### 1

#### The meta-ethic is phenomenalism – induction first

Sayre-McCord 1 Geoffrey Sayre-McCord, Philosophy, University of North Carolina, Chapel Hill, "Mill's “Proof” Of The Principle of Utility: A More Than Half-Hearted Defense", Social Philosophy and Policy, 2001, accessed: 1 April 2020, https://www.cambridge.org/core/journals/social-philosophy-and-policy/article/mills-proof-of-the-principle-of-utility-a-more-than-halfhearted-defense/FDBE07CBE08D4E17523930BF8C7BBC32, R.S.

When it comes to visibility, no less than desirability, Mill explicitly denies that a "proof" in the "ordinary acceptation of the term" can be offered.25 As he notes, "To be incapable of proof by reasoning is com mon to all first principles; to the first premises of our knowledge, as well as to those of our conduct."26 Nonetheless, support -- that is, evidence, though not proof -- for the first premises of our knowledge is provided by "our senses, and our internal consciousness." Mill's suggestion is that, when it comes to the first principles of conduct, desire play the same epistemic role that the senses play, when it comes to the first principles of knowledge. To understand this role, it is important to distinguish the fact that someone is sensing something from what is sensed, which is a distinction mirrored in the contrast bet ween the fact that someone is desiring something and what is desired. In the case of our senses, the evidence we have for our judgments concerning sensible qualities traces back to what is sensed, to the content of our sense-experience. Likewise, Mill is suggesting, in the case of value, the evidence we have for our judgments concerning value traces back to what is desired, to the content of our desires. Ultimately, the grounds we have for holding the principles we do must, he thinks, be traced back to our experience, to our senses and desires. Yet the evidence we have is not that we are sensing or desiring something but what it is that is sensed or desired. When we are having sensations of red, when what we are looking at appears red to us, we have evidence (albeit overrideable and defeasible evidence) that the thing is red. Moreover, if things never looked red to us, we could never get evidence that things were red, and would indeed never have developed the concept of redness. Similarly, when we are desiring things, when what we are considering appears good to us, we have evidence (albeit overrideable and defeasible evidence) that the thing is good. Moreover, if we never desired things, we could never get evidence that things were good, and would indeed never have developed the concept of value. Recall that desire, for Mill, like taste, touch, sight, and smell, is a "passive sensibility." All of these, he holds, provide us with both the content that makes thought possible and the evidence we have for the conclusions that thought leads us to embrace. "Desiring a thing" and "thinking of it as desirable (unless for the sake of its consequences)" are treated by Mill as one an d the same, just as seeing a thing as red and thinking of it as red are one and the same. Accordingly, a person who desires x is a person who ipso facto sees x as desirable. Desiring something, for Mill, is a matter of seeing it under the guise of the good. This means that it is important, in the context of Mill's argument, that one not think of desires as mere preferences or as just any sort of motive. They constitute, according to Mill, a distinctive subclass of our motivational states, and are distinguished (at least in part) by t heir evaluative content. Thus, Mill is neither assuming nor arguing that something is good because we desire it; rather, he is depending on our desiring it as establishing that we see it as good. At the same time, while desiring something is a matter of seeing it as good, one could, on Mill's view, believe that something is good without desiring it, just as one can believe something is red without seeing it as red. While desire is supposed to be the fundamental source of our concept of, and evidence for, desirability, once the concept is in place there are contexts in which we will have reason to think it applies even when the corresponding sensible experience is lacking. Indeed, in Chapter IV, Mill is concerned not with generating a desire, but with justifying the belief that happiness is desirable, and the only thing desirable, as an end, and so concerned with defending the standard for determining what should be desired. Mill's aim is to take what people already, and he thinks inevitably, see as desirable and argue that those views commit them to the value of the general happiness (whet her or not their desires follow the deliverances of t heir reason). Those who, like Mill, desire the general happiness already hold the view that the general happiness is desirable. They accept the claim that Mill is trying to defend. As Mill knows, however, there are many who do not have this desire -- many who desire only their own happiness, and some who even desire that others suffer. These are the people he sets out to persuade, along with others who are more generous and benevolent, but who nonetheless do not see happiness as desirable, and the only thin g desirable, as an end. Mill's argument is directed at convincing t hem all -- whether their desires follow or not -- that they have grounds for, and are in fact already com mitted to, regarding the happiness of others as valuable as an end. Mill recognizes that whatever argument he might hope to offer will need to appeal to evaluative claims people already accept (since he takes to heart Hume's caution concerning inferring an 'ought' from an 'is'). The claim Mill thinks he can appeal to -- that one's own happiness is a good (i.e. desirable) -- is something licensed as available by people desiring their own happiness. Yet he is not supposing here that the fact that they desire their own happiness, or anything else, is proof that it is desirable, just as he would not suppose that the fact that someone sees something as red is proof that it is. Rather, he is supposing that if people desire their own happiness, or see something as red, one can rely on t hem having available, as a premise for further argument, the claim that their own happiness is desirable or that the thing is red (at least absent contrary evidence). As he puts it in the third paragraph, "If the end which the utilitarian doctrine proposes to itself were not, in theory and in practice, acknowledged to be an end nothing could ever convince any person that it was so." Thus, in appealing to the analogy bet ween judgments of sensible qualities and judgments of value, Mill is not trading on an ambiguity, nor does his argument here involve identifying being desirable with being desired or assuming that "desirable" means "desired." He is instead relying consistently on an empiricist account of concepts and their application -- on a view according to which we have the concepts, evidence, and knowledge we do only thanks to our having experiences of a certain sort. In the absence of the relevant experiences, he holds (with other empiricists), we would not only lack the required evidence for our judgments, we would lack the capacity to make the judgments in the first place. In the presence of the relevant experiences, though, we have both the concepts and the required evidence -- "not only all the proof which the case admits of, but all which it is possible to require."

#### The standard is maximizing expected wellbeing. Pleasure and pain are intrinsic value and disvalue – everything else regresses – robust neuroscience.

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**Pleasure** is not only one of the three primary reward functions but it also **defines reward.** As homeostasis explains the functions of only a limited number of rewards, the principal reason why particular stimuli, objects, events, situations, and activities are rewarding may be due to pleasure. This applies first of all to sex and to the primary homeostatic rewards of food and liquid and extends to money, taste, beauty, social encounters and nonmaterial, internally set, and intrinsic rewards. Pleasure, as the primary effect of rewards, drives the prime reward functions of learning, approach behavior, and decision making and provides the basis **for hedonic** theories of reward function. We are attracted by most rewards and exert intense efforts to obtain them, just because they are enjoyable [10]. Pleasure is a passive reaction that derives from the experience or prediction of reward and may lead to a long-lasting state of happiness. The word happiness is difficult to define. In fact, just obtaining physical pleasure may not be enough. One key to happiness involves a network of good friends. However, it is not obvious how the higher forms of satisfaction and pleasure are related to an ice cream cone, or to your team winning a sporting event. Recent multidisciplinary research, using both humans and detailed invasive brain analysis of animals has discovered some critical ways that the brain processes pleasure [14]. Pleasure as a hallmark of reward is sufficient for defining a reward, but it may not be necessary. A reward may generate positive learning and approach behavior simply because it contains substances that are essential for body function. When we are hungry, we may eat bad and unpleasant meals. A monkey who receives hundreds of small drops of water every morning in the laboratory is unlikely to feel a rush of pleasure every time it gets the 0.1 ml. Nevertheless, with these precautions in mind, we may define any stimulus, object, event, activity, or situation that has the potential to produce pleasure as a reward. In the context of reward deficiency or for disorders of addiction, homeostasis pursues pharmacological treatments: drugs to treat drug addiction, obesity, and other compulsive behaviors. The theory of allostasis suggests broader approaches - such as re-expanding the range of possible pleasures and providing opportunities to expend effort in their pursuit. [15]. It is noteworthy, the first animal studies eliciting approach behavior by electrical brain stimulation interpreted their findings as a discovery of the brain’s pleasure centers [16] which were later partly associated with midbrain dopamine neurons [17–19] despite the notorious difficulties of identifying emotions in animals. Evolutionary theories of pleasure: The love connection BO:D Charles Darwin and other biological scientists that have examined the biological evolution and its basic principles found various mechanisms that steer behavior and biological development. Besides their theory on natural selection, it was particularly the sexual selection process that gained significance in the latter context over the last century, especially when it comes to the question of what makes us “what we are,” i.e., human. However, the capacity to sexually select and evolve is not at all a human accomplishment alone or a sign of our uniqueness; yet, we humans, as it seems, are ingenious in fooling ourselves and others–when we are in love or desperately search for it. It is well established that modern biological theory conjectures that **organisms are** the **result of evolutionary competition.** In fact, Richard Dawkins stresses gene survival and propagation as the basic mechanism of life [20]. Only genes that lead to the fittest phenotype will make it. It is noteworthy that the phenotype is selected based on behavior that maximizes gene propagation. To do so, the phenotype must survive and generate offspring, and be better at it than its competitors. Thus, the ultimate, distal function of rewards is to increase evolutionary fitness by ensuring the survival of the organism and reproduction. It is agreed that learning, approach, economic decisions, and positive emotions are the proximal functions through which phenotypes obtain other necessary nutrients for survival, mating, and care for offspring. Behavioral reward functions have evolved to help individuals to survive and propagate their genes. Apparently, people need to live well and long enough to reproduce. Most would agree that homo-sapiens do so by ingesting the substances that make their bodies function properly. For this reason, foods and drinks are rewards. Additional rewards, including those used for economic exchanges, ensure sufficient palatable food and drink supply. Mating and gene propagation is supported by powerful sexual attraction. Additional properties, like body form, augment the chance to mate and nourish and defend offspring and are therefore also rewards. Care for offspring until they can reproduce themselves helps gene propagation and is rewarding; otherwise, many believe mating is useless. According to David E Comings, as any small edge will ultimately result in evolutionary advantage [21], additional reward mechanisms like novelty seeking and exploration widen the spectrum of available rewards and thus enhance the chance for survival, reproduction, and ultimate gene propagation. These functions may help us to obtain the benefits of distant rewards that are determined by our own interests and not immediately available in the environment. Thus the distal reward function in gene propagation and evolutionary fitness defines the proximal reward functions that we see in everyday behavior. That is why foods, drinks, mates, and offspring are rewarding. There have been theories linking pleasure as a required component of health benefits salutogenesis, (salugenesis). In essence, under these terms, pleasure is described as a state or feeling of happiness and satisfaction resulting from an experience that one enjoys. Regarding pleasure, it is a double-edged sword, on the one hand, it promotes positive feelings (like mindfulness) and even better cognition, possibly through the release of dopamine [22]. But on the other hand, pleasure simultaneously encourages addiction and other negative behaviors, i.e., motivational toxicity. It is a complex neurobiological phenomenon, relying on reward circuitry or limbic activity. It is important to realize that through the “Brain Reward Cascade” (BRC) endorphin and endogenous morphinergic mechanisms may play a role [23]. While natural rewards are essential for survival and appetitive motivation leading to beneficial biological behaviors like eating, sex, and reproduction, crucial social interactions seem to further facilitate the positive effects exerted by pleasurable experiences. Indeed, experimentation with addictive drugs is capable of directly acting on reward pathways and causing deterioration of these systems promoting hypodopaminergia [24]. Most would agree that pleasurable activities can stimulate personal growth and may help to induce healthy behavioral changes, including stress management [25]. The work of Esch and Stefano [26] concerning the link between compassion and love implicate the brain reward system, and pleasure induction suggests that social contact in general, i.e., love, attachment, and compassion, can be highly effective in stress reduction, survival, and overall health. Understanding the role of neurotransmission and pleasurable states both positive and negative have been adequately studied over many decades [26–37], but comparative anatomical and neurobiological function between animals and homo sapiens appear to be required and seem to be in an infancy stage. Finding happiness is different between apes and humans As stated earlier in this expert opinion one key to happiness involves a network of good friends [38]. However, it is not entirely clear exactly how the higher forms of satisfaction and pleasure are related to a sugar rush, winning a sports event or even sky diving, all of which augment dopamine release at the reward brain site. Recent multidisciplinary research, using both humans and detailed invasive brain analysis of animals has discovered some critical ways that the brain processes pleasure. Remarkably, there are pathways for ordinary liking and pleasure, which are limited in scope as described above in this commentary. However, there are **many brain regions**, often termed hot and cold spots, that significantly **modulate** (increase or decrease) our **pleasure or** even produce the opposite of pleasure— that is disgust and fear [39]. One specific region of the nucleus accumbens is organized like a computer keyboard, with particular stimulus triggers in rows— producing an increase and decrease of pleasure and disgust. Moreover, the cortex has unique roles in the cognitive evaluation of our feelings of pleasure [40]. Importantly, the interplay of these multiple triggers and the higher brain centers in the prefrontal cortex are very intricate and are just being uncovered. Desire and reward centers It is surprising that many different sources of pleasure activate the same circuits between the mesocorticolimbic regions (Figure 1). Reward and desire are two aspects pleasure induction and have a very widespread, large circuit. Some part of this circuit distinguishes between desire and dread. The so-called pleasure circuitry called “REWARD” involves a well-known dopamine pathway in the mesolimbic system that can influence both pleasure and motivation. In simplest terms, the well-established mesolimbic system is a dopamine circuit for reward. It starts in the ventral tegmental area (VTA) of the midbrain and travels to the nucleus accumbens (Figure 2). It is the cornerstone target to all addictions. The VTA is encompassed with neurons using glutamate, GABA, and dopamine. The nucleus accumbens (NAc) is located within the ventral striatum and is divided into two sub-regions—the motor and limbic regions associated with its core and shell, respectively. The NAc has spiny neurons that receive dopamine from the VTA and glutamate (a dopamine driver) from the hippocampus, amygdala and medial prefrontal cortex. Subsequently, the NAc projects GABA signals to an area termed the ventral pallidum (VP). The region is a relay station in the limbic loop of the basal ganglia, critical for motivation, behavior, emotions and the “Feel Good” response. This defined system of the brain is involved in all addictions –substance, and non –substance related. In 1995, our laboratory coined the term “Reward Deficiency Syndrome” (RDS) to describe genetic and epigenetic induced hypodopaminergia in the “Brain Reward Cascade” that contribute to addiction and compulsive behaviors [3,6,41]. Furthermore, ordinary “liking” of something, or pure pleasure, is represented by small regions mainly in the limbic system (old reptilian part of the brain). These may be part of larger neural circuits. In Latin, hedus is the term for “sweet”; and in Greek, hodone is the term for “pleasure.” Thus, the word Hedonic is now referring to various subcomponents of pleasure: some associated with purely sensory and others with more complex emotions involving morals, aesthetics, and social interactions. The capacity to have pleasure is part of being healthy and may even extend life, especially if linked to optimism as a dopaminergic response [42]. Psychiatric illness often includes symptoms of an abnormal inability to experience pleasure, referred to as anhedonia. A negative feeling state is called dysphoria, which can consist of many emotions such as pain, depression, anxiety, fear, and disgust. Previously many scientists used animal research to uncover the complex mechanisms of pleasure, liking, motivation and even emotions like panic and fear, as discussed above [43]. However, as a significant amount of related research about the specific brain regions of pleasure/reward circuitry has been derived from invasive studies of animals, these cannot be directly compared with subjective states experienced by humans. In an attempt to resolve the controversy regarding the causal contributions of mesolimbic dopamine systems to reward, we have previously evaluated the three-main competing explanatory categories: “liking,” “learning,” and “wanting” [3]. That is, dopamine may mediate (a) liking: the hedonic impact of reward, (b) learning: learned predictions about rewarding effects, or (c) wanting: the pursuit of rewards by attributing incentive salience to reward-related stimuli [44]. We have evaluated these hypotheses, especially as they relate to the RDS, and we find that the incentive salience or “wanting” hypothesis of dopaminergic functioning is supported by a majority of the scientific evidence. Various neuroimaging studies have shown that anticipated behaviors such as sex and gaming, delicious foods and drugs of abuse all affect brain regions associated with reward networks, and may not be unidirectional. Drugs of abuse enhance dopamine signaling which sensitizes mesolimbic brain mechanisms that apparently evolved explicitly to attribute incentive salience to various rewards [45]. Addictive substances are voluntarily self-administered, and they enhance (directly or indirectly) dopaminergic synaptic function in the NAc. This activation of the brain reward networks (producing the ecstatic “high” that users seek). Although these circuits were initially thought to encode a set point of hedonic tone, it is now being considered to be far more complicated in function, also encoding attention, reward expectancy, disconfirmation of reward expectancy, and incentive motivation [46]. The argument about addiction as a disease may be confused with a predisposition to substance and nonsubstance rewards relative to the extreme effect of drugs of abuse on brain neurochemistry. The former sets up an individual to be at high risk through both genetic polymorphisms in reward genes as well as harmful epigenetic insult. Some Psychologists, even with all the data, still infer that addiction is not a disease [47]. Elevated stress levels, together with polymorphisms (genetic variations) of various dopaminergic genes and the genes related to other neurotransmitters (and their genetic variants), and may have an additive effect on vulnerability to various addictions [48]. In this regard, Vanyukov, et al. [48] suggested based on review that whereas the gateway hypothesis does not specify mechanistic connections between “stages,” and does not extend to the risks for addictions the concept of common liability to addictions may be more parsimonious. The latter theory is grounded in genetic theory and supported by data identifying common sources of variation in the risk for specific addictions (e.g., RDS). This commonality has identifiable neurobiological substrate and plausible evolutionary explanations. Over many years the controversy of dopamine involvement in especially “pleasure” has led to confusion concerning separating motivation from actual pleasure (wanting versus liking) [49]. We take the position that animal studies cannot provide real clinical information as described by self-reports in humans. As mentioned earlier and in the abstract, on November 23rd, 2017, evidence for our concerns was discovered [50] In essence, although nonhuman primate brains are similar to our own, the disparity between other primates and those of human cognitive abilities tells us that surface similarity is not the whole story. Sousa et al. [50] small case found various differentially expressed genes, to associate with pleasure related systems. Furthermore, the dopaminergic interneurons located in the human neocortex were absent from the neocortex of nonhuman African apes. Such differences in neuronal transcriptional programs may underlie a variety of neurodevelopmental disorders. In simpler terms, the system controls the production of dopamine, a chemical messenger that plays a significant role in pleasure and rewards. The senior author, Dr. Nenad Sestan from Yale, stated: “Humans have evolved a dopamine system that is different than the one in chimpanzees.” This may explain why the behavior of humans is so unique from that of non-human primates, even though our brains are so surprisingly similar, Sestan said: “It might also shed light on why people are vulnerable to mental disorders such as autism (possibly even addiction).” Remarkably, this research finding emerged from an extensive, multicenter collaboration to compare the brains across several species. These researchers examined 247 specimens of neural tissue from six humans, five chimpanzees, and five macaque monkeys. Moreover, these investigators analyzed which genes were turned on or off in 16 regions of the brain. While the differences among species were subtle, **there was** a **remarkable contrast in** theneocortices, specifically in an area of the brain that is much more developed in humans than in chimpanzees. In fact, these researchers found that a gene called tyrosine hydroxylase (TH) for the enzyme, responsible for the production of dopamine, was expressed in the neocortex of humans, but not chimpanzees. As discussed earlier, dopamine is best known for its essential role within the brain’s reward system; the very system that responds to everything from sex, to gambling, to food, and to addictive drugs. However, dopamine also assists in regulating emotional responses, memory, and movement. Notably, abnormal dopamine levels have been linked to disorders including Parkinson’s, schizophrenia and spectrum disorders such as autism and addiction or RDS. Nora Volkow, the director of NIDA, pointed out that one alluring possibility is that the neurotransmitter dopamine plays a substantial role in humans’ ability to pursue various rewards that are perhaps months or even years away in the future. This same idea has been suggested by Dr. Robert Sapolsky, a professor of biology and neurology at Stanford University. Dr. Sapolsky cited evidence that dopamine levels rise dramatically in humans when we anticipate potential rewards that are uncertain and even far off in our futures, such as retirement or even the possible alterlife. This may explain what often motivates people to work for things that have no apparent short-term benefit [51]. In similar work, Volkow and Bale [52] proposed a model in which dopamine can favor NOW processes through phasic signaling in reward circuits or LATER processes through tonic signaling in control circuits. Specifically, they suggest that through its modulation of the orbitofrontal cortex, which processes salience attribution, dopamine also enables shilting from NOW to LATER, while its modulation of the insula, which processes interoceptive information, influences the probability of selecting NOW versus LATER actions based on an individual’s physiological state. This hypothesis further supports the concept that disruptions along these circuits contribute to diverse pathologies, including obesity and addiction or RDS.

#### Prefer:

#### 1] Bindingness-- I could put my hand on a hot stove and I’d automatically pull it back before a signal is sent to my brain-- Anything else fails to be morally binding because one could always ask “why not?”

#### 2] Actor spec—governments must use util because they don’t have intentions and are constantly dealing with tradeoffs—outweighs since different agents have different obligations

#### 3] Only consequentialism explains degrees of wrongness—if I break a promise to meet up for lunch, that is not as bad as breaking a promise to take a dying person to the hospital. Only the consequences of breaking the promise explain why the second one is much worse than the first which is the most intuitive. That outweighs:

#### A] Parsimony – metaphysics relies on long chains of questionable claims that make conclusions less likely.

#### B] Hijacks – intuitions are inevitable since even every framework must take some unjustified assumption as a starting point.

#### 4] Use epistemic modesty for clash – disincentives debaters going all in for framework meaning we get the ideal balance between normative and applied philosophy

#### 5] Reject calc indicts and util triggers permissibility arguments:

#### A] Theory—they’re functionally NIBs that everyone knows are silly but skew the aff and move the debate away from the topic and actual philosophical debate, killing valuable education

#### B] Morally abhorrent – it would say we have no obligation to prevent genocide and that slavery was permissible which is morally abhorrent and makes debate unsafe

#### 4] Dictionary.com defines Ought:

"Definition Of Ought | Dictionary.Com". Www.Dictionary.Com, 2020, <https://www.dictionary.com/browse/ought>. (Dictionary.com is the world’s leading digital dictionary. We provide millions of English definitions, spellings, audio pronunciations, example sentences, and word origins) Accessed 20 Nov 2020.

Ought- used to express duty or moral obligation

#### 5] Lexical pre-requisite: threats to bodily security preclude the ability for moral actors to effectively act upon other moral theories since they are in a constant state of crisis that inhibits the ideal moral conditions which other theories presuppose

#### 6] Topic lit: util ensures that we have a wide breadth of literature about the topic to read because contention level arguments are centered around current events and substantive. Outweighs because of accessibility – it might be difficult for debaters to access paywalled philosophical journals and to make sense of them, but general topic literature like news and op eds are easily accessible.

#### 7] Topic ed: util ensures topical research and debate because we have to analyze the consequences of the plan versus the neg advocacy. Outweighs on reversibility – we can learn about Kant anywhere outside the round but topical debate happens these two months.

#### 8] Extinction first under any framework

#### A] Future lives -- trillions of future lives are lost. They are just as valuable as current ones – anything else says some lives are worth less than others which is genocidal rhetoric

#### B] Reversibility -- extinction forecloses future improvement; prefer -- if we’re unsure about which interpretation of the world is true, we should preserve it to figure things out.

## 2

#### Interp: The AFF must defend policy action in a plan text in the 1AC.

#### "Resolved:" the appropriation of outer space by private entities is "unjust" entails policy action:

#### 1---Resolved.

Parcher 1 [Jeff; former debate coach at Georgetown; Feb 26, 2001; <https://web.archive.org/web/20020929065555/http://www.ndtceda.com/archives/200102/0790.html>] brett

(1) Pardon me if I turn to a source besides Bill. American Heritage Dictionary: Resolve: 1. To make a firm decision about. 2. To decide or express by formal vote. 3. To separate something into constiutent parts See Syns at \*analyze\* (emphasis in orginal) 4. Find a solution to. See Syns at \*Solve\* (emphasis in original) 5. To dispel: resolve a doubt. - n 1. Frimness of purpose; resolution. 2. A determination or decision.

(2) The very nature of the word "resolution" makes it a question. American Heritage: A course of action determined or decided on. A formal statemnt of a deciion, as by a legislature.

(3) The resolution is obviously a question. Any other conclusion is utterly inconcievable. Why? Context. The debate community empowers a topic committee to write a topic for ALTERNATE side debating. The committee is not a random group of people coming together to "reserve" themselves about some issue. There is context - they are empowered by a community to do something. In their deliberations, the topic community attempts to craft a resolution which can be ANSWERED in either direction. They focus on issues like ground and fairness because they know the resolution will serve as the basis for debate which will be resolved by determining the policy desireablility of that resolution. That's not only what they do, but it's what we REQUIRE them to do. We don't just send the topic committtee somewhere to adopt their own group resolution. It's not the end point of a resolution adopted by a body - it's the prelimanary wording of a resolution sent to others to be answered or decided upon.

(4) Further context: the word resolved is used to emphasis the fact that it's policy debate. Resolved comes from the adoption of resolutions by legislative bodies. A resolution is either adopted or it is not. It's a question before a legislative body. Should this statement be adopted or not.

#### 2---Unjust.

Black’s Law [The Law Dictionary Featuring Black's Law Dictionary Free Online Legal Dictionary 2nd Ed. No Date. <https://thelawdictionary.org/unjust/>] brett

What is UNJUST?

Contrary to right and justice, or to the enjoyment of his rights by another, or to the standards of conduct furnished by the laws.

#### Violation: There’s no plan, they defend the res as a general rule.

#### Prefer:

#### 1---Ground---absent meeting precise words in the res, we lose all the pre-round prep we did around the resolution, killing neg ground.

#### 2---Vagueness---debates inevitably involve the AFF defending something, but only our interp lets them to clearly define that from the start. Their model leads to late-breaking debates that destroy ground, for example we won’t know if asteroid mining or space exploration are offense until the 1AR, which skews neg prep.

#### 3---Topic ed---specific policies teaches lets us go deep into the topic, uniquely important given the evolving character of space law. outweighs bc we only have 2 month topics, and phil ed is solved by free textbooks.

#### CI bc reasonability is arbitrary and invites judge intervention

#### DTD to deter future abuse

#### No RVIs: 1] illogical, you shouldn’t win for being topical, 2] good theory debaters will read abusive positions to bait theory and dump on an RVI, 3] trades off with substance since we can’t kick out of T

#### Neg theory first because AFF abuse made it impossible to engage so any neg abuse was to get back in the game.

## 3

#### The role of the ballot is to determine the desirability of the world of the affirmative’s advocacy against the world of the negative’s advocacy. Prefer:

#### 1. Reciprocity – Comparative worlds is intrinsically reciprocal because it is the only role of the ballot that allows equal access to the advocacies of both sides while ROBs like truth testing have NIBs and a prioris and ROBs like rejecting oppression for a specific group only allow one side to have offense which creates a prep skew that comes first as it is a structural skew that controls access to the ballot.

#### 2. Intuition – When asked whether a policy would be good or not, one automatically resorts to what the world would look like rather than if the sentence is grammatically structured to be “true” or not making it intrinsic to our comparison skills in the real world, o/w on portable skill development.

#### 3. All other ROBs don’t take both substance and reps into account which makes comparative worlds a prerequisite to any other ROB as a) reps are a prerequisite to engaging in debate because toleration of bad discourse allows racism and threatening language which decreases participation and b) substance is the goal of debate – its why we have any post fiat offense and topics in the first place.

#### ROTBs are a voting issue, you should view them through the lens of competing models of debate just like interps, that checks back against harmful or inconducive rotbs that worsen debate. Reasonability on this doesn’t exist because the judge needs some system to resolve the debate.

#### No impact turns, 1ar responses, or RVIs on our counter ROTB, the aff has infinite time to craft their AC and preempts, its their fault if they couldn’t be abusive successfully.

#### Weigh this as an offensive counter interp to their ROTB, taking time out of an time crunched 1nc guarantees we undercover other layers, thus neg engagement on higher layers should outweigh to check back against debaters constantly uplayering to avoid engagement and the rebuttal time skew.

#### Reject truth testing specifically:

#### 1. Truth testing forces us into extremist philosophical stances that no one actually defends. This makes research meaningless and divorces our discussions from how they take place in academia.

#### 2. Reciprocity – truth testing justifies multiple NIBS like skep and a prioris which gives them a 2:1 advantage

#### 3. Some things are more important than truth – if they say the N word, they should lose even if they prove the res true. Their interp justifies the judge overlooking racial epithets

#### 4. And even if they win truth testing, our offense links and they beg the question of the framework. We prove the resolution true that the US ought to provide

# Case

## Framing

### Presumption and permissibility flow Neg

1. Prefer substantive reasons to presume to theoretical ones, since if I win that we ought to see the resolution as false then the debate isn’t a tie – I did the better debating by showing we should negate.
2. Presume neg since all propositions require positive justification before being accepted, otherwise one would be forced to accept the validity of logically contradictory propositions regarding subjects one knows nothing about, i.e if one knew nothing about P one would have to presume that both the proposition “P” and the proposition “~P” are true.
3. The aff has the strategic advantages of a) of laying out the terms of the debate in the first speech b) having almost half of the speech time pre-written, and c) getting the last word in every debate, so the neg needs presumption to off-set those advantages.
4. The neg needs presumption to check back spikey ACs, as the aff can take out entire swaths of neg speech time in seconds by extending blippy spikes, one of which the neg is bound to drop.
5. To negate is defined as, “to deny the truth of,” therefore negating requires no positive justification so we always presume neg.