
Saturday, 30 September 2017 Order Paper

Session 8, Quarter 3 of 2017
30 September 2017

Summary Agenda: House of Representatives

13 45	Prayers
14 00	Parliament Voting Regulation Bill
14 30 or earlier	Architect Reward Scheme Bill
15 00 or earlier	Gardellia Federalisation & Council Establishment Bill

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

Order of Business

Bill Name Proposer	Bill No	Times for Debate
Parliament Voting Regulation Bill Endermat96, Independent	17Q308.001	30m Division time 5m Speeches capped at 5m
Architect Reward Scheme Bill Minebuilder1223, Prime Minister, PFG	17Q308.002	30m Division time 5m Speeches capped at 5m
Gardellia Federalisation & Council Establishment Bill Minebuilder1223, Prime Minister, PFG	17Q308.003	30m Division time 5m Speeches capped at 5m

The bill documents are attached behind.

Parliament Voting Regulation Bill

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TO

Regulate the validity of members' votes within the House of Representatives

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. Members - elected or unelected are forbidden to vote when they are using -
 - i. Dynmap chat
 - ii. Discord IRC & similar services
 - b. Members - elected or unelected are only allowed to participate in a vote of the voices when they are using -
 - i. Mobile chat applications that connect to the server
 - c. Members - elected or unelected are allowed to vote when they are online in-game.
2. Reasons for changes
 - a. A person attempted to vote using discord IRC during the session of 16 September 2017
 - b. Players on mobile applications might be teleported to the wrong voting lobby intentionally during a division
 - c. Dynmap chat can't see Discord IRC messages in chat and vice versa.
3. Short Title
 - a. This act may be cited as the Parliament Voting Regulation Act 2017
4. Implementation
 - a. This act will go into effect immediately after it receives approval from the president

Architect Reward Scheme Bill

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TO

Reward Architects for the contributions they make to WolvHaven City

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. Rewards

- a. The rewards given are monetary, and consist of an amount depending on the scale, detail and effort put into a building.
- b. The rewards vary from WH\$5000 to WH\$100000. The amount of money that a player is rewarded is at the discretion of staff, but must be fair and justified and is based on the Effort put into a building.
 - i. For infrastructure projects, the amount of money that is rewarded depends on the extent of the project. Large projects such as airports or new metro tunnels can be rewarded higher amounts, whereas smaller projects such as extending roads are rewarded less or not at all depending on staff discretion.

2. Eligibility

- a. Rewards are only given for contributions to WolvHaven City, contributions to any other worlds do not count.
- b. For a building to be eligible for a reward, it must fit in with it's surroundings, meaning it has a fairly equal amount of detail and effort put into it.

3. Infrastructure

- a. Infrastructure projects can also be accomodated into the scheme, and monetry rewards can be given out for the completion of large infrastructure projects.
- b. Infrastructure projects must have taken place in WolvHaven city, and they must be large in their size and extent.

4. Implementation

- a. The bill will be presented to the House of Representatives where it will be voted on.
- b. If passed, the bill will be passed to the President where it will then be immediately incorporated into law.

Gardellia Federalisation & Council Establishment Bill

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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 outlined here-
 - i. Council contains 1 representative from each settlement that contains 30 buildings or more.
 - ii. Mayors of settlements of less than 20 buildings 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
 1. These mayors must own an official town already and only propose motions if they directly affect their town.
 - 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. The Executive Council will consist of all Moderators and above that have land claims in Gardellia.
 - x. The Executive Council will also consist of players who have contributed a lot to Gardellian Infrastructure and Development
 1. This excludes anything within personal town borders
 - xi. These member's duties will be to scrutinise plans and motions and make wise judgements on them.
 - xii. 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.
 - xiii. 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 65% or more.
 - xiv. 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: 20 buildings or more- 1 vote, 100 buildings or more- 2 votes, 150 buildings or more- 3 votes.
 - xv. Council meetings will be held every 3 weeks.
 - xvi. 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.
 - xvii. 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 builders 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 world's fate.