

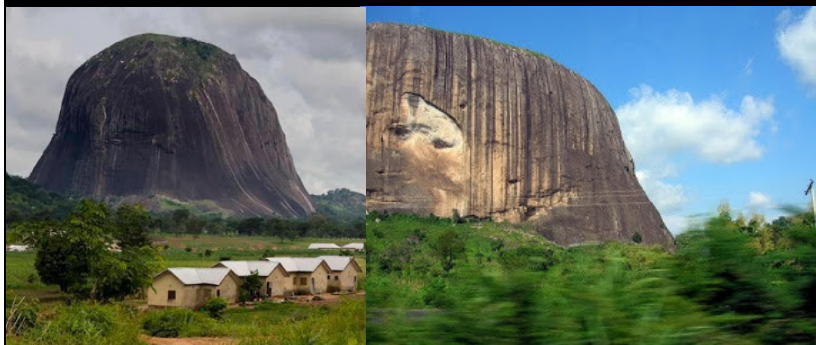


Damages that cannot be repaired can make a *leap* unto a different timescape—that can be a *lower/higher grade* than the event of an accident—depending of how a legal process *actually* works. The compensation we understand as justice, *cannot* repair the damage, but up-/down-cycle it.

An optimal law-enforcement will give equal importance to damages of equal severity. If the compensation is fair—rather than equitable—the settlement is *not* really a fact before it becomes part of, and hence *re-paired*, with life *after* the damage. On the back [*recto*] a case on traffic accidents is turned.

We should distinguish *between* compensation *and* settlement: the compensation of damage is *intended* as an act of reparation, but the actual settlement *does not* occur until it is *re-paired with life after the damage*. That is the *architecture of the timescape* that makes it possible to *level*.

Congregation: Zuma rock Nigeria, Zuba people living at its foot. Zumwa —place of catching Guinea fowls



If the damages are of such a kind that they *cannot* be solved, then they are considered as “wicked” under the angle of the *problem*. However, if the damage is *included* in a re-pair, it remains *unsolved* as a problem. Which means that repair—as re-pair—does not consider damage as a *problem*.

That is, damage is not a problem to be *solved*. Damage is a condition to be included. This is, as understand it, the way of the Japanese *wabi-sabi*. The damage is allowed to exist as *trouble*, and it not brought into the problem-space (which is already the space of solutions). Instead the *trouble* is kept.

The trouble is *kept*, and included into a timescape. Not abstractly, but in combination with *something else*: usually something *ephemeral* is combined with something *more* durable. A case is made of the damage in the way it is *cased in*. The *trouble* caused by the damage becomes *energetic*.

It is allowed a *leap* in the way it exists in the world, through an act of down/up-cycling. Consider the trouble caused by gregarious *othering*. For instance, *drivers* may gather in this mode, within a precinct where the traffic is submitted to the controls of patrolling *police*. This is clearly a constituency.

Drivers who think that traffic-rules are for *others* and not for themselves, clearly pose a risk to the *actual* traffic conditions. Also more abiding drivers, but who think that traffic-laws *only* apply in *certain* situations; spending much of their driving at their own pleasure, disregarding the traffic-rules.

Damage cause by traffic accidents is not a problem to be solved, especially when the damage is *irreversible* (leading to death and/or impairment).

Events that really are *beyond* compensation of any kind. A court of law can contribute in the sense of *levelling* with the damage, in a *public* process.

Compensation thereby can be part of a public ritual *producing* the damage through a kind of transposition *from* the abandoned scene of the accident, *to* the public space of the court. Evidently, this does not remove the damage in any way, but it up-cycles it a higher grade time-zone than the road.

When a court-room serves to *differentiate* between different *categories* of people—by securing wealthier people a grander outcome—it no longer works according the principle of *equality* before the law. Which sheds lights on the broader function of *law enforcement* of the precinct, on the roads.

That is, as law-enforcement *also* can have the collateral effect of differentiating between people (a record of which is kept in the Black Lives Matter movement, for instance). *Which draws our attention to whether/not law enforcement leads to the attribution of equal importance to all damages.*

Or, whether it actually serves the *opposite* purpose. This is yet another version of the *Peacock's dilemma*. With each score settled, it will again be produced in the depth of the fractal detail. *Which means that it is never settled, unless the settlement can re-pair with life after the accident.*