Parliament of Wolv Haven

Saturday, 28 October 2017 Hansard (Committee)

Gardellia Committee Debate (Public)
28 October 2017

Witnesses

1. Aldranster50
2. Autobus22
3. JuliusMS
4. Mc_Dunc
5. Minebuilder1223
6. ROM5419
7. SilverWolv
8. _Ezzo

Chair:

1. Ninjabob1797

Original report written by:
SilverWolv
29 October 2017

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Gardellia Committee Meeting

Topic:

Future Gardellian Assembly meeting time, lowering requirement for representation, possibility of bullying in the Assembly.

Debate:

1. [minebuilder1223, MP, Prime Minister, PFG] Right, welcome to this Gardellia/Public committee meeting. On discussion today are 3 topics: The timing of Gardellia Assembly meetings, Possibly lowering the amount of buildings needed for representation and the possibility of bullying in the assembly. Firstly we shall discuss the timing of Assembly meetings. The 3 options we currently have are as follows: We either hold all meetings at 2pm UTC, Hold all meetings at a different time to compensate for the larger variety of people across the world, Or we alternate between 2pm UTC / Another time between sessions to give everyone a chance to attend

2. [_Ezzo, MP, NCP] the 2pm time is the most suitable time that has been used in parliament. It has ensured almost all has participated. but we can vary times +/-2 depending on member approval

3. [Aldranster50, Independent] may i please ask a question? Will the gardellian parliament sessions take place on alternating weeks from wolvhaven parliament?

4. [minebuilder1223, MP, Prime Minister, PFG] This isn't entirely relevant to the question. But i will answer. The Gardellia Assembly meetings will be held every 3 weeks?

5. [minebuilder1223, MP, Prime Minister, PFG] May i remind everyone that the choices being made here are choices that will be included in an executive order made bythe president later tonight and then they will be sent to Parliament to be fully decided on

6. ***Question put to committee and agreed on***

7. [minebuilder1223, MP, Prime Minister, PFG] Should the amount of buildings needed for representation in the chamber be lowered? The current recommendation is for lowering it to 10

8. [JuliusMS, MP, SGNP] that's pointless

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9. [SilverWolv, Independent] Why should bigger towns dictate the progress of smaller towns of Gardellia? Gardellia for the many, not for the few! It is community that makes Gardellia, Gardellia.

10. [JuliusMS, MP, SGNP] The towns of Gardellia should work on their cities to gain access to the council. They shouldn't be sitting there and doing nothing with their cities

11. [Mc_Dunc, MP, DEM] I believe that making gard a pretty state is supposed to be a collaborative project being in the gardellian assembly simply shouldn't be limited to large and burgeoning cities what the honorable gentleman mentioned about "Sitting there and doing nothing with their cities" simply has nothing to do with the gardellian assembly. I do not think that simply joining this assembly would cause people to slack There is no conflict whether people are joining this assembly and slacking so what the right honorable gentleman has just claimed is utterly senseless.

12. [JuliusMS, MP, SGNP] I would like to respond to dunc. Okay so dunc, i didn't say that they would slack in the assembly i just said that they weren't worthy of their place in it if they put in minor work in their cities. Also, may i add an amendment?If this passes, we should at least lower it to 20, as 10 is way too low.

13. [minebuilder1223, MP, Prime Minister, PFG] it already is at 20

14. [JuliusMS, MP, SGNP] then don't implement it

15. [minebuilder1223, MP, Prime Minister, PFG] Well, i believe that lowering the amount of buildings is not only an improvment. It's necessary. After conducting the Gardellia town census, it turns out there are only 10 Gardellian town eligible for representation. Which i believe, coupled up with the power the swedish cities have over the chamber is a recipe for power abuse and unfairness in the chamber. Therefore, by lowering the amount of buildings necessary, we are giving gardellia more representation and diluting the chamber with a bigger variety of votes.

16. [JuliusMS, MP, SGNP] Minebuilder, if an amendment was made to lower it to 15, how many cities would be represented then?

17. [minebuilder1223, MP, Prime Minister, PFG] There would only be a total of 2 more representatives. Whereas by decreasing it to 10, there would be 6 more representatives

18. [SilverWolv, Independent] I move that the requirement be lowered to the point where one must have an official town to be considered for representation. As we know, people have

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lives outside of minecraft. why should we let other people decide the fate of their towns? I also believe that the idea of heavier voting for larger towns should be abolished. Because it opens the door to bullying in the Assembly. By having such a high requirement, it is as good as saying "If you're small in Gardellia, just leave because you don't matter." That's not what Gardellia is about. Gardellia is about collaboration and cooperation. Therefore, I move that the requirement be lowered.

19. [minebuilder1223, MP, Prime Minister, PFG] May i remind the honourable member that within the clauses for the gardellian assembly, it states that the assembly cannot meddle with issues within town borders. Therefore it is only outside town borders that the gardellian assembly makes its decisions, mayors can retain their veto power over the area within town borders. Also, i believe there still should be a higher requirement to enter the gardellian assembly than to own an official town, even if that is by only 5 buildings. Because there still needs to be a way of stopping town that have no intention of developing for gardellia and only want representation of the assembly. From taking the place over and diluting decisions also i believe while the threshold for more votes may be possibly unfair. I still believe that it should be retained but at a lower level. Therefore a propose an amendment - To lower the threshold for 2 votes to 50 buildings and the threshold for 3 votes to 100 buildings

20. [Mc_Dunc, MP, DEM] Honestly the power discrepancy seen here is a huge issue to the current assembly simply by limiting to builds is just a stupid way it is the most idiotic way to judge how much effort a town mayor has put in. Say for example, If you refer to my town I have a container p0rt if you count my p0rt as one build then many people would lack builds while put in the same level of effort. A town's effort should not be relying on builds. I can have a lot of builds that are very repetitive which are designed by world edit that can only fulfill the quantity but not the quality. I have seen countless buildings only here without a single purpose the interior is hollow there is no vibe in the city. You are just placing a building but not fulfilling it a purpose which I have a lot in my town particularly built by a few honorable gentlemen, one being in this house sitting next to the Prime Minister. Therefore, I would like to make a suggestion-

21. [JuliusMS, MP, SGNP] My builds are not hollow and repetitive! I put down lots of work into them.

22. [Mc_Dunc, MP, DEM] My dear honorable gentleman, if you take a look at your office building in parramatta, the interior is hollow enough the people from syria can live in there-

23. [JuliusMS, MP, SGNP] That building doesn't represent my entire city.

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24. [Mc_Dunc, MP, DEM] I would like to make a suggestion here. To judge a town's eligibility, I would like to suggest a few methods -
    1. An eligible TownHall
    2. Judged on scale
    3. Judge on integrity of the builds both on exteriors AND interior
    4. Judging the infrastructure built in city
    The reason for number four is how many times i have seen cities just littering buildings without the realism of infrastructure. I would like to make an apology for my syrian reference

25. [ROM6519, MP, NAT] The Lord Mayor of Shadmark would like to propose: a qualitative review by staff (a la #wolvapproved, #r0mapproved) to determine a gard town's eligibility for the assembly.Not only does this allow for infrastructure reviews according to scale and quality so that large builds can count fairly on a case by case basis but this also provides a possibility for "Railtard Camps" with no development potential or creativity to be denied political power even though they satisfy the required amount of... tram stations. Also, staff could also have the power to decide if aggressively expanding towns guilty of hegemonic influence and bullying would be able to retain their power or even grant them more in the face of obvious irresponsibility.

26. [Autobus22, MP, HGP] If I could make a strange note, in a sense what we are proposing now, is partially similar to the given issues many people here have with the ranking system on the MRT. There absolutely needs to be a system, bu the way it is set up might not be very functional the chairman of the committee may have the call after this Part of the reason gardellia started in the first place is that frustration around ranking systems and now we are kind of implementing that, into getting into assembly that feels like a very contradicting move to me. Yes, there should be a system, but this might not be the way how.

27. [minebuilder1223, MP, Prime Minister, PFG] To answer the recomendations that Dunc raised-
    1. This in my opinion is too low of a standard and opens the door to too many people being in the assembly
    2. I have already considered countaing on scale, but decided this would be too unfair, Such as the difference between gospley and ziggy's town. Ziggy is a prime example of land exploitation. Whereby a large amount of land is taken up with very few buildings. Therefore for that reason, i discounted scale as a way to rank towns
    3. I believe this would take too much time, considering the amount of towns in gardellia and the amount of buildings in them and finally
    4. Im not sure how you would count this, being that infrastructure is a hard thing to put

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into a ranking list.

Next, Rom. Again, i believe that what he has recommended will take too much time to count and return a result. I would also like to clarify that we have used a separate definition of "building" when ranking in the census. A building being a structure that has a use and has visibly had effort put into it

28. [SilverWolv, Independent] I have several concerns. Why are we only thinking about the size of the city as a form of way to judge qualification. Why don't we think unboxed? I believe we should allow towns that are official towns representation with the clause that the town's owner should be active. Also, I don't think judging based on size is going to help in ay way as the leader of the opposition has mentioned. It just encourages building of hollow shells. Are we seriously going to neglect those towns that grow slower because their own builders take more time to complete a build because they actually make something that isn't hollow on the inside? If a building is being judged on its functionality, then may I ask why Julius and Ludde's town has over 100+ "buildings" when most of them are devoid of any form of interior? Also I believe that we should scrap the idea of representatives being able to vote in any issue. I believe towns should only be able to vote on issues that affect them because this only opens the door for coalitions and clans within Gardellia forming up to oppose one another by voting on issues in a way that affects others. It's a houe that is open for abuse and it is a house that will not help in building the harmony of Gardellia, but rather tearing it up further apart.

29. [minebuilder1223, MP, Prime Minister, PFG] And so does the UN general assembly work like that as well?

30. [SilverWolv, Independent] Prime minister, this is different from the UN general assembly.

31. [minebuilder1223, MP, Prime Minister, PFG] Every country in the world voted on the issue of palestine, even if they are in clans against it

32. [SilverWolv, Independent] Why should we repeat the problems of the UN? Why should we give larger towns the ability to oppress smaller towns? Why should bigger towns-

33. [minebuilder1223, MP, Prime Minister, PFG] So we are assuming that all arger towns are mean and evil

34. [SilverWolv, Independent] have a say on an infrastructure project that is over 5 km+ away from them and affects them in no way?

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35. [minebuilder1223, MP, Prime Minister, PFG] Because they have their own opinions on it too

36. [SilverWolv, Independent] What opinion? That it's going to be shitty looking? That its not going to be up to their standards? Why should the better builder have the opportunity to oppress the smaller builders-

37. [minebuilder1223, MP, Prime Minister, PFG] I think you are making extreme assumptions now about the assembly

38. [SilverWolv, Independent] Also, as with gardellia committee, all decisions will still have to be reviewed by staff. I'm not making assumptions. I'm stating the possibilities that can happen. These were clearly not considered. I don't believe the harmony of Gardellia that was severed, chopped up and caused the closure of original Gardellia is worth a repeat. We want to have everyone collaborate, yes. But we need to think through all the potential issues and possibilities that may arise from this. Because it is always better safe than sorry. I don't think we want to have Gardellia close again due to fights over representation and "coalitions" having a say on other people. We don't want to discourage newer people from joining and building in Gardellia. Hence therefore, I move that-

39. [minebuilder1223, MP, Prime Minister, PFG] Right okay, i shall agree with you on the point that all official towns should have representation in the assembly

40. [SilverWolv, Independent] A: The requirements be revised even further. B: Only be able to vote when the issue affects them

41. [minebuilder1223, MP, Prime Minister, PFG] I agree with A. But i cannot agree with B. I can see why you are requesting that the requirements be lowered even further and i think that to an extent i must agree with you. But i still maintain my opinion that the whole assembly should be able to vote on issues. After all, the Executive Council, which comprises of staff in Gardellia, serves as a check for everything that happens in the assembly.

42. [SilverWolv, Independent] Let us illustrate this with an example.Matthieu_Dinh wants to build a tram line from his town to Dalesburg and Rockham. He puts the proposal to the Gardellian Assembly. However because A B and C hate Matthieu so much, they all vote against it. As a result, Matthieu can't have his tram line, Dalesburg can't have a tram line, Rockham can't have a tram line even though the three agreed on the arrangement. How is this fair?I propose that members may state how an issue affects them and it will

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be up to the chair to decide whether members should have a vote on it or not. Also with regards to gardellia assembly covering most people's voices, I propose that people be allowed to vote in advance if it directly affects them or be able to write out a speech that will be read and vote in advance

43. [minebuilder1223, MP, Prime Minister, PFG] I do understand what you are saying and i may consider this over time. But i don't wanna jump in and silence a majority of the members of the assembly right away

44. [SilverWolv, Independent] neither do I believe in rushing to implement a system that hasn't been well thought out of

45. [ROM6519, MP, NAT] To SilverWolv: define "active" builders please and: building in gardellia is somewhat like playing sid meier's civilization. There are towns that build up tall, and others that build out wide. However, the way minecraft works, and the limitation of the gard map and server resources, penalise those who build out wide in favour of compact but tall cities. Take the case of ziggy's town and some other railtard camps - This representative is unsure if they are simulating american suburbia but land wastage is apparently an issue here bc of border frictions. How would the system be amended such that it is fair for various rational rates of land use efficiency? If you know what I mean.

46. [minebuilder1223, MP, Prime Minister, PFG] May i remind SilverWolv that the example of a railway between Rockham and Dalesburg does not really count since the towns are so close to each other none of a planned line would go outside of town borders. Therefore the project does not even need to go through the assembly

47. [SilverWolv, Independent] May I also remind the Prime Minister that if the distance between towns was not considered the possibility still remains. I also believe that the way this assembly works is not communicated well enough the public might appreciate more transparency and simplification on how it works

48. [minebuilder1223, MP, Prime Minister, PFG] May i remind the honorable member that the land between the towns is not owned by anyone. Therefore everyone has equal rights to decide over it.

49. [SilverWolv, Independent] May I suggest to the Prime Minister that someone whose town is over 7km away-

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50. [minebuilder1223, MP, Prime Minister, PFG] That is not possible

51. [SilverWolv, Independent] Fine. 2km. Pretty much has no need to vote on how that piece of land should be used. I don't see how someone in south gardellia should have the right to decide what happens to land in the north.

52. [minebuilder1223, MP, Prime Minister, PFG] Well then what if a town 2km away has a planned infrastructure running through there and the planning of the original project will have an impact on that?

53. [SilverWolv, Independent] Then they obviously have something that affects them and should be given the right to vote. But what if they don't even have anything planned there? Should they still be given the right to silence the trio?

54. [minebuilder1223, MP, Prime Minister, PFG] Then they may have their own personal concerns over whether that project is not following gard rules and so on.

55. [SilverWolv, Independent] I believe whether the project is not following gard rules or not is a matter for staff to decide, not another person.

56. [minebuilder1223, MP, Prime Minister, PFG] Well i will take what you have said into consideration for after this inaugural session

57. End of Meeting

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