



Saturday, 08 July 2017 Parliament Session Report

Session 1, Quarter 3 of 2017
08 July 2017

Bills tabled:

Bill Name Proposer	Bill No	Division (Ayes/Noes)	Outcome
Marriage for all Bill JuliusMS, MP, SGNP Olovld, MP, SGNP	17Q3-1.001	19/0	Passed
Wik Staffs Bill Hinwapoon, MP, NCP	17Q3-1.002	13/14	Rejected
Sherlock Homes Follow-Up Bill Autobus22, MP, HGP	17Q3-1.003	20/0	Passed
Screenshots & Videos Channel Bill Autobus22, MP, HGP	17Q3-1.004	3/15	Rejected
Fifth Haven Green Spaces Bill Autobus22, MP, HGP	17Q3-1.005	N/A	Retracted

Speaker of Parliament:

1. SilverWolv

Original report written by:

Hinwapoon
Ninjabob1797
Spaceinvader11
08 July 2017



17Q3-1.001

Bill Name:

Legalization of marriage for all

Tabled By:

JuliusMS, MP, SGNP

Olovld, MP, SGNP

Points Made:

1. Marriage for all, expressing your sexual preference or sexuality isn't legal and we need a change. Everyone on this server should have the right to feel safe and secure and no one should feel oppressed. Everyone should have the right to be a part of the community [Opening Speech, JuliusMS, MP, SGNP]
2. The DEM fully supports this motion. [MC_Dunc, MP, DEM]
3. The RCP completes neutral and the party leader (me) will not vote. The server of Wolvhaven is based in Minecraft, not a real life world. The RCP does not care about the result of this vote.[Aldranster50, MP, RCP]
4. I would like to ask the leader of RCP why he does not appear to care about the rights of people with Non-Binary sexualities? [Minebuilder1223, MP, Prime Minister, PFG]
5. I didn't even want to speak.[Aldranster50, MP, RCP]
6. Aldranster, I believe the question being asked here is why you do not want to account with voting on this bill. [Noodle_Doodles, MP, HGP]
7. In response to MC_Dunc, MP, this server is not based in real life, so i shall remain neutral on this bill. That also answers Noodle_doodle's question too. [Aldranster50, MP, RCP]
8. You still didn't really answer Minebuilder's question. [Blalex, MP, CEN]
9. In response to Aldran, first of all, I didn't ask you any question regarding this bill, I Would like to mention the fact that WH is severely based on real life, limiting LGBTQ+ topic in WH, limits the freedom of speech that we still here, given the fact we don't have much already. [MC_Dunc, MP, DEM]
10. Dunc, may I remind you that we don't have freedom of speech here, only freedom of expression.[JuliusMS, MP, SGNP]
11. Aldranster, you seem to think that this bill is simply about the legislation of LGBT marriage. I may remind you that this is also simply about the acceptance of such peoples

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on this server, which is something you don't appear to support [Minebuilder1223, MP, Prime Minister, PFG]

12. I want to say we don't only need to support those people but everyone and that everyone's own thought can be heard.[creasu]

Division:

A Y E S	N O E S
<ol style="list-style-type: none">1. Minebuilder12232. JuliusMS3. MC_Dunc4. hinwapoon5. Starcubed6. Blalex7. Sambrose8. Number_1019. TalonPlays10. Creasu11. Ninjabob179712. SpacInvader1113. autobus22	

AYES: 19 NOES: 0

Motion is therefore resolved in the affirmative



Marriage For All Bill

A

B I L L

TO

Since Marriage for all, nor the expression of being a part of the LGBTQ+ community is legal, this bill's purpose is to legalize marriage for all and being a part of the LGBTQ+ community.

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. Purpose

- a. The purpose of this is bill is to legalize belonging to another sexual preference and or another gender and letting people get married no matter what sexual preference or gender they belong to.

2. Benefits of legalizing marriage for all

- a. It will make the server more accepting and open for the players
- b. It will also make players feel more confident and secure on the server.

3. Implementation

- a. It will be legalized after the bill has been accepted.



17Q3-1.002

Bill Name:

Wiki Staffs Bill

Tabled By:

hinwapoon, MP, NCP

Points Made:

1. As we see, we don't have staffs in the wiki, and people have been using wiki as their source for the information about the server. So I purpose this bill to make wiki pages quality better. [Opening Speech, hinwapoon, MP, NCP]
2. I would like to ask Hinwapoon, for this bill, why would you allow citizens to do such a job. Wiki is an information source as you have mentioned. If then how would you entrust citizens with such responsibility. On the contrary, why not let staff manage it.[MC_Dunc, MP, DEM]
3. I would like to say, I wrote 'probational period for three months' in the bill. In those three months, the senate can see what they did in that period. If the person has done an excellent job, he will become a competent wiki staff member. In addition, the wiki staff members are chosen by the senate, not by application. [hinwapoon, MP, NCP]
4. First off, for your probationary period suggestion, there are multiple things that this party does not agree with. The three month probationary period is simply too long to ensure new wiki staff. Think about this. Isn't the metro examiner even better? This is no probationary period would render the appointing process ineffective. Also, the probationary period does not work that well sometimes. As I said before, the wiki is an information source that needs to be moderated by people who are at a high rank in the server. Secondly, if you limit wiki staffs jobs, why not just hand the job to the server mods and admins. I am sure they have better judgement than citizens. [MC_Dunc, MP, DEM]
5. In reply to dunc, we have "probational examiner" in the metro examiner system. Three months is also the probationary periods of mods. If we give the jobs to the mods and admins they will have more work than others in the server. [hinwapoon, MP, NCP]
6. Simply put, the job of staff , mods, admins and helpers are to keep the server clean and moderated properly, This is the same task but on wiki, the amount of times wiki intervention is needed is extremely low, so no exponential growth of task packet would arrive with it. The Staff are already specialised in moderating. Random - elected citizens

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aren't. There are 10+ staff members on hand. There is no need to put it into the hands of people who are not relevant nor trained to deal with situations in any way. It just wastes time and is ineffective. That brings me to the major difference with examiner. That being an examiner is a specialisation not native specifically to staff, but to certain group of players of various ranks in the server, while wiki moderating is a job native staff tasks in the server while wiki moderating is a job native to staff tasks and knowledge, meaning elected members in this fashion in effective. I agree wiki staff should exist but not in the fashion of this bill.[Autobus22, MP, HGP]

7. I agree with auto, but I wanted to note that if this is a thing. Later, if a person is a very good mod on the wiki, but not good at English, will he still be able to moderate like two different ranks. One that corrects language and one that checks if everything is right. [Creasu]
8. I would like to mention the fact that language simply does not appear on large scale, tdlr. This bill is simply imposed for the usage of moderating the wiki like preventing wiki attacks or inappropriate stuff on the wiki. [MC_Dunc, MP, DEM]
9. So basically another thing to not is that it is rarely used. The wiki, at least and because of that, the chances that someone does screw around with the wiki is rare, then staff can likely prosecute the offender later on. [TalonPlays]
10. In reply to TalonPlay's point, I would like to say that the wiki is actually used quite a lot. Especially for political activities such as elections and party member lists, manifesto's and so on. Therefore it does make sense to have people to keep the wiki check so that people are being delivered incorrect information. [minebuilder1223, MP, Prime Minister, PFG]
11. I agree with you mibu but these bills are a way of electing the mods is not effective - general staff should be the wiki staff as well. Because of the interference in experience, job, training, and knowledge on the subject, citizens are not suitable; meaning I rally everyone to vote nay on this bill and if you want a replacement bill with my suggested system it will be inserted in the next parliamentary session an alternative.[autobus22, MP, HGP]
12. In response to auto, if general staff would take care of it, wouldn't it mean way more work for them? How are they suppose to handle that? [JuliusMS, MP, SGNP]
13. No it would not - the amount of times wiki moderating is needed has been shown to be maximum of 1-2 times a month on average. Meaning it does not add significant workload at all, a single staff member even checking once a week would even be enough to handle that, meaning no - it does not add significant load



Division:

A Y E S	N O E S
<ol style="list-style-type: none">1. Hinwapoon2. JuliusMS3. Minebuilder12234. _ezzo5. Sambrose6. Starcubed7. Ninjabob17978. SpacInvader11	<ol style="list-style-type: none">1. Autobus222. Mc_Dunc3. Arydle4. GukkyGukz5. Aldranster506. TalonPlays7. Noodle_Doodles8. Number_1019. creasu

AYES: 13 NOES: 14

Motion is therefore negated



Wiki Staffs Bill

A

B I L L

TO

Have staffs in wiki

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. Purpose

- a. The Wiki Staffs are for moderating the wiki and oversees the members editing correctly.

2. Responsibility and Duties

- a. As a Wiki staff, they will help moderating the wiki, as there are no staffs in the wiki and there should be people moderating the wiki
- b. When this bill takes place, the Senate can nominate anybody which are not banned, as a staff in the wiki.

3. Acceptance Criteria

- a. Citizens may become a staff in the wiki
- b. Former staffs in wiki that have been revoked for their staff in the wiki permission, shall wait 3 months before they appointed by Senate
 - i. The waiting time shall be increased if the citizen has committed on the wiki
- c. If a player become a staff in the wiki, he would be in probational period for 3 months
 - i. If the person done an excellent job in the probational period, he will be competent wiki staff.

4. Permissions and Warnings

- a. Wiki Staffs will be trusted with limited permission in the wiki

5. Short Name

- a. This bill can be referred to as Wiki Staffs Act, 2017.

6. Implementation

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



17Q3-1.003

Bill Name:

Sherlock Homes Follow-up Bill

Tabled By:

autobus22, MP, HGP

Points Made:

1. This bill simply defines the effects of the previously passed Sherlock Homes Bill. There shouldn't be much discussion about this already passed bill. The amounts of homes have been carefully picked to realistically give enough homes, but not too many to each specific ranks. [Opening Speech, Autobus22, MP, HGP]
2. I want to say I really like this bill. I need more homes, which I have too little of. [creasu]
3. I would like to say that the Demoratiam party fully supports this bill, but we believe that the number of homes for archi proposed is simply too much. [MC_Dunc, MP, DEM]
4. I personally do support this bill as it gives more opportunities for Architects to get around the server and make it easier for them to build things generally, but I also must agree with the Honourable member opposite me that the number of homes for architects is somewhat excessive. [minebuilder1223, MP, Prime Minister, PFG]
5. I think that the amount of architect homes is too high, but to give a specific number for us to work around. I think a good number would be around 40. [TalonPlays]
6. We made it 60 to reflect the amount of projects that are common, but I understand it can be seen as too much. 60 is a safe point that people can rely on without significant limitation, but without being overpoweringly warpable. I'd like to amend it to 45 on popular request for the bill and instead if that does not turn out to be enough, re-adjust the number later. [autobus22, MP, HGP]
7. 10 warps for mods only? We need as much as architect s if not more. This is a disrespect to the moderator and his service to the server. I propose an amendment to have at least 20, if not more, warps for a mod. [_ezzo, MP, NCP]
8. I would not like to amend for that, homes are mostly specifically needed for building ranks and city projects. Something not specially dedicated to mods, so Mods would inherit the homes from Citizen, VIP or Architect respectively depending on their underlying 'Building Ranks' [autobus22, MP, HGP]
9. So basically, I agree with both auto and ezso because Mods do deserve more homes than citizens, but i think auto makes a very good point, I say that instead of 20, the



helpers should have 15 and Mods have 20-25, but if that seems to be over-excessive for non-architect mods than that can be later amended [TalonPlays]

10. Double inheritance that any of homes would mean needing to make 3 new ranks, Citizen-Mod, Architect-Mod and VIP-Mod. In order for specific home amounts to work, you plugin technically can't easily click on more homes for double inheritances, hence the simple inheritance back to base rank, setting a set amount for mods, good for mods means you will set it too low for mods-architects and/or high for general mods, ending up with a second problem which we feel like is best solved by basically inheriting underlying builder ranks as stated [autobus, MP, HGP]
11. Technically, mod is actually a base rank, not building ranks as a base rank, meaning all of that Mod-Citizen, Mod-VIP is absolutely, nonsense [ezzo. MP, NCP]
12. The simple thing that homes are inherited from Citizen/VIP/Architect to mod in the current system and as notes giving mod their own home permission will create an issue for about half of the mods, whether you split it to more homes or less homes so i'd like to keep with the current inheritance meaning their homes increase as much as any non staff member with the same inheritances [autobus, MP, HGP]
13. Helpers do not inherit the permission node from citizen/vip/architect, mods have the same amount of homes as VIPs by default [Speaker]
14. That means my inheritance system increases homes for everyone. Only Citizen/ Helper combo would stay the same [autobus, MP, HGP]
15. See my home list, I have sandbox, my office, my driver's list, another office, gard 2, two bases, a case, a third office, the old spawn, just yesterday i had to delete a warp to a world to get a base, mods are usually really inside everything, how is then enough? As a mod, I have offices, bases with friends, gard houses, and even some places to make my moderation easier. Are you that teleporting to the airport, then taking a train to city hall is easy for moderators who need to get there [_ezzo, MP, NCP]
16. I have to say, that the citizens would have to go through the same hassle of just getting to that area, and since the mos would have more priority in whatever they would be doing, they would likely have to have more convenient navigation, so i agree with ezso [talon]
17. Ezzo has a point, could i amend the bill? Based on the arguments provided I would amend the bill to give mos the same amount of homes as architects for a different purpose the importance of usch amounts of homes have been provided quite evidently. For Helpers ranked players the inheritance would stay, as said earlier, as Helpers are not generally affected by the factors requiring that [autobus22, MP, HGP]



Division:

A Y E S	N O E S
<ol style="list-style-type: none">1. Hinwapoon2. Ninjabob17973. Spaceinvader114. Aldranster505. JuliusMS6. TalonPlays7. _ezzo8. MC_Dunc9. CackleFresh10. Blalex11. Minebuilder122312. autobus22	

AYES: 20 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. 10 for Citizens
 - ii. 12 for VIPs
 - iii. 45 for Architects and Mods
 - iv. Helper will inherit the number of homes based on their building ranks.

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.



17Q3-1.004

Bill Name:

Screenshots & Videos Channel Bill

Tabled By:

autobus22, MP, HGP

Points Made:

1. Screenshots and videos about WolvHaven have recently kind of spammed various channels, an own channel for clarity of placement would solve that [Opening Speech, autobus22, MP, HGP]
2. Let me ask autobus22. MP, why on earth is this bill parliament. It is something that should be discussed with managers of the discord, not as a full on bill. I would like to move that this bill simply a waste of parliament time [minebuilder1223, MP, PM, HGP]
3. I would like to tell the PM that discord channels can be discussed in parliament as a bill, as prior, the spam and bot channel was proposed to be removed, I don't see why such suggestion is a waste of parliament time. Since auto's suggestion is really posing a need [MC_Dunc, MP, DEM]
4. I believed that the prior issue you mentioned was divisive and a much more concerning issue. This is simply a small problem of screenshots being posted in a channel which may be consider as spam, The issue isn't even that much of a problem, since it now seems to have fizzled away. Therefore the need for such channel has also gone [minebuilder1223, MP, Prime Minister, PFG]
5. Is there any precedent for such as bill having passed in Parliament? There may have been a bill for the removal of the spam & bot channel, but the channel still stands [CackleFresh, MP, PFG]
6. Simply put it's importance may be rated differently by different people, the facts are it is spamming channels and there is no clear channel it belongs in resulting in it ending in different channels. This bill gives a solution for that if bills for discord shouldn't exist i suggest you make a bill to outlaw them and handle them in a different way next parliament session and handle this bill for the issues it fixes in this session. [autobus22, MP, HGP]
7. So, not everything is in a clear channel. According to most staff, pokemon, for examine, fits into THREE channels, spam, general, gaming. Nobody cared to do a channel for pokemon alone. Even if we have a certain person who obsessively posts PoGo photos,

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why do we need one for the media? Important media in announcements, the rest in general. [_ezzo, MP, NCP]

8. The last time a screenshot spam happened in the #general channel was 13 days ago., therefore I would move that this craze you are talking about ended long ago. To add on to that, the amount of channels on our discord is already excessive, which has been mentioned multiple times already, therefore creating this new channel would only increase the problem and also, Dunc mentioned a bill to remove the spamm channel, now i recall correctly, one of the reasons for this bill was that there are too many channels in discord. Therefore i strongly believe that this bill is unnecessary and an overreaction to slight problem that has already ended [minebuilder1223, MP, Prime Minister, PFG]
9. First of all, in regards to ezzo's claim that PoGo screenshots do not have a clearly defined channel, Pokemon Go corresponds very clearly to the #gaming channel. Your bill to add a screenshots channel, in multiple instances, uses the word "spam" to apply to the screenshots. That is what the spam and bot channel is for, is it not? [CackleFresh, MP, PFG]
10. Long one upcoming, ezzo: no, as pointed out, that is about a game so belong in gaming, no questions asked, Cackle: no spam and bots is for trolling and messing with the bots, mibu: ok so spam shouldn't be handled because it last happened 13 days ago, may as well abolish helper then may as well remove all mod tasks related to spam, because spam on here in serious fashion was ages ago. See? It's illogical, the amount of channels is large, but this channel does serve a specific purpose, gives clearance avoids spam in channels not intended for it and gives a better and easier place to respond and post screenshots and videos that are not linked to the official WH channel [autobus22, MP, HGP]
11. You mention that the spam channel is only for trolling and bot use? Here is what the channel description says 'Two rules apply here: no advertising and personal attacks. Anything else goes' Therefore you are allowed to post anything there, not just trolling and bots. There is a big difference between this screenshot spam and general spam. This screenshot spam didn't exist before you started it a few weeks ago, it become a phase and not it has fizzled out, general spam is something that continually happens because people want to create trouble by doing it. This screenshot spam was only a phase, and a phase that has already ended. The problem of general spam has existed ever since the server started and the 'problem' of screenshot spam started a few weeks ago as a rage and has long finished already. [minebuilder1223, MP, Prime Minister, PFG]
12. So, minebuilder has the same thought as me as your though. It's went completely wrong. It's not annoying. Literally the only person I felt was annoyed was you. This is a waste of time, so your points are invalid and I'll consider you unqualified to even propose a bill. This is a personal opinion, not formal. [_ezzo, MP, NCP]



13. No comments [CackeFresh, MP, PFG]

14. This should have not become a bill. The proposer of this bill should have posted it under the 'ideas' section in the forum, now we are wasting time here right now on a bill which could have been simplified. [Aldranster50, MP, RCP]

Division:

A Y E S	N O E S
<ol style="list-style-type: none">1. Autobus222. Number_101	<ol style="list-style-type: none">1. Hinwapoon2. Spaceinvader113. Aldranster504. _ezzo5. Minebuilder12236. JuliusMS7. Ninjabob17978. Carew9. CackleFresh

AYES: 3 NOES: 15

Motion is therefore negated



Screenshots & Videos Channel Bill

A
B I L L
TO

Make a new Discord channel where general video's and Screenshots of Wolvhaven can be shared.

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. A new discord channel will be added in the WolvHaven discord with the purpose of sharing general WolvHaven Screenshots and Videos.

2. Reason

- a. Screenshots sometimes spam channels not intended for such use.

3. Short Title

- a. This bill may be referenced as the Screenshot & Videos Channel Act of 2017

4. Implementation

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



17Q3-1.005

Bill Name:

Fifth Haven Green Spaces Bill

Tabled By:

autobus22, MP, HGP

Points Made:

1. Bill retracted due to time issues. It will be repropsoed next session.[Autobus22, MP, HGP]



Fifth Haven Green Spaces Bill

A

B I L L

TO

Regulate 5th Haven's Green spaces.

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. Add the following guidelines for greenspaces in Fifth Haven
 - i. These guidelines do not apply in Industry Parks or the Airport or major event area's where they would be impossible to achieve.
- b. Any Buildings must be at most ~100 blocks away from a green space
 - i. A small or larger piece of greenery with at least a few tree's and a bench to sit on.
 - ii. This rule may be satisfied by a Park or District Park as well.)
- c. Any Building must be at most ~250 blocks away from a park of at least 1024 Sq. m
 - i. With one side being at least 16 blocks.
 - ii. These must contain multiple tree's and the general contents of a small park.
 - iii. This rule may be satisfied by a District Park as well.
- d. Any "District" (As to be defined as a major area possibly including several Sub-Districts) must have at least one District Park.
 - i. A district park is a major park with space for possible small events.
 - ii. A playground.
 - iii. A Dog walking area and/or public sporting places, like a Bar training set , a set of training items and/or Jeu de Boule Squares.
 - iv. an open access sports venue like an open soccer field or similar.
 - v. And must be at least 4096 Sq. Blocks.
 - vi. With all sides being at least 32 blocks.

**2. Reasons for changes:**

- a. This bill benefits the image and look of the city, The Environment and Social Living conditions.

3. Short Title:

- a. This bill may be referenced as the Fifth Haven Green Spaces Act of 2017

4. Implementation:

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