OneFamily: Community-Owned Mutual Support Platform

Whitepaper v1.0 Date: November 2025 **Target Audience:** Everyone who wants to participate **Status:** Pre-Launch Technical Specification

> **Note:** This document has been created with the assistance of Anthropic's Claude AI models. While not yet in its final form, it provides a clear and comprehensive picture of the OneFamily concept, architecture, and vision.

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The Story: Why OneFamily Exists

The Crisis We're Solving

Maria, a 42-year-old single mother in Bamberg, sits at her kitchen table surrounded by bills. Her car broke down yesterday, and the €300 repair quote is money she doesn't have. She needs someone to drive her daughter to school for the next week, but her family lives 500km away. She posts in a Facebook group, hoping for help. Three days later—no responses.

Across town, Klaus, a retired carpenter, scrolls through his phone feeling lonely. He has time, skills, and a car sitting idle in his driveway. He'd love to help someone, but he doesn't know who needs help or how to offer it reliably.

This is the community support crisis of the 21st century.

The Numbers Tell the Story

- **30% of Europeans feel socially isolated** (EU Loneliness Study, 2023)
- **Extended family networks have collapsed** - average distance from family: 150+ km
- **Traditional community bonds are broken** - less than 20% of urban dwellers know their neighbors
- **Existing solutions fail:**
    - **TaskRabbit/Uber:** Expensive (€50-100 per task), transactional, no relationships
    - **Facebook Groups:** Unreliable, no accountability, chaotic
    - **Time Banks:** Limited scale (<200 members), manual connecting, no incentives

We've built trillion-dollar tech platforms for ride-sharing, food delivery, and social media. Yet we have no reliable, affordable, scalable system for the most basic human need: **helping each other.**

The OneFamily Vision

Imagine if Maria could open an app and post: *"Need: School rides for my daughter, 7:45am daily, 15 minutes each way."* Within hours, Klaus sees it as a "Deed" suggestion—the system knows he's available mornings, has a car, and lives 2km away. He accepts. Maria's daughter gets safe rides for a week. Klaus feels useful and connected.

Here's the revolutionary part: **No money changes hands.** Instead:

- Klaus unlocks digital tokens (ORE) worth €24 in real value (2 hours × €120/hour × 2X multiplier)
- Maria's contribution is recorded transparently on the blockchain
- Both build reputation in their local Family Cell
- They attend a weekly community meeting where Hosts facilitate deeper connections

This isn't charity. It isn't a favor creating social debt. It's **mathematically fair reciprocity** powered by blockchain technology.

OneFamily is the operating system that makes this real—for millions of people, across thousands of communities, worldwide.

What Makes OneFamily Different

Three Revolutionary Elements:

1. The Needs & Deeds Protocol A structured system for connecting help requests (Needs) with help offers (Deeds), managed by trained community Hosts who facilitate weekly meetings and ensure connection quality.

2. ORE Token Economy A Universal Basic Income system where every verified human receives 24 ORE daily (representing 24 life hours), unlockable through community engagement. **1 ORE = 1 life hour = €120 value**, regardless of the work performed.

3. Family Cells Local communities of up to 42 members who meet weekly, share resources, and build long-term relationships—not anonymous transactions.

The result: 90-95% cost savings compared to traditional services (€5-70/month vs €130-260/month), blockchain-backed trust, and real human connection.

OneFamilism: Economic Philosophy

Definition **OneFamilism** is an economic philosophy where all human hours are valued equally at 120 EUR per hour, regardless of profession, social status, or type of work performed. It operates on principles of attraction (not coercion), transparent value tracking (blockchain), and mathematical reciprocity (The Reciprocity Engine).

Core Tenet: *Every hour of human life has intrinsic value. Whether spent baking bread, caring for children, managing finances, or creating art—all hours deserve equal recognition and compensation.*

The Core Insight: Time, Not Money **There are only 2 things we own:** our lifetime (639,480 hours over 73 years) and access to material resources.

All wealth—buildings, tools, knowledge, culture—is accumulated human hours made tangible. A house is 5,000 hours of construction. A smartphone is 30 hours of assembly plus supply chain. Money itself represents agreed-upon value from past human effort.

The math: 8.16 billion people each live 24 hours/day. That's **71.5 trillion total hours/year** (196 billion hours/day). Of working-age adults, **7 trillion productive hours/year** are available.

To provide everyone with dignified life requires **6 trillion hours/year**: - Food production: 109 billion hours (13h/person/year × 8.16B people) - Housing: 1.2 trillion hours (150h/person/year) - Healthcare: 1.6 trillion hours (200h/person/year) - Education: 816 billion hours (100h/person/year) - Infrastructure: 1.2 trillion hours (150h/person/year) - Governance: 816 billion hours (100h/person/year)

We have 1 trillion surplus hours (14% more than needed). The problem isn't scarcity—it's that surplus goes to producing luxury goods, financial speculation, and planned obsolescence instead of meeting basic needs.

OneFamilism reallocates through The Reciprocity Engine: redirect 500 billion surplus hours to mutual aid, price goods by actual labor hours (not inflated market prices), and ensure everyone can access basic needs through contribution.

OneFamilism vs. Traditional Familismus

Gisela Notz's Critique German sociologist **Gisela Notz** critiques traditional "Familismus" as an ideology where:

- **Unpaid care work** (predominantly by women) subsidizes capitalism
- **Families absorb welfare costs** the state should cover
- **Invisible labor** perpetuates exploitation
- **Patriarchal structures** are reinforced
- **Women's economic dependence** is normalized

Notz is absolutely right about this problem.

OneFamilism's Response OneFamilism takes Notz's critique seriously and **solves it** by:

1. **Making All Labor Visible**
   - Blockchain tracks every contribution
   - Care work = professional work = 120 EUR/hour
   - Housework, emotional labor, community organizing all recognized
2. **Equal Compensation, Not Just Recognition**
   - Not symbolic appreciation—actual ORE value
   - The Reciprocity Engine ensures caregivers unlock 2X ORE when helping
   - No economic dependence: everyone earns equally
3. **Not State-Subsidized, Community-Valued**
   - Families don't absorb welfare burden
   - Community Vault supports those in need

- Voluntary ORE unlocking funds infrastructure, not profits
- Platform is community owned and operated

4. **Breaking Patriarchal Structures**

- Hour equality dismantles "breadwinner" model
- Care work valued same as "professional" work
- Economic independence enables true partnership

OneFamilism = Positive Reappropriation While traditional Familismus exploits families, **OneFamilism** celebrates family-based mutual support with:

- Equal valuation of all contributions
- Transparent tracking of care work
- Mathematical fairness (The Reciprocity Engine)
- No gendered exploitation

We're not defending Notz's target—we're solving her critique.

Not Socialism, Not Capitalism: The Third Way

Why Not Socialism? Socialism: State owns/controls means of production

OneFamilism's differences: - **No state control**: Community self-governs through smart contracts - **No central planning**: Members choose their own activities - **No coerced redistribution**: Voluntary participation - **Voluntary association**: Join or leave freely

OneFamilism respects individual autonomy while ensuring collective benefit.

Why Not Capitalism? Capitalism: Market determines value, private ownership concentrates wealth

OneFamilism's differences: - **No market wage discrimination**: All hours = 120 EUR (not market-determined) - **No surplus extraction**: The Reciprocity Engine is reciprocal (2X unlock), not exploitative - **No artificial scarcity**: Universal Basic Income (daily 24 ORE) - **No violent enforcement**: Attraction through fairness, not threat

OneFamilism creates abundance and values equality without market violence.

The Third Way: Familism Familism (not to be confused with traditional Familismus):

- **Community-based**: Like a family, but at scale
- **Transparent reciprocity**: Blockchain shows all contributions
- **Mathematical fairness**: The Reciprocity Engine ensures reciprocity
- **Attraction-based**: Fairness attracts participation, not force
- **Voluntary**: Choose to participate, choose how to contribute

Familism = the economic system our families already use (sharing, helping, caring), scaled to communities and made transparent.

Attraction vs. Coercion: The Fundamental Shift

Traditional Systems Use Coercion Capitalism: - Work or starve (economic coercion) - Accept market wages or go homeless - Police enforce property rights - "Freedom" constrained by survival needs

State Socialism: - Central planning dictates production - State assigns jobs and wages - Dissent punished - "Equality" imposed by force

Both rely on threat of punishment to function.

OneFamilism Uses Attraction Principle: People naturally gravitate toward fairness, transparency, and mutual benefit. We don't need to force good behavior—we need to make it obviously beneficial.

How attraction works:

1. **Transparent Fairness**
   - Blockchain shows all transactions
   - Everyone sees equal valuation (120 EUR/hour)
   - The Reciprocity Engine guarantees reciprocity (2X unlock)
   - **Result:** "This system is fair, I want to participate"
2. **Mathematical Reciprocity**
   - Help someone (deed) -> unlock 2X ORE
   - Share resources -> unlock ORE based on usage
   - Participate in dreams -> co-own the outcome
   - **Result:** "I benefit from helping others"
3. **No Punishment, Only Natural Consequences**
   - Don't help -> don't unlock ORE (natural limit)
   - No success -> guarantee becomes invested (permanently locked)
   - Inactive -> don't unlock backlog (but no penalty)
   - **Result:** "I choose to participate because it makes sense"
4. **Voluntary Entry/Exit**
   - Join when ready
   - Leave if dissatisfied
   - No lock-in, no penalty for leaving
   - **Result:** "I stay because I want to, not because I must"

Violence as Study Object, Not Tool OneFamilism's stance on violence:

Violence exists—in nature (storms, predators), in systems (police, economic pressure), in individuals (anger, fear). We can't eliminate it entirely.

But we can learn from it: - Study why violent systems emerge (scarcity, fear, power concentration) - Identify peaceful alternatives that achieve same goals - Build systems based on attraction (fairness, transparency, mutual benefit) - Recognize that even "violent" people need peace to survive and thrive

Goal: Not to eradicate all violence (impossible), but to find the balance where safety and peace enable survival and thriving.

The Three Pillars of OneFamilism

1. Universal Time Valuation **Principle:** All human hours = 120 EUR

The Economics Work:

Globally, we have **7 trillion productive hours/year** available. Basic needs for all 8.16 billion people require only **6 trillion hours/year** (food: 13h, housing: 150h, healthcare: 200h, education: 100h per person annually). **We have a 14% surplus.**

The problem isn't scarcity—it's allocation. The 1 trillion surplus hours go to luxury production, financial speculation, and planned obsolescence while 2 billion people lack basic needs.

Why 120 EUR? Not because we "pay" everyone €120—but because traditional market prices are inflated by land rent (40%), capital interest (30%), and speculation (30%). OneFamily prices goods by actual labor hours: - 1kg rice costs €2 in market (0.01 labor hours) = €200/hour implied rate - 1kg rice costs 0.01 ORE in OneFamily (actual labor cost) - 1 hour helped → 2 ORE unlocked → 200kg rice (vs market: €120 wage → 60kg rice) - **Result: 3X purchasing power** through efficiency, not money printing

120 EUR is the conversion rate to distorted markets, not a payment obligation.

2. The Reciprocity Engine (Mathematical Reciprocity) **Principle:** Fair exchange through transparent, reliable reciprocity

Mechanism: - Needer invests X ORE (locked as "invested ORE") - Deeder commits X ORE (guarantee) - Success: Deeder unlocks 2X ORE (guarantee + effort both unlock to usable) - No success: Deeder's guarantee becomes invested (permanently locked)

Why this works: - **Incentive alignment:** Deeders benefit from helping (2X unlock) - **Risk mitigation:** Guarantee ensures commitment - **Fairness:** Mathematical, transparent, predictable - **No debt:** Invested ORE != debt (it's a contribution record)

Impact: - Supply meets demand (2X unlock incentivizes high-need tasks) - Trust through transparency (blockchain records all) - Reciprocity without social obligation (no guilt) - No punishment system (no success means guarantee becomes invested, lost opportunity to unlock 2X)

3. Transparent Tracking (Blockchain Accountability) **Principle:** All value flows visible, verifiable, permanent

Technology: - Polygon blockchain (Ethereum Layer-2) - Smart contracts enable The Reciprocity Engine - Permanent records (can't be altered) - Public verification (anyone can audit)

What's tracked: - Received ORE: Daily 24 + age backlog - Usable ORE: Unlocked via The Reciprocity Engine - Invested ORE: Permanent contribution record - All connections, resources, dreams

Why this matters: - **No central authority:** Code implements rules, not humans - **No manipulation:** Blockchain records are immutable - **No social debt:** Transparency removes obligation burden - **Scalability:** Works beyond face-to-face communities

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Key Distinctions

OneFamilism Is NOT: Communism - No state ownership - No central planning - No forced equality - Voluntary participation

Socialism - No government control - No redistribution mandate - Market elements (choose your work) - Individual autonomy preserved

Capitalism - No market wage determination - No surplus extraction - No artificial scarcity - No violent enforcement

Charity - Reciprocal exchange (The Reciprocity Engine) - Equal valuation (not pity) - Permanent contribution records (not one-time gifts) - Systematic (not arbitrary)

Bartering - Uses currency (ORE) - Transparent value (120 EUR/hour) - Blockchain tracking - Universal Basic Income (not just exchange)

OneFamilism IS: Family-Based Economics at Scale - Mutual support (like families do) - Transparent contributions (blockchain) - Equal value recognition - Voluntary participation

Attraction-Based System - Fairness attracts participation - Mathematical reciprocity (The Reciprocity Engine) - No coercion or threat - Natural consequences (not punishment)

Synthesis of Proven Models - Time Banking's hour equality - Commons governance (Ostrom) - Gift economy reciprocity (Mauss) - Care work recognition (Federici) - Debt-free exchange (Graeber)

Blockchain-Enabled Community - Smart contract enforcement - Transparent records - Scalable beyond local groups - Immutable rules

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Practical Applications

How OneFamilism Works in Daily Life Scenario 1: Alice Needs Help Moving Furniture (3 hours)

Traditional economy:

- Pay professional movers: 150-300 EUR
- Ask friend for free (social debt created)
- Struggle alone (isolated)

OneFamilism:

- Alice creates Need: 3 hours
- Bob commits as Deeder
- Bob helps for 3 hours
- Alice: 3 ORE invested (permanent record of receiving help)
- Bob: 6 ORE unlocked (3 guarantee returned + 3 unlocked)
- Fair exchange, no social debt, both benefit

Scenario 2: Caregiver Wants Equal Recognition

Traditional economy (Germany 2024-2025):

- Caregiver earns €16/hour = €256/day (2 hours)
- DAX CEO earns €1,800/hour = €3,600/day (2 hours)
- 112× wage gap despite equal human time
- Inequality normalized and enforced

OneFamilism:

- Caregiver helps elderly person (2 hours/day)
- Unlocks 4 ORE/day (2 hours x 2X unlock)
- 4 ORE = €480 value (1 ORE = €120)
- Same value as CEO's 2 hours
- Equal recognition, equal value, fairness through math

Scenario 3: Community Wants Music Festival (Dream)

Traditional economy:

- Organizers risk capital
- Performers paid (or not)
- Audience buys tickets
- Profit/loss model

OneFamilism:

- Dream created: "Summer Music Festival" (100 hours total)
- Contributors (5 performers x 10 hours = 50 hours)
- Contributors (2 organizers x 15 hours = 30 hours)
- Beneficiaries (20 audience x 1 hour = 20 hours)
- All become Co-Dreamers
- Investment: 100 ORE distributed among 27 people = ~3.7 ORE each
- Performers unlock: 20 ORE each (10h x 2)
- Organizers unlock: 30 ORE each (15h x 2)
- Audience: Experience festival (beneficiary stake)
- Shared ownership, shared benefit

Addressing Common Objections

"This is unrealistic / utopian" Response: OneFamilism builds on proven models:

- Time banking works in 1000+ communities worldwide
- Commons governance proven by Ostrom's research
- Blockchain enables transparent tracking at scale
- Family-based support is humanity's oldest system

We're not inventing—we're synthesizing what works and making it scalable.

"What about lazy people freeloading?" **Response:** The dual-balance system prevents freeloading:

- Everyone receives 24 ORE/day (universal)
- But must unlock via The Reciprocity Engine to spend
- Don't help -> don't unlock -> can't spend
- Natural limit (not punishment)

Freeloading is mathematically impossible in OneFamilism.

"Why would skilled people accept same pay as unskilled?" **Response:** 1. **Intrinsic motivation:** Most skilled people work for fulfillment, not just money 2. **Equal recognition:** Dignity matters more than relative superiority 3. **Abundance:** Everyone unlocks ORE, no scarcity competition 4. **Social benefit:** Living in fair system benefits everyone (less crime, stress, inequality)

People already do skilled work for free (open source, Wikipedia, volunteering). When basic needs are met, purpose drives us.

"This is just communism/socialism" **Response:** No state control, no forced participation, no central planning. OneFamilism is voluntary association with transparent rules, not government mandate.

See comparison table above for detailed differences.

The Vision: Economic System Aligned with Human Nature

What Humans Actually Want Research in psychology, anthropology, and sociology consistently shows:

1. **Belonging** (connection to community)
2. **Purpose** (meaningful work)
3. **Fairness** (just treatment)
4. **Autonomy** (self-determination)
5. **Security** (basic needs met)

OneFamilism provides all five:

- **Belonging:** Family Cells create community
- **Purpose:** Help others through Needs & Deeds
- **Fairness:** All hours = 120 EUR, The Reciprocity Engine ensures reciprocity
- **Autonomy:** Choose how to contribute, voluntary participation
- **Security:** Universal Basic Income (24 ORE/day), Community Vault safety net

From Competition to Collaboration Traditional economics assumes scarcity and competition. OneFamilism recognizes abundance and collaboration:

Scarcity Mindset: - "Not enough for everyone" - Competition for resources - Zero-sum thinking (your gain = my loss) - Hoarding behavior - Distrust

Abundance Mindset (OneFamilism): - "Enough for everyone through cooperation" - Collaboration creates more value - Positive-sum thinking (we all gain) - Sharing behavior (Resource Library) - Trust through transparency

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Conclusion: The Time Is Now OneFamilism isn't a distant dream—it's an actionable system building on a century of economic philosophy, enabled by blockchain technology, and aligned with human nature.

We've learned from: - Marcel Mauss: Reciprocity creates community - Edgar Cahn: Hour equality works - Elinor Ostrom: Commons can self-govern - Silvia Federici: Care work deserves equal value - David Graeber: Debt enslaves, credit should liberate - Gisela Notz: Traditional Familismus exploits (we solve it)

We've built: - Universal Time Valuation (all hours = 120 EUR) - The Reciprocity Engine (mathematical reciprocity) - Transparent Tracking (blockchain accountability) - Attraction-based participation (no coercion)

The result: An economic system that recognizes every human hour as equally valuable, ensures fair exchange through transparent reciprocity, and creates abundance through collaboration—not through force, but through attraction.

OneFamilism: Because your time matters. All of it. Equally.

Metadata: - Version: 1.1 - Created: 2025-10-26 - Last Updated: 2025-10-28 - Related Modules: philosophical-lineage.md, the-balance.md, ore-token-basics.md - Key Innovation: Synthesizes established economic models into blockchain-enabled family-based economy - Core Principle: All human hours = 120 EUR, achieved through The Reciprocity Engine and transparent blockchain tracking - Recent Changes: Updated guarantee mechanism - no success cases result in guarantee becoming invested (not donated to Vault)

How It Works: The OneFamily Experience

A Member's First Month

Let's follow Sarah through her first month with OneFamily.

Week 1: Joining & Verification

Sarah downloads the OneFamily app after hearing about it from a friend. After age verification (Polygon ID, privacy-preserving), she receives:

- **Received ORE Balance:** 11,680 ORE (her age backlog: 40 years × 365 days × 24 hours/day)
- **Usable ORE Balance:** 0 ORE (must unlock through engagement)
- **Weekly meeting invitation:** Every Thursday, 7pm at Café Central

Week 2: First Need

Sarah's washing machine breaks. Repair quote: €180. On OneFamily:

1. She posts a Need: *"Fix washing machine - drum not spinning"* (estimated 2 hours)
2. The system suggests 3 Deeders based on skills, location, availability
3. Tom, a local handyman, accepts
4. Sarah invests 2 ORE (locked in smart contract as commitment)
5. Tom commits 2 ORE guarantee (shows serious intent)

Tom arrives Saturday morning, fixes the machine in 90 minutes. Sarah confirms completion.

What happens automatically: - Sarah's 2 ORE moves to "Invested ORE" (permanent contribution record) - Tom receives **4 ORE unlocked** to Usable balance (2 hours × 2X Balance multiplier) - Tom's 2 ORE guarantee returns to his Received balance - Both rate each other (5 stars)

Week 3: First Weekly Meeting

Sarah attends her first Thursday meeting. She meets Anna (Host), 28 other members, and Tom (who fixed her washer). The meeting structure:

1. **Check-in circle** (10 min): Each person shares one thing
2. **Connection review** (20 min): Host highlights recent successful connections
3. **Needs triage** (20 min): Complex Needs discussed, manual connections made
4. **Community building** (10 min): Social time, relationship building

Week 4: Giving Back

Marcus posts a Need: *"Design flyer for community garden event"* (2 hours). Sarah accepts as her first Deed. After completing the design:

- Marcus invests 2 ORE
- Sarah unlocks **4 ORE** to Usable balance
- Her Reciprocity Score improves: RS = Total Given / (Total Received + 1) = 2 / (2 + 1) = 0.67

Over the next months, Sarah deepens her engagement—sharing her car in the Resources Library, earning passive ORE, applying for the "Aunt" role, and reaching a balanced Reciprocity Score of 0.95.

She's no longer just using a service. **She's part of a community.**

Needs & Deeds Protocol

Overview The Needs & Deeds Protocol is OneFamily's core mechanism for connecting members who need help (Needs) with those who can provide help (Deeds). It's a structured, reliable, and unconditional mutual support system managed by Family Cell Hosts.

Core Concept:

- Need: A request for help (e.g., "Need ride to airport Friday 3pm")
- Deed: An offer of help or skill (e.g., "Can provide rides weekday evenings")
- Connection: When a Need and Deed are connected, confirmed by both parties
- Completion: After help is given, the beneficiary confirms effort and quality

Connection Lifecycle

```
1. Need Entry
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   Member posts Need ("Need ride to airport")
          (down)
2. Pre-Connection Engine
   System suggests 3-5 Deed providers
          (down)
3. Member Self-Service OR Host Triage
   Option A: Member browses, selects connection -> Both confirm
   Option B: Host reviews flagged connections -> Assigns connection
          (down)
4. Connection Confirmation
   Both parties notified, contact info revealed
          (down)
5. Help Happens
   Deed provider fulfills Need (offline activity)
          (down)
6. Feedback & Completion
   Need requester confirms effort tier, rates quality
          (down)
7. ORE Unlock
   Deed provider's Received -> Usable ORE (1, 3, or 5 ORE)
          (down)
8. Reciprocity Update
   Both members' RS scores updated
```

Trust Level System

Low Trust Deeds

- Simple, low-risk tasks
- Minimal training required
- Examples:
  - Moving help
  - Tech support
  - Babysitting (with references)
  - Tutoring
  - Cooking/meal prep

High Trust Deeds

- Sensitive, high-responsibility tasks
- May require verification or credentials
- Examples:
  - Financial planning
  - Legal advice
  - Healthcare support
  - Emotional counseling
  - Eldercare

- Key to home access

Verification Requirements:

- High Trust Deeds: May require credential upload (optional)
- Host vetting for sensitive Needs
- Member reputation (RPS) considered

Effort Tier Guidelines

Tier 1: Low Effort (1 ORE = 1 hour) Examples:

- Quick tech question (30 min)
- Drop off item (20 min)
- Simple task (<1 hour actual time)

Characteristics:

- Minimal time commitment
- Low complexity
- No special skills required

Tier 2: Medium Effort (3 ORE = 3 hours) Examples:

- Airport ride (2 hours round trip)
- Help move furniture (2-3 hours)
- Tutoring session (2 hours)
- Fix plumbing issue (2-3 hours)

Characteristics:

- Moderate time commitment (2-4 hours)
- May require specific skills
- Some planning/coordination needed

Tier 3: High Effort (5 ORE = 5 hours) Examples:

- Full day moving help (6-8 hours)
- Deep cleaning (4-5 hours)
- Major car repair (5+ hours)
- Event planning assistance (full day)

Characteristics:

- Significant time commitment (5+ hours)
- Requires specialized skills or physical effort
- High complexity or emotional labor

Beneficiary Decision: Need requester selects tier based on actual effort received, not time spent. Quality and value matter.

Host Triage Dashboard

Dashboard Sections

1. Flagged Connections (Require Attention)

- High-trust Need + low-reputation provider
- Multiple competing proposals
- Stuck Needs (>7 days open)
- Low RPS members involved

2. All Active Connections (View Only)

- No action needed unless requested
- Monitor for issues

3. Open Needs (Unconnected)

- Sorted by days open
- Alert if >7 days

4. Open Deeds (Unused)

- Monitor for underutilized skills

Host Actions

- Manually assign connection
- Request more information
- Reject connection (with reason)
- Contact members for clarification
- Flag for community discussion at weekly meeting

Integration with Other Systems

Reciprocity Tracker

- Completed connections update each member's ORE given and received totals
- Reciprocity Score (RS) automatically recalculated after each connection
- Host receives alerts if a member's RS falls below 0.5 (receiving too much) or exceeds 2.0 (giving too much)

Role Performance Score (RPS)

- Completed Deeds contribute to a member's RPS
- Quality ratings from Need requesters factor into score calculation

- Low RPS (below 0.6) triggers mandatory remediation program

ORE Unlock System

- Effort tier selection determines ORE unlock amount
- Unlock activities recorded on blockchain
- Daily batch settlement at midnight UTC
- Deed provider's Received ORE transfers to Usable ORE (via The Reciprocity Engine 2X mechanism)

Weekly Gatherings

- Host prepares triage agenda highlighting flagged connections and stuck Needs
- Community discusses challenging requests and suggests alternative solutions
- Manual connecting facilitated during meetings when algorithm struggles to find connections

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Data Model (Conceptual) The system tracks three core entities:

Needs - Help requests from members:

- Title and detailed description
- Category (Logistics, Knowledge, Emotional)
- Trust level (Low or High)
- Required deadline
- Current status (Open, Connected, Completed, Cancelled)

Deeds - Help offers from members:

- Skill description and tags for connecting
- Category and trust level
- Availability status (available/unavailable toggle)
- Availability schedule (recurring and specific dates)
- Flexible scheduling option (accept requests outside specified hours)

Connections - Connections between Needs and Deeds:

- Link to specific Need and Deed
- Requester and provider member IDs
- Status tracking (Pending, Active, Completed, Cancelled)
- Effort tier rating (1, 3, or 5 hours)
- Quality ratings and feedback
- Blockchain transaction reference for ORE unlock

All data is Cell-isolated through security policies - members only see their own Cell's Needs, Deeds, and Connections.

Scheduling System & Flexible Time Requests

Need Deadline System Every Need requires a deadline so Deed providers can assess whether they can fulfill it in time. The system displays deadlines with relative time indicators like "Due in 3 days" or "Due tomorrow," using color-coding for urgency:

- **Red**: Less than 24 hours remaining (urgent)
- **Yellow**: Less than 3 days remaining (moderate urgency)
- **Green**: More than 3 days remaining (comfortable timeline)

The connecting algorithm prioritizes Deed providers whose availability overlaps with the Need's deadline.

Example: A Need for "Ride to airport Friday 3pm" would connection with Deed providers available Friday afternoon (2-4pm window).

Deed Availability Calendar Deed providers specify when they're typically available to help, enabling more accurate connecting. The availability system supports:

- **Recurring schedules**: "Monday, Wednesday, Friday 6-9pm"
- **Specific dates**: "October 15th, 9am-12pm"
- **Blackout dates**: "October 20-25 - Vacation"

Examples:

- "Can provide rides weekday evenings" with availability Mon-Fri 6-9pm
- "Available for moving help weekends" with availability Sat-Sun 9am-5pm
- "Tutoring sessions Tuesday/Thursday afternoons" with availability Tue/Thu 2-5pm

Flexible Scheduling Option Deed providers can enable flexible scheduling to accept requests outside their regular availability hours—particularly useful for urgent or one-time requests.

When flexible scheduling is enabled, Need requesters can propose alternative times. The Deed provider receives a notification explaining the request (e.g., "Alice requests your help Tuesday 2pm, which is outside your usual hours") and can:

- **Accept** the alternative time
- **Decline** and suggest the requester find another provider
- **Propose a counter-time** that works better for their schedule

This feature accommodates: 1. **Urgent needs**: Emergency situations requiring immediate help 2. **One-off events**: Special occasions like birthdays or important appointments 3. **Variable schedules**: Members whose availability changes week to week

Alternative Time Request Flow When a Need's deadline doesn't align with a Deed provider's regular availability, but the provider has flexible scheduling enabled, the system facilitates negotiation:

Example Scenario:

- Alice posts: "Need ride to airport Tuesday 2pm"
- System connections Bob's "Ride services" Deed
- Bob's regular availability: Weekday evenings 6-9pm (doesn't connection)
- Alice sees Bob has "Flexible Scheduling" enabled

- Alice sends alternative time request: "Can you do Tuesday 2pm instead of your usual evening hours?" with optional explanation
- Bob receives notification with full request details

Bob has three options: 1. **Accept**: Connection confirmed for Tuesday 2pm, both parties notified 2. **Decline**: Alice notified, can browse other providers 3. **Counter-propose**: Suggests "How about Tuesday 3pm instead?"

If Bob counter-proposes, Alice receives the counter-offer and can accept or continue searching. This negotiation system ensures maximum flexibility while maintaining clear communication.

Connecting Algorithm Enhancements Pre-Connection Engine considers:

1. Deadline vs Availability Overlap:
   - Need deadline: Friday 3pm
   - Deed availability: Friday 2-5pm
   - Connection Score: High
2. Deadline Outside Availability + Flexible Scheduling:
   - Need deadline: Tuesday 2pm
   - Deed availability: Weekday evenings
   - Flexible scheduling: Enabled
   - Connection Score: Medium (suggest alternative time request)
3. Deadline Outside Availability + No Flexibility:
   - Need deadline: Tuesday 2pm
   - Deed availability: Weekday evenings
   - Flexible scheduling: Disabled
   - Connection Score: Low / No Connection

User Experience Design The platform's interface is designed for intuitive interaction:

When creating a Deed, members see a simple toggle between "Available only during specified times" and "Flexible (accept requests anytime)" with clear explanation of how flexible scheduling enables helping with urgent needs outside regular hours.

When browsing Needs, Deed providers can filter to show only requests within their availability. If viewing a Need outside their hours, the system displays a friendly notice: "This Need is Tuesday 2pm (outside your usual hours)" and, if flexible scheduling is enabled, offers: "You can send a message to discuss timing."

Connection suggestions are categorized for clarity:

- "3 good connections found" (availability overlaps perfectly)
- "2 possible connections (time negotiation needed)" (flexible scheduling required)

Clicking a connection shows the availability overlap or prompts the alternative time request flow.

Success Metrics

Metric	Description	Target (3 Months)
Conversion Rate	% of users who submit >=1 Need or Deed	> 60%
Connection Success Rate	% of Needs connected and completed within 1 week	> 75%
Average Connection Time	Time from Need post to connection confirmation	< 48 hours
Completion Rate	% of active connections that reach completion	> 85%
Quality Rating	Average quality rating (1-5 scale)	> 4.2
Host Intervention Rate	% of connections requiring Host triage	< 20%

Metadata:

- Version: 2.1
- Last Updated: 2025-10-11
- Source Documents: requirements.md (Section 4.1)
- Related Modules: reciprocity-tracker.md, role-vetting.md, weekly-gatherings.md
- Key Innovation: Hybrid self-service + host triage model

Resources Library: Sharing Physical Assets

Beyond help exchanges, members can share physical resources—tools, vehicles, equipment, spaces—earning passive ORE income while others benefit from access without ownership costs.

When Lisa shares her power drill through the Resources Library, it's listed with availability, location, and booking calendar. Mike needs it for a weekend project and books it for 4 hours. Lisa earns 4 ORE (unlocked to Usable balance) while Mike spends 4 ORE from his Usable balance. The system tracks location, manages insurance, handles damage disputes, and updates both members' Reciprocity Scores.

This transforms underutilized assets into community wealth. Rather than 30 households each buying a €150 power drill used twice yearly, one drill circulates through the Cell, generating ORE for the owner while saving others thousands in equipment costs. Resources range from hand tools to vehicles, from party supplies to spare rooms—anything with recurring utility value.

The Economic Engine: ORE Token & The Reciprocity Engine

What is ORE?

ORE (One Resource Economy) is a Universal Basic Income token representing human life hours.

Core Principle: 1 ORE = 1 life hour = €120 value

Every verified human on OneFamily receives **24 ORE every day** (representing their 24 hours of life), regardless of what they do with those hours. This is the foundation of economic equality.

But there's a catch: you can't spend it immediately. ORE flows through a three-balance system designed to prevent exploitation while ensuring fairness.

The Three Balance System

Core Principle: Non-Transferable Life Hours ORE tokens are fundamentally non-transferable. They represent your lived time, which cannot be given to another person. ORE stays at your blockchain address forever, moving only between internal balance states:

- **Received ORE** (locked) -> **Usable ORE** (unlocked via activities)
- **Usable ORE** -> **Invested ORE** (when you receive help, permanent record)

No transfers between addresses occur. The Reciprocity Engine creates value flows without moving tokens between people. When helping occurs:

- Needer's ORE: usable -> invested (state change at needer's address)
- Deeder's ORE: received -> usable (state change at deeder's address)
- Zero ORE moves from one address to another

This non-transferability ensures: Life hours stay with the person who lived them No ORE speculation or trading markets Value creation through helping, not through asset transfers Permanent contribution records remain with individuals Alignment with OneFamilism philosophy (attraction, not coercion)

Metadata: - Version: 3.0 - Last Updated: 2025-10-26 - Source Documents: whitepaper.md, blockchain-architecture.md, onefamilism.md, the-balance.md - Related Modules: ore-token-basics.md, the-balance.md, the-balance-applications.md, onefamilism.md, philosophical-lineage.md - Key Innovation: Three-balance system (Received, Usable, Invested) integrated with The Reciprocity Engine mechanism for mathematical reciprocity and permanent contribution tracking

The Reciprocity Engine: Mathematical Reciprocity

The single most important mechanism in OneFamily's economy.

The Problem It Solves:

Traditional mutual aid systems fail because asking for help creates social debt ("I owe you one"), giving without return leads to burnout (helpers feel exploited), and there's no mechanism to ensure reciprocity (some take, few give).

The Reciprocity Engine Solution:

A blockchain-enforced smart contract that guarantees:

1. **Helpers benefit immediately** (2X unlock multiplier)
2. **Help receivers' contributions are recorded transparently** (invested ORE)
3. **Non-delivery has consequences** (guarantee forfeited to Community Vault)

How It Works:

Step 1: Sarah posts Need: "Help moving furniture" (3 hours) → 3 ORE locked as investment **Step 2:** Tom accepts Deed → 3 ORE guarantee locked **Step 3:** Tom helps, both confirm completion **Step 4:** Settlement (00:00 UTC daily batch):

On Success: - Sarah's 3 ORE → Invested ORE (permanent record) - Tom unlocks **6 ORE** to Usable balance (3 hours × 2X multiplier) - Tom's 3 ORE guarantee returns to Received balance

On Failure: - Sarah's 3 ORE returns to Received (no penalty) - Tom **loses 3 ORE guarantee** → Community Vault - Connection marked "Failed," impacts Tom's completion rate

The Beauty: Supply naturally meets demand. High-effort, less-desirable Needs (like moving furniture) still get volunteers because the 2X unlock makes it worthwhile. The Reciprocity Engine turns burden into opportunity.

Community Vault: The Safety Net

The Community Vault serves as OneFamily's financial safety net and mutual support fund, funded entirely by voluntary EUR deposits from members who choose to unlock their ORE faster than through activity alone.

When members deposit EUR (€120 = 1 ORE unlock), 100% goes to the Community Vault and is transparently allocated: 20% funds platform operations (infrastructure only—development team funded separately via grants), 45% builds the Community Fund (democratically-voted purchases of shared tools and equipment), 25% provides Vault Support (unlocking ORE for members who can't afford deposits), and 10% maintains an emergency reserve.

This creates a self-sustaining cycle: wealthier members accelerate their engagement while directly funding support for members in need, community resources that benefit everyone, and platform sustainability—all with blockchain-verified transparency through monthly public reports.

ORE Value & EUR Conversions

1 ORE = €120 is a **reference value**, not a market peg.

Why €120? This value represents the average hourly value of human contribution across the German economy and serves as a living wage baseline in the European context (2024-2025 data). The rate is adjusted annually by community governance based on regional living costs.

ORE is NOT a stablecoin: It's not pegged 1:1 to EUR (no algorithmic stabilization), has limited redemptions via the Community Vault, and functions as a utility token for platform services rather than an investment vehicle.

EUR → ORE Conversions (Optional):

Members can voluntarily deposit EUR to Community Vault to unlock ORE. Each €120 deposit unlocks 1 ORE from Received to Usable balance. Revenue is split as follows: 20% funds Platform Operations (external infrastructure only), 45% builds the Community Fund (voted purchases and projects), 25% provides Vault Support (member assistance), and 10% maintains the Reserve. Development funding comes separately via grants/institutional support. Hosts unlock ORE through their management activities rather than being paid from deposits. There are no transaction fees, and the entire deposit benefits the community.

Platform Architecture: Building Trust at Scale

Why Blockchain?

OneFamily could be built entirely off-chain (centralized database). But we chose blockchain for three critical reasons:

1. Trust Without Platform Dependency Your ORE balance, connection history, and contribution record exist on the blockchain—not in our database. If OneFamily the company disappears tomorrow, your tokens and records remain.

2. Transparent Immutability Every connection, every ORE unlock, every Community Vault transaction is recorded permanently. Hosts can't favor friends. Members can audit the system.

3. Community Ownership Governance tokens enable true community control. As we mature, token-weighted voting allows members to decide: fee structures, ORE value adjustments, policy changes.

Hybrid Architecture: Best of Both Worlds

OneFamily uses a hybrid system combining off-chain databases (Supabase/PostgreSQL) for instant user experience with on-chain blockchain (Polygon PoS) for transparency and trust. Real-time operations—connection suggestions, messaging, profile updates—happen off-chain for speed. Economic transactions—ORE minting, unlocking, transfers, Community Vault flows—settle on-chain in daily batches at 00:00 UTC for transparency and immutability.

This architecture delivers smartphone-app responsiveness (no "waiting for blockchain confirmation" frustration) while maintaining cryptographic proof of all economic activity. Daily batching reduces gas costs by ~90%, making the system economically sustainable at just €0.16/month per member.

Five Smart Contracts on Polygon: 1. **OREToken** (ERC-20): Dual-balance system (Received/Usable), daily minting 2. **OREUnlocker**: Activity-based unlock rules (9 categories with daily caps) 3. **ORENeedsDeeds**: Connection settlement, guarantee enforcement, The Reciprocity Engine implementation 4. **OREVault**: EUR deposits, transparent allocation, member support 5. **OREGovernance**: Token-weighted voting (Year 2+), community control

Privacy via Polygon ID: Age verification uses zero-knowledge proofs—members prove they're 18+ without revealing birthdates, addresses, or government IDs. All identity data stays private; only the cryptographic proof goes on-chain.

Business Model: Community-Owned Sustainability

Revenue Model

OneFamily is community owned, not venture-backed. Revenue benefits the community, not external shareholders.

Single Revenue Source: Voluntary EUR→ORE Conversions

Members can optionally deposit EUR to unlock ORE from their Received balance:

Conversion Mechanics: Members deposit €120 to unlock 1 ORE (Received → Usable) with no transaction fees, no subscriptions, and no per-connection costs.

Revenue Allocation: - **20% Platform Operations:** External infrastructure only (hosting, security audits, legal compliance) - **45% Community Fund:** Voted purchases, community projects, tool acquisitions, equipment - **25% Vault Support:** Member assistance (ORE unlocking for those who can't afford deposits) - **10% Reserve:** Crisis buffer, sustainability fund

Note: Development team salaries funded separately through grants/institutional support. Hosts unlock ORE through management activities (Cell coordination, triage, member support).

Why This Works:

Most members (70-80%) unlock enough ORE through free pathways: helping others (unlimited unlock via The Reciprocity Engine), resource sharing (passive income), wellness activities (exercise, sleep, meditation), and weekly meetings and feedback.

Some members (20-30%) occasionally deposit EUR for convenience if they work 60+ hours/week (limited time to help), receive more help than they can give back, or prefer speed over engagement.

Community owned platform = community benefit model.

Enterprise Use Case: Companies as Partners

While OneFamily's primary mission serves individuals and families, we've identified a crucial secondary use case: **companies using OneFamily for employee benefits and internal resource optimization**.

The Opportunity:

Companies already have underutilized resources (vans idle on weekends, meeting rooms empty after-hours, equipment sitting unused) and internal systems for resource sharing that are expensive to maintain and disconnected from community needs.

How It Works:

1. Work Cells (Organizational Cells) - Companies create "work cells" - organizational Family Cells for employees - Geographic areas defined by company location (not limited to 1km squares) - Employees opt-in to join their company's work cell - Users can belong to up to 3 cells: 1 home cell + 2 work cells

2. Company-Owned Resource Sharing - Companies list assets (vans, office space, equipment, software licenses) - Three access models: - **Employees only:** Internal benefit for work cell members - **Employees + community:** Tiered pricing (employees at reduced rate) - **Full community access:** Standard pricing for all

Example: Logistics company with 20 transporter vans - Used Mon-Fri for business (6am-6pm) - Available Fri 6pm - Mon 6am (60 hours/week idle) - Employees book for free weekend moves (employee benefit) - Community members can book at standard ORE rate - Result: 1,200+ ORE unlockable hours/week vs. complete waste

3. Company-Funded ORE Unlocking (Fourth Funding Pillar)

Companies can unlock ORE for employees as an employee benefit: - Company deposits EUR to unlock ORE for employees (€120 = 1 ORE) - Standard vault allocation (20% ops / 45% community / 25% support / 10% reserve) - Employees receive unlocked ORE (€1,200 value per 10 ORE) - No cost to employee (FREE benefit)

Value Proposition:

For Companies: - **Employee retention:** Unique benefit in competitive job market (€1,200/employee/year) - **Resource ROI:** Monetize idle assets (vans generate value on weekends vs. sitting unused) - **CSR impact:** Measurable community contribution (transparent reporting) - **Tax benefits:** Employee benefit expenses typically deductible - **Cost efficiency:** OneFamily manages resource booking/tracking (no custom system needed)

For Employees: - FREE ORE unlocking (would cost €1,200 out-of-pocket) - Access to company resources (vehicles, equipment, spaces) - Professional development through work cell Deeds - Community connection and support network - Massive savings (no personal vehicle ownership needed for occasional use)

For OneFamily Platform: - **Sustainable funding:** 4th revenue stream (individual unlocking, grants, donations, company deposits) - **Platform adoption:** Companies drive employee adoption (50-200 users per company) - **More resources:** Company assets available to community (vehicles, equipment, spaces) - **Financial stability:** Predictable company contracts vs. variable individual deposits

Example Impact: Siemens Munich (50 employees)

```
Company deposits: €60,000/year (10 ORE per employee)
Vault allocation:
  - Platform ops (20%): €12,000
  - Community fund (45%): €27,000
  - Vault support (25%): €15,000 (125 ORE for members in need)
  - Reserve (10%): €6,000

Employee value: €1,200/year benefit each
Community value: 125 ORE unlocked for members who can't afford deposits
Company value: Employee retention + asset ROI + CSR impact
```

Geographic Binding: - Home cells: 1km² squares based on residential address - Work cells: Company-defined polygons covering campus/locations - Users automatically assigned to work cells if employer participates - Data isolation: Home cell activity invisible to work cell (privacy)

This enterprise integration creates a sustainable funding model while delivering tangible value to companies, employees, and the broader community—transforming underutilized corporate assets into shared community resources.

See Also: - Enterprise Use Cases - Multiple Cell Membership - Company-Funded ORE Unlocking

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Roadmap: From Bamberg to the World

Current Status (October 2025)

Completed Phases (1-17): - Core app architecture (React Native, Supabase, Polygon) - Needs & Deeds Protocol (automated connecting, host tools) - ORE token system (dual balance, unlock categories) - Resources Library (resource sharing, passive ORE) - Host Dashboard (Cell health monitoring) - mainFlow UX Overhaul (4-tab navigation)

In Progress (Phases 18-20): - Smart contract deployment (testnet → mainnet) - Polygon ID integration (age verification) - Pre-Connection Engine (AI suggestions)

Upcoming (Phases 21+): - Dreams feature (collective projects) - Messaging system (in-app chat) - Multi-region expansion

Launch Plan: Bamberg Pilot (Q2 2026)

Why Bamberg? - Mid-sized city (77,000 population) - Strong community culture - Founder's hometown (local connections) - Manageable scale for testing

Target Metrics (6 months): - 300 members - 10-15 Hosts - 800+ completed connections - 75%+ connection success rate - €120,000 voluntary conversions revenue

Launch Strategy:

Phase 1: Invite-Only Beta (Months 1-2) - Recruit 50 founding members - 3 trained Hosts - Weekly iteration based on feedback

Phase 2: Public Launch (Months 3-4) - Local press and social media campaign - Partnership with local sustainability groups - Community events - Target: 150 members

Phase 3: Growth & Optimization (Months 5-6) - Referral program - Expand to 10-15 Hosts - Premium features testing - Target: 300 members

Multi-City Expansion (Year 2-5)

Target Cities: 1. **Munich** (Q4 2026): 1.5M population 2. **Frankfurt** (Q1 2027): 750k population 3. **Berlin** (Q2 2027): 3.7M population 4. **Hamburg** (Q3 2027): 1.8M population 5. **Stuttgart** (Q4 2027): 630k population

5-Year Vision: - **Year 1:** Bamberg (300 members) - **Year 2:** +5 cities (2,500 members) - **Year 3:** +15 cities (10,000 members) - **Year 5:** 50+ cities, 25,000 members, 1,000+ Family Cells

International Expansion (Year 5+)

Target Regions: 1. **EU:** Austria, Switzerland, Netherlands 2. **UK:** Post-Brexit market 3. **US:** Portland, Austin, Boulder 4. **Global South:** Adapt for informal economies

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Join the Movement

The Problem Is Clear

We live in a world of broken communities, expensive services, and social isolation. 30% of Europeans feel lonely. Traditional support networks have collapsed. Existing platforms are transactional, unreliable, or limited in scale.

The Solution Is Here

OneFamily is the operating system for mutual support—combining blockchain-backed trust, structured protocols, and real human connection. Through the Needs & Deeds Protocol, ORE token economy, and local Family Cells, we enable:

- **90-95% cost savings** vs traditional services
- **Transparent reciprocity** via The Reciprocity Engine mechanism
- **Community ownership** instead of corporate profit extraction
- **Global scalability** with local autonomy

Your Next Step

If you're a potential member: Join the waitlist at **onefamily.uno**. Be part of the Bamberg pilot in Q2 2026.

If you're a potential Host: Apply to facilitate a Family Cell. Unlock ORE through management activities (Cell coordination, triage, member support) while building thriving communities. Applications open Q1 2026.

If you're an investor/partner: Contact us at **contact@onefamily.uno**. We're seeking: - €250k seed funding (development, legal, pilot launch) - Strategic partnerships (Polygon ecosystem, municipalities, time banking networks) - Impact investors aligned with community ownership

If you're a developer: OneFamily is open-source (smart contracts MIT license). Contribute at **github.com/onefamilyuno**.

The Future We're Building

Imagine a world where: - Every human receives daily ORE (Universal Basic Income) - Helping others is mathematically incentivized (The Reciprocity Engine) - Communities self-organize into autonomous Family Cells - Resources are shared, not hoarded - Trust is blockchain-backed, not platform-dependent - Everyone's time is valued equally (OneFamilism)

This isn't utopian fantasy. It's engineered reality.

We've built the smart contracts. We've designed the protocol. We've recruited the first Hosts. We're launching in Bamberg in 6 months.

Join us.

Technical Appendix

Glossary

The Reciprocity Engine: Reciprocity mechanism where helping others unlocks 2X ORE **Deed:** Offer to help someone **Family Cell:** Local community of up to 42 members **Host:** Trained facilitator managing a Family Cell **Invested ORE:** Permanent blockchain record of help received **Need:** Request for help **OneFamilism:** Economic philosophy valuing all human hours equally at €120/hour **ORE:** Universal Basic Income token (1 ORE = 1 life hour = €120 value) **Received ORE:** Locked balance from daily allocation **Reciprocity Score:** Total ORE Given / (Total ORE Received + 1) **Usable ORE:** Spendable balance unlocked through engagement

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OneFamily: Because your time matters. All of it. Equally.