ORATIO.
LUNÆ FACIES.

29 NOVEMBRIS 1619.
Malapert Peak
THE SCIENCE OF LAWS:
APPLICATION TO LUNAR GOVERNANCE

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LUNAR GOVERNMENT

ESSENTIAL FOR

STABILITY, FUNCTION
LUNAR GOVERNMENT

• ASSIGN RIGHTS / OBLG’S

• PEACEFUL, RESP’N DV’L

• SETTLE DISPUTES
LUNAR GOVERNMENT

PURPOSE: ACHIEVE THE GOALS THAT SERVE BEST INTERESTS OF THE PEOPLE OF THE MOON
LUNAR GOVERNMENT

• EXECUTIVE

• LEGISLATIVE

• JUDICIAL
LEGISLATIVE BRANCH

• CREATE BODY OF LAWS

• SATISFY PURPOSE OF GOVERNMENT
LAWS

• MEANS / TOOLS OF GOVERNMENT

• SOLVE PROBLEMS (USEFUL)
DESIRED LAW PROPERTIES

- Effective in solving problems
- Cost-efficient
- Non-intrusive,
- Minimal Side Effects
- User-friendly
QUESTION

WHAT PROCESS SHOULD THE LEGISLATURE USE TO CREATE AND MANAGE ITS BODY OF LAWS?
LAWMAKING PROCESS
EARTH GOVERNMENTS

- IDEAS FOR LAWS
- DEBATE, AMENDMENTS
- COMPROMISE
- ENACT
EARTH MODEL

1) No Problem Definition
2) No Req’ment Knowledge
3) No Design Expertise
4) No Ethics
5) No Quality Assurance
PRESENT LEGISLATIVE PROCESS

Idea → Legislation → Laws
EARTH MODEL

NOT USEFUL

MAKES LAWS BUT DOES NOT SOLVE PROBLEMS
RESULT

• Chaos / Too many laws
• Ineffective / Wasteful laws
• Pork barrel / Special interest
• Problems remain unsolved
RESULT = FAILURE

• Failure to satisfy the purpose of government

• Violation of the rule of law

• Public disdain for government
PROPOSED BASIS FOR LAWMAKING ON THE MOON:

THE SCIENCE OF LAWS
RATIONALE FOR THE SCIENCE OF LAWS

Science Successful:

Communication, Life Support, Rocketry, Robotics, Medicine Information, Energy...
SCIENCE OF LAWS

1) Engineering Discipline
   Design of Laws

2) Investigative Science
   Knowledge of Laws
ENGINEERING DISCIPLINE OF LAWS

1) Knowledge + Tools
2) Design Expertise (Ph.D.)
3) High Standards Quality
4) Effective Problem Solution
INVESTIGATIVE SCIENCE OF LAWS

1) Knowledge + Tools
2) Outcomes Research (Ph.D.)
3) Performance Of Laws
4) Quality Assurance
SCIENCE - DIRECTED LEGISLATIVE PROCESS

Societal Problems + - QA Solutions
SCIENCE AND ENGINEERING OF LAWS

• Efficacious Problem Solution

• Satisfy Purpose of Government
RECOMMENDATION

THAT THE FUTURE LUNAR GOVERNMENT ADOPT THE SCIENCE OF LAWS AS THE BASIS OF LAWMaking
Performance of Tools

Cycles of QA / QI →
Best Interests of the People

• Human Rights
• Living Standards
• Quality of Life
HUMAN RIGHTS

• Freedom of action
• Freedom from harm
• Inherently equal in everyone
• Cannot interfere with others’ human rights
HUMAN RIGHTS

• Substantive Rights
• Property Rights
• Political Rights
• Legal Rights
LIVING STANDARDS

• Disposable income
• Purchasing power
• Cost of goods and services
• Net worth
• NOT GDP / CAPITA
QUALITY OF LIFE

• Positive Indices
  • Consumer goods and services
  • Public use facilities
QUALITY OF LIFE

• Negative Indices
  • War, crime, pollution
  • Preventable disease, disability, and death
SUBSTANTIVE RIGHTS

• Right to life, liberty, security
• Freedom from torture, slavery
• Freedom of conscience, religion
• Freedom from interference home
Every new generation of product is characterized by improvement over the preceding generation.
COSTS OF LAWS

- Research and Design
- Promulgation
- Drain from treasury
- Enforcement, Interpretation
- Compliance
- Opportunity costs
- QA - QI
LAWS = TOOLS

- Solve Problems (Useful)
- Consume Resources
- Produce Side Effects
- Disturb Natural Order of Things
LAWS

To satisfy purpose of government:

- Effective in solving problems
- Cost-efficient*
- Non-intrusive
- Minimal side effects
- User-friendly
PROBLEM SOLUTION

- Problem analysis / priority / goal
- Ideation
- Create model
- Implement solution
- Problem solved? / optimize solution
LAWMAKING INDUSTRY

LACKS OR IGNORES:

• Knowledge
• Elements of problem solution
• Design expertise*
• Quality assurance*
QUALITY DESIGN STANDARDS

• Definition of Problem
• Analysis/Priority of Problem
• Statement of Measurable Goal
• Costs, Risk, Side Effects Analyses
• Citation of References
QUALITY ASSURANCE

Repeal Laws:

• Ineffective, Outmoded
• Harmful, Purposeless
• Violate Human Rights
• Costs > Benefit
• Interfere With Other Laws