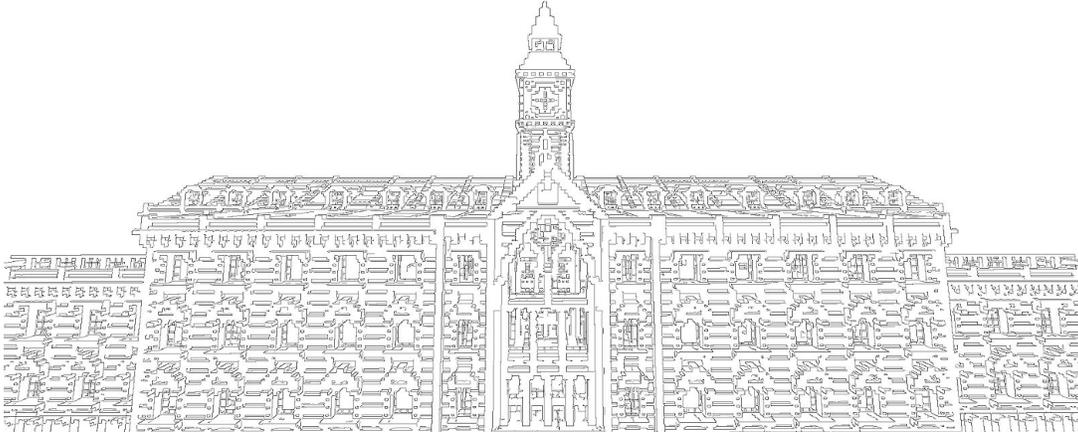




Parliament of  
**Woly Haven**



# House of Representatives

## Hansard

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**Saturday, 13 April 2019**

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Session 1, Quarter 2 of 2019

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**Original report written by:**  
hinwapoon  
**13 April 2019**

## Tenth Parliament

### Elected Members of Parliament

Name of Member	Role (If Any)	Affiliated Party
Grass_Jelly		FWH
minebuilder1223	Speaker of the House	FWH
hinwapoon	Leader of the House	FWH
_ezzo	Deputy Prime Minister Minister for Foreign Affairs	FWH
VincentLUMCFan		FWH
lebokbok	Minister for Infrastructure	FWH
TheLamborghini		FWH
mopsistudios	Prime Minister Minister for Home Affairs	CEN
sambrose	Chief Minister of Gardellia	CEN
quarxilon	Leader of the Opposition	NOD
MC_Dunc	Shadow Leader of the House	NOD
Mysticlorde		NOD
MachineMatster		NOD

**All other names mentioned in this document are non-party affiliated.**

## Bills tabled

<b>Bill Name</b> Proposer	<b>Bill No</b>	<b>Stage of Consideration</b>	<b>Outcome</b> (Ayes/Noes)
<b>Dynmap (Hidden View) Bill</b> mopsistudios	19103	Second Reading	Passed
<b>Updated Gardellia Desertation Bill</b> BlueTheGiantNoob	19201	First Reading	Debate Adjourned

The **SPEAKER (minebuilder1223)** took the chair at 14 00, and read prayers.

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## 18103

Dynmap (Hidden View) Bill

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Debate:

**The SPEAKER:** We begin with the business of the day. Firstly, the Dynmap (Hidden View) Bill, for the second time. In this, we are considering both the main motion in the name of the Prime Minister and amendment (a) in the name of the honorable member autobus22. At the end of the proceedings, I shall firstly the amendment to the house of it is agreed to I will put the main motion to the house as amended if it is not agreed to, I will put the main motion to the house in the name of the prime minister. Now, I call any member who wishes to begin the debate on behalf of the prime minister

**PLaNKTheNoOB:** Thank you, Mr. Speaker, as I was saying the last time, forbidding the dynmap hide doesn't make sense starting from the root of the question. Mainly because of the fact that staff is able to see anyone even with the hide.

**SilverWolv:** Thank you, Mr. Speaker, what the member has just said is not accurate. staff are unable to see hidden players on dynmap. the whole purpose of this bill is to tighten security around this to prevent people with malicious intent from hiding their whereabouts from public view. Suspicious activity can be more quickly responded to or addressed if members of staff are able to see where each individual is. As far as the house has discussed so far, there is no real reason for any member to hide themselves from dynmap unless they have ill intent. Hence, I am for restricting the use of the command.

**The SPEAKER:** In that case, I shall put the question to the house, firstly regarding amendment a. The question is that amendment (a), that is the amendment in the name of the honorable member autobus22, be made.

**Question put to the House and agreed on**

**The SPEAKER:** The question is that the main motion as amended be agreed to

**Question put to the House and agreed on**

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Dynmap (Hidden View) Bill

A  
**B I L L**  
TO

Regulate the usage of the /dynmap hide command in that only staff shall be authorized to use the aforementioned command.

**B**e it enacted by the President of the Federal Republic of WolvHaven, by and with the advice and consent of the Senate and Representatives, in this parliament assembled, and by authority of the same, as follows -

**1. Definitions**

- a. /dynmap hide is defined as the command within the Dynmap plugin that allows a user to exclude themselves from being shown on the map.

**2. Changes**

- a. Players of all ranks excluding Staff and Helpers shall be revoked of the permission to use the /dynmap hide command.
- b. Players may request staff members to be hidden in case this would be required for events or projects which in one way or another mandate being hidden from dynmap. Whether or not this is granted is up to the staff members' discretion.

**3. New Laws**

- a. Use of /dynmap hide by players other than Staff and Helpers is considered an offense under WolvHaven Statute II/D/21.

**4. Extent**

- a. This act extends to the whole of WolvHaven.

**5. Commencement**

- a. All sections come into force on the day this act is passed.

**6. Short Title**

- a. This act may be cited as the Dynmap (Hidden View) Act 2019.

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## 18201

### Updated Gardellia Desertation Bill

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#### Debate:

**The SPEAKER:** We move to the next motion. The Updated Gardellia Desertation Bill. I call upon the proposer of the bill to take the call. Would any member like to take the call on his behalf?

**The SPEAKER:** No? In that case, we move to the main debate.

**Autobus22:** As someone who is online to work on my town in gardellia quite sporadically, I am sort of worried about this proposal's section shortening the offline time from 6 months to 3 months. This would very quickly make towns owned by players of my activity category, so to say fall under the deserted towns category, while obviously not being deserted.

**Ohuehue:** Thank you, Mr. Speaker. To suggest to the autobus, I have national exams this year hence I am not online as often but I have written a letter to the admins stating about my exams and that I request my Gardellia town not to be listed as deserted and to be left alone. Hence I feel that you can just notify the admins. because I feel like 6 months for towns that are truly deserted deserves a second life to new owners as soon as possible.

**Autobus22:** I would have to agree that towns deserve a new owner quite soon if they are truly deserted. In my own case, I have bursts of motivation once every 4-5 months usually to work on my town. That would not be considered a valid reason to stay the town being considered deserted but this would make the town go over the limit. With that, it has to at the very least be concluded that this bill does not protect infrequent builders well enough with the current provisions and as such would require at the very least an amendment to solve this. While maintaining the upsides that have been noted by the other member, of more quickly transferring ownership of inactive towns to avoid mainstream desertification.

**SilverWolv:** Thank you, Mr. Speaker, yes to reduce the amount of time taken for a claim to be considered as abandoned or deserted. However, at the same time, we should also dedicate our resources and space to people who actually invest their time on this server. Recently, our gardellian enforcement team reached out to town owners whose claims would-be considered abandoned by now. One of them was Aldranster and his "Rockham" town. When asked if he wants to retain the claim, he just simply replied, "I replied" Without any form of indication. Under the current format, we will consider that the claim is still active and that it shouldn't be

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considered abandoned. It is also absolutely frustrating - especially to the gardellian enforcement team when you receive such half-baked answers. And Aldranster continues to wonder why some people here dislike him so damn much. We know for a fact he isn't intending to return. Why waste the space and continue to hog the freaking land--

**The SPEAKER:** Point of order autobus22

**Autobus22:** Though I understand the anger and agree with the anger of the member opposite. I shall ask the speaker for the member opposite to retract "people dislike him" in regards to Aldranster. It is undoubtedly unparliamentary to make shaded attacks against members, especially when not present to defend.

**SilverWolv:** I will not withdraw as it is not unparliamentary and it isn't a direct insult.

**The SPEAKER:** I haven't asked the member to withdraw yet. In response to the honorable member autobus22, I believe that he is not making a direct accusation or insult to the person. And is simply stating what he believes is fact outside of this house. Therefore i will not ask him to withdraw the statement

**autobus22:** Thank you for your clarification, Mr. Speaker.

**The SPEAKER:** Order, since the honorable member has exhausted his call time, Would anyone like to take the call?

**Lebokbok:** My honorable fellow member of Parliament has just described a situation in which the reply system was abused. What, then, is the dividing line between a half-assed answer and a response that would allow the claim to remain under the ownership of the player? Would it simply be up to the judgment of the person evaluating the claim?

**SilverWolv:** Thank you, Mr. Speaker. Firstly, in response to the point of order, I was simply stating a fact and observation, that the community's impression of him is not high at all. Anyways, I believe a non-half-baked answer would be something along the lines of "I want to continue building my claim. Please do not remove it", not just "oh I replied k". It is my opinion now that we also can no longer assess whether or not a claim can be considered as abandoned just based on time alone. The Gardellian Enforcement Team is intending to create a gardellia claims reporting form where people can officially register their claims, for easier tracking. However, as of now, they are wondering if people who fail to report their claims shall have their claims liable to be removed as part of their monthly processing as a person who fails to officially report/register their claims would be as good as uninterested in maintaining it. Apart from this idea, I also want to put to the house that we can also consider giving the gardellian enforcement

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team the authority to decide on whether a person will remain interested in retaining their claim or not.

**Autobus22:** This seems like a solution better fit with the situation the house is facing now in relation to gardellia desertification. However, then at the very least, it should be asked, though it can be assumed to not be, if said enforcement team can also use this measure in an abusive manner, and as such if there is an appeal system for such decisions made by this team?

**SilverWolv:** Thank you, Mr. Speaker. I thank the honorable member opposite for the input. The gardellian enforcement team currently comprises of several members of staff, and so far, there is no intention to recruit civilians into this team. I understand his concerns over the potential for abuse. Hence I would recommend that a monthly gazette be published whereby towns that would-be scheduled for regeneration or abandonment be included in the said publication to give members at least a month's notice on it.

**Autobus22:** Would the member who spoke before me clarify what "a gazette" is?

**The SPEAKER:** would the honorable member SilverWolv like to reply?

**SilverWolv:** Thank you, Mr. Speaker. A gazette would be like a news post. We could include them as part of our monthly administrative processing. In which we can also publish the results of helpers/architect/engineer applications, something similar to a GSM blog post in a sense.

## Updated Gardellia Desertation Bill

A  
**B I L L**  
TO

A bill with the main goal of updating the very outdated “Gardellia Desertation Bill” from 2017 as the current desertation bill is insufficient for the purpose it was designed for.

**B**e it enacted by the President of the Federal Republic of WolvHaven, by and with the advice and consent of the Senate and Representatives, in this parliament assembled, and by authority of the same, as follows -

**1. Purpose**

- a. To update a bill that is aging in order to make sure it does it’s job.
- b. To reduce the amount of ghost towns we find in gardellia
- c. To preserve gardellian space in general.

**2. What the bill in question aims to change**

- a. The offline time needed shall be shortened from 6 months down to 3 months.
- b. If little or no developement is in place, the claim in question shall be able to be considered deserted from as little as six weeks, The definition of little or no developement shall remain the same as the old bill.
- c. You should still however be given 10 months if you have a seriously valid reason to why you have not been able to do anything with the claim in question. Valid reason constitute being hospitalized, having serious exams or a very long vacation. Admins shall be able to decide what is and what is not a valid excuse but lack of interest shall not constitute a valid reason.
- d. In addition, players shall now be liable to the responsibility of notifying admins about the inactivity within a reasonable timeframe
- e. The rule about unappealable permanent bans causing cities to be rerolled/given to somebody else shall remain in place.
- f. The size of which the town in question must achieve for prolonged time shall be changed to require an area of 90000 blocks (the equivalent of 300x300)
- g. Even towns that reach this size are to be liable for removing after 4 months of inactivity and lack of developement
- h. Anyone may now be given the right to report deserted claims to the staff for processing, this is in order to help staff keep gardellia in check
- i. The final decision shall still be reviewed in the WolvHaven Senate. The final decision may include options for further delay or pardon.

**3. What shall be in place if the claim in question is found deserted?**

- a. The town owner shall be given fifteen calendar days to respond and shall still be notified with both /mail and via discord once classified to be deserted. The sign shall be put at the claim if the owner can not be found out. Please note that this is only if not even coreprotect reveals the name of the owner.
  - b. Shall the owner not do anything about this, the claim in question shall be subject to termination (No longer claimed by the person in question and shall be rolled back)
- 4. These updates shall be put in effect as soon as the president approves the bill.**

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## Question without Notice

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**Autobus22:** Do proposals from, for subject teams within the staff, like the one for gardellian enforcement also get put through parliament for approval by default or do such proposals get approved/denied by other methods?

**SilverWolv:** Thank you, Mr. Speaker. That depends on the nature of the proposal. The Gardellia enforcement team thus far only acts upon the legislation passed by parliament. Other issues such as administrative days or how often applications get reviewed etc. are not related to legislation in any way and hence would not have to pass through parliament. All enforcement and execution of acts of parliament are down to the executive council aka admins.

**PLaNKTheNoOB:** Thank you, Mr. Speaker. This question is for staff members if the latest bill on which the chamber discussed gets approved will the efforts to contact city owners still be done?

**SilverWolv:** Thank you, Mr. Speaker. The executive council will mostly provide adjustment time periods before freshly passed laws are fully enforced this may be defined within the bill itself, or determined by us given the amount of time needed to prepare for said enforcement. For example, before the copyright act was enforced, people were given about 1-2 weeks to remove any reported plagiarised content. In addition, the current law states that enforcement must try their best to contact the owner of the town so even if the new law passes, you would still be contacted should your claim be scheduled for abandonment

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## Adjournment Debate

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**SilverWolv:** On behalf of the prime minister, I would like to make a ministerial statement. Firstly, we want to promote more than just rails within the server. Hence, the WBC will be producing a series of videos of various locations within the 4h city. The focus will be on the city's rich (literal, not lore) history, Architectural elements, styles, and Engineering & Infrastructure. We would like to extend an invitation for those interested to work with us on this to contact either mopsi or myself via discord. Next, we want to invest heavily in Gardellian Infrastructure. Notably the southern Gardellia mainline expansion - the south-eastern network, the important pink line extension, and the Gardellia spawn city Marina. We want to come up with a system to further develop Gardellia Spawn City; In which roads etc. are developed with the creation of plots for people to claim and build in. Hence, we would like to request for as much help as we can get as we further unlock the potential for gardellia

**PLaNKTheNoOB:** Thank you, Mr. Speaker. This is a question May the honorable member specify what are the methods of contact on discord for the video? I mean, on WH official server or in private?

**The SPEAKER:** Would SilverWolv like to respond?

**SilverWolv:** Thank you, Mr. Speaker. May contact via discord DM.

**The SPEAKER:** The question is that this house adjourns.

**Question put to the House and agreed on (Adjourning this session)**

**Parliament adjourned at 15 07.**