the cases close to loss of life? How can long missions continue to serve when radio silence is the common disconnect between the station and the crew? Should technology and humanity really be integrated? Developing new solutions to better our exploration into the universe, or perhaps halting exploration all together, are vital concerns to consider when trying to reducing the risk that high stakes travel such as this may pose.

Questions to Consider

1. How does this problem pose a challenge for your agency? If you believe it doesn't, then explain how it poses a challenge for the Federation as a whole? Remember, you're not just an agency, but a citizen as well.
2. How would your agency benefit from finding a comprehensive solution to this problem?
3. What new ideas could such agency bring forth, even if they aren't directly related at first glance?
4. What unique challenges does the problem present? How are you willing to work between agencies, or even as a whole committee, to solve an issue?

Members of the Executive Council for the United Federation of Planets

Central Bureau of Penology

The Central Bureau of Penology is responsible for the functioning and upstanding of the prison and justice system throughout the Federation. In particular, the Bureau is tasked with studying the effects of prisons and prison systems, reformatting them in a way that is helpful both to Member Planets and those who are incarcerated. Additionally, it is in the Bureau's interest to work in tandem with the justice system to suggest revisions and improvements to ensure ethical standards are being practiced and that the guidelines that are in place are running efficiently and smoothly.

Department of Cartography

As cartography is defined as the study and creation of maps and similar works, the Department of Cartography works tirelessly to map our Member Planets and the stars surrounding them. Our universe is ever growing, but the size of the Milky Way galaxy relative to the entire universe is quite small. The Department of Cartography is responsible for the continuous mapping and exploration of our planet, other Member Planets, and the territories around them, often working hand in hand with Starfleet, the Astronomical Committee, and other such bodies to ensure the proper exploration and mapping techniques are being applied. In addition to this, the department is essential to understand the ever-changing boundaries between the Federation and other bodies, and plays a critical role in the formation of alliances and treaties.

Department of Temporal Investigations

Since the temporal incursion by the Romulan terrorist Nero in the early 2200s, the Department of Temporal Investigations has recently become more important to the safety of the Federation. Tasked with studying, understanding, and formulating responses to shifts in our time, the department works together with other protective agencies to establish a wider base of knowledge of time and space. The Temporal Investigations Department is rather new, and thus has brought a different understanding to the problem of safety and exploration. Despite their rookie attitude, the department has worked to establish temporal concerns in the issues of defense, exploration, and the construction and management of defense technology.

Federation Archaeology Council

The Federation Archaeology Council works in tandem with the Standards Bureau to study and collect information on the history of planets in the UFP. Standardizing and providing access to information such as background, culture, government systems, and habitats of a planet is the main focus of the Archaeology Council. The council often works with other bureaus to complete this task, however, the process of standardizing and ensuring accurate information is done by the council themselves. In addition to this, the Archaeology Council works to document instances of planetside discovery, as the exploration of space and of new planets continues onward.

Federation Astronomical Committee

The Astronomical Committee, in part with other exploratory bodies and members of the Executive Council, works to study, explore, and document the galaxy we reside in and the further reaches beyond that. With its main goal being exploration and discovery, the committee is dedicated to popularizing space travel and investigation. Additionally, the committee works to standardize exploratory procedures and protect the process of exploration without being too defense heavy—the exploration of space is that of a peaceful nature, and the committee upholds this thought. Despite the dislike of defense technology, the committee is not against the applica-

tions of advancements in technology, but for the profit of exploration and documentation. They do agree that a fine line must be drawn between the two, as to not encroach on the sanctity of space exploration.

Federation Bureau of Industrialization

As a union that prioritizes innovation and technology, the United Federation of Planets has long since relied on continuous advancements in industrial technology and industrialization to complete this task. Industrialization, which is important for building Starfleet ships, headquarters, materializers, and other such important daily use items, remains essential to the continuing exploration into space. The Bureau of Industrialization does just this—ensures that innovation, technology, and industrial processes are ergonomic, practical, and efficient. As well as ensuring that they serve the Federation, the Bureau also makes sure that these processes reflect the needs of the populous and work with, rather than against, to certify safety, productivity, and general well-being.

Federation Bureau of Planetary Treaties

The Bureau of Planetary Treaties is essential to the foundations of the United Federation of Planets, and is the hub of diplomatic affairs for the Executive Council. Responsible for the documentation, primary drafting, and oversight of treaties between two or more bodies, the Bureau of Planetary Treaties is the first and last diplomatic consort for on and offworld delegations. The Bureau also manages consular services and embassies on other Member Planets in part with other diplomatic bodies of the Federation.

Federation News Network

The Federation News Network is one of two news networks catering to the entertainment and education of the populous in television format. Though the days of old school flat-screen televisions are long gone, the Federation News Network serves as a reliable and confident source for Federation news, including exploratory and planetary updates, Earth news, multi-planetary news, and unofficial updates from Starfleet. The Federation News Network is a public network, meaning that the directors of the network work together to decide the content on a scheduled basis. The station's only competitor is the Solar News Network, which broadcasts similar options, though their variations are distinct enough to choose one or the other.

Federation Science Bureau

The Federation Science Bureau oversees all science-related technology, discovery, exploration, and documentation that does not have a specific Bureau, including planetary, chemical, and anatomical sciences and botanical and fauna studies. Its main oversight are publications in these fields—the Science Bureau acts as the official publisher for science-related journals. Aside from publications and oversight, the bureau assists similar factions in collecting and officiating research done by Starfleet off-planet.

Federation Standards Bureau

The Federation Standards Bureau is responsible for the accurate and continued use of Federation Standard language, currency, technological practices, and membership guidelines. Additionally, the Bureau conducts research into each Member Planet, as per the membership guidelines, to understand and learn about a planet's history, culture, way of life, and so on. In order to engage in diplomatic, economic, exploratory, and innovative affairs, the Federation Standards Bureau works to ensure that the standards are being employed, are working correctly, and are understandable and safe. In the case of language, the Bureau is also responsible for the upkeep and advancement of universal translators, a system that has allowed diplomats and members of Starfleet to easily communicate with those who do not speak the standard language.

Solar News Network

Solar News Network is a private company that works in tandem with the Federation News Network to ensure accurate and up-to-date news for all Federation citizens. Its broadcasting range stretches much further than the Federation News Network, and the range of programming is decided by the company itself—that is to say, they are under no obligation to show the same programming as the Federation News Network, often highlighting the variations between the two. Nevertheless, the Solar News Network has done more good than harm, allowing viewers to alternate the network of their choosing. The Solar News Network offers a private citizen's view of the issues on the table, such as information sharing, usage of media surrounding issues such as exploration and defense, and the protection of citizens from a social and psychological standpoint.

Starfleet Command Office

Starfleet works as both the forefront of defense and exploration for the Federation, as well as a transporter of goods and individuals when necessary. Because of this, their input on defense, exploration, innovation, discovery, and mapping, and the understanding of our Federation is highly important. As most issues revolve around Starfleet's ships and employees at the will of the Federation, the Starfleet Command Center works tirelessly with and within every department of the Executive Council to ensure that the needs of the many are being kept.

Terraform Command

Terraform Command first began with the Lunar and Martian colonies of Earth and the Earth itself, using methods to increase the habitability of planets that exist outside of a star's habitable zone. Now, Terraform Command works to establish healthy habits for a planet's ecosystem and environment, including its prospective ozone, air, and chemical makeup. Because of this, Terraform Command is closely intertwined with bureaus such as the Archaeology Council and the Science Bureau to complete its mission of stable habitat and practices for future generations. The ideals of environmental stability and safety are very important to Terraform Command in relevance with exploration, discovery, and defense.

UFP News (Official News)

On a similar scale to old Emergency Alert systems, the Official News of the UFP (UFP News) acts as a first response in the event of natural or unnatural disaster and possible danger to the populous, but also as an official source for information about the UFP, live updates on technology and exploration, as well as updates on decisions, referendums, policies, and other such official statements that the UFP wishes to publish. As the official source for news regarding the proceedings of UFP bodies, such as the Executive Council itself, the UFP remains important to the standard of transparency and understanding between the Executive Council, the Council of the Federation of Planets, other governmental bodies, and the people.

United Earth Space Probe Agency (UESPA)

The UESPA began around the time of the Terraform Command, beginning its roots with exploring past the boundaries of Earth's solar system. Now, with the advancements in faster than light travel, we have been able to expand the Federation past Earth's solar system and into the far reaches of the galaxy. However, the universe is constantly expanding, and the galaxy cannot be explored by man alone. The UESPA continues to advocate for the use of probes in research with or without human interaction. Their input into the exploratory and documentation aspects of human exploration of our galaxy remains crucial, offering yet another view into the practices that the Federation employs, the decisions it must make, and the ways it wishes to renovate and reinvent what is already in place.

Bureau of Exo-Social Relations

The Bureau of Exo-Social Relations is similar to the Diplomatic Corps but works specifically with the law and inner workings of First Contact. Contact before First Contact, as approved by this Bureau, is strictly forbidden, and this Bureau works to make this understood. The Bureau is responsible for directing diplomats and accepting contact proposals, as well as overseeing portions of the Department of the Exterior in conjunction with the Diplomatic Corps. Those that work with Exo-Social Relations consider themselves to be the lawyers of interplanetary contact and socialization.

Federation Central

The hub for diplomatic and embassy related inquiries, Federation Central works to serve the planets of the Federation in terms of travel, diplomatic disputes, envoys, and messengers. Federation Central is the connector between the Federation and their embassies, and diplomats will often find themselves at Federation Central with any news that they may bring back to the Federation. Federation Central works closely with the Bureau of Exo-Social relations, especially in terms of first contact and establishing new ports of entry and diplomatic means of egress.

Federation Food and Drug Administration

The Federation Food and Drug Administration works similarly with the now-past country-sponsored Food and Drug Administrations. Working to ensure the safety of physical food and drugs, as well as medical equipment, food materializers, and transportation equipment, the FFDA remains integral when conjoining and introducing new societies to the Federation. As expected, the FFDA works in tandem with multiple other science and exploratory boards— such as NASA, EPA, and the subsidiaries of the FDA, in addition to Terraform Command, the Science Bureau, and UESPA positions in committee— to put personal safety over all other categories.

Federation Naval Patrol

Though it may seem unimportant, the Federation Naval Patrol is the only navy in the Federation that is not space-borne. The Federation Naval Patrol works to survey the oceans of Federation planets, collecting data, observing differences in oceanic functions, and acting as the primary security, safety, and rescue of highly inhabited planets. The Federation Naval Patrol works directly with the Federation to report information and discoveries, as well as prevent the unnecessary loss of life that Starfleet doesn't. Though a planetside force, their ranks are in constant contact with the home office.

Federation News Service

The Federation News Service, as opposed to other Federation News outlets, is focused on journaling and documenting events as they occur, often with journalists and recorders first hand on ships and crews. Though a smaller service than many, the FNS grew from the Earth Broadcasting Company, and can often be found reporting on more minor issues planetside, or collecting information on Starship crews. Some find this information irrelevant, but in terms of the Federation, it's astronomically essential.

Federation Science Council

The Federation Science Council employs strict guidelines for personal and vessel safety across the Federation. Anything from the Federation to Member Planets must be overlooked by the Science Council to ensure the safety and reliability, as well as adherence to their codes. Their main priority is occupational safety and health in Starfleet and Federation bodies, but are working toward expanding this to other companies, planets, and independent workers. It is not uncommon to find a member of the Science Council aboard a Starship for inspections or to run guidelines with the crew.

Federation Diplomatic Corps

A joint Corps with the Department of the Exterior, the Diplomatic Corps is responsible for the training and employment of diplomats, envoys, and consuls. Where the Federation Central maintains embassies physically, the Diplomatic Corp works with Starfleet and the Federation to employ members as diplomats and contacts for the various planets in the Federation. Their reach is as vast as Federation Territory and expanding often. The Corps works tirelessly to connect with new planets to those on-board ships, and to secure the trust of neighboring federations. The Diplomatic Corps is also responsible for establishing treaties, though the Department of Cartography solidifies them.

Starfleet Intelligence (SI)

Starfleet Intelligence is the premier intelligence organization within the Federation. The various purposes of this body are collecting information on the surrounding territories, testing new defense weaponry, and building stronger starships. Though the days of surveillance and espionage are behind the Federation, defense, protection, and the ability to create an understanding of the universe around them remain pinnacle, and that is what SI aims to do. Their primary focus is understanding and preventing threats to the Federation and its Member Planets.

Federation Bureau of Colonization

The Federation Bureau of Colonization provides the oversight, funding, and approval for all new colonies within any Federation Planet. It's duties include survey teams, census, and data collection of planets and their resources to provide the most accurate and up-to-date information on new planets in the Federation. There are a strict set of guidelines that the Bureau possesses to determine the eligibility of the colony to be recognized (similar to those of Federation planet standards) and if a planet can be colonized in the first place.

Federation Planetary Development Council

This Council is responsible for the oversight and aid of development of colonies, planets, societies, and peoples, and promotes cultural integrity within social, political, and economic factors in these places. Additionally, the Council oversees mining and terraforming projects on a smaller scale, in conjunction with other Bureaus. By overseeing and funding potential sources for revenue for the Federation, the FPDC allows the Federation to maintain its integrity while also allowing other cultures, economic functions, and natural development to thrive.

Bureau of Health, Xenobiology, and Pathology

Similar to the Centers of Disease Control on Earth, the Bureau of Health, Xenobiology, and Pathology looks to understand, contain, research, and develop new interests in reference to health and wellbeing. Being the forefront of research and development, the Bureau works to understand both the physical, social, and psychological factors of new species and existing species in the Federation as non-invasively as possible. Health and safety remain hallmarks for the Federation, and the Bureau holds high standards when it comes to personal and public health, as well as the containment and study of disease on any planet in the Federation. Due to the large number of biological discrepancies between species in the Federation, disease control and prevention, as well as xenobiological study, is critical.

Interplanetary Union Oversight Committee

The Federation utilizes trade in every aspect of its factions; because of this, the Interplanetary Union Oversight Committee (IUOC) was established as an umbrella committee to understand and streamline unions and workers rights between planets, as well as planetside. The IUOC establishes guidelines on worker safety and security along with other boards, and has a say in drafting trade related treaties and similar papers. Functioning as a replacement for an International

Union, as had previously existed, the IUOC maintains the connection between governments, planetside unions, and parliamentary bodies in the Federation to ensure the rights of the everyday worker.

Committee of Environmental Standards and Protection

This committee, alongside scientific boards on an interplanetary scale, works to protect and categorize endangered flora and fauna, study xenologically distinct species, and regulate the usage of materials on planets in the Federation. By establishing boundaries and standards, the Committee is better able to understand how resources are used and in what quantity, to ensure the growth of a Federation member planet in a positive direction. Working in tandem with pre-existing bodies planetside, the Committee puts forth the effort needed to establish the meaningful connections and research needed to protect and maintain the state of the planet, without endangering its species or people.

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