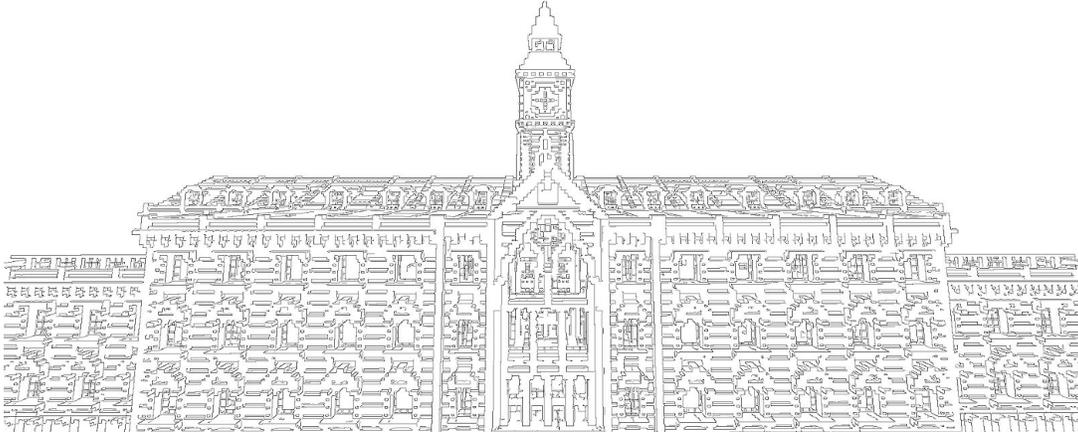




Parliament of
Woly Haven



House of Representatives

Hansard

Saturday, 8 September 2018

Session 5, Quarter 3 of 2018

Original report written by:
hinwapoon
8 September 2018

Ninth Parliament

Elected Members of Parliament

| Name of Member | Role (If Any) | Affiliated Party |
|------------------|--|------------------|
| Grass_Jelly | Prime Minister | FWH |
| minebuilder1223 | Deputy Prime Minister Chief Minister of Gardellia | FWH |
| hinwapoon | Speaker of the House | FWH |
| TheLamborghini | | FWH |
| VincentLUMCFan | Minister for Home Affairs | FWH |
| _ezzo | Minister for Foreign Affairs | FWH |
| lebokbok | | FWH |
| sambrose | | CEN |
| mopistudios | Minister for Finance | CEN |
| Tony515 | | CEN |
| HurricanePanda08 | | CEN |
| MC_Dunc | Leader of the House | DEM |
| Mystiquely | Minister for Infrastructure | DEM |
| Starcubed | | DEM |
| autobus22 | Leader of the Opposition | HGP |
| Number_21 | | HGP |
| _sssssSpamuel | | HGP |

All other names mentioned in this document are non-party affiliated.

Bills tabled

| Bill Name Proposer | Bill No | Stage of Consideration | Outcome (Ayes/Noes) |
|--|----------------|-----------------------------------|-------------------------------|
| Humane Felling Bill y0urs_Tr1y | 18302 | Second Reading | Passed 17/2 |

The **SPEAKER (hinwapoon)** took the chair at 14 15, made and read prayers.

18302

Humane Felling Bill

Debate:

THE SPEAKER: First bill, the Humane Felling Bill, a bill to Implement administrative fines to combat inhumane felling of trees in Pangaea.

Minebuilder1223: Thank you Mr Speaker. I see no issue with the current layout and interpretation of the bill in its current form. And i have good reason to be confident in the continued continuation in the success of the outcome that this bill seeks to deliver and therefore i seek to confirm this government's commitment to the passing and commencement of this very bill.

Autobus22: There's one comment that came from a different member of the HGP that is not currently here: Would it be possible to exclude tree farms on private land?

y0urs_Tr1y: Yes. That seems reasonable.

Lebokbok: The question was just raised of whether private tree farms would be exempt. The entire point of a tree farm is to farm trees for collection of wood and saplings. As such, an exemption would be more or less useless.

Autobus22: How do I put this simply. There are methods of farming oak trees, though not extremely commonly used anymore, as most people will just take measures to avoid big trees growing where the tops of big trees are just left there, because they don't affect tree growth and removing them only takes time. Same could go for jungle tree farms to an extent. Though it shouldn't happen very often, considering the rules intent isn't to penalise private tree operators to have efficient tree farms. that's why the exclusion was suggested.

Lebokbok: It is true that some trees could have parts on the top that the farmer is unwilling to farm. However, there are ways of limiting tree height to what can be broken from the ground. In particular, building a roof 9 blocks above ground level will curb tree height to 7 blocks, which is how far one can break from the ground.

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Autobus22: As far as I can see this bill is intended to avoid random tree "ufo's" from existing everywhere across the world. I don't see a reason to micromanage and force farms to use such methods by implying a rule that's not intended for them to apply to them in this way.

y0urs_Tr1y: Lebokbok's suggestion WILL NOT be implemented as in introduces unnecessary complexity and there is no need to limit what can or cannot be done on private land

Tony515: Even though many people are leaving leaves behind. I have a question. What is the random tick speed set on Pangea? If the answer is zero, even setting to 1 would be enough to decay trees as long as there is no wood attached. This will still cause minimal lag despite the additional decay.

y0urs_Tr1y: Hello. Genius. looking at the photo provided you can see the cause of no decay. is the clear presence of wood. please wake up your idea.

Tony515: I'm being very blind

Lebokbok: The purpose of the bill is to make Pangea nicer by removing tree artifacts. As tickspeed is nonzero, trees will decay without wood. As such, I propose that the bill be modified such that fines will be distributed ONLY if wood is still present in the tree.

y0urs_Tr1y: this was implied.

Boomdoom_: Is one supposed to let the leaves decay or destroy the leaves by hand?

y0urs_Tr1y: I did not think this was needed. I had assumed, apparently falsely... that people here actually had enough of a brain to deduce this no you don't need to clear leaves as long as they will decay by themselves. I only care about morons leaving wood in the damned tree.

BlueEon: Yes Mr Speaker. What fines exactly are we talking about?

y0urs_Tr1y: someone obviously has reading difficulties.

The PRIME MINISTER: Thank you Mr. Speaker. i would like to clarify that the trees the bill's proposer only apply to pangea and not gardellia? Only joking. I would like to come back to the topic we went over last session this was proposed, the fine, what was the final amount that was concluded or was it still open to discussion. As I said last time, the sum of one hundred dollars only was nothing and but a mere slap on the wrist. what was the decided amount?

y0urs_Tr1y: i believe the bill in the order paper is not the most updated variant.

The PRIME MINISTER: That is a good sum.

Lebokbok: I propose that the fine be either negotiable or significantly reduced for people with fewer than, say, \$5000. In addition, that the fine be waived for people with less than, say, \$750.

y0urs_Tr1y: No. 1st time offenders already get an extremely light fine of a mere \$100, if a person still continues such errant behaviour, then i see no reason to be lenient.

Tony515: Thank you, Mr. Speaker. As for the fine not being flat-rate except for the number of times of the offense, to have a flexible rate. Improper felling is improper felling. it's the same with everyone. Anyway, I'd like to talk about another important point. Sometimes, trees may grow very close to each other and may prevent decay of the other tree. Therefore, either the trees should disconnect or both must be broken properly

y0urs_Tr1y: 1st of, for trees growing close to each other, if they are close enough to affect each others decay. then the remnants of 1 tree are as good as being part of the 2nd and will be considered as such. 2nd, i agree with your concerns about the fine, therefore it will be increased to 1% total balance, or \$1000. whichever is higher. this will only apply for repeat offences and will not affect the 1st time fine. changes made.

Boomdoom_: Thank you mr speaker. As many of you know, dark oak trees often have different thicknesses than that of oak if we destroy only one half of the tree. as i was saying. if a dark oak tree has at least one piece of wood from the trunk touching the ground. but the rest is destroyed. will that count as humane felling?

y0urs_Tr1y: Is it floating? No. it is not. Therefore.

Autobus22: I'd like to challenge the money amendment. Based on statute D1.4.1. people punished who cannot pay there fine will receive a short /jail sentence instead

y0urs_Tr1y: this combination is intended*

Autobus22: by the basic measures the law already provides. So there shouldn't be a need to edit the fines noted in this bill. considering there's already a law avoiding unfair non-payment.

y0urs_Tr1y: keyphrase "whichever is higher"

autobus22: Oh my apology.

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The SPEAKER: The question is if the house agrees to pass the Human Felling Bill.

Division Required

Division:

| A Y E S | N O E S |
|--|---|
| <ol style="list-style-type: none">1. Autobus222. Grass_Jelly3. HurricanePanda084. Lebokbok5. Minebuilder12236. Tony5157. Boomdoom_8. Carew9. Ohuehue10. SilverWolv11. y0urs_Tr1y | <ol style="list-style-type: none">1. Delfino882. BlueEon |

AYES: 17 NOES: 2

Motion is therefore resolved in the affirmative.

Humane Felling Bill

A BILL TO

Implement administrative fines to combat inhumane felling of trees in pangea.

Be it enacted by the president of the federation 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. New fines for improper felling of trees

- a. Partially felled trees harvested for wood are left floating due to wood remnants preventing leaf decay (see image).
- b. Any player found to have left tree remnants due to incomplete removal of wood will be fined a WH\$100 administrative fee.
- c. Repeat offenders will be fined WH\$1000 or 1% total balance, whichever is higher.
- d. Private farms/areas shall be exempt.



2. Cleaning up

- a. Players who report the exact locations (coordinates) of an improperly felled tree, and subsequently remove said tree, shall receive a WH\$500 incentive, if the guilty player is identified and fined.
 - i. If the guilty individual is not found, players shall be awarded WH\$250.

3. Short title

- a. This act may be cited as the Humane Felling Act, 2018

4. Implementation

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

Questions without Notice

SilverWolv: Thank you Mr Speaker. I'd like to ask the government for an update on economic reform policy.

The PRIME MINISTER: Thank you for your inquiry. At the moment we're still working it. but alongside that, most of us are also working with school related things. i for one have just finished a 2.5k word research essay. so while we are still working on it, it isn't the top priority in our lives but I can assure you, it is the top in our parties' agenda.

Autobus22: Rather than asking a question, I'd like to provide an apology. My apology for missing the past 2 sessions. I could not move my other endeavors in both situations sadly.

Minebuilder1223: apology accepted.

SilverWolv: Thank you mr speaker. I'd like to thank the prime minister for his update on economic reform. I'd now like to turn my attention to the party that claims that they work 30 mins on it everyday. My question is to the leader of the opposition - what is his party's progress on economic reform?

Autobus22: As I've declared last time, we've been trying to get the entire party together to start finalizing the base of the bill, but attempts to schedule this repeatedly failed due to time zones. We hope to soon be able to do this, and I've switched to more aggressive planning methods. In an attempt to get this done. My apology for the delay caused by this, this was not something I could have foreseen. I need discussions with my party members from this point onwards. I'd also like to remind you, that the 30 minute claim comes from months ago, before the request for involvement from the government side. For this, multiple measures have to be taken in collaboration with all party members, which as noted has been a challenge, which we will tackle. We still plan to present the bill to the government before the next elections as promised last time.

Delfino88: Thank you, Mr. Speaker. I would like to ask autobus what does he mean with "aggressive planning"?

Autobus22: So far we've used formal and informal asking for times and dates available and attempted to gather at the same time a few times resulting in one party being absent every time out of our members by unpredicted reasons. we will now start using a full planning roster due to the urgency.

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Delfino88: Thank you for your reply.

y0urs_Tru1y: As you know, i've been "working" on the statutes. as of now, I have completed 2 more sections, namely survival and sandbox. however, progress has been stalled again due to increasing workload of university. due to the length of these 2 sections, i did not intend to present them until at least 1 more part was complete. would the house be interested in being presented with these 2 parts 1st? or wait until another segment is complete? Also i would, like to ask SilverWolv to help write the damned thing before he disappears. also. auto. don't forget. this entire thing is your damned fault.

Autobus22: I'd personally appreciate the full story but with a delay, this tends to be clearer and easier to handle from my experiences in parliament and the public transportation advisory board, but I'd have no strong objection to being presented now if the government side of parliament would wish this to happen.

SilverWolv: Thank you mr speaker. I believe what he meant is that the statutes exist because of auto

y0urs_Tru1y: Yes. because someone complained about the rules to being not clear.

autobus22: I'd like to remind that statutes was the solution to that problem provided by the server staff. And that though I support this solution, I did not suggest it.

y0urs_Tru1y: a problem caused by you*

Motion

Minebuilder1223 To move that this house discusses the possibility of extending diplomatic ties to the International Association of Minecraft Architects.

Minebuilder1223: I beg to move that this house discusses the possibility of extending diplomatic ties to the International Association of Minecraft Architects. This organization has very similar values and aspirations to this server which include the expression of architecture and building through the medium of minecraft. This diplomatic agreement would simply include recognition of each other's existence and endorsing one another based on kindred interests. I hope this house shall agree on the importance of making allies on a wider stage to embrace the exciting new chapter that is ahead of us.

SilverWolv: Thank you mr speaker. I do not see a point in such an agreement, neither do I see a point in having us take a public stance on a volatile situation that exists outside of our

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concern. I am very sure many here know of the existing feud going on between the IAMA and the Minecraft Nations alliance. Having WolvHaven take a stance and publicly side one only opens the door for us to be sucked into unnecessary drama. I do not have the time to deal with said drama, I do not want to deal with said drama, neither do I want to focus our resources to deal with said drama. There is no point in having diplomatic agreements when all it does is just to "appreciate" each other's existence. We are already doing that. WolvHaven does not need to meddle with the politics of others. Neither does it want the politics of others to meddle with ours. It's neutral stance is of utmost importance in order to ensure peace for us and our neighbors. For that, I will also remind the government that the exco of WolvHaven has the final say when it comes to diplomatic relations.

Tony515: We already sometimes have drama that is within WolvHaven itself. To publicly draw ourselves into a much larger swarm of drama won't mean any good to us. These so-called "alliances" aren't for any useful purpose to us. As a result I think that we should just deal with our own business. Not others.

Minebuilder1223: Thank you Mr Speaker. I find the isolationist sentiment in this chamber concerning. Members would rather squabble all day about the drama in this server and decide that it is the excuse to not reach out and look forward. We will not move forward if we do not look outside the box. I understand that members would rather just have everything the way it is. But I certainly hope it is not this way years in the future. Why is it that we can only find fault in progression? Maybe the IAMA isn't the best choice to reach out to. But there are numerous other organisations that thrive on creativity and ambition. I believe if we reach out, we can develop our own expertise whilst extending our ideals to other organisations. We simply shouldn't cower inside our shells because the big wide world is bad, we need to reach out and find servers with kindred interests so that we can develop our knowledge and expertise together.

SilverWolv: Thank you mr speaker, what I find even more concerning is the reckless idea of simply forming an alliance. The minister for infrastructure told me that him "and his fellow ministers" were looking into it. Who are these fellow ministers? I would be even more convinced if the minister for foreign affairs told me this himself but he is nowhere to be seen here. Has this government considered the potential conflicts with other organisations or entities that we will have if we publicly take a stance? I highly doubt so. Not only that, making such reckless decisions not only puts us in the risk of drama, it also is of concern to our security. Compromising our security is definitely not in the best interests of WolvHaveners. One should agree that being together brings forth innovation and whatever that has been mentioned. But one should also consider giving it time to ensure that this move will not be one that bites us back in the future. I've seen the appealing behavior on twitter. Threats of war. Cries of "fuck you", and harsh criticism that many here would deem rather rude. I'm not saying criticism and

feedback is bad, but the way it is delivered is also important in order to ensure that drama does not ensue. In addition, given how much we have on our hands now, lets not just jump into something that would cause a rift in our community or disrupt our social fabric that we are lucky enough to have today for a server of this size. If the government believes that this is a good way forward, then I would ask for a green paper to be prepared with an analysis on the potential risks we may have and have it endorsed by whoever that endorses it. I find it rather ludicrous that even the minister for foreign affairs isn't presenting this, and I bet he isn't even aware of this.

Tony515: Thank you Mr Speaker. To add on to what SilverWolv has said, we all have to take into account that every "alliance" we join is one that we have to tangle into and have business in it and we're forced to have a certain image that we might not wish to have. I believe that it is best to isolate ourselves from becoming more public and placing our own stances to maintain what we already have today and let ourselves independently maintain our own structure.

y0urs_Truly: I believe it is not necessary to repeat that which has already been said.

SilverWolv: Thank you mr speaker. I would like to correct myself. Not forming of alliance but rather diplomatic relations

Minebuilder1223: Thank you mr speaker. That is not the only incorrect detail that SilverWolv insisted in his speech. The minister for foreign affairs is in fact fully aware of this proposal. As for him borderline accusing us of incompetence, we had no intention whatsoever of going gung-ho into these relations. We are not blind. We would seek approval from the general populace of WolvHaven, as well as fully deliberating on the proposal. We simply wanted to hear the opinions of parliament first before fully going ahead to preparation. After this session, I am beginning to question the right of ExCo members to having a place in this chamber entirely. I request that the SilverWolv quit making false accusations and implying incompetence by this government, which is not true at all

SilverWolv: Thank you Mr Speaker. Nobody here is accusing your government of being incompetent. Nobody here is falsely accusing your government. If you want to question the right of ExCo members to be in the chamber and part of this discussion, then I myself question your right to govern. This isn't the first time this government had threatened to go against the final orders and/or wishes of the president. "Or if we just defy your orders" This has been mentioned to the president several times. I'd like to question if this government really does have the best interests of WolvHaveners at heart--

Minebuilder1223: I would question the same to you SilverWolv.

SilverWolv: If a government is to go unchecked then I truly wonder what is going to happen to this server. Sure this government may have a point if everyone on this server paid a fee and contributed to its hosting. But no. The president fully funding this server. And I'd appreciate it if I was not interrupted. If the government wants to gather opinions, I'd suggest it gives a formal proposal on this kind of thing. Not some floating of test balloons to see if the public is interested without even disclosing the full details and possibly spreading misinformation. I will make it very clear and remind that WolvHaven's government and politics was set up to tackle local issues. Not to dilly dally and find a way to "appreciate" some other entity. The time spent on that could have been spent on economic reform instead. So TLDR; come up with a green paper and convince me you're competent.

The DEPUTY SPEAKER (_AngelKevin_) took the chair at 16 08.

minebuilder1223: So you are accusing us of incompetence?

SilverWolv: Because given the messages and language used so far I question the government's competence on this issue. And no - it is an opinion. Nobody here has said "this government is incompetent". Nobody has said you were definitely 100% incompetent. Let's clear that up. The president's role is to decide on what would be best for us. And I will not hesitate to call people out - both on government and opposition when I think things are not right.

BlueEon: As a citizen of wolvhaven, i believe that we should not hurry to international relations. I believe the government and SilverWolv should calm down, as for opposition, there is none left.

Motion

SilverWolv To move that this house discusses the possibility of reform to parliament

SilverWolv: Thank you Mr Speaker. On the issue of parliament, I would like to propose some changes to parliament. As we have seen throughout the past few elections, several parties have dropped out of the races because of things such as inability to attend. Therefore, I would like to propose to the house the idea of moving parliament into discord. This will open up parliament for more members of WolvHaven and prospective MPs to participate in our democratic process. We will no longer have to restrict or neglect a certain part of our community just because parliament isn't in the best timing for them. We shouldn't close out ideas because of such a thing that nobody can change unless they decide to move their house physically in real life to another country or city. As such. I am thinking of having a text channel for debate on each bill. The text channel will remain for 4 weeks for everyone to debate and discuss on the bill. After which, the speaker can call for votes through emojis that can last 24 hours. WolvHaven faces a

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maturing population with more real life commitments, and making parliament more accessible to all is definitely a way forward for WolvHaven. Therefore, I'd like the house to consider the idea.

y0urs_Tr1y: I don't think we should completely remove in-game parliament sessions. Such has been ingrained into WH culture and I think it would be a shame to lose it. Perhaps we can consider some form of a middle ground.

Autobus22: The main positive of the current system, is that people are directly accountable to each other to answer each other to fix issues. I feel as though, even though there are certainly upsides to such a system in discord, it's very important this kind of accountability stays. Meaning, if at all, I'd really only support a hybrid version, like Tru1y is suggesting, but then the hybrid does have to require all bills to go through an at least well-filled parliament session.

SilverWolv: Thank you Mr Speaker. I welcome the suggestions put forth and will most certainly be thinking of a way to include in-game sessions as well. I agree on the point Auto has made about accountability. And with that I would like to say that questions without notice can and should stay as a live parliament session. I thank the house for their opinions put forward to that as well and I shall be putting forth a proposal and eventually maybe a bill to see this through. My inbox is always open to discuss this matter.

Minebuilder1223: Thank you Mr Speaker. Over the 2 and a half years I have been on this server, parliament has been one of the only constants that I have always been involved in and enjoyed. I have been actively debating and arguing, enjoying and rejoicing for years in all 3 chambers that have come and gone. Some have been my highlights of being on this server. To see this age-old tradition that is unique to only us disappear would be a heartfelt loss. Therefore, I strongly believe in retaining this tradition. While still keeping the doors open to reform. Changing everything in one quick swipe would possibly be a death sentence to the success of parliament. Therefore I hope that is respected in any proposals made in the future.

y0urs_Tr1y: I think BlueEon and Delfino88 have something they want to bring to the table.

Motion

BlueEon & Delfino88 To move that this house discusses citizens need access to more /homes because it makes Gardellian travel way easier

BlueEon: Well, this was supposed to be a completely different motion. Basically, we believe citizens need access to more /homes because it makes Gardellia travel way easier. We all have friends far away from each other

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Delfino88: Thank you Mr. speaker. First of all, I believe that there's no need for a lot of homes, but just 1 or 2 more. This is because of the second Gardellian claim, that made some Citizens have 2 cities, and so 2 claims in Gardellia. That would bring the total of homes to 7, which could be 2/3 for Gardellia, 1 for Pangaea, 1 for 4H and 5H

Hinwapoon: Thank you Mr Speaker. I believe that the increase of homes was proposed by the honourable member opposite me and we made citizens have the maximum from 3 homes to 5 homes, even the citizen who proposed this motion made a bill to increase number of homes. I think that will be amended by the senate.

Autobus22: As the proposer of the sherlock homes bill, I'd like to point out a valid amount of homes were given to get back to owned locations. Such as a home or a business. 5 homes is more than enough to fulfill this role, and they are not intended to be used for such purposes as going to friends. There is an extensive and fast rail network in Gardellia and players with permission can create third party rail lines, including warp rail if there is consistent issues reaching an area. Therefore I shall give a negative response to this motion. This is not needed and relies on a motive outside of the purpose of homes.

The PRIME MINISTER: Thank you. I would like to congratulate the person proposing this on more or less agreeing with the fact I was going to make. That being Gardellia boasts a fast rail system that has had time and effort put into it. The rail system was always meant to be faster than flying. So, I ask you. Do you want to be responsible? Do you want to be the one who takes the hard work of dedicated architects? Do you want to be the one who defecates all over the rail system? Do you want to be the one who takes the hard work of all the architects, defecate on it, then throw it straight out the window? Because this is what you are proposing - the undoing of a lot of hard work of architects. Because your proposal is effectively taking the hard work of all the architects - our hard work and disregarding it. It may be hard for you to appreciate it since you have not contributed to it but let me tell you, hours of work went into just completing it. So I ask you again do you want to be the one whose name is associated with the undoing of the architect's work. Think about it before you propose such selfish motions again.

BlueEon: 1. This rail network is slower than elytra flying without tampering. 2. I am suggesting a way to connect to people without connection to mainline

Delfino88: Thank you Mr Speaker. I have to disagree about what Blue said. In my opinion, the purpose of homes is not to connect friends in Gardellia, because that can be done with party teleporting. But with the second claim, every Gardellia builder will have most likely two homes for Gardellia. So, there's really need for max+ 2 homes in Gardellia and all the transport work can be done by mainlines. Adding 1 home for Pangaea, 1 home for 4H and 1 home for 5h. That counts at 5.

The PRIME MINISTER: Blueeon, watch the arrow, this is my point that went straight over your head in my last call. You clearly do not understand what is going on do you. The rail network is meant to be faster than flying. That is why it exists. Use it. If you don't like travelling I have one solution for you - don't travel at all. And to delfino, I thank you. Thank you for bringing up a flaw in the teleport and party system. Rest assured we will amend that. So let me try and put it simply for you, Blueeon, architects work hard on railway. Railway exists. More than one /homes removes need for railway. Architect's work becomes trash. So think again this time, but use your brain. Do you really really want to undo the work of the architects? While it is true you weren't here for its opening, I believe the importance of the gard mainlines and the effort put into it has been made quite clear to you. So Delfino and Blueeon, what you are proposing is purely selfish and unwarranted. Think again before making such suggestions that disregard the work of a lot of members present tonight and to the member in the christmas cloak, please know what you are hear hearing to. you're only making yourself look foolish.

y0urs_Truly: Would anyone care to explain why a citizen would require a home in 5H when it isn't even open yet... also, lets do some quick maths. 1 home for PG + 1 for 4H home + 1 for 4H business + 1 for GD 1st claim + 1 for GD 2nd claim =? I'm pretty sure that equals 5. Which so happens to exactly equal the number of homes available. So what exactly is the need for more?

BlueEon: Yes Mr Speaker. With a second thought I can see another suggestion. My suggestion to solve the faster speed of the trains is to speed the mainline up

The SPEAKER (hinwapoon) took the chair at 17 04.

AngelKevin: Thank you Mr Speaker. Thank you Mr Speaker. Let me question Blueeon. Who is the one who complains about server lags and low TPS? Let me enlighten you for a min. If we were to increase the speed of the mainline, ur chunks won't even load. Plus, flying with elytra, taking the mainline, is a way of transportation. Recently, NWGA has all the IC lines, you can use that too. There are just so many ways to travel and not to mention we never make you walk in survival to tire your ass out so why are you here whining?

The PRIME MINISTER: Let's build on what kevin has said. The mainlines are the long distance arteries. Then you have local lines like the IC lines in NWGA which is really not too different from real life. You don't generally see people just tapping something into their cell phone and disappearing into thin air do you now. The point is you should really stop being so selfish and take into account maybe just put up on it once and the reason there are places where no rail goes, as you just pm'd me, is because there is nothing there. Just fly there lah bloody fuck sial. Please, you're only so new here. Come here complain about this complain about that. Server tps, chunks not loading and now mainlines. I think it's time to take into account other people. Not

your own private server m'dude. I believe the house tonight has carefully served to you the reasons why your request is selfish. Now it's time to spoon it in to yourself and get it into your head. The reason you want to increase homes is a purely selfish reason.

BlueEon: There is nothing to say other than that the elytra is THE fastest method and you calling mainline faster is disregarding elytra + rockets.

SilverWolv: Thank you Mr Speaker. Did you know, that elytra + rockets actually lowers the server tps a lot more than a gardellia mainline? Sounds like a selfish mode of transport to me. If the member wants to complain so much about server tps and everything, I'd suggest he probably contribute towards the funding of this server.

Parliament adjourned at 17 18 .