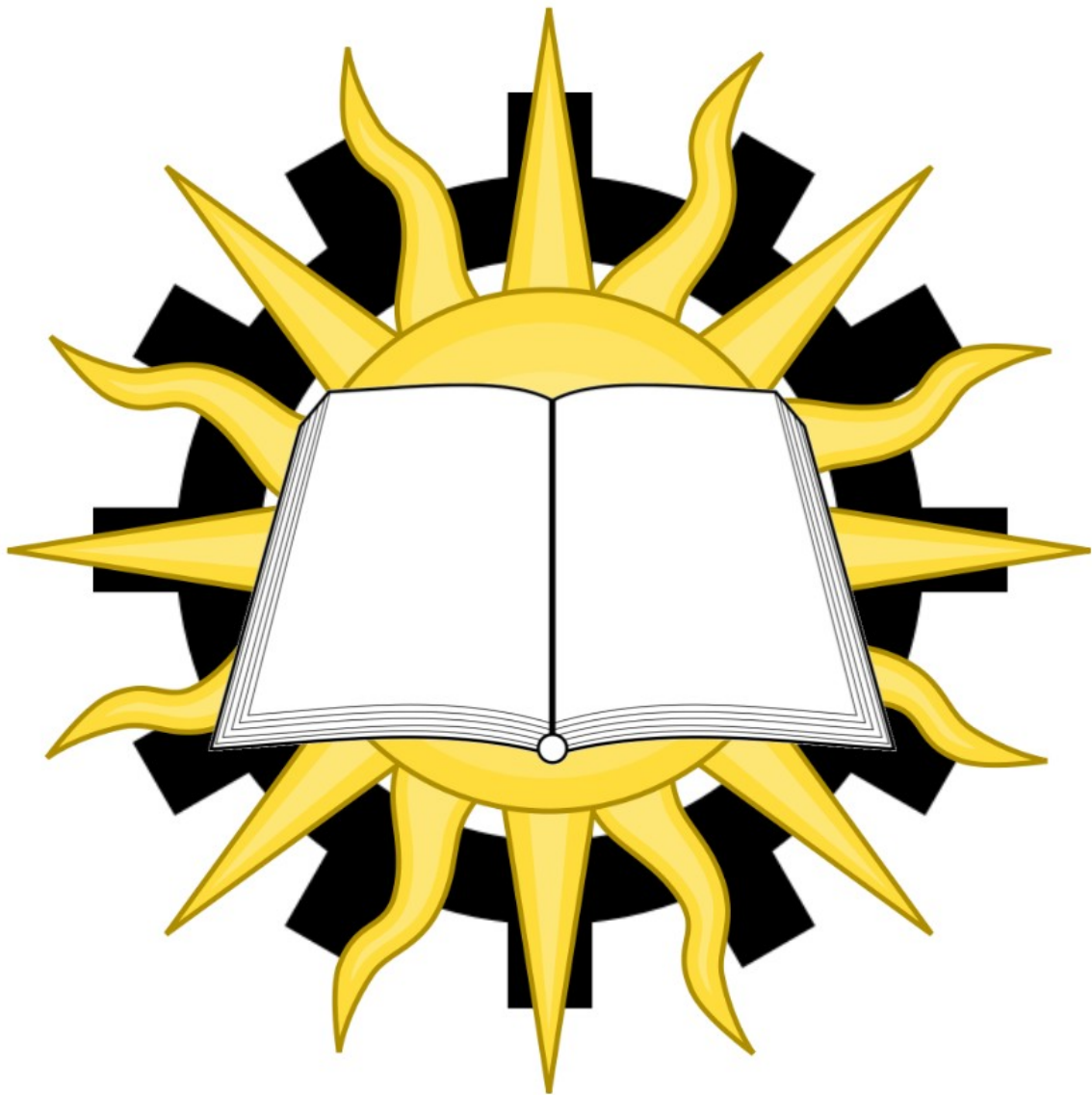


Meritocracy and Technocracy



Compiled by: The Sovereign Order of the Open Book

What is Meritocracy?

Meritocracy (from Michael Young's "The Rise of Meritocracy") is, literally, "Rule of Those Worthy of It", and is basically a form of government in which citizens are ranked by their achievements, qualifications, intelligence, etc..., and the top portion of citizens rule the nation. This can obviously be implemented in many different ways, from the highest rated individual being a dictator, to a direct-democratic council of all citizens, with rating corresponding to the weight of each citizen's vote. This system of government allows for those who are the best in their nation to rule it.

What is Technocracy?

Technocracy (from Greek 'tekhne' meaning skill, and 'kratos' meaning rule) is a form of government in which instead of allowing politicians to rule, a certain amount of appointed experts in certain fields rule their respective field of expertise - for example, doctors would dictate policies about healthcare. This can be viewed as a mix of meritocracy and democracy. This system can also be implemented in many ways (although applications are limited compared to meritocracy), from elected government leaders appointing experts to be leaders of the departments of their expertise, to having a university degree or some other government certification as a requirement of being a leader of a government department in the field of your expertise, and all such citizens of the nation voting in a direct-democratic fashion on decisions of that department.

Many nations are a mixture of these two systems, or of one or both of these systems and other, more common systems.

Advantages and Benefits

Meritocracy

Meritocracy, due to its' nature, allows only those who are the best in the nation (whatever ranking criteria this nation uses) to rule it. This ensures that no lazy or inexperienced person will ever lead the nation. It also creates a "nobility of merit", or ruling class that

becomes ruling not by being born (monarchy) or owning money (some forms of capitalism), but rather by its' own merit and achievements (hence the name "Meritocracy"). Meritocracy destroys the current notion of complete equality in all people (communism), and, while all are given equal opportunities for achievement and advancement, not all will take the offer, and those that do should be honoured for their service to the nation.

This acquirement of power through merit also creates an incentive for those not yet at the top to try and do more, and even if they fail, they still advance the nation by doing so more than they would by simply sitting around.

Furthermore, Meritocracy eliminates the possibility of gaining influence or power entirely by chance, as often happens in modern stock markets or when a product suddenly becomes popular and is sold by the millions, the game "Minecraft" for example. All gains are created through their recipient's hard work.

Therefore, citizens of a micronation can be ranked by their contributions to the nation, and so allow those who work for the nation to be rewarded accordingly.

Technocracy

Technocracy is similar in its' advantages to meritocracy, but differs in some respects. Technocracy also eliminates the concepts of heredity, chance, and complete equality. However, it is much easier to apply to both micro and macronationalism, as it does not require a complete change of government, only the changing of a few criteria for the nation's ministries. Technocracy also allows people to become specialized in a certain field alone, and rewards people for achievements in this field. Technocracy also creates an incentive for advancement of the nation, but this incentive may be more realistic for citizens, as it requires achievements or expertise in only one field, as opposed to all (as in meritocracy).

Citizens of a micronation who are knowledgeable in or are experts on a certain field are allowed to control those aspects of the nation in which they hold expertise, and so allow people to work only in a specific micronational field, which would increase their contributions to this field due to an absence of other duties.

Comparison of Meritocracy, Technocracy, and other Micronational Systems

	Meritocracy	Technocracy
Democracy	Democracy creates a "Government of Popularity", often with unfulfilled promises to allow candidates to get elected, to the detriment of the people and the nation. The person elected is often so due to psychological aspects, such as the position	Democracy, along with all the things listed in "meritocracy", allows for politicians to have power everywhere in the nation. This often creates incorrect decisions in the fields in which said politician is not an expert, due to their lack of expertise and knowledge,

	<p>of their name on the ballot, the amount of money put into the campaign, the commonness of their name, etc... The person elected may be so simply because they are the candidate from one of the larger parties, and people who would normally vote for smaller parties vote for said candidate as “strategic voting”, thus not truly representing the political will of the people. Especially with welfare and communism, people who do nothing at all have the same advantages as the people who work tirelessly not only to support themselves, but also to support those dependent on welfare.</p> <p>Meritocracy, on the other hand, allows those that would probably be the best rulers of the nation to be so. The leaders become as such by contributing well to their nation, so only those who work hard get the advantages. It creates an incentive for citizens to do more for their nation so as to have power (since there is more than one citizen, this creates competition and people strive to become better than their neighbors, further improving the rate of advancement of the nation). Those that do nothing can no longer live off the work of others, and must work to survive. There</p>	<p>and to the general detriment of the people and the nation.</p> <p>In Technocracy, leaders must become specialized in a certain field, which, due to a lack of other duties, the leader of a certain department can focus on only their own field. Since their attention and time is not divided, their overall achievements in this field increase dramatically (this is similar to what happens to micronational double-citizens). There is also an incentive to develop their own field so as to get power, advancing the field and the nation in general with it.</p>
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	<p>are fewer false promises, as the leader knows that if they do nothing during their leadership, somebody will soon overtake them, and so the leaders work hard to keep their position, advancing the nation in the process.</p>	
<p>Oligarchy/Monarchy</p>	<p>In Monarchy, leadership and power are granted to those who were born to certain family, regardless of their ability to rule and their wish to do so. Therefore, power is denied to those people who could be much better leaders than those just born into a ruling family. This unfair inequality also destroys the incentive that is present in both meritocracy and technocracy, as citizens know that they can never get more power, and so have no reason to work and contribute any more than they need to, keeping the nation stagnant in its' development.</p> <p>Also, monarchy allows for appointment, which is the best way of furthering one's own friends or political party in the nation's government. This destroys the ability of new political ideas to form and new, often better, leaders to lead. It also creates a "safe zone" for all those who are of royal blood or are appointed, as they know for a fact that they or their ideas will rule the nation, and so do not bother working to</p>	<p>In Monarchy, as in Democracy, leadership of certain fields is often granted regardless of knowledge and qualification, to people simply born into a position, or appointed friends of the leader. This leads to incorrect decisions made by completely unqualified people. Monarchy also destroys the incentive of experts of a field to work harder to become leaders, as they know that they will not become leaders of their departments anyways. It also eliminates the incentive of the rulers to work to keep their people happy and the nation advancing, as they are secure in their throne and have no worries of usurpation.</p> <p>In Technocracy, only those that are the best qualified for their field are allowed to lead it, of course creating the incentive for both the lower and upper classes, as aforementioned. Technocracy also allows for experts to make the decisions, further increasing the probability of them</p>

	<p>keep their position, also leading to stagnation in government.</p> <p>In Meritocracy, all are given equal chances to contribute to the nation, but only those that take this offer get the benefits. Regardless of history and blood, all citizens of a meritocracy have the potential to lead the nation, if only they try hard enough. The incentive mentioned previously is also present in meritocracy.</p>	<p>making correct decisions based on their own experience and knowledge.</p>
Meritocracy	X	<p>In Meritocracy, positions are given to those who are best overall, and some specialized experts may not receive a position due to them being not as “well-rounded” as their neighbor.</p> <p>In Technocracy, each position requires specialization, and so “well-roundedness” is not as prevalent. This allows people to be good at only one thing, and to develop that skill exclusively.</p>
Technocracy	<p>In Technocracy, decisions on who receives a position are often done by the government, which could lead to slight favoritism.</p> <p>In meritocracy, due to it being based on mathematical formulae (for calculating merit-points), favoritism and corruption are mostly eliminated (remember – no system can</p>	X

	be without corruption, but some have more of it than others)	
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Remember: The best system differs for each nation, and for some cases it may be best to combine some systems to create a better government.

How to Implement these Systems in the Micronation

Meritocracy

To create a meritocratic micronation, one must first create a body that rates the people.

This may be the government, an assembly of all members, or a third party group consisting of unrated individuals (to eliminate the possibility of them rating themselves higher).

After this is done, one must set up the structure required for a meritocratic government. One must ask oneself, "How will rating affect the power, influence, and daily lives of citizens?". Laws and regulations must be passed to define what advantages a higher rating gives to its' holder, what ratings are given for, and how many points for each specific achievement (creating a list of all possible things that can be done with their ratings is advisable, as it limits favoritism).

Once this is done, begin rating!

Technocracy

To establish technocracy, one must split the government into "Ministries", or specialized departments.

Then, one must create specific criteria to become the leader of each field (for example, "work experience" in St. Charlie). This ensures that only experts in the field are allowed to become leader of it.

Finally, one must create a body that certifies citizens if they become experts, for example a university. This should be separate from the government so as not to create bias and favoritism.

Successful Examples

Meritocracy

Tsarist Empire of Gishabrun

In Gishabrun, the Government rates the citizens based on their contributions, each contribution is recorded with the rating given to the first person to do said contribution, so that if that contribution is done by another person, they receive the same amount as the first person (to discourage favoritism). Crimes lower one's rating. In this system, every year on First Landing Day (National Holiday), every citizen whose rating is not zero has his/her rating divided by 2 (this is to allow those who have not yet done anything, for example newcomers, to more easily catch up on their work, and also keeps the numbers from escalating). The other half gets transformed into Brun (Gishabrun's national currency), and given to those whose rating has been halved. This allows the economy to continue working, and the citizens get a tangible reward for their actions. The translation of Merito-Points to Brun is 1 way and the ratio is 5:1, as Brun are worth more than a single point. Brun also cannot be converted into macronational currency, but goods can be bought. A Peerage system also exists based on the ratings, but the titles are only de jure and serve no real purpose (other than for people defined as "Enemy of the State"), and it works as follows:

If the citizen's rating is 0 or above, their rating is compared as such: x/y as a percent, x being the meritocratic rating of the person involved, and y being the meritocratic rating of the Tsar – the highest at that moment in time. For example, if $x=100$ and $y=200$, this person has a percent rating of 50, which may be found on the chart below. However, if said person's rating is below 0, y is replaced by the lowest meritocratic rating at the time.

The table is as follows:

Tsar-Tsaritsa = 100
Knyaz-Knyagina = 90
Prince-Princess = 80
Boyarin-Boyarina = 70
Khan-Khatun = 60
Marquis-Marquise = 50
Honourable Subject = 40
Sir-Madam = 30
Master = 20
Comrade = 10
Peasant (No title) = 0
Hooligan = -25
Scumbag = -50
Traitor = -75
Enemy of the State = -100

This system has allowed Gishabrun to easily keep track of all citizens and their contributions to the nation, and although not all Gishabruni positions are meritocratic, the highest position in the Empire (the Tsar), and the chiefdoms of the clans (ethnic groups)

are. Meritocratic ratings also allow voters to see exactly what the candidates have already done, and so their votes are much more informed (this is similar to technocracy). More information on Gishabrun may be found here: <http://gishabrun.co.cc/>

Technocracy

Technological Federation of Erephisia

Erephisia is a technocratic federation, with each of the governmental positions being filled by appointment from the president and, possibly, the vice president and the prime minister in oppose to being voted in. The criteria for gaining a governmental position is quite simple: be the best person for the job. Government members usually have to be registered citizens of Erephisia, who have previously completed an aptitude test for their preferred governmental position. All of Erephisia's current governments have been appointed in this way, however the Erephisian citizens are informed and a mutual agreement will be reached between the government and the citizens before the position in question is officially filled. Citizens can inform the president if they are unhappy with the appointment and progress of an elected minister, and, if enough complaints are gained, the current minister will be removed and replaced with an either pre-discussed or mutually agreeable alternative. This ensures that only specialists can get a job in their field of expertise, and that Erephisia remains focused on scientific, rather than economic or political advancement. More information on Erephisia can be found on its' microwiki page: http://microwiki.org.uk/index.php?title=Technological_Federation_of_Erephisia

I Love This! How do I Spread the Word?

You can start by spreading this pamphlet to all your micro-friends and allies, and by joining the Sovereign Order of the Open Book (or SOOB, for short), whose goal is to spread awareness of science, meritocracy, and technocracy in micronationalism. Please email

This is Awful!

Any criticism of the two theories? Please contact HIM Tsar Kuri I, Grand Master of the SOOB (dustfinger42@gmail.com), with your comment and a way to improve the systems. The Order will then review your request and change the systems if necessary.