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## Saturday, 22 July 2017 Order Paper

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Session 2, Quarter 3 of 2017  
22 July 2017

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### Summary Agenda: House of Representatives

13 45	Prayers
14 00	Sherlock Homes Follow Up Bill
14 30	Gardellia Federalisation & Council Establishment Bill
15 00	Wiki Cleanup Bill

*The timings in this document are all in UTC+- 0*



## Order of Business

<b>Bill Name</b> Proposer	<b>Bill No</b>	<b>Times for Debate</b>
<b>Sherlock Homes Follow Up Bill</b> <i>Recommendations for amendment</i> WolvHaven Senate	17Q301.003	30m Division time 5m Speeches capped at 5m
<b>Gardellia Federalisation &amp; Council Establishment Bill</b> Minebuilder1223, Prime Minister, PFG	17Q302.001	30m Speeches capped at 5m
<b>Wiki Cleanup Bill</b> SilverWolv, Independent	17Q302.002	30m Division time 5m Speeches capped at 5m

*The bill documents are attached behind.*



## Sherlock Homes Follow-Up Bill

A  
**B I L L**  
TO

Set the amount of homes for the previously passed Sherlock Homes Act of 2017

**B**e it enacted by the president of the city-state 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. Proposed Changes:**

- a. The number of homes allowed per person, depending on their rank will be changed as follows:
  - i. 5 for Citizens<sup>1</sup>
  - ii. 12 for Helpers & VIPs<sup>2</sup>
  - iii. 15 for Architects & Moderators<sup>3</sup>

**2. Reasons for changes:**

- a. Citizens may have multiple projects in multiple worlds.
- b. Vips will have the number of homes as an added bonus on top of citizen
- c. Architects often have numerous numbers of projects. 10 homes is often not enough
- d. This bill determines the effects of the previously passed bill. (Sherlock Homes Act of 2017)

**3. Short Title:**

- a. This bill may be referenced as the Sherlock Homes Follow Up Act of 2017

**4. Implementation:**

- a. This act will go into effect immediately after it receives approval from the president.

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<sup>1</sup> Amendment was made to change the number of homes for Citizens from 10 to 5

<sup>2</sup> Amendment was made to change the number of homes for Helpers from inherit to 12

<sup>3</sup> Amendment was made to change the number of homes for Architects & Moderators from 45 to 12



## Gardellia Federalisation &amp; Council Establishment Bill

A  
**B I L L**  
TO

Establish a functioning and autonomous council in Gardellia to better handle regional issues

**B**e it enacted by the president of the city-state 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. Structure of the Council**

- a. The council structure will be outlines here-
  - i. Council contains 1 representative from each settlement that contains 30 buildings or more.
  - ii. Mayors of settlements of less than 30 members can propose motions to the council and speak in the chamber so that their viewpoint can be heard in the process of decisionmaking. Although they cannot vote or be permanent members of the chamber
  - iii. The representatives will all have the power to present motions to the entire chamber and request to ask questions to other representatives independently of any motions.
  - iv. If you plan to present a motion for the construction of something, such as a road or a railway, you must be the one planning and leading the construction of that project- The council is a platform for mayors to seek approval to build infrastructure and such, not to request for other people to build infrastructure.
  - v. The representatives cannot comment on any issues inside other representative's towns unless they directly affect them.
  - vi. The representatives cannot insult or unjustifiably criticise other representative's towns in the chamber.
  - vii. Any infrastructure projects planned for Gardellia that goes outside of city borders. must be presented in the Gardellian Council in order for representatives to give their opinions and objections on the project.
  - viii. Any project built outside city borders that has not been presented to the council is deemed illegal and will be requested to be removed by the council.



- ix. An executive committee will be elected by the council. It will consist of 3 members to lead the council. Members will not be allowed to vote for themselves.
  - x. These member's duties will be to scrutinise plans and motions and make wise judgements on them.
  - xi. A representative from the WolvHaven Senate will also be present to moderate the council and act as a speaker for the council. They will keep the council in check and make sure it does not overstep the bar.
  - xii. Voting on issues will take place after debates if they require voting. Voting is usually not a final decision, which is made by the executive committee, unless a motion passes or fails by 85% or more.
  - xiii. The voting powers of the representatives in the chamber will be determined by the size of their towns or cities. The structure be formatted like this: 30 buildings or more- 1 vote, 100 buildings or more- 2 votes, 150 buildings or more- 3 votes.
  - xiv. Council meetings will be held every month (subject to change)
  - xv. A regular council meeting will start with questions between representatives which do not need to be requested beforehand, then the session will move onto motions that have been pre-prepared for the session which may or may not conclude with voting. The session will end with miscellaneous items that representatives can propose on the spot.
  - xvi. General rules of conduct and behaviour in the chamber are the same as the ones outlined for the Parliament of WolvHaven.
- b. A constitution will be crafted by the committee which will describe the powers the council will have over Gardellia.

## **2. Location of Council Chamber**

- a. The Council Chamber will be located within the Spawn City in Gardellia
- b. The Building must be easily visible and accessible by the public, and must be well signposted.

## **3. Design of Council Chamber**

- a. The chamber for the Council will be built in a modern, minimalist style.
- b. The council chamber itself will be in a U shape.

## **4. Implementation**

- a. Present the bill to Parliament, where it will first be put up for discussion in the first session to discuss possible amendments and then present it in a second session for voting.
- b. If passed, a committee will be created to establish the Council.
  - i. This committee will consist of elected members of the UPC coalition, members of the senate and mayors of the largest Gardellian cities.
- c. City sizes and number of representatives will be worked out.



- d. The council will be established.
- 5. Benefits**
- a. The benefits are many but the largest benefit of this bill is that the builderd of Gardellia will decide their own fate over many important Gardellian centric projects. This council will decrease the chance of non-Gardellia City builders deciding over the worlds fate.



Wiki Cleanup Bill

A

**B I L L**

TO

Clear the WolvHaven Wiki of unnecessary pages

**B**e it enacted by the president of the city-state 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. Proposed Changes**

- a. The following are to be merged to their corresponding Metro Line Pages
  - i. Metro Station Pages
- b. Pages are to be deleted if they:
  - i. Contain less than 10 lines of text

**2. Reasons for changes:**

- a. A number of pages in the wiki only comprise of 1 sentence and an infobox. Insufficient content to justify the need for a page.

**3. Short Title:**

- a. This bill may be referenced as the Wiki Cleanup Act of 2017

**4. Implementation:**

- a. This act will go into effect immediately after it receives approval from the president.