

Outline of Political Science
January 2, 2012

Contents

SOCI>Political Science 2

 SOCI>Political Science>People..... 3

 SOCI>Political Science>People>Attitudes 3

 SOCI>Political Science>People>Feeling 3

 SOCI>Political Science>Actions 4

 SOCI>Political Science>Actions>Discrimination 5

 SOCI>Political Science>Actions>Money 5

 SOCI>Political Science>Actions>Negotiation 5

 SOCI>Political Science>Actions>Policy 6

 SOCI>Political Science>Government..... 6

 SOCI>Political Science>Government>Ideas 7

 SOCI>Political Science>Government>Tribe 7

 SOCI>Political Science>Government>Branch 7

 SOCI>Political Science>Government>Branch>Executive 8

 SOCI>Political Science>Government>Branch>Executive>People..... 8

 SOCI>Political Science>Government>Branch>Legislative 8

 SOCI>Political Science>Government>Branch>Legislative>Representative 8

 SOCI>Political Science>Government>Branch>Legislative>Procedure 9

 SOCI>Political Science>Government>Branch>Legislative>Session 10

 SOCI>Political Science>Government>Kinds 11

 SOCI>Political Science>Government>Kinds>Small 11

 SOCI>Political Science>Government>Kinds>Large 11

 SOCI>Political Science>Government>Kinds>Democracy 11

 SOCI>Political Science>Government>Kinds>Autocracy 12

 SOCI>Political Science>Government>Kinds>Autocracy>Monarchy 12

 SOCI>Political Science>International Relations 12

 SOCI>Political Science>International Relations>Kinds 13

 SOCI>Political Science>International Relations>Kinds>Control..... 13

 SOCI>Political Science>International Relations>Offices..... 13

 SOCI>Political Science>International Relations>People 13

 SOCI>Political Science>International Relations>Power 14

 SOCI>Political Science>International Relations>Power>Aggression 14

 SOCI>Political Science>International Relations>Trade 16

 SOCI>Political Science>International Relations>Documents 16

 SOCI>Political Science>Leadership 16

 SOCI>Political Science>Revolution 18

 SOCI>Political Science>Voting 18

 SOCI>Political Science>Voting>Kinds 18

 SOCI>Political Science>Rights 19

 SOCI>Political Science>Rights>Group 19

 SOCI>Political Science>Rights>Needs 20

 SOCI>Political Science>Rights>Needs>Property..... 20

 SOCI>Political Science>Rights>Needs>Work 20

 SOCI>Political Science>Rights>Needs>Work>Union 21

 SOCI>Political Science>Rights>Body..... 21

 SOCI>Political Science>Rights>Body>Disabled 22

 SOCI>Political Science>Rights>Communication..... 22

 SOCI>Political Science>Rights>Communication>Assembly 22

 SOCI>Political Science>Rights>Communication>Petition 23

 SOCI>Political Science>Rights>Communication>Travel-Residence..... 23

 SOCI>Political Science>Rights>Communication>Education 23

SOCI>Political Science>Rights>Government	23
SOCI>Political Science>Rights>Government>Security	24
SOCI>Political Science>Rights>Government>Taxation	24
SOCI>Political Science>Rights>Government>Trade	24
SOCI>Political Science>Rights>Government>Military	24
SOCI>Political Science>Rights>Government>Voting	25
SOCI>Political Science>Rights>Law	25
SOCI>Political Science>Rights>Law>Accused	25
SOCI>Political Science>Rights>Law>Conviction	26
SOCI>Political Science>Rights>Law>Conviction>Money	26
SOCI>Political Science>Rights>Law>Trial	27
SOCI>Political Science>History	27
SOCI>Political Science>History>USA History	29

Note: To look up references, see the Consciousness Bibliography, listing 10,000 books and articles, with full journal and author names, available in text and PDF file formats at http://www.outline-of-knowledge.info/Consciousness_Bibliography/index.html.

SOCI>Political Science

political science

Groups involve power, rule, and authority {political science}.

questions

How can groups have justice? How can laws maintain peace, stability, justice, and equality?

Which coercions can people use and when?

What rights and autonomy do people have, compared to need for community? When is it right to disobey? Why are there political obligations? Which property rights are best?

What balance of efficiency and equity is best? What balance of equity and liberty is best?

Which institutions are best? How can leaders best serve public?

How can power be effective and still have checks and balances?

Which state or society gives best relation between society and individual?

What is origin, purpose, or destiny of states or societies? Do states or societies evolve?

topics

Politics topics are authority, autonomy, class, coercion, collective responsibility, common good, consent, contract, equality, equity, justice, law, liberty, obligations, order, power, private, property, public, public interest, punishment, representation, revolution, rights, society, sovereignty, state, violence, voting, war, welfare, and well-being. Topics include good society and government, society and government processes, civilization growth, and prediction.

laws

Statements define rights and duties of citizens and other people.

values

Political values are about preferences, such as democratic or dictatorial and stability or change. People have feelings about war, peace, equality, and freedom. Attitudes toward political institutions depend on how institutions affect personal or general welfare. Revelation, intuition, reason, experience, or prophet teachings can determine political values.

conflict

Political-system members have some goals in common, but most goals differ, causing conflict. Government must resolve simple and complex conflicts. Conflicts also happen when people violate norms, threaten violence, or are third parties.

politics

People can study nature and purposes of state, government, laws, power, rights, duties, and sovereignty {politics}.

geopolitics

People study how geography affects international politics {geopolitics}.

ideology

Values {ideology, politics}| justify government systems, political goals, and/or leaders. Members accept political-system justification, leadership standards, system organization, and government-operation theory {official ideology} {reigning ideology}. Ideologies change.

utopism

People can imagine ideal states {utopism}|.

SOCI>Political Science>People

citizen

Political systems have members {citizen}. Other people {non-citizen} can live in same community but not be political-system members.

nobility

In monarchies, people {nobility} can have hereditary and/or life titles. In England, the king or queen, and princes and princesses, are royalty. Non-royal titles descend as duke/duchess, marquess/marquessa (marquis/marquise), earl/countess (count/countess), viscount/viscountess, and baron/baroness. Life peers can be only barons or baronesses. Honorary non-noble titles descend as baronet/baronetess, knight/dame, and esquire. A baronet's wife is a lady, a knight's wife is a dame, and an esquire's wife may be a lady. England has the Prince of Wales and the Dukes of York, Kent, Gloucester, Cornwall, and Edinburgh.

political party

Groups {political party} can engage in seeking power.

parasitic organization

Most organizations derive from ideas shared by members and can exist independently of other groups or society. Society groups {parasitic organization} can depend on other groups or whole society for money and influence. Parasitic organizations derive from wants or ideas of people in other groups.

examples

Drug traffickers, organized crime, religious and other cults, and terror organizations are parasites on society.

effects

They gain money and/or power from others' wrong, illegal, or immoral ideas. They pose dangers to society because they are outside society and because they increase wrong, illegal, or immoral ideas.

defenses

To counter parasitic organizations, society must remove demand for satisfying wrong, illegal, or immoral wants or ideas. Perhaps, alternative ideas or activities work. Perhaps, society can satisfy wrong, illegal, or immoral wants or ideas, because alternatives are worse. Retaliation and punishment typically make remaining parasitic-group members more aggressive and more group oriented.

SOCI>Political Science>People>Attitudes

left wing

People can be liberal {left wing}.

right wing

People can be conservative {right wing}.

SOCI>Political Science>People>Feeling

militant

People {militant} can belong to ideological groups or be political agitators.

moderate

People {moderate} can be pragmatic and reasonable negotiators.

radical person

People {radical, person} {extremist} can advocate swift and violent change.

conservatism

Objective or traditional standards exist for living {conservatism}|. People cannot and should not freely choose their style and behavior.

liberalism

Individuals, and their freedoms and purposes, can be more important than states {liberalism}| {liberal democracy}.

principles

No objective standards for living exist, except to allow others equal freedom. People can freely choose styles and behaviors. Human autonomy is itself worthy. Freedom leads to the most experimentation and so to truth, while restriction only leads to pain and conflict. Forcing people to live certain ways is against psychology and causes revolt, but freedom brings tolerance.

requirements

Liberalism requires ability to choose, education, freedom, available choices, diverse society, virtue, and fulfillment of duties based on sacrifice, not on social bonds.

effects

Liberalism can erode family and community. Liberalism can promote associations that are good for people, rather than only traditional.

history

Liberalism began when state separated from church and allowed religious freedom and later other freedoms. As societies became more diverse, they removed controls from unregulatable things. Liberalism arose as capitalism, competition, markets, and individual consumers replaced community structures and their mutual obligations, caste systems, totalitarianism, and religious values.

fundamentalism in politics

People can want to return to previous ideals and practices {fundamentalism, politics}. Fundamentalism can be reaction to complexity and control loss. Revulsion over immorality, excess, and overbearingness can cause it. Need to maintain tradition to preserve personal, group, or national identity can cause it. Believing that people are bad and need controls can cause it. It can be a way to endure poverty.

Violent fundamentalism is not the same as fundamentalism. Violence is about power, insults to dignity, and desecration.

chauvinism

National identity can be the highest political and moral good {chauvinism, feeling}|, so nation has no limits relative to other nations.

patriotism

Political-system members can feel national pride, and loyalty to nation {nationalism} {patriotism}|. Citizens defend and uphold nation. Perhaps, national character, built from shared language, religion, culture, and history, exists. Nationalism puts nation as highest good or object.

Communication networks and trade networks contribute to patriotism. Patriotism increases during wars over boundaries or in defense. Stronger central government favors patriotism. Educational system, one language, and one culture tend to increase patriotism.

SOCI>Political Science>Actions

freedom

People can be able to take action {freedom}|. Other people are unable to restrict action. Societies typically allow people to control their labor and property. Human autonomy is itself worthy. Freedom leads to the most experimentation and so to truth, while restriction only leads to pain and conflict. Forcing people to live certain ways is against psychology and causes revolt, but freedom brings tolerance. Societies provide more abilities for action but also more restrictions on actions.

indifference in politics

People can have no interest in politics {indifference, politics}. Indifference results if expected rewards and influence are low and have low probability, or if everything is already good. Most people are indifferent.

rising expectations

Underdeveloped countries have increased demand for industrialization and wealth {rising expectations}, as they communicate with other nations.

SOCI>Political Science>Actions>Discrimination

discrimination

Behavior toward people can be different {discrimination against people}, based on factors unrelated to goals or activities. Minorities typically face unjust and unequal treatment.

Jim Crow

Communities can discriminate against and segregate black people {Jim Crow}|.

poll tax

People can have to pay {poll tax}| polling place before voting.

pogrom

Leaders can hire thugs to beat people and rob homes and shops {pogrom}|.

SOCI>Political Science>Actions>Money

junket as trip

Politicians can receive free trips {junket, trip}| from people.

patronage

People with political power can give government jobs to friends and relatives {patronage}|.

pork barrel

Government projects can benefit only few legislator constituents {pork barrel}|.

slush fund

Politicians and businessmen can keep money {slush fund}| for private purposes, with no regular accounting.

spoils system

Political winners can give patronage {spoils system}|.

war chest

Politicians can accumulate money {war chest} for use in political campaigns.

SOCI>Political Science>Actions>Negotiation

compromise in politics

People can mutually adjust goals to reach agreement {compromise, politics}. Discussion, communication, and information availability aid compromise. Political parties compromise more. Legislatures compromise more.

Conditions can favor compromise. Parties already agree about most things. Conflict has been short. Conflict does not affect other conflicts. Economy is good. Mutual adjustment happened in the past. Both groups have equal power in general. Groups are moderate, rather than militant.

deadlock

Power struggles can continue, with no conflict resolution and no behavior changes {deadlock}. Poor negotiation skills or poor communication causes deadlock. Both parties can believe no change is better than proposed changes. Mutual adjustment typically does not work if conflict is over norms, is widespread, or is about alternatives that are too far apart.

logrolling

Legislators can trade votes {logrolling}| to pass two laws.

SOCI>Political Science>Actions>Policy**policy of politics**

Politicians have principles {policy} guiding actions.

iron curtain

Nations can have barriers {iron curtain} to travel and communication.

jingoism

People can feel chauvinism and aggression {jingoism}|.

manifest destiny

The idea that USA should stretch from sea to sea {manifest destiny}| started in 1845.

rule of law

Judicial and legal procedures follow standards {rule of law}| and encourage human rights, negotiated settlements, minimal force, moral authority, and orderly society.

security in politics

Governments try to minimize hostile-force disruptions {security, politics}. Inconvenience, time, expense, and obtrusiveness can disrupt security. Security failures have costs. Time, money, and social factors determine security costs. Citizen and security-personnel training can minimize inconvenience, time, expense, and obtrusiveness and maximize security. Intelligence gathering can open possibilities for information abuses and data-obtaining methods.

taxation

Governments can obtain revenue by taking sales, property, income, wealth, estate, windfall, or value-added percentages {taxation}|. Only taxation provides government revenue.

purposes

Taxation provides money for defense, security, law enforcement, fire containment, ambulance, health services, public health, courts, legislatures, executive branch, foreign affairs, roads, transportation infrastructure, utilities, education, employment services, welfare programs, environmental programs, agriculture services, business services, regulation, and housing.

comparison

Governments can require fees, duties, and licenses, which typically cover administration expenses.

fairness

Taxation fairness requires that taxation has no loopholes. Fairness can require that people pay same marginal amounts. Fairness can require that people pay for what they get. Fairness does not require that people pay equal shares. Regressive taxes, such as property tax, sales tax, and value-added taxes, cannot be fair, because they do not account for people's ability to pay or for government value. Progressive taxes, such as income tax and wealth tax, can be fair. Progressive taxation can use people's income and consumption to determine fair taxation.

tax collection

Ideally, tax collection can require no work by citizens. Perhaps, people have accounts with governments. Taxes go into accounts, for government services and social-insurance programs. Government tracks money use, is accountable for investments, and provides high return rates. When people retire, have no job, or have disability, accounts send money to people and track expenses. Perhaps, no person just receives government money. Welfare recipients, for example, can have formal debts to governments. Governments are more accountable and can track policy effects better.

SOCI>Political Science>Government**government**

Authorities {government}| make and administer laws and have political offices.

authority

Governments need legitimate claims to authority.

comparative government

Governments differ in leaders, economic systems, political rights, and ideology.

consent to have government

Government assumes that society's people consent to state or community polity, voluntarily, knowledgeably, and decisively. Communities have allegiance oaths. People consent if they vote or do not leave. However, most people do not realize they consented. Perhaps, one's ancestors consented to losing some rights to gain security or other rights {social contract theory}, and people today honor that contract. Freely entered unwritten agreements to exchange something for something else, for mutual benefit, can be bases for social organizations. Democratic societies in which people are free and equal can depend on social contracts. However, most people are not aware of such contracts. Most likely, citizens have formed citizenship habits by socialization.

law

Law is not just ruler decrees. People that have obligations under law must have consented to laws. Laws can be good and correct for situations and participants. Laws can be unjust. Laws can be forms of force. Laws can be for community good, not for rulers. Will and reason make and obey laws. Legal decisions use legal and cultural history, morals, and current facts to interpret law.

types

Political-system classifications depend on location, geographical area, population, legal system, legal code, ethical codes, religious codes, or wealth. Political systems depend on who rules.

political system

Most human groups {political system} involve power, rule, and authority. Political systems have interacting political institutions {political process}. Political systems differ in legitimacy, leadership, authority, number, independence, and influences.

states' rights

States of unions or confederations can retain rights {states' rights} that unions or confederations do not have.

SOCI>Political Science>Government>Ideas

political realism

Sovereigns do not have moral or other constraints on international relations, except to defend nation and people {political realism}. Spying, warring, killing, and other actions are correct if necessary to fulfill obligations.

ruling elite hypothesis

Unified influential minorities always rule political systems {ruling elite hypothesis}. However, this hypothesis is not true, because political leaders always conflict.

compact theory

Government rules by governed's consent {compact theory}, an idea from ancient Greece.

social contract

States result from contracts {social contract, government} that express collective group will to provide government services for the common interest. Perhaps, one's ancestors consented to losing some rights to gain security or other rights, and people today honor that contract. However, most people are not aware of such contracts.

SOCI>Political Science>Government>Tribe

matriarchy

Tribes can have rule by mother {matriarchy}.

patriarchy

Tribes can have rule by father {patriarchy}.

SOCI>Political Science>Government>Branch

government branch

Governments have administration, legislature, and judiciary {government branch}.

judicial branch

Government branches {judicial branch} can determine and interpret laws and their consequences. Judges preside over courts, in which they interpret laws and assign punishments for breaking laws. Higher courts hear appeals from lower courts.

SOCI>Political Science>Government>Branch>Executive**executive branch**

Presidents lead nations and administrations, or prime ministers elected by ruling party lead governments, or both {executive branch}. Executive branch carries out laws.

office of government

Political systems have political roles or positions {office}, which enforce, create, or interpret laws.

pocket veto

Leaders can refuse to sign legislation and so prevent enactment {pocket veto}.

SOCI>Political Science>Government>Branch>Executive>People**cabinet of executive**

Administrations include ministers {cabinet, government} for government functions: foreign affairs, defense, health, education, welfare, commerce, internal affairs, agriculture, justice and law, treasury, transportation, police, intelligence, housing, cities, post office, and utilities.

civil service government

Salaried people {civil service} can work to execute policies and laws in the executive branch. Civil service is not military, judicial, or legislative.

commission plan

City government can have equal commissioners elected from districts or at-large {commission plan}.

mayoralty

Cities have mayor's offices {mayoralty}.

president

A person {president} elected by popular vote can lead a nation and administration.

prime minister

A person {prime minister} elected by ruling party can lead a government and administration.

SOCI>Political Science>Government>Branch>Legislative**legislative branch**

Government branches {legislative branch} {legislature} can make laws. Congresses or parliaments can have one or two houses, such as Senate and House of Representatives.

electoral college

Elected officials can meet {electoral college} to vote for nation's leader.

SOCI>Political Science>Government>Branch>Legislative>Representative**representative**

Congresses or parliaments can have people {representative}| {legislator} elected from nation, state, county, or city districts. People can speak and act for groups.

at-large

Representatives can be from whole nation, state, county, or city {at-large}|.

SOCI>Political Science>Government>Branch>Legislative>Procedure

gag rule

Legislative rules {gag rule} can limit or stop debate.

senatorial courtesy

Senators can defer to colleagues who request the floor {senatorial courtesy}|.

smoke-filled room

Back rooms {smoke-filled room} are where legislators make deals.

unit rule

One candidate or law can receive all group votes or delegates {unit rule}|.

SOCI>Political Science>Government>Branch>Legislative>Procedure>Parliamentary

parliamentary procedure

A parliament has rules of operation {parliamentary procedure} {legislative procedure} {rules of order}. Parliamentary procedure describes how to use main motions and their secondary motions, such as subsidiary motions, incidental motions, and privileged motions. Parliamentary procedure also describes how to use resolutions. It also describes nominating, voting, disciplining, appealing, paying dues, and drafting organization constitutions, charters, and bylaws. Parliamentary procedure typically allows majority rule while addressing minority concerns.

adjournment

A motion can be to end the current session {adjournment}. It has precedence over the current main motion. A motion for adjournment include the time and place of the next meeting.

amendment of motion

A parliament member can request an additional section to a motion {amendment, motion} for discussion. It is a secondary and subsidiary motion.

approve the minutes

The chair or members can approve or correct the summary of the previous meeting {approve the minutes}|.

bill as proposed law

A parliament member can introduce a proposed law {bill, law} for discussion and vote.

call the question

A parliament member can ask for immediate voting {call the question} {move the previous question} on the current motion. It has precedence over the current motion.

call to order

The chair can begin the session {call to order}|.

cloture

Legislatures can end debate and vote {cloture}|.

committee report

A committee chair can report committee activities {committee report}|.

filibuster

A parliament member can hold the floor and speak at length against a bill {filibuster}.

gavel

The chair has a wooden hammer {gavel} and pad. One tap means that meeting has adjourned, a business item has completed, or members should sit (after an opening ceremony). Two taps means call to order. Three taps means that all members should stand (on the third tap). Four or more short taps means attend to the chair and restore order.

motion

A parliament member can request an action {motion, law}| {making a motion} for discussion and vote.

new business

The chair can ask if members want to introduce something {new business}.

obtaining the floor

The chair can allow a parliament member to speak {obtaining the floor}.

order of business

A meeting has {order of business}: call to order, roll call (optional), minutes, treasurer report, secretary reports (optional), other officer reports (optional), committee reports (optional), unfinished and postponed business, new business, program (optional), and adjournment.

out of order

A member can speak without prior recognition from the chair {out of order}.

pass a motion

Parliament can vote for a motion {pass a motion}. If the vote fails to get a majority, the motion dies. If the vote has a majority, the chair directs someone to take action to implement the motion.

point of order

A member can indicate a rule violation {point of order}.

previous notice

Some motions require a waiting period {previous notice} before discussion.

read the minutes

The secretary can read his or her summary of the previous meeting {read the minutes}.

roll call

The secretary can ask each member if he or she is present {roll call}.

second the motion

Following motions, at least one other person must approve the motion {second the motion}| {seconding a motion}. If no second, the motion dies. Nominations do not require seconds.

tabling a motion

Following motions, a person can move to suspend discussion of the motion {tabling a motion}|. It has precedence over the current main motion.

treasurer's report

The treasurer reports recent expenditures and revenue and states the current balance {treasurer's report}.

unfinished business

The chair can ask if members did not finish something at the previous meeting {unfinished business}.

SOCI>Political Science>Government>Branch>Legislative>Session

plenary

Sessions can open to all members {plenary}|, or leaders can have all powers.

quorum of people

A minimum number {quorum}| must be present for organizations to make decisions.

SOCI>Political Science>Government>Kinds**aristocracy**

Several rich educated people can rule {aristocracy}|. Rule depends on status.

meritocracy

Political rule can depend on achievement and intelligence {meritocracy}|.

plutocracy

Wealthy can rule {plutocracy}|.

pluralistic system

Pluralism {pluralistic political system} {pluralistic system} allows many autonomous political subsystems. Societies can have more than few groups {pluralism, society} {diversity, society}. Pluralism can divide loyalties.

legalism

Natural law, tradition, treaty, and convention {legalism} can regulate or control power relations, as in peaceful international relations.

paternalism

People or institutions can control others' behavior without their consent, supposedly for their good, as for children and incapacitated people {paternalism}|.

SOCI>Political Science>Government>Kinds>Small**communism**

Communities {communism}| can control all life aspects for individual good and have no social or economic classes.

tribal government

Government {tribal government} can depend on extended families. Tribalism conflicts with nationalism.

SOCI>Political Science>Government>Kinds>Large**centralized government**

Government {centralized government} can try to control all political subsystems.

confederation

Governments {federalism} {confederation}| can coordinate autonomous states.

SOCI>Political Science>Government>Kinds>Democracy**democracy**

The people can rule {democracy}|. Democracy claims to allow government participation by more people, to increase people's autonomy, to increase equality, and to have the best procedure for reasoning and deciding. Democracy does not necessarily translate people's combined wills into expected decisions, because choices can have poor definition and people's self-interest is typically against public interest.

parliamentary democracy

State districts can elect representatives to legislative bodies {parliamentary democracy}|. Legislature selects government leaders from its ranks, to form executive branch, which controls top government levels. Civil servants manage government bureaucracy.

presidential democracy

The people can elect president to lead nation and propose and enforce laws {presidential democracy}|. Legislature, elected separately, makes laws.

SOCI>Political Science>Government>Kinds>Autocracy

autocracy

Dictators or several people can rule {autocracy}|, but political institutions are free and power does not centralize.

despotism

One person can have non-hereditary rule {despotism}|.

dictatorship

One person can gain authority through force and hold all authority {dictatorship}|.

fascism

Governments {fascism}| can control all life aspects, supposedly for public good. Fascism often has ethnocentrism and class society.

police state

Police power can be for political purposes {police state}|.

theocracy

Government can be by religious leaders {theocracy}|.

totalitarianism

Governments {totalitarianism}| can try to eliminate all political subsystems or their freedoms. Identification with strong leader, vicarious sense of power through aggression against other groups, and feeling of belonging to a strong political party contribute to totalitarianism.

tyranny

Rulers can have all power {tyranny}|.

SOCI>Political Science>Government>Kinds>Autocracy>Monarchy

monarchy

King and queens assume power by heredity or through election by nobles {monarchy}|. Monarchs have absolute power.

constitutional monarchy

Constitution and separate legislature, executive, and judicial systems can control ruler power {constitutional monarchy}|. King or queen can be head of state, with only ceremonial power.

SOCI>Political Science>International Relations

foreign relations

Other political systems influence political systems {foreign relations}|. Mutual agreements establish precise boundaries between political systems.

comity of nations

National courts can recognize other-state laws and judicial decisions {comity of nations}| {comity of states}|.

diplomacy

People can manage relations among nations {diplomacy}|.

statecraft

People can practice diplomacy {statecraft}|.

SOCI>Political Science>International Relations>Kinds**commonwealth**

States can form mutual-benefit associations {commonwealth}|.

home rule

In states, regions can have self-government {home rule}| over local affairs.

SOCI>Political Science>International Relations>Kinds>Control**outside government**

Governments {outside government} outside geographic regions can control regions.

colonialism

Outside governments can control native populations through native leaders or governors {colonialism}|.

direct rule

Outside governments can control native populations through governors that replace existing native rulers {direct rule}|.

hegemony

States can dominate other states {hegemony}|.

imperialism

Outside governments can rule another country through economic power {imperialism}|.

indirect rule

Outside governments can control native populations through controlled native rulers {indirect rule}|.

white man's burden

Colonial rulers have responsibility to govern well {white man's burden}|.

reparation

After war, winner can demand that loser pay {reparation}| for repairs or as punishment.

tribute

Conquerors can require conquered peoples to regularly pay {tribute}|.

SOCI>Political Science>International Relations>Offices**consulate**

Foreign governments can have offices {consulate}| in other cities.

embassy

Governments have main offices {embassy}|, led by ambassadors, in other countries.

SOCI>Political Science>International Relations>People**emigre**

People {emigrant} {émigré}| can leave countries.

immigration

People can come to new countries {immigration}| from other countries.

SOCI>Political Science>International Relations>Power**balance of power**

Two or more countries or alliances can have equal power {balance of power}|.

cold war politics

Countries that pursue aggressive policies against each other always are under threat of war {cold war}|.

peace

Countries can be not overtly aggressive against each other {peace}. Peace involves no war threats.

conditions

Countries have no need to covet each other's resources, because they are wealthy countries, resources trade freely at fair prices, and/or workers can work in both countries freely. Peoples share language, religion, or democratic values. Aggression has certain and overwhelming punishment or is certainly harmful to country. Negotiations are fair and making progress. Rhetoric, calculated political gain, or inflammatory events do not arouse aggressive feelings. The parties tire of war and cannot fight longer. Peace increases with independence, ethical sense, justice, opportunity, trade, cooperation, conflict resolution, non-violence, law, order, and power.

conditions: brotherhood

Good war alternatives include having relations among nations, groups, and individuals that are like brothers in good families. Some brothers are older, smarter, and/or stronger. Brothers cooperate and compete but use their qualities and skills to make sure other brothers are good and successful. Even a bad brother is still a brother, whom others try to reform. Humans need brotherhood, not warring clans or tribes.

emotion

War follows emotion, typically increasing hatred and anger. Jesus' philosophy shows a strategy to lessen current and future conflicts, because it depends on truth about humans and societies and because it follows reason.

comparison to war

Countries cannot always choose peace. War is justifiable when it can reduce polarization, reduce human suffering, conserve resources, and reduce costs. War is justifiable when it serves same aims as peace. War is only justifiable by defense commensurate with offense.

SOCI>Political Science>International Relations>Power>Aggression**aggression in politics**

Countries can threaten and/or act against other countries {aggression, politics}|.

cause

Aggression tries to gain resources or establish safe borders. Aggression against another country depends on citizen feelings about their country, knowledge of other country, and approval from country. Fear of retaliation or punishment inhibits aggression.

purposes

Aggression can settle status, dominance, and possession. Aggressive behavior is also for defense and self-protection.

terrorism

People or non-government groups opposed to society's politics can make physical or psychological attacks on society's people or equipment {terrorism}|.

causes

People can perceive previous society or government actions as being unjust, showing disrespect, causing suffering, or arousing opposition. Outside control, desecration, exploitation, immorality, corruption, and/or political tricks can cause frustration, aggression, and terrorism.

Current terrorism has grown from frustrations, perceived desecrations, actual corruption, and Western political machinations, including Israel creation, propping up corrupt and immoral leaders, and profiting from oil, that have wrenched Middle East.

purposes

Terrorism intends to inflict pain and suffering as punishments for perceived crimes. Terrorism intends to disrupt and lessen government power and show opposition power. Terrorism can be politics. Terrorism can be revenge on societies for past actions. Terrorism hopes to cause reactions and thus further polarization and emotion, leading to more power, money, and participation on terrorist's side.

nature: war

Terror acts are war acts against societies by non-governmental entities. As non-governmental entities, terrorist tactics are like guerilla war. Like war, terrorism feeds on success to gather more power, money, and participation. Unlike war, terrorism does not significantly reduce population, decrease resources, capture territory, threaten government overthrow, or subjugate people. Unlike war, terrorism originates from within society or society subcultures, not from other geographic regions. Unlike war, terrorism has few resources compared to society.

nature: occurrence

Because they originate within society, terrorist attacks can happen at all locations and times, by many means. Terrorist preparations vary little from everyday activities.

nature: attitudes

Attitudes toward death are also different than in war. To terrorists, death can be victory.

nature: attack types

War rules do not constrain terrorism, which can involve toxins, poisons, and radioactive agents dispersed in air or water.

tactics against

Countries cannot defeat terrorism in same ways as in wars. Because opponents are unknown and have no location, armies cannot face them directly or surround them. Unlike war, states cannot impose defeat or surrender but only encourage it. Before defeat, terrorists can move to locations outside society's jurisdiction.

tactics against: money and time

Societies must spend money and time for offense. This accomplishes terrorist goals.

tactics against: reduce individual rights

Defense against terrorism can require monitoring all activities and individuals. Defense can require that society's interest be above individual rights. Defense reduces privacy and freedom. This accomplishes terrorist goals.

tactics against: force

Offense against terrorism can require ability to strike with strong force at all locations and times. Police and army must be everywhere and obvious. Societies are more like police states. This accomplishes terrorist goals.

tactics against: courage

Alternative responses to terrorist attacks can be courage against fear, stoicism about loss, rationality about decisions, resolution to rebuild and replace, determination to return society to normal, slowness to revenge, and readiness to correct economic, political, and social injustices. Societies can have no fear and no appeal to lower emotions. The best strategy is to minimize number of people, groups, and nations with grievances and to minimize opportunities through economic, financial, legal, political, and social means. Military means are for commensurate defense only. Such responses do not accomplish terrorist goals and cause no increase in violence.

war

Nations can overtly aggress on other states { war }.

causes

Wars can result from competition for scarce resources, usually when aggressive leaders want neighboring-country resources. War can result when countries want to reverse or punish another government's illegal action or unjust legal action.

factors

War decisions consider objectives, means, strategy, tactics, morals, war rules, defeat or victory probability, defeat or victory consequences, third-party effects, and negotiations. War has high risk of defeat or resource exhaustion.

strategy

Strategy requires using knowledge of enemy to neutralize weapons and resources in short and long term.

alternatives

States engage in international relations, diplomacy, negotiations, and war to try to achieve goals. War is adjunct to, or extension of, aggressive international relations and diplomacy. Negotiations precede and follow all wars and often accompany wars. Both war and negotiation are trials of strength between countries.

winning

Countries with larger size, higher technology, more wealth, more freedom, more emotion, and stronger economic systems tend to win at war and negotiations. To reach victory in war, countries must diminish opponent physical and moral force sufficiently so it will surrender or negotiate.

time

War cannot last indefinitely, because resources become exhausted and people grow weary of constant fear, emotion, aggressive impulses, and death. War length depends on overt aggressive behavior, available resources, and people's will. War can lead to negotiation when both countries' physical and moral force diminishes sufficiently.

effects

War is costly in resources and people, polarizes people and groups, causes less rule of law, reduces liberties, increases authoritarianism, adds grievances and injustices, increases hatred and anger, adds uncertainty and risk to all activities, increases alliances with corrupt and authoritarian regimes, strains relations between partners, reduces ideas and cultural diversity, disrupts markets, and neglects education, social services, and crime-fighting. Politics typically takes major turn as peace replaces war. Society takes time to recover old habits and ideas and typically takes several years to return to normalcy. During those years, there is less employment, more crime, more stress on people and families, and low basic resources.

At war end, both sides have exhaustion and low resources. Tight economic conditions harm many people.

War encourages less rule of law. Civil liberties decrease and due process decreases. Authoritarianism increases. War causes more grievances and injustices.

War removes the high moral ground from a country, bringing it to same level as adversary. War thus erodes moral authority, and this can affect ability to lead.

War always causes secondary effects, typically bad, since many people have relations to people affected by war.

War focuses people's concentration against identified enemy. People neglect intellectual pursuits, at cost to culture.

People can use the name of religion to broaden conflict.

effects: polarization

War is polarizing. Polarization tends to lead to future conflict and aggravates current conflicts.

effects: hate

After war, many soldiers and fallen-warrior relatives remain. Hatred for enemy, and anger at suffering, linger long after war, posing danger of new uprising, sabotage, terrorism, and mental-health problems. War makes more people, groups, and nations angry and vengeful. War sows seeds of more war. War cannot eliminate all warriors.

justifications

Ethicists allow justified war {just war}. In just war, military makes defense commensurate with offense. Just war has support from majority of citizens. Just war can reduce human suffering, conserve resources, and reduce costs in the future. War can recover justice, equal opportunity, rule of law, and freedom.

SOCI>Political Science>International Relations>Trade

open door

Countries can trade with all nations equally {open door}.

reciprocity in trade

Nations can exchange trading rights {reciprocity}.

SOCI>Political Science>International Relations>Documents

passport

Government documents {passport}| can certify identities of citizens traveling abroad.

visa

Countries can give right {visa}| to enter and stay to aliens.

SOCI>Political Science>Leadership

leadership

Group members can want to gain authority and influence {leadership, politics}, inside or outside government.

purposes

Leaders want power to achieve goals, to impose values on others, or to exercise for its own sake.

types

Leaders can emphasize tasks or social-emotional bonds.

factors

Leadership depends on activity, expertise, and acceptance. People can be already powerful. People can seek power. Politically involved people are active participants, have desire for knowledge, have interest, and have concern. Apolitical people are the majority.

factors: personality

Leaders are confident, have political skills, value power, want power for self or group, have motives, and want to use power for goals. However, strong power drives can alienate voters and supporters. Powerful people have more resources and skills, know how to use them, and value results.

political resources

Leaders can dispense rewards and penalties, such as money, police, privileges, weapons, and status. Political resources help retain power, but leaders must conserve political resources. Autocracies typically have more political resources than democracies.

negatives

Leaders must be dishonest, do opposite of promised, kill innocents, and break other moral principles, either for greater public good or for staying in power. This behavior can destroy authority, break trust, hurt more people, corrupt, and set poor example.

authority in politics

Political leaders try to show that their powers and actions are necessary {authority, politics}.

demagoguery

False promises and claims, and appeals to prejudices {demagoguery}|, can gain power.

legitimacy

Political leaders try to show that their actions, influence, government, goals, and values are legal {legitimacy}|. Legitimacy derives from political skill, group pride, personal dignity, tradition, and good conscience. If legitimacy is low, government must use high rewards and penalties {political resources}, such as money, police, privileges, weapons, and status, to retain power.

political influence

People try to change other people's behavior, using political techniques {political influence}. Other people resist change.

measure

Change amount, compliance probability, change scope, and number of people measure influence. Influence relates to one's position in hierarchy, people's judgments about person's power, number and scope of decisions made, and control over decisions. Influence also changes people's mentality.

People can feel that they have changed and/or complied. Change is hard to measure, because people typically conceal initial behavior, ideas, or bargaining position with threats, bluffs, or displays of strength. Influence {reliable influence} can be high if compliance probability is high.

methods

People can use espionage, research, counter-threats, and counter-displays of force to influence. Influence {coercive influence} can use threats, fear, punishment, torture, imprisonment, death, or loss. Influence can use rewards, such as money, status, prestige, and power. Coercion can thus be positive or negative.

means

Power amount is rewards that someone can give to others, such as money, status, prestige, and power. Property, wealth, birth, force, or election can cause unequal power, rule, and authority distribution. Political-system members have unequal control of means to influence others' behavior, because people have different specializations, social inheritances, economic inheritances, genetics, and political skills.

power in politics

Government control leads to resources {power, politics}. Physical resources and organizations {exchange-power} or people organized under leaders or principles {coordination-power} can cause power. Power is not sum of factors but multiplies with current power. Power causes action. The struggle for power is constant. Power involves cooperation,

which mainly involves communication. Power involves competition. Retaliation and punishment can cause more cooperation or confrontation.

simony

People can buy political or religious offices {simony}|.

SOCI>Political Science>Revolution

revolution in politics

Groups can try to overthrow governments or replace powerful social groups {revolution, politics}|. Upper or middle classes, not lower classes, typically lead revolutions. Revolutionary governments centralize power, include more groups, and are more ruthless and vigorous. Radicals intimidate opposition and are more organized and emotional than most citizens. Revolution's confusion makes most people stay out of political processes. At end of most revolutions, moderate and radical factions fight until one loses or withdraws. After fight ends, strong leaders typically take over {period of reaction} {reaction period}, rebuild or connect to old institutions, ban extremists, and restore old national goals.

revolution causes

Deprivation, such as starvation or high inflation, can cause revolutions. Coercion to pay high taxes or to be soldiers can cause them. They are more likely if many people know alternatives to current situation. They are more likely if ruling group is weak or divided. They are more likely if many people question government authority.

coup d'etat

Groups from outside government can take over governments or political power {coup d'état}|, using intimidation and force.

insurrection

Groups can violently try to overthrow governments {insurrection}|.

junta

Military leaders {junta}| can try to take over nations.

rebellion

People can demand removal of unpopular leaders or objects {rebellion}|.

SOCI>Political Science>Voting

voter registration

People can register to vote {voter registration} {registering to vote}, with city or county voting registrar, at courthouse or by mail, upon reaching voting age of 18 or after moving to new addresses. Registration is free. People can select political party or declare no party affiliation. If no party selected, people can vote in general elections and for propositions but usually not in primary elections. Only citizens can vote.

acclamation

Votes can be unanimous {acclamation}|.

hat in the ring

People can declare candidacy {hat in the ring}|.

self-determination

Society's members can decide their collective actions without interference from outside {self-determination}|.

SOCI>Political Science>Voting>Kinds

by-election

Elections {by-election}| can be not on regular election dates.

plebiscite

Governments can submit questions to populace for direct vote {plebiscite}.

straw vote

Groups can have test votes {straw vote}.

SOCI>Political Science>Rights**natural rights**

Humans have rights {natural rights} as persons. Rights allow actions or benefits, such as health, education, opportunity, life, and happiness.

dignity

Rights are about people's interests, as persons, and so are about dignity.

types

Rights can be claims, immunities, freedoms, and authorizations. Claims are rights of people against other people. Duties are what people owe to other people. Immunities cancel duties and claims. Freedoms, such as freedoms of speech, religion, and association, concern only individuals, unless they conflict with others' freedoms. Authorizations are grants to act, for situations where there are no rights or rights are not clear.

summary

Human rights include freedom and opportunity to engage in businesses, associations, or activities that do not abridge others' rights. They include safe and nutritious food. They include safe, clean, and well-designed shelter. They include clean water. They include adequate sanitation. They include clean air. They include public health measures, personal health maintenance, prescription drugs, rehabilitation, mental health care, dental care, and eye care. They include complete and equal educational opportunities. They include equal and quick justice. They include equal employment opportunity. They include association with others for pleasure, business, or other purposes. They include freedom of travel. They include access to all public information channels. They include freedom of residence. They include freedom from crimes against people. They include freedom from interference in private life. They include religious freedom. They include habeas corpus.

equal rights

All laws' purpose is to protect human rights. No law makes people's rights unequal {equal rights}. All people are aware they have equal rights and what those rights are.

equality of people

Equal rights {equality, people} are for people actually born, without distinction. Felons and people with quarantinable diseases have diminished rights only as necessary and relative to their felonies and diseases. People can be equal in power, opportunity, resources, legal matters, health, education, welfare, income, freedom, or respect.

society inequality

Political inequality depends on preventing classes, such as the landless, from holding office, voting, or petitioning. Legal inequality prevents making contracts, initiating actions under civil law, or prosecuting. Social inequality is about castes, segregation, discrimination, status, subordination, slavery, or deference. Class inequality is about aristocracy, education, property, wealth, and heredity. Society can choose to have no inequality, prevent inequality, or allow natural inequalities.

discrimination in rights

Rights {discrimination, rights} are the same no matter sex, race, color, language, age, religion, health, political belief, national origin, social class or status, property, sexual preference, birth circumstances, residence, citizenship, publications, opinions, or morals. No person can abridge another's rights.

liberty

People have right to be free {liberty} from most controls.

SOCI>Political Science>Rights>Group**lobbying**

Group activities {lobbying} must be public.

nobility rights

There should be no title or privileges of nobility {nobility, rights}.

power distribution

No group has greater power than any combination of two other groups {power distribution}.

SOCI>Political Science>Rights>Needs**clothing rights**

People have right to clothing {clothing rights}.

disaster rights

People have right to protection and aid after natural or other disasters {disaster rights}.

family rights

People have right to have children {family rights}. Children have right to be free of parents. People have right to divorce. People have right to marriage of equal partners, with no special role for either husband or wife. People have right to choose to marry or not marry. People have right to all sexual information.

food rights

People have right to satisfy basic needs for healthful food {food rights}.

health care rights

People have right to complete medical and health care and preventative maintenance {health care rights} {medical care rights}.

shelter rights

People have right to shelter with sanitary facilities and adequate warmth and coolness {shelter rights}.

warmth and coolness rights

People have right to warmth and coolness {warmth and coolness rights}.

SOCI>Political Science>Rights>Needs>Property**buying and selling rights**

People have right to buy and sell property {buying and selling rights}.

ownership rights

People have right to own property, with or without others {ownership rights}.

public use rights

Government cannot take private property for public use without notice, need, and just compensation {public use rights}.

SOCI>Political Science>Rights>Needs>Work**work rights**

There should be no hiring discrimination {work rights}. People have right to employment. People have right to work anywhere. People have equal opportunity for all jobs. People have right to refuse to work in unsafe or unhealthy conditions. People have right to safe and healthful jobs. People have right to fair wage or salary and enough pay for basic wants. People have right to social security for disability, retirement, and dependents.

fair hearing

People have right to fair hearings {fair hearing}.

quitting

People have right to leave jobs {quitting}.

retirement

People have right to retire {retirement}.

slavery

There should be no slavery {slavery}, involuntary servitude, indentured service, or child labor.

vacation

People have right to vacations and holidays {vacation}.

working hours

People have right to reasonable working hours {working hours}.

SOCI>Political Science>Rights>Needs>Work>Union**union rights**

People have right not to join unions or other work organizations {union rights}.

organizing

People have right to organize and form unions {organizing}.

SOCI>Political Science>Rights>Body**body rights**

There should be no selling of bodies, parts, or functions {body rights}.

control of life

People have control over life {control of life}, to give them hope and power.

death rights

People have right to die and ability to delegate authority to terminate life {death rights}.

fetus rights

Fetus has very limited rights {fetus rights}, subordinate to all mother's rights. Unborn people are under mother's complete and total authority, without interference by other people, because fetuses are not yet legal persons.

life rights

People have right to life, with no death penalty {life rights}.

sacrifice rights

People have right to escape sacrifice and punishment for refusal to sacrifice {sacrifice rights}.

self-defense rights

People have right of self-defense by any means {self-defense rights}.

sex rights

People have right to sexual satisfaction through any means not abridging other-people's rights {sex rights}.

style rights

People should have freedom of appearance and styles {style rights}.

torture rights

There should be no torture, no degrading behavior, and no cruel behavior {torture rights}.

SOCI>Political Science>Rights>Body>Disabled

access for disabled

Disabled people have right to access {access, disabled} public places.

education of disabled

Disabled people have right to education {education, disabled}.

equal treatment of disabled

Disabled people have right to equal treatment {equal treatment, disabled}.

medical treatment rights

Disabled people have right to medical treatment {medical treatment rights}.

normal life rights

Disabled people have right to normal life {normal life rights}.

SOCI>Political Science>Rights>Communication

brainwashing

There should be no brainwashing {brainwashing}.

copyright right

There should be no censorship or harassment {copyright right}.

copyright right

Copyrighting is automatic {copyright right}.

copyright violation

Intentional copyright violation {copyright violation} accrues damages, but unintentional violation does not.

disclosure of sources

People have right to refuse to disclose sources or information {disclosure, sources}.

false advertising right

There should be no false advertising {false advertising right}.

intent to harm

There should be no false communication with intent to harm {intent to harm}.

libel as slander

There should be no libel or slander {libel, rights} {slander, rights}.

propaganda in politics

There should be no propaganda {propaganda, politics}.

public information rights

People have access to all public information {public information rights}.

SOCI>Political Science>Rights>Communication>Assembly

assembly

People have right to assemble peacefully {assembly right}.

equal access

People have right of equal access {equal access}, unless it affects safety.

membership rights

There should be no forced membership in any group {membership rights}.

religion rights

People have right of religious belief, practice, organization, publicity, assembly, action, and instruction {religion rights}. There should be no coercion.

SOCI>Political Science>Rights>Communication>Petition**petition right**

People have right to petition legislature, executive, and judiciary about grievances {petition right}.

grievance right

Grievances must be public, officials must act on them in reasonable time, and officials must report results to petitioner {grievance right}.

SOCI>Political Science>Rights>Communication>Travel-Residence**residence and travel rights**

People have right of asylum from persecution. There should be no exiles. There should be no visas or passports {residence and travel rights}.

identification papers

There should be no identification papers {identification papers}.

SOCI>Political Science>Rights>Communication>Education**education rights**

People have right to complete education {education rights}. People have right to easy school access. People have right to access to all cultural events. People have right to complete coverage of all subjects. People have right to free schooling. People have right to equal opportunity. People have right to safe schooling. People have right to qualified and safe teachers.

school choice

People have right to choose public school {school choice}.

cultural heritage

There should be no cultural-heritage destruction {cultural heritage}.

SOCI>Political Science>Rights>Government**state rights**

States do not have rights of persons {state rights}. There should be no martial law, except after disaster and then martial-law removal as soon as possible. All people have equal opportunity to be in government at all levels. There should be no political crimes. All groups in society have representation. Birth or declaration establishes citizenship.

crime against state

There should be no crimes {crime against state} against states and no treason.

enforcement of law

Enforcing laws {enforcement, law} obligating people to states is by withdrawing privileges, not doing other actions.

representative rights

Representatives must be available to voters {representative rights}. People have right of representation based on district and government unit. Representatives are district residents.

SOCI>Political Science>Rights>Government>Security

safety and security

People have right to safety {safety and security}. There should be no police state or police actions. There should be no terrorism, violence, or war.

deadly weapons

There should be no deadly weapons {deadly weapons}, except for registered owners.

privacy rights

People have right to privacy of person, effects, and actions {privacy rights}.

searches rights

Only authorized people can conduct searches and seizures and only after obtaining due authorization {searches rights}.

surveillance

There should be no surveillance {surveillance}, observation, or harassment.

SOCI>Political Science>Rights>Government>Taxation

taxation rights

Elected representatives levy taxes {taxation rights}. Taxes are subject to referendum. All taxes are fair. Only taxes are income taxes, billed to people by sliding percentage.

SOCI>Political Science>Rights>Government>Trade

trade rights

All trade is free of tariffs, duties, quotas, and protectionist measures. There should be no restraints on commerce, except for health and safety {trade rights}.

fair competition

There should be fair competition {fair competition}.

fair dealing

There should be fair dealing {fair dealing}.

SOCI>Political Science>Rights>Government>Military

military rights

Military affairs are always under civilian control {military rights}. No soldiers can be on private property or use private property. There should be no military action against residents. No government or leader can force people to serve in military, go to war, or prepare for war. There should be no permanent military and no standing army. Government cannot require people to participate in events organized for or by state.

draft rights

There should be military conscription or registration {draft, military}.

mass destruction

There should be no bombs, machine guns, bazookas, rockets, atomic weapons, or similar weapons {mass destruction}.

service to state

Government cannot require people to perform services {service to state} to state.

gun rights

People have right to keep and bear small arms, for regulated militias {gun rights}.

weapon registration

Governments register all weapons {weapon registration}.

SOCI>Political Science>Rights>Government>Voting**voting rights**

People have right to vote for, vote against, or abstain {voting rights}.

suffrage

People have right to vote {suffrage}|.

elections

There should be elections {elections} at regular intervals.

advocacy

People have right to work for or against voting issues {advocacy}.

eligibility

All district residents are eligible {eligibility}.

fair campaigning

There should be fair campaigning {fair campaigning}.

notice of election

People have right to receive election and issue notices {notice of election}.

secret ballot

Public voting is by secret ballot {secret ballot}.

SOCI>Political Science>Rights>Law**administration of laws**

Law administration should be fair, impartial, and quick {administration, laws}.

law rights

Laws should be fair and impartial {law rights}. Laws have time limits.

protection of law

People have right to rule of law and equal protection {protection of law} under laws.

remedy

People have entitlement to remedies {remedy} for all rights violations.

SOCI>Political Science>Rights>Law>Accused**charge contesting**

People have right to contest charge {charge contesting}.

detention rights

Authorities can only detain people if they make documented cases under oath before judges, with all names public {detention rights}.

due process right

People have right to due process of law {due process right}.

ex post facto right

There should be no detention for acts declared illegal later {ex post facto right}.

excessive bail

There should be no excessive bail {excessive bail}.

false accusation

There should be no false accusations {false accusation}.

false arrest

There should be no false arrest {false arrest} or detention.

habeas corpus right

People have right to writ of habeas corpus {habeas corpus right}.

quick justice

Courts and judges are available quickly and impartially {quick justice}.

quick trial

People have right to quick and fair hearings in courts {quick trial}.

review of detention

People have right to request detention review {review of detention}.

SOCI>Political Science>Rights>Law>Conviction

appeal right

Appeals are to review procedures, not decisions {appeal right}.

capital punishment right

There should be no capital punishment {capital punishment right}.

retrial after conviction

People have right to retrial {retrial after conviction} if false testimony, unfair jurors, incompetent legal counsel, new evidence, or judicial irregularities affected outcome.

unusual punishment

There should be no cruel, degrading, or unusual punishment {unusual punishment}.

worse sentence

States cannot impose worse sentences {worse sentence} after imposing sentences.

SOCI>Political Science>Rights>Law>Conviction>Money

actual damages

Actual damages {actual damages} are estimates by independent evaluators.

excessive fine

There should be no excessive fine {excessive fine}.

fee of lawyer

Lawyer's fees {fee, lawyer} {lawyer fee} {legal fee} can depend on schedules, not percentages.

punitive damages right

Punitive damages are fixed percentages of actual damages {punitive damages right}.

SOCI>Political Science>Rights>Law>Trial

trial rights

People have right to know all charges {trial rights}. People have right to jury. People have right to public or private trials. People have right to question all witnesses. States cannot try acquitted people again on similar charges.

expert testimony

People have right to expert testimony {expert testimony}.

impartial trial

People have right to impartial trials {impartial trial}.

innocence until guilty

People have presumption of innocence until proven guilty {innocence until guilty}.

legal representation

People have right to competent lawyers {legal representation}.

self-incrimination

States cannot force people to witness against themselves {self-incrimination}.

SOCI>Political Science>History

Nezam-ol Molk or Nezamol Molk-e-Bakravi [Molk-e-Bakravi, Nezamol]

grand vizier

Persia/Baghdad, Iraq

1050 to 1090

Book of Government or Rules for Kings [1050 to 1090]

He lived 1018 to 1092, was minister for thirty years to first Qaznavids then Seljuk ruler Malek Shah, and founded Nezamiyeh School of Baghdad.

Qabus or Shams al-Ma'ali Qabus ibn Wushmgir ibn al-Ziyar [Qabus ibn Wushmgir ibn al-Ziyar, Shams al-Ma'ali] or Onsor ol-Ma'ali Keykavus [Keykavus, Onsor ol-Ma'ali] or Unsur al-Mo'ali Qabus ibn Iskander ibn Qabus ibn Wushmgir ibn al-Ziyar [Qabus ibn Wushmgir ibn al-Ziyar, Unsur al-Mo'ali Qabus ibn Iskander ibn]

prince

Gorgan, Golestan, Persia

1082

Counsels of Nushirwan the Just to his Son or Book of Counsel or Book of Advice or Mirror for Princes [1082]

He was Prince of Gurgan or Gorgan [1049 to 1090].

Henri Benjamin Constant de Rebecque [Rebecque, Henri Benjamin Constant de]

political scientist

Paris, France

1796 to 1830

On the force of actual government and necessity of its unity [1796]; On political reactions [1796]; On the spirit of conquest and usurpation on their trusting relationships with European civilization [1813]; Adolphe [1815: novel]; On religion considered in its sources, forms, and developments [1825 to 1831: five volumes]

He lived 1767 to 1830. He opposed social-contract ideas of Rousseau. He advocated privacy, individual rights, freedom to gain property, democracy by representatives, and limited powers for government parts. Diversity and autonomy require private life.

James Mill [Mill, James]

political scientist

Scotland

1817 to 1835

History of British India [1817]; On Government [1820]; Elements of Political Economy [1821 to 1822]; Analysis of the Phenomena of the Human Mind [1829]; Fragment on Mackintosh [1835]

He lived 1773 to 1836. Democracy by majority gives the most people the best chance to maximize happiness, because people act by self-interest.

Henry David Thoreau [Thoreau, Henry David]

political scientist

Boston, Massachusetts

1845 to 1849

Walden [1845]; On Civil Disobedience [1849]

He lived 1817 to 1862 and was New England Transcendentalist. He advocated return to nature. He advocated non-violent disobedience of unjust laws, and acceptance of punishment, to force repeal or modification.

Henry Martyn Robert [Robert, Henry Martyn]

writer

San Francisco, California

1876 to 1914

Robert's Rules of Order [1876 to 1914: parliamentary procedure rules]

He lived 1837 to 1923, was general, and as engineer built Galveston Seawall.

Robert Michels [Michels, Robert]

political scientist

Marburg, Germany/Italy

1911

Political Parties: A Sociological Study of the Oligarchical Tendencies of Modern Democracy [1911]

He lived 1876 to 1936 and studied skill and privilege, loyalty, and power. Political parties tend toward oligarchy, authoritarianism, and bureaucracy {iron law of oligarchy}.

Harold J. Laski [Laski, Harold J.]

political scientist

England/USA

1917 to 1941

Studies in the Problem of Sovereignty [1917]; Authority in the Modern State [1919]; Foundations of Sovereignty and Other Essays [1921]; Rise of Liberalism: Philosophy of a Business Civilization [1936]; Grammar of Politics [1941]

He lived 1893 to 1950 and was Marxist.

Gaetano Mosca [Mosca, Gaetano]

political scientist

Italy

1939

Ruling Class [1939]

He lived 1858 to 1941.

Sidney Hook [Hook, Sidney]

political scientist/historian

USA

1943

Hero in History [1943]

He lived 1902 to 1989, was Dewey's and Cohen's student, and was democratic socialist.

Bertrand de Jouvenal [Jouvenal, Bertrand de]

political scientist

England

1949 to 1967

On Power: Its Nature and the History of Its Growth [1949]; Ethics of Redistribution [1951]; Sovereignty: An Inquiry into the Political Good [1957]; Pure Theory of Politics [1963]; Art of Conjecture [1967]
He lived 1903 to 1987 and was conservative.

C. Northcote Parkinson [Parkinson, C. Northcote]

political scientist/historian
England
1957 to 1970
Parkinson's Law [1957]; Evolution of Political Thought [1958]; Law and the Profits [1960]; In-Laws and Outlaws [1962]; Left Luggage [1967]; Mrs. Parkinson's Law [1968]; Law of Delay [1970]
He lived 1909 to 1993 and invented Parkinson's laws. People rise to level at which they are incompetent and then stay there {Parkinson's law}.

Arnold Brecht [Brecht, Arnold]

political scientist
Germany/USA
1959 to 1961
Foundations of 20th Century Political Thought [1959]; Political Theory [1961]
He lived 1884 to 1977. Universal human ethical thinking and feeling preferences determine political values.

SOCI>Political Science>History>USA History

Harold D. Lasswell [Lasswell, Harold D.]

political scientist
USA
1927 to 1950
Propaganda Technique in the World War [1927]; World Politics and Personal Insecurity [1935]; Democracy through Public Opinion [1941]; Free and Responsible Press [1947]; Politics: Who Gets What, When, How [1948]; Power and Personality [1948]; Power and Society [1950]; National Security and Individual Freedom [1950]
He lived 1902 to 1978 and invented Model of Communication: Who (says) What (to) Whom (in) What Channel (with) What Effect.

Paul F. Lazarsfeld [Lazarsfeld, Paul F.]

political scientist
USA
1943 to 1954
Studies in Radio and Film Propaganda [1943: with Robert Merton]; Voting [1954: with Bernard R. Berelson and William McPhee]
He lived 1901 to 1976.

Hans Morgenthau [Morgenthau, Hans]

political scientist
Germany/USA
1948
Politics Among Nations [1948]
He lived 1904 to 1980.

Richard Hofstadter [Hofstadter, Richard]

political scientist
USA
1954
American Political Tradition [1954]
He lived 1916 to 1970.

Richard Neustadt [Neustadt, Richard]

political scientist

USA
1960
Presidential Power [1960]
He lived 1919 to 2003.

Robert Dahl [Dahl, Robert]

political scientist
USA
1962 to 1964
Modern Political Analysis [1962]; Who Governs [1964]
He lived 1915 to ?.