
Saturday, 30 September 2017 Parliament Session Report

Session 8, Quarter 3 of 2017
30 September 2017

Bills tabled:

Bill Name Proposer	Bill No	Division (Ayes/Noes)	Outcome
Parliament Voting Regulation Bill Endermat96, Independent	17Q308.001	10/2	Passed
Architect Reward Scheme Bill Minebuilder1223, Prime Minister, PFG	17Q308.002	11/2	Passed
Gardellia Federalisation & Council Establishment Bill Minebuilder1223, Prime Minister, PFG	17Q308.003	11/0	Passed

Speaker of Parliament:

1. Ninjabob1797

Original report written by:

Hinwapoon
Ninjabob1797
AngelKevin
SilverWolv

30 September 2017

17Q3-8.001

Bill Name:

Parliament Voting Regulation Bill

Tabled By:

Endermat96, Independent

Debate:

1. In the name of god I would like to talk about the bill. I do not agree about the restrictions imposed on such bill as a moderator. I think that parliament can be controlled even with the interference on Discord with some restrictions. The thing is Parliament is not easy to attend sometimes and Minechat is not always reliable. Discord chat would be a good way. Voting and calls would be handled just like a non-MP. Not all people could be [Opening Speech] allowed to use discord though, that is my opinion.[_ezzo, MP, NCP]
2. With both the introduction of IRC and the new division system which will be installed in the next session. It seems that almost all of the clauses included in this bill have now already been dealt with. Therefore I move that this bill has no use at this time.[minebuilder1223, Prime Minister, PFG]
3. Note that when using discord, the name that appears would be the discord nickname which would make it troublesome to identify who is who and would open the door for voter fraud. [y0urs_Tr1y, Independent]
4. Just a quick information provider to the house, the dynmap chat has already been disabled so we only need to worry about the Discord server chat connection and minechat. The problem with the former here is as the previous person mentioned what if the discord voter used a nickname to impersonate? Granted, not everyone has the permission to change their nickname but this would still require a clerk to check the name of every discord voter and I don't think spoo.py's 'name command can handle that rapid input. In the future, if we decide to allow nicknames for the common WolvHavener, this could be a major problem. That's why discord voting should be nullified in most general cases. [ROM5419, Independent]
5. May I reiterate? The issue of minechat voting will be dealt with in the new division system where a player must press a button to notify their vote. When in minechat this is impossible to achieve. Also, the new division system will fix voter fraud in division votes but the issues still stands with a show of hands type vote. [minebuilder1223, Prime Minister, PFG]

WolvHaven Minecraft Server:

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Division:

A Y E S	N O E S
<ol style="list-style-type: none">1. y0urs_Tr1y2. SilverWolv3. minebuilder12234. __Samuel__5. ROM54196. JuliusMS7. _AngelKevin_	<ol style="list-style-type: none">1. _ezzo

AYES: 10 NOES: 2**Motion is therefore resolved in the affirmative**

Parliament Voting Regulation Bill

A
B I L L
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

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

17Q3-8.002

Bill Name:

Architect Reward Scheme Bill

Tabled By:

Minebuilder1223, MP, Prime Minister, PFG

Debate:

1. Since 2014, Architects have been working hard to develop the city of New WolvHaven. Most of the buildings in the city have taken time and effort to develop and this effort should not go unnoticed. I believe that architects should be rewarded for the time and effort they put into developing the city. That is why we have proposed that under new law they should be awarded monetary rewards for their time, effort and expertise.
[Opening Speech]
2. The bill is a waste of money. A lot of buildings take a little effort. All done by worldedit. Of course, for large detailed building on both sides deserves a reward but Wolvhaven has always made building easy by not-very restricted W/E. We should reward the maker of W/E instead, sk89q. [_ezzo, MP, NCP]
3. Is my honourable friend opposite disregarding the efforts of WolvHaven Architects? I must agree, some buildings in WolvHaven are built mainly with WorldEdit. But there are also a number of buildings in WolvHaven that have masses of effort put into them and these are the buildings that are awarded. It is staff's discretion whether to award a building or not and I would think staff have enough common sense to tell a good building apart from a bad one.
4. Honourable Prime Minister, is there a rubric to decide which rubrics is used to reward good buildings are pretty subjective also our economy is already in deep trouble. Why should we add money? This could be part of an economy reform but this won't work in our current economy because it's just more money more money. [_ezzo, MP, NCP]
5. Thank you Mr Speaker. As we all know today, the economy is already very biased towards survival players. Many who play creative - mainly architects are on the downside of the current economic model. Provided that it is architects that make our server so great, we should at least provide them with some form of recognition by paying and rewarding them for the effort they put into making the worlds this

community revolves around. I therefore move that this motion be agreed to and that architects finally get the recognition they deserve. [SilverWolv, Independent]

6. I must agree with what the honourable friend has said. And the entire reason why we this bill in the first place was to even out the inequality between survival and creative players in the current economic model. As i quite clearly said in the last election debate, I am not sure what you party's stance on that issue in that debate, Since you were quite silent the debate. But I believe that it is in all Wolvhaven's interest to see this bill passed and to see the efforts of our great architect to be recognised. [minebuilder1223, Prime Minister, PFG]
7. In my beliefs, this won't help the economy a lot. Most people who have a lot of money are already architects. This would not help the inequality since this would open yet another gain for the tops and it will take at least 6 months to even out between both sides. Thing is in a perfect economy we have no problem rewarding but whoever knows how to build already has enough money through survival. This bill is of no purpose. [_Ezzo, MP, NCP]
8. I shall mention to the honourable member opposite that we actually are planning an economic reform package for next term and that will support this bill. As for architects having large balances, are we talking about architects who play on survival or not? Because I do not play on survival, and my balance is lower than most architects on the server. Even regular citizens. Therefore, there is clearly a need for this and if my honourable friend wants to disregard the effort of architects on WolvHaven, then he may go ahead. I don't personally think it will have a good impact on his party for the elections. [minebuilder1223, MP, Prime Minister, PFG]
9. To the honourable PM, there is still a risk that an economy reform bill will not be passed. We already saw it going to an extent that the senate put it away. If in this case we pass the bill and the reform bill would not be approved, the economy would be fairly broken and it would not help.[_ezzo, MP, NCP]
10. Thank you Mr Speaker. To my honourable friend opposite, the reason why the original economy reset bill was rejected was the way it was formulated. A new economy reform or reset bill will be required to fix our broken economy and we will definitely have to study into it comprehensively, to ensure a good and sustainable server economy comes out of it. While it is important to ensure a fair and sustainable economy. We should also recognise the work that went into this community. May I suggest an amendment? That the bill be modified so that architects who contributes builds towards the community such that Gardellia freeways and bridges may be rewarded as well. [Silverwolv,Independent]

11. The honourable member opposite me continues to use impactful words to describe how the economy would not function with this bill. Could he actually explain what he believes will happen? [minebuilder1223, Prime Minister, PFG]

Division:

A Y E S	N O E S
<ol style="list-style-type: none">1. Minebuilder12232. JuliusMS3. Rom54194. Hinwapoon5. __Samuel__6. _Noodur	<ol style="list-style-type: none">1. _ezzo

AYES: 11 NOES: 2

Motion is therefore resolved in the affirmative.

Architect Reward Scheme Bill

A
B I L L
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.

17Q3-8.003

Bill Name:

Gardellia Federalisation & Council Establishment Bill

Tabled By:

Minebuilder1223, Independent

Debate:

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. Thank you. [Opening Speech]

Division:

A Y E S	N O E S
<ol style="list-style-type: none">1. SilverWolv2. JuliusMS3. _Noodur4. Minebuilder12235. Hinwapoon6. _AngelKevin_	

AYES: 11 NOES: 0**Motion is therefore resolved in the affirmative.**

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 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.