



Saturday, 22 July 2017 Parliament Session Report

Session 2, Quarter 3 of 2017
08 July 2017

Bills tabled:

Bill Name Proposer	Bill No	Division (Ayes/Noes)	Outcome
Gardellia Federalisation & Council Establishment Bill Minebuilder1223, MP, PFG	17Q3-2.001	N/A	N/A
Sherlock Homes Follow Up Bill <i>Recommendations for amendment</i> WolvHaven Senate	17Q3-1.003	10/0	Passed
Wiki Cleanup Bill SilverWolv, independent	17Q3-2.002	10/0	Passed

Speaker of Parliament:

1. SilverWolv
(Gardellia Federalisation & Council Establishment Bill)
2. ROM5419
(Sherlock Homes Follow Up Bill)
3. Ninjabob1797
(Sherlock Homes Follow Up Bill, Wiki Cleanup Bill)

Original report written by:

Hinwapoon
Ninjabob1797
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22 July 2017

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17Q3-2.001

Bill Name:

Gardellia Federalisation & Council Establishment Bill

Tabled By:

Minebuilder1223, MP, PFG

Points Made:

1. Since Gardellia opened over 6 months ago, the need for a council was soon apparent, but no action has been taken as of yet to move forward to establish one. Therefore the UPC coalition has formulated a bill for the installation of such a council. The plans for this have been thought through over weeks and months and we shall bring through this council in the form that it is needed. It will be a place for the many diverse cities of Gardellia to come together to discuss plans and issues in a much more structured and cohesive form than they are right now. This council will help supplement Gardellia through the coming months to support the ever growing number of cities in the region and settle disputes more quickly and effectively than ever before. [Minebuilder1223, MP, Prime Minister, PFG][Opening Speech]
2. I just have one question about this council. Are the seats elected like out HoR, or is it chosen by the president, or is it a completely different thing. Please elaborate. [_Noodur, MP, HGP]
3. Well all of this is explained in detail in the bill itself, but I will reiterate. In basics, representatives of the cities will be chosen by the size of the city. So, cities must be of a certain size to gain representation in the council and that size is measured in the number of buildings. Therefore, a city needs to contain 30 or more buildings to gain representation. Of course, this is subject to change in the coming days and weeks. [Minebuilder1223, MP, Prime Minister, PFG]
4. This is probably in the bill but will citizens like me, who have no association with Gardellia, be able to attend council meetings? [TheLamorghini, Independent]
5. Well, we will discuss this in the future committee, but we will probably include an area where people can spectate the council meeting from. I hope that this answers your question. [Minebuilder1223, MP, Prime Minister, PFG]
6. Another question for the PM, will larger cities have more representatives or are they just given one per city? [_Noodur, MP, HGP]



7. Again in the bill itself it does not mention the possibility of multiple representatives. This was considered but we decided that there would not be as much point that as having a multiple vote system instead. It would also be likely that there would be enough people to take the role of extra representatives. [Minebuilder1223, MP, Prime Minister, PFG] (Statement edited for clarification)
8. I think that it should be put in place because a city that has a lot more needs than a town. Therefore, people will be given responsibilities in those cities. [TheLamorghini, Independent]
9. Just to clarify with the prime minister, is this a discussion bill? Also, please clarify your previous statement as it is a bit vague [Ninjabob1797, Independent]
10. This is a discussion bill. Also, what I meant with that statement was that there is not much reason to have multiple representatives for cities since there is not much they can add to the chamber itself in my opinion, as opposed to more votes depending on city size where bigger cities are given more power within the chamber. [Minebuilder1223, MP, Prime Minister, PFG]
11. I don't agree. Let's say a city has a proposal to improve something. Let's say as the bill suggests a new railway or road, WolvHaven has a Department of Transport for the city, so if one of the Gardellian cities has one, surely they would need. The Transport Minister to be at the meeting to give a more professional bill. [TheLamorghini, Independent]
12. Lamborghini, Gardellia is a different world, and that also means that it is different from WH. [JuliusMS, MP, SGNP]
13. Lamborghini, to answer what you said earlier, I must say I don't quite understand what you are saying. Not only do none of the cities in Gardellia have a Transport Department. If they do, it is mostly irrelevant to the function of the Council since it does not have any effect on issue within cities. Therefore I still stand by my point. [Minebuilder1223, MP, Prime Minister, PFG]



Gardellia Federalisation & Council Establishment Bill

A
B I L L
TO

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

Be 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.



17Q3-1.003

Bill Name:

Sherlock Homes Follow Up Bill

Tabled By:

WolvHaven Senate

Points Made:

1. I say that the numbers given for the amount of homes is still a bit small. I recommend multiplying each number by 3/2, and the architect and mod number by 2. [TalonPlays, Independent]
2. Could TalonPlays provide some rationale as to the recommendations specified? [ROM5419, Independent]
3. Well the reason i say that is because of the fact that citizens are always looking for new opportunities to grow with the server, whether it be train driving, building for other people, and just getting to know the server better. The same goes with everyone else on the server, regardless of ranks, but architects especially need more homes because of the amount of projects they have, and how much influence they have in the future of WolvHaven. [TalonPlays, Independent]
4. I want to ask Talon, how does increasing the number of homes help the development of the server, and why citizens can help the server grow? [Hinwapoon, MP, NCP]
5. Well, what I say is that the newer players will join with different expectations and they will all look to do different things and because of that, they will have varying needs . While some people just want to ride trains, not many are like that, and for the most part people want to do more with the server and it can increase the development of the server. Just because of that, because the architects who want to build and the citizens who want to do things in the server, the number seems to be growing and so are the expectations. [TalonPlays, Independent]
6. I rise to object the points put forward. The senate has consulted the architect committee and has come to the conclusion that 15 homes is the most any architect needs. The extra homes given to architects are supposed to be temporary for use while they are working on several projects, not to be kept as sentimental value. Let's face it, 45 is an exorbitant number of homes to be giving someone; let alone the originally proposed 60. As for the leader of the opposition, who is absent in today's meeting, he has failed to convince the senate in the discord chat within the past 2 weeks on how 45 homes will be

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properly used by architects. The leader of the opposition wants seven homes, seven homes, for his survival based shops. Why should an architect have more homes for something survival based? Where is the correlation? As for giving citizens 10 homes, which has been suggested to be amended to five, giving 10 homes is just a way to take away from the realism of the server. Mister speaker, 10 homes is a lot. We might as well shut down the entire metro system. The point of survival is to walk, boat, or minecart; not to teleport here and there. Therefore, I move that these amendments be agreed to as, 45 is an exorbitant number and citizens shouldn't be getting as many as 10 homes. 5 homes is still an increase from 2 for the ordinary citizen. Therefore, I move that the amendments should be agreed to. [SilverWolv, Independent]

7. So, instead of deciding on changing, I would recommend a poll be taken asking everybody how many homes they need and how they will be used. The poll can be done by the senate, or by a volunteer. Why? Because it is better to gauge everybody's needs. An attendance of 15 and a group which consists of OPs with infinity homes is not a good gauge, it is better to gather opinions. Then we, the Senate, shall resend this here after gathering opinions. [_Ezzo, MP, NCP]
8. I do not believe that a poll is the best way to determine the number of homes, obviously people are going to choose the option that benefits them the most, also known as: as many homes as they want. Let's see, I need a home for the bottom of the mine, maybe one for Stalingrad for shopping, one at the airport, one at my base, one at the corner of the map, and so on and so on, we might as well give everyone /tppos. I move that the Senate has made the best possible suggestion. [SilverWolv, Independent]
9. Mr. Wolv, I understand your concern, I agree with you about Citizens, but Architects might need a number that is more than needed, but of course significantly less than 12, same for other ranks, such as Helpers and even Moderators. As such, this is a reason why I recommended a bill. It might be for all people, or the Senate might choose to leave out ranks of their choice. [_Ezzo, MP, NCP]
10. Personally, I think that all ranks can go with less than suggested. As SilverWolv said, keep the realism to the server and as a Citizen. I have never needed a second house. [TheLamborghini, Independent]
11. I would like to comment, every rank has enough homes as they have now. There is no point to adding more. People need to learn to live with that what they have. If they do not have ought, then too bad for them they should delete a home that is most useless. [_AngelKevin_, MP, PFG]
12. Mr Kevin, I do not support your stance on homes, There is a reason why this bill is proposed. It is that people can't just live with the suggestions like the one you offered. Sadly, the proposer of the original bill, the leader of the opposition, put a large number of homes. [_ezzo, MP, NCP]



Division:

A Y E S	N O E S
<ol style="list-style-type: none">1. Hinwapoon2. SpacInvader113. ROM54194. SilverWolv5. TheLamborghini6. _Noodur7. _ezzo	

AYES: 10 NOES: 0

Motion is therefore resolved in the affirmative.



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

Be 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 Citizens¹
 - ii. 12 for Helpers & VIPs²
 - iii. 15 for Architects & Moderators³

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.

¹ Amendment was made to change the number of homes for Citizens from 10 to 5

² Amendment was made to change the number of homes for Helpers from inherit to 12

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



17Q3-2.002

Bill Name:

Wiki Cleanup Bill

Tabled By:

SilverWolv, Independent

Points Made:

1. The WolvHaven wiki is a source of information about the city that we hold and the many more projects that are within this server. However, the wiki has been overtaken by 'railtards' in their quest to create a page for every single Metro station in the city. Initially there was no problem with it. Only one request was made - that each page have substantial content. What do we have today? Pages upon pages, with an infobox, a low quality image, and a few lines of text. What a waste of space. To add on to this situation, there are many pages today, that we see that only contain one or 2 lines of text alone. Comparing the quality of the current wiki to others, it just makes our wiki seem like a joke, like we are creating pages for the sake of it. Therefore, I move that all the WolvHaven Metro Station wiki pages be cleared and merged with their respective line pages, and that all pages that do not have 7 lines worth of information/text will be deleted. [SilverWolv, Independent]
2. The bill is a waste of time. Mr. Wolv had the powers and reasoning to do this clean up without wasting the time of Parliament. I move that this bill go to vote immediately. [ezzo, MP, NCP]
3. There are some things on this wiki that I deem unnecessary. We do need to our history to be put on display to the public. [TheLamborghini, Independent]
4. I thank my honourable friend, _ezzo for his comments that this bill is a "waste of time". However I just wanted to make sure that this goes through properly, Otherwise some people might be angry at me for deleting without consensus. It's happened before. May I also remind the house of the cases where 2 members fought over screenshot "copyright" when it was being used for the Metro wiki pages. As for the honourable friend, TheLamborghini thoughts, while history is important and should be displayed, it should only be displayed if it has details and content, enough to justify that it deserves a page of its own. [SilverWolv, Independent]

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- 5. I make a suggestion that if someone insists that the metro station page stays, it should have some relevant information about the area around it. For example, 'Go to Central Park to visit the greenhouse. [TheLamborghini, Independent]
- 6. The problem here is that almost all metro station pages have one to two sentences. Nobody else is going to contribute to the content, so it is meaningless to keep these pages. [SilverWolv, Independent]
- 7. I am not withdrawing this time. My question is to my honourable friend, SilverWolv. What if someone does volunteer, to do them? Will they still be kept? [_Noodur, MP, HGP]
- 8. The criterium is that pages need to have at least 7 lines of text. If that meets criterium, it should stay. Otherwise, if someone does volunteer to fill up the pages with content, that would be lovely. I like to make an amendment to the bill to delay implementation up to to 2 months in order for people to have enough time to add content. [SilverWolv, Independent]

Division:

A Y E S	N O E S
<ul style="list-style-type: none"> 1. Hinwapoon 2. SpacelInvader11 3. Chan34kelvin 4. ROM5419 5. _ezzo 6. _Noodur 7. SilverWolv 	

AYES: 10 NOES: 0

Motion is therefore resolved in the affirmative



Wiki Cleanup Bill

A

B I L L

TO

Clear the WolvHaven Wiki of empty pages

Be 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 in two months after it receives approval from the president.⁴

⁴ Amendment was made to change the implementation time from immediately after it receives approval to 2 months after it receives approval.