

THE MANIFESTO

of the ITTF

WHO WE ARE

Full official name = International Teenage Task Force of Stuff That We Don't Need (ITTFOSTWDN)

HISTORY

The International Teenage Task Force of Stuff That We Don't Need (henceforth referred to as the ITTF) was established worldwide in 2023 by a team of youth activists known as the Global Committee Against Clutter (GCAC). The goal of the GCAC was to gather climate concerned teenagers to represent every country in the world and create a solution to the excess of stuff. Together, the GCAC created the ITTF. Its ITTF Manifesto was written over the course of a year. Greta Thunberg, one of the founding members of the GCAC, told the *New York Times* "It has to be [youth] because adults are not doing enough. We must march on." Notable members of the GCAC include Xiuhtezcatl Roske-Martinez, Vanessa Nakate, Marinel Ubaldo, Greta Thunberg, Howey Ou and Jamie Margolin. A full list of contributors is provided upon request.

FOUNDATIONAL BELIEF

Rather than relying on any more traditional punitive system of motivation, the ITTF trusts that a sense of duty towards the Earth and each other will willingly motivate its members to *want* to follow the guidelines within this Manifesto. Members should not feel as though there is a metaphorical gun to their head, but instead will abide by the following directives because they believe in the necessary values & means to achieve our goals. This Manifesto and the ITTF is founded on the belief that when youth believe in accomplishing a goal, the desire for a positive outcome is sufficient. Wording that proposes to activate by means of threat, as in "if you don't do this, then this will happen to you" (traditional learning), are not actually required by youth. Likewise, this Manifesto does not rely on control as a means to productivity. We believe that we youth can self regulate if they believe in what they are a part of and are invested in both the process and outcome.

COMMITMENT

Teenage Task Forces (TTFs) are present in 195 countries and the Principality of Sealand*. Each of the 8 members meet each day for a duration of 365 days. Each TTF will judge 12 Objects per day, 11 of which come from the MLS (Master List of Stuff), a database that is tailored to each country's consumption. The final (12th) Object will be a "wild card" Object drawn at random from the MLS database and culturally specific to each country. The added purpose of the anonymous Object is to prevent any evasion of stuff due to personal bias. Based on the above, each week 78 Objects must be eliminated ("Stuff Removed") and 6 Objects may remain ("Stuff Approved"). Every TTF will assess 4,380 Objects

over the 365 days, 4,068 of which will be removed. Each country is permitted a quota total of 312 approved Objects after the year's process. For 195 countries, that is 60,840 Objects. Globally, the ITTF will have assessed 854,100 Objects, and will launch their plan to reduce the amount of Stuff on the planet by 793,260 with only 60,840 Objects remaining.

*The Principality of Sealand is an unrecognized micronation within British territorial waters. However, this micronation submitted a request to be considered separately from England and we agree to recognize it.

We recognize that this is a massive commitment. It may take an emotional and/or physical toll on those involved. We ask that only those who have the utmost level of desire & belief in what can be possible take on this opportunity to be a part of the ITTF.

See Appendix A (**Applying: Should I?**)

See "**Voting**" for more on how the Stuff will be Removed, globally.

ITTFOSTWDN GOALS

These Goals must be kept at the forefront of all TTF members, specifically the Bailiff and Time Keeper. The achievement of these Goals will be our bridge to the ITTFOSTWDN's Ultimate Goal.

ITTFOSTWDN ULTIMATE GOAL

Achieving this Ultimate Goal will ensure a healthier future of planet Earth.

1. Eliminate Stuff

ITTFOSTWDN VALUES

These Values must be kept at the forefront of all TTF members, specifically the Director and Keeper of the Manifesto. The Values will be the core guide to achieving the ITTFOSTWDN's Goals.

1. We March On
2. The Environment First
3. No Time Shall Go Wasted
4. Kindness
5. *

*

ROLES OF THE ITTF

There is no hierarchy implied in the ordering of these roles.

The Bailiff

The Keeper of the Manifesto

The Archivist

The Chamber Director

The Fact Seeker

The Fact Checker

The PeaceKeeper (Internal Relations)

The Time Keeper

The Ambassador (International Relations)

ROLE DESCRIPTIONS, FACTORING IN CRITERIA

Inspired by Dungeons & Dragons Character Stats.

Rating: 5 star as maximum, the highest need for that criteria; 1 star as the lowest need for that criteria

- STRENGTH – physical power
- INTELLIGENCE –reasoning, memory
- CHARISMA – force of personality
- PERCEPTION – wisdom, insight
- AGILITY – dexterity
- STAMINA – constitution

Analysis based on the 16 Personality Types of Myers & Briggs:

- PERSONALITY PROFILE
- MOST LIKELY TO CLASH WITH

THE BAILIFF

North American Definition of Bailiff: an official in a court of law who keeps order, looks after prisoners, etc.

British Definition: a sheriff's officer who carries out restraints and arrests.

- The Bailiff's key role is to maintain order for the TTF.
- The Bailiff is responsible for ushering an Object or their Representative/Advocate in and out, according to the schedule.
- An effective Bailiff must have good instincts, good rationality and concise communication skills.
- The Bailiff makes decisions related to managing, controlling or evicting Objects (or their Representatives/Advocates) if needed, serving legal orders, seizing properties, and performing other related activities.

- The Bailiff must consult with the Director before *making any decisions which may inflict substantive consequences on the ITTF or the local TTF country.*
- Other useful qualities include the ability to be alert at all times, quick reflexes and physical strength.
- The Bailiff must show *value and respect to any person, Object and the ITTF as a whole.*
- If the Bailiff's instructions are not followed, the Bailiff may take action against them if they feel morally responsible to do so.

AS CATEGORIZED BY:

- STRENGTH – physical power: *****
- INTELLIGENCE –reasoning, memory: **
- CHARISMA – force of personality: ***
- PERCEPTION – wisdom, insight: ***
- AGILITY – dexterity: ****
- STAMINA – constitution: *****

PERSONALITY PROFILE: ESTJ (surnamed the Executive)

- 'They possess great fortitude, emphatically following their own sensible judgment. They often serve as a stabilizing force among others, able to offer solid direction amid adversity.'
- MOST LIKELY TO CLASH WITH the INTP (Keeper of Manifesto, Fact Seekers) and INFP (Peacekeepers)

THE KEEPER OF THE MANIFESTO

Definition of Manifesto: a public declaration of policy and aims.

- The Keeper of the Manifesto must be the human embodiment of the Manifesto itself. They are the necessary representative and crucial link between the written Manifesto and each TTF.
- They must have clear know-how and a thorough understanding of the Manifesto, the ITTFOSTWDN's Ultimate Goal, and the Manifesto's specific content.
- They need to be familiar enough with the content to provide answers in a timely manner to any questions that may come up from the other members of the TTF.
- They will make sure that the other members of the TTF have a good understanding of the Manifesto as needed.
- They must listen to everything going on to make sure that the *TTF stays on track with the Manifesto's plan* and that they *always keep its vision in mind.*
- If necessary, the Keeper of the Manifesto must consult the Director, who will then authorize consulting with *higher authorities such as the GCAC* if anything stated in the Manifesto is unclear or there are any questions.

AS CATEGORIZED BY:

- STRENGTH – physical power: *

- INTELLIGENCE –reasoning, memory: *****
- CHARISMA – force of personality: **
- PERCEPTION – wisdom, insight: ****
- AGILITY – dexterity: ***
- STAMINA – constitution: *****

PERSONALITY PROFILE: INTP (Surnamed the Logician)

- ‘INTPs spend most of their time pondering on theories and expanding their knowledge on certain specific aspects of the world.’
- MOST LIKELY TO CLASH WITH the ESTJ (Bailiff and Director)

THE ARCHIVIST

Definition of Archive: a complete record of data. Word origin from the early 17th c: place where records are kept.

- The Archivist must keep and maintain the Master Log of Stuff (MLS). Nobody may tamper with the log.
- At the end of each day, the Archivist collects anonymous hard copy paper votes from the TTF.
- At the end of each week, the Archivist gives the votes to the Director in preparation for the Weekly Voting Results.
- During the Voting Results, the Archivist listens carefully to any discussions among the TTF after they hear the final majority vote announcement from the Chamber Director, and logs the data of each country’s (e.g. Canada) Stuff Removed/Stuff Approved into the ITTF-MLS. This information instantly goes to the GCAC.
- The Archivist votes while keeping composure and anonymity of their voting choice.
- The Archivist is absolutely forbidden to secretly change the final decision of an Object in the ITTF-MLS.
- The Archivist must keep the Master Log of Stuff meticulous, organized, and safe. Anonymous.
- In collaboration with the Time Keeper, the Archivist makes arrangements with Objects for their appointment times. If an Object or their Representative/Advocate is unable to present their case for a valid reason, the Archivist notifies both the Time Keeper and the TTF, reschedules them if possible, and passes on this information to the Time Keeper.
- They must be organized, orderly, professional, and reliable.
- Required skills: creating spreadsheets and sorting sensitive data, familiarity with technology, and coordination with others.

AS CATEGORIZED BY:

- STRENGTH – physical power: **
- INTELLIGENCE –reasoning, memory: ****
- CHARISMA – force of personality: ***
- PERCEPTION – wisdom, insight: ***
- AGILITY – dexterity: **

- STAMINA – constitution: *****

PERSONALITY PROFILE: ISTJ (Surnamed the Logistician)

- ‘These people tend to be reserved yet willful, with a rational outlook on life. They compose their actions carefully and carry them out with methodical purpose.’
- MOST LIKELY TO CLASH WITH the INFP (Peacekeeper), ENTP (Ambassador), and ENFJ (Bailiff)

THE DIRECTOR

- The Director is a leader. They *lead* .

THE FACT SEEKER AND FACT CHECKER

Definition of Fact: a thing that is known or proved to be true.

Definition of Seeker: one who attempts to find or obtain something

- These are two members of the TTF who both provide knowledge and search for information to share with the rest of the TTF so that Object decision-making is informed by facts.
- The Fact Checker checks, and if needed, double checks all facts, including those stated by the Fact Seeker.
- They provide data and statistics to the group, and it must be the most updated information. They guarantee truth as best as truth can be ascertained.
- They are consulted by the rest of the TTF to ensure that the data that the Objects provide is actually accurate.
- They may lead on the rebuttals after each Object or their Representative/Advocate presents their case.
- The Fact Checker may use their cell phone for up to date research at any and all times.
- They must have a certain amount of pre-existing knowledge on certain topics, or are devotedly prepared to research in preparation for each day’s stuff.
- They should avoid *but are occasionally permitted* to make educated guesses on scientific and environmental information if pressure rises and they deem it necessary.
- They must have an open mind, curiosity and willingness to further their own knowledge on any subject.

AS CATEGORIZED BY:

- STRENGTH – physical power: **
- INTELLIGENCE –reasoning, memory: *****
- CHARISMA – force of personality: **
- PERCEPTION – wisdom, insight:*****
- AGILITY – dexterity: **
- STAMINA – constitution: *****

PERSONALITY PROFILE: INTP (Surnamed the Logician)

- 'INTPs spend most of their time pondering on theories and expanding their knowledge on certain specific aspects of the world.'
- MOST LIKELY TO CLASH WITH the ESTJ (Bailiff and Tribunal Director)

THE PEACEKEEPER

Definition of Peace: based on the adult-created United Nations, a Peace Keeper "creates conditions that favour lasting peace." Canada defines their Peace Keepers as those who "maintain peace and security, protect human rights and help restore the rule of law."

- The key responsibility of the PeaceKeeper is to keep tensions low within the TTF in order to allow all operations to run smoothly.
- The Peacekeeper is expected to help maintain respectful relationships between the Objects (or their Representatives/Advocates) and the other members of each TTF.
- A PeaceKeeper must go into any situation with an open mind and needs to be ready to listen to all sides at all times.
- If requested by the TTF, the PeaceKeeper is in charge of organizing a *Time to Mourn* for any Stuff Removed *after the request is approved by the Director*. See "Breaks" under the Highly Necessary Policies and Guidelines below.
- The PeaceKeeper must have unwavering and/or an abundance of patience.
- The PeaceKeeper must have the know-how to de-escalate a situation.
- The PeaceKeeper is advised to take a neutral stance when de-escalating a situation
- The PeaceKeeper must have negotiation skills and seek compromise at all times.
- Should a situation escalate past the capabilities of the PeaceKeeper, the PeaceKeeper has the authority to request the Bailiff to step in. However, the PeaceKeeper must have exhausted any and all internal peace-keeping resources in order for this call to go through.
- Note: The rest of the TTF must respect the PeaceKeeper, and the PeaceKeeper must make all members feel heard.

AS CATEGORIZED BY:

- STRENGTH – physical power: **
- INTELLIGENCE –reasoning, memory: ***
- CHARISMA – force of personality: ****
- PERCEPTION – wisdom, insight: *****
- AGILITY – dexterity: ****
- STAMINA – constitution:*****

PERSONALITY PROFILE: INFP (Surnamed the Mediator)

- 'These rare personality types tend to be quiet, open-minded, and imaginative, and they apply a caring and creative approach to everything they do.'
- MOST LIKELY TO CLASH WITH the ISTJ (Time Keeper and Archivist) and ESTJ (Bailiff, Director)

THE TIME KEEPER

Definition of Time Keeper: a person who measures or records time.

- The Time Keeper is responsible for keeping track of time for the TTF.
- The Time Keeper is in charge of making sure Objects (or their Representative/Advocates) and members of the TTF arrive and leave on time in order to stay on schedule.
- The Time Keeper must know which Objects are to be assessed each day, and signal this in a timely manner to the TTF. They indicate which Object is next so that the TTF may refer to their notes in their TTF Object Folders.
- The Time Keeper notifies when to move on to the next Object and, with the Archivist, when it is time to vote.
- The Timekeeper may interrupt or request from the Director to skip certain procedures for the sake of time. This may include *Time to Mourn*, *Time for Debate*, and *Time to Play*.
- If an Object or their Representative/Advocate can't present their defense, the Time Keeper will be informed by the Archivist and the Time Keeper will adjust the schedule.
- The Time Keeper must be punctual, have great organization skills and be able to multitask.

AS CATEGORIZED BY:

- STRENGTH – physical power: ***
- INTELLIGENCE –reasoning, memory: ****
- CHARISMA – force of personality:**
- PERCEPTION – wisdom, insight: ***
- AGILITY – dexterity: ***
- STAMINA – constitution: *****

PERSONALITY PROFILE: ISTJ (Surnamed the Logistician)

- 'These people tend to be reserved yet willful, with a rational outlook on life. They compose their actions carefully and carry them out with methodical purpose.'
- MOST LIKELY TO CLASH WITH: INFP (Peacekeeper), ENTP (Ambassador), and ENFJ (Bailiff)

THE AMBASSADOR

Definition of Ambassador: A person who acts as a representative or promoter of a specified activity.

- The Ambassador's key role is to coordinate, communicate, and maintain diplomatic relations with the TTFs in all other countries.
- The Ambassador is the sole TTF member to use the ITTF phone for communication.
- If the Director requires the Ambassador to contact GCAC or another ITTF unit, the Ambassador will make the call.
- If necessary, the Ambassador can consult Ambassadors in other countries for advice or to discuss how to handle abnormal behavior from Objects or their Representatives/Advocates.

- The Ambassador must have a solid knowledge of the rules and regulations so that they can aid TTFs in other countries if necessary.
- An effective Ambassador is a good manager, resilient negotiator, and respected representative of their country.
- Though The Ambassador does not need to be fluent in multiple languages, it is a good idea to appoint someone who is at least bilingual.

AS CATEGORIZED BY:

- STRENGTH – physical power: *
- INTELLIGENCE –reasoning, memory: ****
- CHARISMA – force of personality: *****
- PERCEPTION – wisdom, insight: ****
- AGILITY – dexterity: **
- STAMINA – constitution: ***

PERSONALITY PROFILE: ENTP (Surnamed the Debator)

- ‘They tend to be bold and creative, deconstructing and rebuilding ideas with great mental agility. They pursue their goals vigorously despite any resistance they might encounter.’
- MOST LIKELY TO CLASH WITH the ISTJ (Archivist and Time Keeper)

ITTFOSTWDN POLICIES

Policy: a course or principle of action adopted or proposed by a government, party, business, or individual.

THE TESTIMONIES*

* otherwise referred to in this document as *defenses or cases*

Drawing from the MLS (Master List of Stuff), every TTF will hear the testimonies of 11 Objects per day, plus a 12th “wild card” Object. Each Object is expected to provide their testimony when requested. The testimony should define their origins and defend their continued *value* to life – for the TTF: why they shouldn’t be “Stuff Removed”. The Object will respond to any questions that the TTF may have, make closing remarks, and conclude before or at the time at which their time slot comes to an end. Between testimonies, the TTF may discuss previous and future Objects, but they may NOT reveal how they plan to vote.

Any Stuff that fail to submit their defense are charged with “Failure to Submit” and are automatically placed on the “Stuff Removed” list, which the Archivist inputs into the MLS.

An ITTF Core Value: members of the TTF are expected to show respect for the Stuff/Objects (or their Representatives/Advocates), maintain a polite attitude, take notes, and listen to the testimonies without interrupting unless the testimony threatens to exceed the Object's allotted time. Similarly, despite the stakes of the situation, Objects are requested to maintain composure while delivering their testimony and during the question period.

We acknowledge the stress and personal risk that may be provoked by these proceedings, both for the members of the TTF and the Objects. However, directions herein are put in place for the sake of time and health/safety. If all participants comply, the proceedings will go by smoothly and the ultimate goal will be accomplished.

VOTING

Each day, the Archivist passes out the voting slips to the TTF and collects them at the end of the day. The voting options are 1=yes, 2=no. If there is a tie, there is no discussion; the Object is 'Stuff Removed.' At the end of each week, all anonymous voting slips are tallied and passed on to the Director for the Weekly Voting Results.

The Director announces the final vote: the "Stuff Removed" and "Stuff Approved" for that week. The Archivist logs the data into the ITTF-MLS. All information logged into the MLS is transmitted to the GCAC as permanent data after 5 minutes, finalizing all decisions. The results are instantly transmitted to every country so that each TTF sees all the Stuff decisions from every country, each week. Stuff Removal, the Invisible Movement with Visible Results, is activated immediately, weekly.

The Archivist maintains the absolutely confidential MLS content.

STUFF REMOVAL: Invisible Movement with Visible Results

GCAC activates its network of connection to the generation of youth globally, who will spread the word within their networks of youth. All will personally and publicly reject this Stuff in their everyday lives. This includes but is not limited to refusing to buy any Stuff Removed, ***eventually removing public demand, need for it***. And the companies, producers of that stuff will gradually go out of business. They will advocate for avoiding all Stuff Removed through social media, word of mouth, or any other means available.

OTHER HIGHLY NECESSARY POLICIES and GUIDELINES

- *Arriving and departing on time*

All ITTF members must arrive at 6AM to the main deliberation space.

All ITTF members must exit said space at exactly 6PM with no exceptions. No members may stay/loiter to discuss the day's proceeds further past 6PM.

- *Breaks*

Mental and physical health are of utmost importance to the ITTF, and this pledge is translated into action. Despite and along with Value #3 of “No More Waste, Including Time”, members are permitted to take scheduled leisure breaks. Suggestion for use of time may be to breathe fully, move/adjust their body, and make peace with the world and surroundings in an appropriate manner. Note: Members may also use the breaks for short-form “Time to Mourn” moments (see below) after the removal of any stuff. This can be done individually or may be organized as a group. See also “Time to Debate” and “Time to Play”

- *Time to Mourn*

This process can be emotionally difficult. Some TTF members may experience sentiments & emotions around the stuff at hand, and we acknowledge that it might be difficult to see an Object they need or love voted as “Stuff Removed”. The final hour at the end of each week’s voting is reserved for Time to Mourn. With the allocation of time to this ritual, it is hoped that emotional responses will not be carried over into the discussion of the next Object. Each member must aim to enter into the next stuff’s evaluation with an open & clear slate.

- *Time to Debate*

Text to come.

- *Time to Play*

Text to come.

- *Nutrition and Sustenance*

Members may eat snacks/meals as long as the flow of work is sustained. Food substances should provide optimal health and wellness with a minimum of packaging. Food grown on the premises is an ideal example. No alcohol/non-prescription drugs/cigarettes or e-cigarettes are permitted on any ITTF location or within a 100 meter radius (328.084 feet) so as to avoid distractions, tomfoolery, mayhem, or lack of productivity.

- *Bodily Needs*

Members are permitted to use the washroom as needed. The estimate of three washroom breaks is recommended per work day. “No More Waste, Including Time”.

- *Sick leave and Illness*

TTF members should make health choices to avoid being sick. Support each other. In the case of minor illness, please wear a mask.

- *Privacy*

Any and all spreading of information pertaining the goings on of the ITTFOSTWDN are prohibited. Avoidance of any backlash, controversy, and danger is of paramount importance. Outside opinions should not be taken into account. Any contacts and ties to any levels of Government must be cut off, without explanation, upon signing this Manifesto.

- *Note re technology*

Teens, globally, do not wish to be made to feel like irresponsible children who can't be given any sort of responsibility, cannot self-regulate and need to be constantly controlled by limitations. They know the beneficial aspects to technology and are global experts in its usage. Since teenagers created the ITTFOSTWDN, they agree to put trust in themselves and each other to stay on task.

Official ITTFOSTWDN Manifesto Signing

With my initials, I recognize and acknowledge that I have thoroughly read and understood the ITTFOSTWDN Manifesto, and I consent to all of its Terms, Conditions, Recommendations and Values.

With my initials, I consent to dedicate myself and my time to the 365 day comprehensive commitment that is to be a part of and serve the ITTF and its Ultimate Goal.

With my initials, I pledge myself to the protection, preservation, and future of the Earth, its climate and all living habitats and creatures by working together to Eliminate Stuff.

Appendix A: Applying to be part of your country's TTF

The Criteria

There are only three: time, age, desire

- are you within the age range (15 - 24)?
- are you available?
- do you want to do this?

Yes, this may seem “is that all?!” Traditional applications usually come with more criteria, *screening*. This includes proving value through school grades, through references that say you are *dependable*, and proving the size of knowledge (usually in one area). We believe this standard way to select “the best” sets the ground for a sameness of people in many ways. We question this and feel it does not serve global collective climate action.

The Quality

The ITTF seeks those youth who are “less seen”: what we here term *the Invisibles*. The Invisibles have the capacity to influence necessary change throughout society, as they are motivated by core values rather than qualities that have contributed to a world of self-based-lightning-speed-consumption. They act without need to attract attention or seek public payoff. They are the *unexpected*.

Qualities* of the Invisibles include:

(*based on our extensive first hand research into the perspective of youth ages 15 - 24)

- They may need more time to do any one thing
- Are perceived as or are shy; it takes a while to get comfortable
- Are perceived as or are more closed off from sharing intimate sides of themselves
- Do things that others may say won't take them or go anywhere (or amount to anything recognizable), such as play D & D, watch old movies, etc.
- Lack social media presence or at least less frequent posting, especially as a way to perform your life for others
- Genuinely care about things and actually say it, rather than use sarcasm, irony or negativity to be cool
- Tend to talk less about something (anything). Just less talking, especially when there are others in the same space who also may have something to say.
- Might not have a lot of the more “seen” friends
- Prioritize certain areas over others even if it means missing out (reading over a party, eg)
- They have the epic courage to say no to peer pressure
- Less desire to brag, though they could
- Don't prioritize being seen in whatever they do (see social media presence above)
- They can be found in other kinds of places than the mainstream ones

Appendix B: The Making of the MLS (Master List of Stuff)

What is it:

The Master List of Stuff is a pre-selected list of Stuff (Objects) that are the most consumed and in their manufacture, use or disposal are the most harmful to the environment.

Its Origins:

Who and How

The List was created by the GCAC during the year leading up to the start of the ITTF's work. It started with a deep analysis of what items appear in most people's day to day lives in every country – store stocks, trash heaps, bins, shelves that go empty, packages in recycling bins, landfill content, and lists of products from sellers. Some GCAC members visited the Great Pacific Garbage Patch and consulted with Boyan Slat.

The Coding

The most digitally apt member of the GCAC in consultation with anonymous (by request) youth of various countries coded an MLS program with a unique algorithm that drew upon the analysis, then narrowed down the list to the Objects that are highly consumed and in their manufacture, usage or disposal, are the stuff with the worst impact. The list consists of stuff/Objects that are true to all countries (spoons, footwear, paper, e.g.), plus *Wild Card Objects**

**Wild Card Objects*: culturally specific stuff, unique to each country and its means of survival. No TTF members know in advance what it will be, removing any bias. There is one per day in each TTF.

Once the maximum quota of stuff was reached, 858.480 Objects, the MLS locked. Once an Object is on the list the decision cannot be undone. "Its life is on the line, you could say," (GCAC youth). No member of any TTF can alter or attempt to alter the selection, nor can they negotiate for a change.

The Numbers

4380 Objects for each TTF; 12 Objects per day; 858.480 total stuff

TTF

The Archivist decides which Object will be assessed by the TTF on which day and at which time: the schedule. They pass on this schedule to the Time Keeper, who allocates appropriate amounts of time for each Object. The PeaceKeeper presents the list to the TTF because of their inherently caring nature and ability to prevent unrest. The Bailiff emphasizes and enforces (if needed) the non negotiation aspect. The process begins on Day 1.

Object Outreach

The stuff on the MLS is contacted. The GCAC sends out a kind but non-negotiable request under a guise of legality and a true reasoning: "to assess the current *value* of your product for both its users and the planet." In actuality, using legal-speak, the stuff is subpoenaed. The Objects are told what to prepare and are given a time/date. They are assured of confidentiality.

"Those who cannot remember the past are condemned to repeat it." –George Santayana