

Psam Frank
#209 - 1422 E. 3rd Ave
Vancouver, BC
V5N 5R5

His Excellency the Right Honourable David Johnston
Governor General of Canada
Rideau Hall
1 Sussex Drive
Ottawa ON K1A 0A1

Your dear Excellency,

I wrote to you in July 2011 with notice that I no longer consented to being governed by the nation under your command and providing an explicit description of the society whose laws I was instead willing to be governed by, the Interactive Sovereign Society. My reason was simply that I wish to be provided the opportunity to exercise my fundamental democratic right to cast my vote for a candidate for legislative representation, a right guaranteed in Canada under “principles that recognize the supremacy of God and the rule of law”, at times of my own choosing instead of having such times dictated to Me.

Since writing to you, there has been no circumstance, to my knowledge, in which the governance of your institution has been imposed upon Me. I have no way of knowing whether this has been by design or by coincidence, but I am exceedingly grateful for it. Certainly if it is by design, then it speaks well of the intent of the nation to adhere to the principles I cited above. If it is by coincidence then it speaks well of the discretion of the officers in Canada under your command.

I also stated in my letter that I would prefer to share the governance of Your Excellency with my fellow residents of the land of Canada rather than be responsible to alternate governance, but not at the expense of choosing my own times at which to exercise my right to cast my vote for a candidate for the legislative assembly to whose laws I am held responsible. The Interactive Sovereign Society provides Me this opportunity as it uses an interactive electoral system, a form of choosing a representative for a constituency in which each voter has one vote to cast to participate in the selection of a representative, and this vote may be cast at whatever time the voter chooses and changed at any time after that.

In the nearly four years that the Interactive Sovereign Society has now existed, I have found the interactive electoral system to provide stability, fairness, and practicality. I have found that participants in an interactive electoral system are given incentive to develop their abilities to exercise patience and compromise with differences of opinion. I have found that marginalized people are provided a more effective platform to assert their wishes for assistance with their unique needs and circumstances. I have found that the collective decision making process is more respectful to each of its participants. My convictions with regard to the superiority of this system over the practice of holding periodic elections have grown stronger.

I have written a constitution for a new organization, Interactive Canada, which would give Me the satisfaction of once again enjoying the governance of Your Excellency, as I desire, without the sacrifice of having my electoral rights periodically prohibited.

The Interactive Sovereign Society is presently being served by its fourth interactively elected prime representative, His Excellency Rick Durie, who has now been in this position for nearly a year. When I first presented the idea of creating Interactive Canada to members of the Interactive Sovereign Society, Rick's response was supportive and enthusiastic. Based on the lack of any opposition to my idea, I believe that members of the society share my preference to live under your governance in Canada rather than under the governance of a sovereign society, and I also believe that they share my preference to be provided electoral rights that may be exercised at times chosen by each individual voter instead of at times dictated by the very people running for election at those times.

If Your Excellency agrees that, for a group of citizens of Canada who decide to freely associate using the constitution I've included to define their association, Your Excellency would indeed be the executive authority (in Canada, I should add, with respect to Her Majesty) of that organization, then I would be grateful to hear back from you to confirm your agreement. Whether the courts agree that section 3 Charter rights are for periods of time not provided to be exercised by Parliament and Provincial Legislature but always provided to be exercised by Interactive Canada, or whether the courts agree that demonstrable justification exists for the purposes of freedom and democracy for the denial of section 3 Charter rights for periods of time, neither changes the fact that Your Excellency would be the executive authority if a group of citizens of Canada freely decided to participate in the organization defined in the Constitution of Interactive Canada, as far as I can see. If I am mistaken, I respectfully apologize.

I have included a copy of the constitution and I would greatly appreciate if Your Excellency would take whatever time necessary to read it and provide any amendments to suit your pleasure. The impending creation of Interactive Canada allows Me to look forward to the great pleasure of once again calling Her Majesty Elizabeth II my Queen.

Thank you for your time and attention.

Psam Frank

Rick Durie, Interactive Sovereign Society Prime Representative

Interactive Canada Constitution

PREAMBLE

Interactive Canada is an organization with the primary objective of perpetuating awareness of and finding support for an interactive electoral system in Canada.

The interactive electoral system is a method of choosing a representative for a constituency in which each voter has one vote, with which to participate in the selection of a representative, which may be cast at any time that the voter chooses and changed at any time after that.

The Canadian Charter of Rights and Freedoms (“the Charter”) forms a part of the Constitution of Canada, the supreme law of the nation. Section 3 of the Charter states that every citizen has the right to vote in an election of members of a legislative assembly. Section 1 of the Charter states that this right is guaranteed by law unless reasonable limits on this right, such as periodic denials, can be demonstrably justified in a free and democratic society.

Under the practice of holding periodic elections, a voter is provided the means to exercise the section 3, Charter right to vote on one arbitrarily chosen date and then denied any means to exercise this right for a period of time, usually years. This is a limit on that right which Interactive Canada asserts is neither reasonable nor demonstrably justifiable in a free and democratic society. Interactive Canada also asserts that periodic prohibitions of the right to vote are infringements upon freedom of conscience, expression, and association, all of which are fundamental freedoms guaranteed in the Charter. The interactive electoral system does not deny the right to vote for any period of time. Therefore, according to the principles upon which Canada is founded as illustrated in the Charter, a successful demonstration of the interactive electoral system should by law allow citizens of Canada to be constitutionally entitled to never be denied this right without it being demonstrated how such a denial is justifiable for the purposes of freedom and democracy. Interactive Canada’s primary objective can lead to ceasing the denial of this right for Canadians, leading to the central desired effect of improving the accountability of elected public officials.

Interactive Canada contends that an intrinsic effect on a free and democratic society caused by the periodic prohibition of fundamental democratic rights is to obscure the ability of its members to perceive the dignity inherent within each other. Reducing the extent to which citizens are alienated from the process of creating legislation increases the extent to which they feel a personal incentive to see their adherence to those laws as a consensual agreement. Consensual adherence to laws which one has had a substantial, meaningful part in choosing

is a hallmark of the dignity deserved by each member of a free and democratic society. The most marginalized members of society, with the quietest voices, are the ones with needs that are most neglected when democratic recourse fails.

Interactive Canada members held to comply with the laws created by Interactive Canada's legislative assemblies shall thus never be denied their section 3 Charter rights unless laws are imposed upon them that are created by legislative assemblies that do deny these rights for periods of time. Any such imposition shall be contested in Canadian courts by Interactive Canada to defend its members' Charter rights from any such unjustifiable denial.

Interactive Canada shall maintain judiciary bodies, independent of legislative assemblies, to ascertain adherence of its members to the principles of Interactive Canada and to all laws of Canada in general or as amended by Interactive Canada's legislative assemblies.

The intent of Interactive Canada is to have its laws remain as harmonious with the laws of Canada as possible. It has therefore been made very difficult according to this constitution for Interactive Canada to achieve resolution on amendments to the laws of Canada without a very high proportion of agreement of the full membership. Such resolutions remain subject to the agreement of the Senate, as with the periodically elected legislative assemblies of Canada, providing an upper chamber of sober second thought and stability. This gives citizens of Canada a means by which to cease the periodic denial of their section 3 Charter rights while still remaining compatible under the rule of law in sharing Canada with citizens that prefer having their electoral rights denied for periods of time.

I. MEMBERSHIP

- (1) Membership in Interactive Canada is available upon request to any citizen of Canada.
- (2) Membership is an agreement to be held responsible, notwithstanding paragraph 3, to the principles of Interactive Canada as established by the Interactive House of Commons and to all laws of Canada subject to any amendments by the Interactive House of Commons and to Provincial laws subject to any amendments by Interactive Provincial Legislature.
- (3) Members who openly declare the intention to use their membership as a means to have a democratic enfranchisement in determining how the members of Interactive Canada are governed while still opting to instead be governed by the laws created by the periodically elected legislative assemblies of Canada shall have this intention respected.

II. EXECUTIVE POWERS

- (4) Interactive Canada recognizes the Constitution of Canada as the supreme law of the nation, and the legitimacy of all federal and provincial executive powers conferred by it.
- (5) Paragraph 4 above may not be amended by Interactive Canada.

III. LEGISLATIVE POWERS - Interactive House of Commons

- (6) Interactive Canada shall maintain a legislative assembly, called the Interactive House of Commons, interactively elected by members of Interactive Canada.
- (7) The Interactive House of Commons shall respect the legislative powers of the Canadian House of Commons. The Interactive House of Commons is a supplementary federal legislative assembly for citizens of Canada who wish to have periodic denials of their democratic rights remedied.
- (8) Interactive Canada shall ask for the Interactive House of Commons to be treated as an extension of the Parliament of Canada, which therefore requires the Senate of Canada to be recognized and respected as an upper house by the Interactive House of Commons.

A. selection process and composition

- (9) Any member of Interactive Canada may become a candidate for the Interactive House of Commons by registering with the Chief Electoral Officer of Interactive Canada.
- (10) The Chief Electoral Officer shall be chosen and appointed by the Governor General from among the members of Interactive Canada.
- (11) A Senator shall not be capable of being elected or of sitting or voting as a Member of the Interactive House of Commons.
- (12) Each member of Interactive Canada has one vote to cast for a candidate for Interactive House of Commons, which may be cast at any time that the member chooses and changed at any time after that.
- (13) Each member of Interactive Canada may cast or change their vote for or to a candidate for Interactive House of Commons by communicating their vote to the Chief Electoral Officer or a representative designated for this purpose by the Chief Electoral Officer.
- (14) Each member of Interactive Canada may designate their vote for a candidate for the Interactive House of Commons as confidential or transparent.

- (15) Of the members of Interactive Canada who designate their votes as transparent, the Chief Electoral Officer will make a list publicly available to members of Interactive Canada displaying which of those members have cast votes for which candidates.
- (16) For members of Interactive Canada who do not explicitly designate their votes as transparent, the Chief Electoral Officer shall assure that only representatives publicly designated for this purpose by the Chief Electoral Officer have access to this information. Willful violation of or negligence toward this confidentiality by any such representative is an offence.
- (17) The Chief Electoral Officer shall make a list of the electoral tallies held by each candidate for Interactive House of Commons. This list shall be updated as tallies change and the most current tallies shall be made available and accessible to all members of Interactive Canada.
- (18) A candidate that acquires the highest number of votes and is then not surpassed in electoral support by any candidate for three months after that shall then be called Prime Representative of Interactive Canada until such time as another candidate achieves the same conditions. This time period may be referred to as the guaranteed term of office for the incumbent.
- (19) A candidate that receives the same number of votes as the Prime Representative shall be called a Co-representative of Interactive Canada.
- (20) A candidate with one less vote than the Prime Representative shall be called a Secondary Representative of Interactive Canada.
- (21) A candidate that receives at least half as many votes as the Prime Representative shall be officially recognized as a Member of Interactive House of Commons after taking and subscribing the oath specified in the following paragraph.
- (22) Before becoming a Member of the Interactive House of Commons a candidate shall take and subscribe before the Governor General, or some person authorized by her or him, the oath of allegiance contained in the Fifth Schedule to the Constitution Act of 1867.
- (23) A candidate may decline to accept votes under the following conditions by communicating the condition to the Chief Electoral Officer:
- (a) any votes in excess of a particular number of votes or
 - (b) any further confidential votes than have already been received.

B. Resolutions

- (24) Any Member of the Interactive House of Commons may introduce a motion to the Interactive House of Commons.

- (25) For a motion to be accepted as a resolution of the Interactive House of Commons, the Prime Representative and all Co-representatives must unanimously agree to carry the motion.
- (26) If a motion has the unanimous agreement of the Prime Representative and all Co-representatives but one or more Secondary Representatives disagree with the decision, then the motion must delay for three months prior to being resolved.
- (27) Every Member of the Interactive House of Commons must have a chance to have their words about the motion heard or read by all other Members of the Interactive House of Commons prior to the motion being resolved.
- (28) No resolution of the Interactive House of Commons is valid until approval by resolution of the Senate is received.

C. Meetings

- (29) The Governor General shall from time to time, in the Queen's name, by instrument under the Great Seal of Canada, summon and call together the Interactive House of Commons.
- (30) All Members of the Interactive House of Commons shall use a transparent interactive election to choose the Chair of the Interactive House of Commons.
- (31) The Chair shall preside at all meetings of the Interactive House of Commons.
- (32) Any Member of Interactive House of Commons that is not present for two consecutive meetings as summoned by the Governor General may have rights rendered forfeit to speak on or prevent passage of any motion that is open for discussion at both meetings if that member can also not be reached by the Chair for any other form of communicated response to that motion.

D. Specific Legislative Powers

- (33) The Interactive House of Commons shall provide a written summation of principles of lawful conduct that Interactive Canada shall contend to formulate the basis for reasonable limits that may be prescribed by law in Canada as a free and democratic society.
- (34) The Interactive House of Commons shall build a library of any federal laws of Canada that the Interactive House of Commons contends are not consistent with the summation of principles, and provide amendments to these laws that bring them into accord with these principles.
- (35) All amendments to the laws of Canada asserted by the Interactive House of Commons shall provide as much clarity as possible with regard to how the principles are better served by the laws as amended.

(36) Efforts shall be made by the Interactive House of Commons, in formulating amendments to any laws of Canada, to most accurately reflect the wishes of the people of Canada from every race, national or ethnic origin, colour, religion, sex, age or mental or physical disability, if there is any information available to base such decisions on, rather than simply being reflective of the membership of Interactive Canada.

E. Money votes; royal assent

(37) For motions appropriating any part of public revenue, or imposing any tax or impost, paragraphs 53 to 57 of the Constitution Act of 1867 apply to the Interactive House of Commons.

(38) Appropriations of public revenue, or any tax or impost, shall not be applied by the Interactive House of Commons other than to members of Interactive Canada.

(39) Appropriations of public revenue, or tax or impost, shall not be applied by the Interactive House of Commons over members of Interactive Canada that have declared pursuant to paragraph 3 that they choose to remain under the governance of periodically elected legislative assemblies of Canada despite their membership in Interactive Canada.

IV. INTERACTIVE PROVINCIAL CONSTITUTIONS

(40) For a Province in Canada, from which any residents become members of Interactive Canada, for which no Interactive Provincial Legislature has yet been created, an Interactive Provincial Constitution may be drafted by those residents and brought to the Interactive House of Commons for ratification. After the Interactive House of Commons resolves to approve the Interactive Provincial Constitution, it must then be passed to the Senate. With resolutions of the Interactive House of Commons and the Senate, that Interactive Provincial Constitution defines the Interactive Provincial Legislature officially recognized by Interactive Canada for that Province.

(41) Prior to bringing an intended Interactive Provincial Constitution before the Interactive House of Commons, members of Interactive Canada must consult the Lieutenant Governor of the Province for advisement.

(42) An Interactive Provincial Legislature shall build a library of any provincial laws that the Interactive Provincial Legislature contends are not consistent with the summation of principles of lawful conduct provided by the Interactive House of Commons, and provide amendments to these laws that bring them into accordance with these principles.

- (43) All amendments to the laws of a Province asserted by the Interactive Provincial Legislature shall provide as much clarity as possible with regard to how the principles are better served by the laws as amended.
- (44) Efforts shall be made by an Interactive Provincial Legislature, in formulating amendments to any laws of a Province, to most accurately reflect the wishes of the people of that Province from every race, national or ethnic origin, colour, religion, sex, age or mental or physical disability, if there is any information available to base such decisions on, rather than simply being reflective of Interactive Canada members.
- (45) Before becoming a member of an Interactive Provincial Legislature a candidate shall take and subscribe before the Lieutenant Governor of the Province, or some Person authorized by her or him, the Oath of Allegiance contained in the Fifth Schedule to the Constitution Act of 1867.

V. DISTRIBUTION OF LEGISLATIVE POWERS

- (46) The legislative assemblies of Interactive Canada shall, in the creation of amendments to Canadian laws as those laws relate to members of Interactive Canada, be subject to the same distribution of legislative powers between the Interactive House of Commons and the Interactive Provincial Legislatures as is defined in article VI, paragraphs 91 to 95, of the Constitution Act of 1867.

VI. JUDICATURE

- (47) The Governor General shall appoint the Chief Justice for an Interactive Provincial Court in each Province for which an Interactive Provincial Constitution has been recognized.
- (48) Interactive Provincial Court shall be recognized as a court of concurrent original jurisdiction in any matter for which a member of Interactive Canada is a party.
- (49) The superior court of a Province shall be recognized as an appellate court for any matter decided by an Interactive Provincial Court.

VII. REVENUES; DEBTS; ASSETS; TAXATION

- (50) All funds contributed to the Consolidated Revenue Fund of Canada by members of Interactive Canada, other than the members who have declared their intentions to remain under the governance of periodically elected legislative assemblies pursuant to paragraph 3, are to be allocated by Interactive Canada subject to the approval of the Senate.

VIII. MISCELLANEOUS PROVISIONS

(51) All provisions of the Constitution of Canada, including the rights of Canadians to hear their legislative assemblies in respective languages, apply to Interactive Canada and all of its federal and provincial legislative assemblies, except for provisions that result in the periodic denials of citizens' section 3 Charter electoral rights.

IX. PROCEDURE FOR AMENDING CONSTITUTION OF INTERACTIVE CANADA

(52) Amendments to the Constitution of Interactive Canada require resolutions by Interactive House of Commons, Senate, and all Interactive Provincial Legislatures that exist at the time that the amendments are resolved.

(53) Article II of this Constitution, "Executive Powers", paragraphs 4 and 5, may not be amended by Interactive Canada. Only an amendment to the Executive Powers in the Constitution of Canada passed through the amendment procedure put forward by that Constitution can change the nature of the Executive Powers that exist in Interactive Canada.

X. DISSOLUTION OF INTERACTIVE CANADA

(54) Interactive Canada shall be deemed to have served its purpose at such time that one of the following is achieved:

- (a) all legislative assemblies in Canada are elected interactively instead of periodically,
- (b) any method is adopted for representatives to be elected to the House of Commons and to the Legislature of each Province that offers voters the option to exercise their section 3 Charter rights at times of their own individual choosing, or
- (c) it is demonstrated to be justifiable in a free and democratic society for the right to vote in an election of members of a legislative assembly to be denied for periods of time.

(55) At such time that one of the above three objectives is achieved then Interactive Canada shall be dissolved.