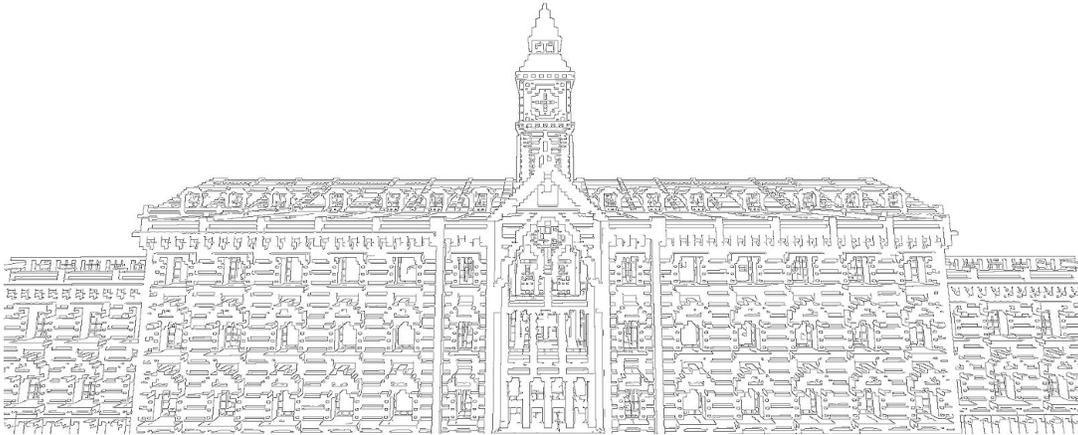




Parliament of
Woly Haven



House of Representatives

Hansard

Saturday, 25 May 2019

Session 4, Quarter 2 of 2019

Original report written by:
SilverWolv
hinwapoon
25 May 2019

Tenth Parliament

Elected Members of Parliament

Name of Member	Role (If Any)	Affiliated Party
Grass_Jelly		FWH
minebuilder1223	Speaker of the House	FWH
hinwapoon	Leader of the House Deputy Speaker of the House	FWH
_ezzo	Deputy Prime Minister Minister for Foreign Affairs	FWH
VincentLUMCFan		FWH
lebokbok	Minister for Infrastructure	FWH
TheLamborghini		FWH
mopsistudios	Prime Minister Minister for Home Affairs	CEN
sambrose	Chief Minister of Gardellia	CEN
quarxilon	Leader of the Opposition	NOD
MC_Dunc	Manager of Opposition Business	NOD
Mysticlorde		NOD
MachineMatster		NOD

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

Bills tabled

Bill Name Proposer	Bill No	Stage of Consideration	Outcome (Ayes/Noes)
Permanent Residency (Referendum) Bill mopsistudios	19203	Second Reading	Debate Adjourned
Gardellia Airport Regulation Bill mopsistudios	19204	Second Reading	Passed
AAIP Bill imperial_block	19205	First Reading	Debate Adjourned
Gardellia Abandoned Claims Bill SilverWolv	19206	First Reading	Debate Adjourned
Gardellia Alliances Bill SilverWolv	19207	First Reading	Debate Adjourned
Teleportation Permissions Reform Bill mopsistudios	19208	First Reading	Debate Adjourned

The **DEPUTY SPEAKER (Hinwapoon)** took the chair at 14 00, made an acknowledgement of country and read prayers.

19203

Permanent Residency (Referendum) Bill

Debate:

The PRIME MINISTER: Thank you, Mr. Speaker, I believe today can be a productive debate about the future of the permanent residency (PR) rank. I have nothing more to say right now.

SilverWolv: Thank you, Mr. Speaker, it seems like the community has weighed in with its opinions on the options for the said referendum in the pr-consultation channel. Unfortunately, it seems like the current options A, B, or C would not satisfy the general population's concerns. The demotion of existing citizens to the PR rank would be of extremely high maintenance unless a plugin for it can be found. Moreover, concerns over obtained qualifications that are only available to citizens when someone is demoted back to PR have been raised. I do not believe that we should deny PRs the right to apply to build in Gardellia and that Gardellia should remain as something "extra" that people wish to pursue instead.

The PRIME MINISTER: Thank you, Mr. Speaker, allowing PR to apply to build in Gardellia would require amending the original bill if I am correct? -- SilverWolv Interjecting

SilverWolv: Yes

The PRIME MINISTER: Or does my honorable friend have another suggestion?

SilverWolv: Thank you, Mr. Speaker, yes the bill would have to be amended as the wording for what would be included in the ballot for the referendum is stated within the bill itself. As the referendum will be held with preferential voting instead of first past the post, we can always include further options that give people more choice over what will happen with the citizenship rank in the future. As of now, I believe that a new option should be included to give PRs the same rights as citizens, excluding the right to speak/vote in parliament and vote in server general elections/referendums. To further add on, I can also recommend that the referendum be split into multiple questions with a question regarding the rights of PRs/Citizens and a further question on demotion/promotion criterium. This way we can ensure a more flexible referendum put in place to satisfy the majority of the population

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The PRIME MINISTER: Thank you, Mr. Speaker, Is my honorable friend suggesting we have questions on the referendum such as “Should PR be allowed to apply in Gardellia” with a yes or no option?

SilverWolv: Thank you, Mr. Speaker. Yes. That is what I am suggesting. We could have option A - a hard line with PRs being denied permissions to apply for Gardellia etc., option B - a softer approach without privileges to apply for things such as public housing, or option C a light approach where the fundamental idea of restricting voting rights is only enforced. By splitting the referendum into different questions, we will be able to determine an outcome that will be approved of by the majority of people here.

The PRIME MINISTER: Thank you, Mr. Speaker. I move that the debate for this bill be adjourned in order to allow for amendments to be made in line with my honorable friend's points

Question put to the House and agreed on

Permanent Residency (Referendum) Bill

A
B I L L
TO

To make provision for the holding of a referendum in WolvHaven on whether the Permanent Residency Rank should be introduced.

Be it enacted by the President of the Federal Republic 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. Definitions

- a. “PR Rank” refers to the Permanent Residency Rank.
- b. “PR” refers to a Permanent Resident.

2. Referendum

- a. A referendum is to be held on whether the Permanent Residency Act 2018 should be implemented.
 - i. The referendum will not be legally binding.
- b. The date of the referendum will be decided by a committee as per section 4.
- c. The question that is to appear on the ballot papers is “*Should WolvHaven introduce the Permanent Residency Rank and in what form?*”.
 - i. The 3 alternate answers to this question as will appear on the ballot papers are-
 1. “*OPTION A- Introduce the PR Rank whilst changing the criteria to allow for inactive citizens to be demoted to the PR rank, increase the maximum number of warnings for a PR to become Citizen to 1 warning and remove the need for an introductory letter / OPTION B- Introduce the PR rank without changes / OPTION C- Reject the PR rank*”.
- d. The referendum will be conducted using the Option Preferential Voting (OPV) method.

3. Entitlement to vote in the referendum

- a. Those entitled to vote in the referendum are the persons who, on the date of the referendum, would be entitled to vote as electors at a general election.

4. Referendum Committee

- a. A committee will be created to decide the date of the referendum, organise and prepare the referendum.
- b. The committee will consist of all elected Members of Parliament and all Senators.

- c. The committee is to be disbanded immediately after the date of the referendum.
- 5. Extent**
 - a. This act extends to the whole of WolvHaven.
- 6. Commencement**
 - a. All sections come into force on the day this act is passed.
- 7. Short Title**
 - a. This act may be cited as the Permanent Residency (Referendum) Act 2019.

19204

Gardellia Airport Regulation Bill

Debate:

The PRIME MINISTER: Thank you, Mr. Speaker. This bill has been enhanced between last session and today and I believe it can now achieve its objective better

SilverWolv: Thank you, Mr. Speaker, could the prime minister brief the house on what enhancements were made

The PRIME MINISTER: To summarize, a more stringent application process has been defined whereby potential airport owners must complete a sort of "checklist" in order to have their application then approved/denied. Additionally, a cooldown period has been implemented to stop players from submitting too many applications in a short timeframe and allow them to better prepare for their next application.

Question put to the House and agreed on

Motion is therefore resolved in the affirmative.

Gardellia Airport Regulation Bill

A
B I L L
TO

Put a stop to land wastage by airports in Gardellia.

Be it enacted by the President of the Federal Republic 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. Definitions

- a. “Airport”
 - i. An area of land which allows aircraft to operate (Take off, land, be maintained, stored and, loaded/unloaded) in that is used for any purpose
- b. “Aircraft”
 - i. An aeroplane, helicopter, or any other machine capable of flight
- c. Expansion project”
 - i. A plan which aims to increase the size or capacity of an airport
- d. “Enforcement Team”
 - i. A group of Staff Members assigned by the President to undertake enforcement in accordance with the act
- e. “Claim”
 - i. A claim within the Gardellia World
- f. “Public Consultation”assigned
 - i. A period of time where important documentation and details for the construction of the airport shall be made publically available for the resolution of any disputes and amendments if needed
- g. “Negative behaviour”
 - i. Behaviour that results in an official warning or ban
- h. “Moderation Panel”
 - i. A panel made up of staff assigned to review airport projects

2. New Application Process

- a. Individuals wishing to construct an airport shall submit an application to the enforcement team. This application shall contain:-
 - i. The location of the airport; and
 - ii. The claims it intends to serve; and
 - iii. Owners of the airport; and
 - iv. Project Managers; and

- v. An explanation as to why the application should be approved; and
 - vi. The airport's layout plan; and
 - vii. A construction plan detailing the construction and implementation phases with identifiable and achievable dates.
- b. A follow-up interview to verify the validity of the project may be conducted at the discretion of the Enforcement Team
 - c. Public consultation with a duration of 2 weeks may be held at the discretion of the enforcement team
 - d. A moderation panel shall convene to cross-review the project and determine its outcome at the discretion of the Enforcement Team
- 3. Airport projects shall be subject to progress checks and reviews**
- a. Airport projects may be subject to a review at the discretion of the Enforcement Team should the project:-
 - i. Enter a period of extended stagnancy without prior notice; or
 - ii. Fail to meet deadlines; or
 - iii. Deviate from the agreed plans; or
 - iv. Is causing significant damage to its surrounding environment; or
 - v. Be disputed as a result of its construction; or
 - vi. Cause negative behaviour among project members
 - b. The airport project team shall have the right to negotiate:-
 - i. Deadlines; and
 - ii. The airport plan; and
 - iii. Cancellation of the project
- 4. Project cancellation & application cooldown**
- a. An approved airport project may be cancelled at the discretion of the Enforcement Team after a review under the provisions provided under clause 3 of this act
 - b. Should an airport project be cancelled, the major contributors of the airport shall return the area to its original state prior to the commencement of the project within a period of two weeks
 - c. Project owners and members of cancelled airport projects shall be barred from applying for a new project for a period of three calendar months
- 5. Existing projects allowed to continue**
- a. Existing airport projects shall be allowed to continue only after the following have been submitted to the Enforcement Team:-
 - i. Project Managers; and
 - ii. An explanation as to why the application should be approved;

- b. Existing airport projects shall also be subject to reviews by the Enforcement Team provisioned under clause 3 of this act
 - c. If the town an airport belongs to is abandoned and reset, the airport will be reset as well unless it also serves another nearby city.
- 6. Short title**
- a. This bill may be cited as the Gardellia Airport Regulation Act, 2019
- 7. Implementation**
- a. This act will go into effect immediately after it receives approval from the president.

19205

AAIP proposal bill

Debate:

Imperial_Block: Thank you, Mr. Speaker. My bill was made to avoid that land gets wasted by cities with an inactive mayor. This is to give an owner to assets

The PRIME MINISTER: Thank you, Mr. Speaker. You know, I just don't understand this bill. It goes to lengths to define some terms but then doesn't define others which should probably be defined as well. Additionally, I am not sure what the member is trying to achieve here is this an alternative to the abandoned claims act? -- Imperial_Block interjecting

Imperial_Block: Not at all

The PRIME MINISTER: Some clauses are already dealt with under said act. Sorry, most. So I don't know how this will work taking into account the abandoned claims act

VincentLUMCFan: Thank you, Mr. Speaker. I'm afraid that I could just read through the whole bill in 30 secs and do not understand anything sorry but this bill requires lots of loopholes to be fixed if this is to be continued. Also, I am utterly confused whether only one building out of the entire town should be "disowned". Doesn't that defeat the purpose of claiming a station? Plus not many builders decide to build in an area, not near a station at all

SilverWolv: Thank you, Mr. Speaker. I believe what this bill is trying to achieve is to allow players to define a player who shall take over all of the assets he/she owns within the server should the individual become inactive and that the assets be, immediately, without delay, automatically transferred to the inheritor the moment the player is deemed inactive. Instead of having a written notice/agreement to staff to transfer such assets. However, I would like to point out that players can already do this. They ultimately decide what happens to their own assets and tell staff who should process it. So I do not think this bill is required at all. What we can do instead is probably have better public communication to notify people of such a possibility.

Mirai50: I would like to ask Silverwolv for a question on staff workload regarding the bill. Would staff searching for claims deemed abandoned take time? Would that add to staff burden significantly? Since staff can be busy with in-real-life stuff, like exams and work

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SilverWolv: Thank you, Mr. Speaker. First off I would like to thank the member for his question and sparing a thought for the workload on members of staff. Our server staff does a fantastic job in ensuring the server remains in operable condition and that WH wouldn't be WH without them. I cannot thank them enough for their hard work. Such assets, for example, can be listed in a written notice to staff. as for survival-related assets etc. there is a command to unlock all items that were previously locked by a player if that is what he/she desires. For Gardellia on the other hand, this inheritance scheme can be set out in the claim's local policy for the institution of a caretaker in the event the owner of the claim should go missing. Of course, this will only be possible if it is made known to staff.

The PRIME MINISTER: Thank you, Mr. Speaker. Under the claim registry (yet to be fully enacted) a section could be added regarding who should be given inactive assets (should you go inactive) as an easy way to notify staff.

Quarxilon: Thank you. Has anyone mentioned the possibility of a deputy mayor policy or something similar? For automatic inheritance

The PRIME MINISTER: Thank you, Mr. Speaker. Under clause 2.a of this bill, a deputy owner is mentioned. But I do not believe it is mentioned how to report a deputy owner, which could be dealt with by adding a definition.

SilverWolv: Thank you, Mr. Speaker. I believe that for gardellia claims, the upcoming gardellia abandoned claims bill which I will be tabling can be amended to include a clause that states priority for abandoned claims shall go to the deputy mayor if defined and we would therefore not require this bill.

CM_Raiders: Thank you, Mr. Speaker. In the event that there is no deputy mayor, would it be possible that the allocation of these abandoned claims go to the alliance members that the claim is apart of?

The PRIME MINISTER: Thank you, Mr. Speaker. I don't think alliances should be allowed to own towns, as this would mean there is no one person behind it taking full responsibility for what happens additionally I would see a loophole in that alliances could control a large chunk of land by getting members to abandon their claims and then repeating the process

AAIP proposal bill

A

B I L L

TO

Regulate inactive assets' administration in Gardellia.

Be it enacted by the President of the Federal Republic 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. Definitions

- a. Inactive player: Any player which is inactive for at least 3 months or permanently banned without appealing in the next 6 months or with a rejected appeal.
- b. Inactive asset: Any town, property or piece of land owned by an inactive player.
- c. FCFS: Abbreviation of First come, first serve.

2. Rule changes

- a. Any inactive asset will be inherited to, if present, the deputy owner, or otherwise, if there is not a DO or he is inactive, the asset will become unclaimed. Staff will add one or multiple signs stating that the asset is unclaimed and ready to be transferred in a FCFS way. This protocol will be defined as AAIP (Automatic Asset Inheritance Protocol).
- b. Staff is responsible to find inactive assets and apply the AAIP on them.

3. Short Title

- a. This bill may be cited as the Gardellia AAIP Introduction Bill, 2019

4. Implementation

- a. All Sections come into force 1 month after this act is passed.

19206

Gardellia Abandoned Claims Bill

Debate:

SilverWolv: Thank you, Mr. Speaker. The Gardellia Abandoned Claims Act, 2018 has ensured that Gardellia's resources and space are best utilized to ensure that there is always the opportunity for new developments through the removal of inactive players' claims or claims that have completely stopped developing.

BlueTheGiantNoob's bill calling for more stringent criteria on abandoned claims, tabled on 13 April was withdrawn due to poor formatting and to much disappointment of me and several other colleagues, no attempt was made by the member to fix it. Hence, I am tabling a new bill that seeks to replace the original Gardellia Abandoned Claims Act that takes into consideration several points many other members have brought up during the debate for the member Blue's original bill.

This new bill will reduce the amount of time needed for a claim to be considered abandoned and at the same time and encourage further development within the Gardellia world by allowing adopted claims to be excluded from one's claim limit count.

It will also protect members who "sporadically" make developments to their Gardellia Claim while taking a no-nonsense approach to people who continuously try to hog a claim which they very well know that they have no intention to continue developing at the same time. Thank you. And thank you for tolerating my yellow wall of text. I make a good autobus22.

Gardellia Abandoned Claims Bill

A
B I L L
TO

Regulate abandoned claims within Gardellia to ensure the region's space and resources are being efficiently used

Be it enacted by the President of the Federal Republic 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. Definitions

- a. "Claim" refers to a Claim within the Gardellia World
 - b. "Claimant" refers to the individual who has ownership of the claim
 - c. "Enforcement Team" refers to the group of Staff Members assigned by the President to undertake the enforcement o
 - d. "Development" refers to the construction of new f this act
 - e. "Development" refers to the construction or modification of structures within the Gardellia Claim's limits
 - f. "Citizens" refers to the collective term used to group players with the rank Citizen or above.
 - g. "Executive Council" refers to the WolvHaven Executive Council
 - h. "Build rights" refers to the ability to build in the Gardellia world; obtained through the passing of the Gardellia build qualification test
 - i. "Mail" refers to a message sent using the /mail command within the server
 - j. "Notification tower" refers to a tower made out of sea lanterns that measure one meter by one meter, extending from the ground up till the world height limit
- 2. "Gazette" refers to an official publication on the WolvHaven website**

Repeal Abandoned Claims Act, 2018

- a. The Gardellia Abandoned Claims Act, 2018 shall be repealed.

3. Abandoned Claims Criteria

- a. A claim shall be considered to be abandoned if:-
 - i. The claimant has not been on the server for three calendar months; or
 - ii. No developmento development has been made to the claim for six calendar months; or
 - iii. The claimant has indicated no interest in retaining the claim; or

- iv. The enforcement team has deemed that the claim is abandoned; where
- v. The claimant has been notified under the provisions provided in clause 7 of this act and has not explicitly indicated their intention to retain ownership of the claim.
- b. A reduced criteria may be applied at the discretion of the Enforcement Team on claims where the claimant has been notified under the provisions provided in clause 7 and explicitly indicated their intention to retain the claim
 - i. The claim shall henceforth be considered abandoned if:-
 - 1. The claimant has not been on the server for one calendar month; or
 - 2. No development has been made to the claim after one calendar month
 - ii. A claim deemed abandoned under the reduced criteria shall not be entitled to a further review, and the provisions under clause 6 shall apply

4. Exemptions

- a. The claimant shall inform the Enforcement Team their request for their claim to be exempt from Clause 3 of this act with reasoning, for exemption.
- b. The enforcement team shall have the final decision on granting exemptions to claims

5. Preservation status

- a. The Enforcement Team shall be given the authority to award preservation status to claims should the claim:-
 - i. Have a radius of more than 250m from the true center of the claim; or
 - ii. Have qualities or aspects that are of value or interest to Citizens; or
 - iii. Had been previously awarded the “Public Domain Settlements” status under the Gardellia Abandoned Claims Act, 2018
- b. Claims with preservation status shall have their ownership transferred to the Executive Council where the claim would be deemed abandoned under the provisions of clause 3 of this act
- c. The Executive Council shall have the authority to relinquish the preservation status from claims; after which the claim shall be subjected to the provisions of clause 6 of this act

6. Options for abandoned claims

- a. Claims that have been deemed abandoned under the provisions of clause 3 of this act shall, at the discretion of the Enforcement Team, be:-
 - i. Adopted where the qualification ownership transferred to another Citizen with build rights; or

- ii. Returned to its natural state through the use of regeneration; or
- iii. Have action delayed until further notice
- b. Claims that were adopted shall not be considered under the claim limits the new claimant is entitled to

7. Right to be notified

- a. Claimants shall have a right to be notified prior to their claim being deemed abandoned by the Enforcement Team at least one calendar month prior to the day where the claim shall be deemed abandoned
- b. The Enforcement Team shall use the following methods to notify the claimant:-
 - i. Mail; and
 - ii. A notification tower located at a prominent location within the claim, and;
 - iii. Discord mention or Direct Message, if possible
- c. The Enforcement Team shall also publish a list of claims that are due to be deemed as abandoned in a Gazette to be published by the end of the Administrative Day of every month.

8. Short Title

- a. This act may be cited as the Gardellia Abandoned Claims Act, 2019

9. Implementation

- a. This act shall go into effect immediately after it receives approval from the President

19207

Gardellia Alliance Regulation Bill

Debate:

SilverWolv: Thank you, Mr. Speaker. Prepare your eyes. Gardellia has been one of the greatest things which has happened to WolvHaven throughout its over five years of history. Over time, people have collaborated, worked on projects together and forged new friendships and relationships.

One such development is the emergence of Alliances within the Gardellia world. While intended to encourage collaboration and develop bonds among members, Gardellian alliances have also been the cause of many of the major disputes and negative drama within the community.

I refer the house to the scuffle within the North Western Gardellia Alliance in 2018 – a dispute which had effects that impacted everyone, server wide. While we are still recovering from this dispute, it is important that we prevent another similar issue from happening again. Hence, this bill seeks to formalize Gardellian Alliances in order to ensure that they are run fairly and continue to encourage collaboration between members.

I understand that some may not agree on some points of this bill and that it would impact many Gardellians. Thus, I would like to form a select committee to look into Gardellian Alliances and to obtain feedback from Gardellians and Alliance leaders alike to ensure we get it right. I'd also like to extend an invitation to any member who would be interested in participating in such a committee. Thank you.

The PRIME MINISTER: Thank you, Mr. Speaker. I do not believe we should give all alliances the privilege of 4. Also, 2.b "Alliances that fail to meet the criteria provisioned in this clause cease to exist" How do you make an alliance cease to exist. How does this member propose we oversee this?

SilverWolv: Thank you, Mr. Speaker! I'm about to spill a little tea. For clause 2b, it simply means that it will no longer be official and that the alliance shall not receive any privileges that alliances should have. Now to respond to the right honorable gentleman's argument that clause 4 regarding the privileges of inter-claim infrastructure benefits should not be included.

Westphalia to date, which I am very sure the member is a part of, had enjoyed such privileges under a standing agreement between staff since 2018. If we were to be fair then, should we

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withdraw said privileges from the Westphalia region instead? Because the NWGA today still has to apply through staff to build intercity infrastructure. It just isn't fair.

The PRIME MINISTER: Thank you, Mr. Speaker. My earlier statement was made in regards to quality purposes. If prospective plans do not require approval. How can we ensure that these comply with our road and rail regulations? Additionally, I believe if an alliance is abusing this, eg building 500 metros. this privilege should be able to be taken away from the alliances that abused it.

VincentLUMCFan: Thank you, Mr. Speaker. I do agree with Clause 4. However, in the unlikely event of an alliance to be "disbanded". I think there should be some amendments to the current bill like giving an option for the former alliance members who are affected to 1. either have the infrastructure rolled back or 2. to fix the loophole by developing the surrounding area which would satisfy the original 300 block radius or other options.

SilverWolv: Thank you, Mr. Speaker. Well to respond to the right honorable gentleman. The Gardellia general rules and regulations have already stated that roads and rail infrastructure should be realistic. If alliances build such infrastructure that does not adhere to standards, the individuals who are responsible for such infrastructure should be penalized. I do agree, however, that an amendment could be made to give the enforcement team the power to retract such privileges should there be abuse to construct 500 metro lines. such an alliance would probably be called the "railtarded" alliance.

Gardellia Alliance Regulation Bill

A
B I L L
TO

Introduce regulations for Alliances within the Gardellia to ensure fairness and to give Alliances more powers to make decisions within their jurisdiction.

Be enacted by the President of the Federal Republic 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. Definitions

- a. “Alliance” refers to the organisation formed for mutual benefit between multiple claims
- b. “Claim” refers to a Claim within the Gardellia World
- c. “Claimant” refers to the individual who has ownership of the claim
- d. “Enforcement Team” refers to the group of Staff Members assigned by the President to undertake the enforcement of this act
- e. “Authority” refers to the organisation, individual or group of individuals within the alliance given the power to make decisions within the alliance’s jurisdiction as agreed upon by the alliance
- f. “Citizens” refers to the collective term used to group players with the rank Citizen or above.
- g. “Executive Council” refers to the WolvHaven Executive Council

2. Criteria to form an alliance

- a. Alliances shall have:-
 - i. A constitution in accordance with the provisions under clause 3 of this act; and
 - ii. No less than three member claims; where
 - iii. All member claims are owned by different individuals
- b. Alliances that fail to meet the criteria provisioned in this clause cease to exist

3. Alliances to have constitutions

- a. Alliances shall create a constitution outlining the way in which the alliance shall be run. The constitution shall define:-
 - i. Acceptance criteria for membership in the alliance; and
 - ii. Expulsion criteria for the relinquishment of membership in the alliance; and

- iii. Member types, and any of the corresponding powers which each member type may have, if any; and
 - iv. Authorities, and any of the corresponding powers which each authority may have, if any; and
 - v. Conditions under which the constitution may be amended; and
 - vi. Other policies under which the alliance shall operate in accordance with
- b. The constitution shall not breach WolvHaven Federal and Gardellian State laws

4. Interclaim benefits for alliances

- a. The alliance shall be given the authorisation to plan, construct and build between their claims without approval from Staff:-
- i. Railways where the shortest distance between member claim borders shall not exceed 500 meters; and
 - ii. Roads where the shortest distance between member claim borders shall not exceed 500 meters; where
 - iii. The route of the road or railway shall not be disadvantageous to surrounding claims which are not members

5. Disputes

- a. Alliances shall resolve internal disputes in a lawful manner in accordance with:-
- i. The constitution of the alliance under the provisions of clause 3 of this act; and
 - ii. WolvHaven Federal Law; and
 - iii. Gardellian State Law
- b. Members or former members of alliances who wish to contest the outcome of the dispute may contact the Enforcement Team for further review
- i. The decision of the Enforcement Team shall override the decision of the Alliance
- c. Members or former members who wish to contest the outcome of the Enforcement Team may contact the Executive Council for further review
- i. The decision of the Executive council shall override the decision of both the Enforcement Team and the Alliance

6. Registration & recognition of alliance

- a. Prospective alliances shall register for official recognition to the Enforcement Team with:-
- i. List of members; and
 - ii. Alliance constitution in accordance with the provisions under clause 3 of this act; and
 - iii. Supporting documentation, if any
- b. The Enforcement Team shall reach out to all members in the prospective alliance to confirm their intention to form an alliance

- c. Alliances shall only be given benefits provisioned in clause 4 of this act upon confirmation by the Enforcement Team that the alliance has been officially recognised
- 7. Short title**
 - a. This act may be cited as the Gardellia Alliances Act, 2019
- 8. Implementation**
 - a. This act shall go into effect immediately upon approval from the President

19208

Teleportation Permissions Reform Bill

Debate:

The PRIME MINISTER: Thank you, Mr. Speaker. This government believes it is about time that citizens should be allowed to teleport to each other citizens can work on projects together in the gardellia world and allowing players to teleport to each other would encourage more collaboration.

SilverWolv: Thank you, Mr. Speaker. I do have a concern with the revoking of the tpahere command for architects and engineers. Also, a fee of \$5 seems rather nominal. It appears that architects and engineers will also not be exempt from this charge. Could the prime minister explain to the House why this is so?

The PRIME MINISTER: Thank you, Mr. Speaker. The tpahere command will be revoked because, as stated in the parliament channel, there could be possible disputes about how should run the command in order not to get charged. Additionally, what fee does the member suggest, and why should architects be exempt from the tax?

SilverWolv: Thank you, Mr. Speaker. I believe that having no exemption from said charge for architects and engineers devalues the ranks itself. In addition, if 2 people can't agree on who should run the command, then don't teleport. But anyways, architects and engineers' income is primarily from the base income of \$25 every 30 minutes of online time, capped at \$200 a day. As many have pointed out previously, the creative population is already disadvantaged in income as they do not have the jobs plugin to further supply any additional income. Would the non-exemption from said tax/charge further exacerbate this problem?

The PRIME MINISTER: I believe not. Wouldn't exempting a large chunk of players from a tax contribute to the problem. Additionally, I could see many people applying to these ranks for the sole purpose of not being taxed.

Imperial_block: For the tpa and tpahere fees, I propose \$1 for both of them to every citizen, independently from their qualifications. VIPs, Architects, Engineers, and Staff will be charged with this tax.

BlueTheGiantNoob: Thank you, Mr. Speaker. First of all, I would like to ask the honorable member if he has read the bill. The reason staff are not to be charged is because it should not

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cost staff money to help people. Also, why should architects be exempt from the charge? they should not. Architect is a rank merely to grant access to build in the city and to acknowledge building skill it is not to come with financial subsidization. architects are legally the same as citizens. they should also be financially the same as citizens.

VincentLUMCFan: Thank you, Mr. Speaker. I would suggest a tp fee of around 15 to 30 with a discount for VIPs and donors either to be calculated by a percentage which an amendment shall be requested or by capping with a fixed amount as to address about whether architects shall be exempted or not.

How about we do a subsidy system which simulates an in real life tax exemption collection where every month an architect or engineer is entitled to claim a certain amount of exemption depending on their contribution. If the majority of their tp is for personal use then it may not be claimable. How about asking the architects and engineers themselves for suggestions for opinions on their tp exemption?

y0urs_Tr1y: tpa would be akin to taking a taxi, and the cost of such a service should reflect that comparison. As such, the cost of tpa should be significantly higher than that of public transport. I'm told that the current maximum fare for public transport is 4.5. thus the cost of tpa should be at a minimum 10x greater at least \$45.

\$45 is not a nice number so we should round it up to 50. Boo some more, I make it 100x. Anyways, persons who require the use of tpa to carry out their duties, such as staff and possibly architects and engineers would be able to claim travel expenses and thus to save time, instead of applying for their employer to reimburse them, we will make the system not charge them at all.

The DEPUTY SPEAKER: Order. No booing in the chamber.

SilverWolv: Thank you, Mr. Speaker, I agree with the points the member has just made. Gardellian rail infrastructure exists for a reason. Moreover, it is free, use it! As for architects and engineers, they contribute to the construction of public infrastructure. General people who casually build their own stuff in gardellia, do not. Hence, it is of my belief that architects and engineers should be exempted from this tax or charge or at the very least, entitled to a subsidy where the cost of teleportation can be claimed for use when working on public infra projects.

I say to the gentleman who continues to boo, you do not build gardellia mainline infrastructure, you do not build in 5h, you do not upgrade platform screen door circuits in 4H, you absolutely do not contribute to projects that benefit the community as a whole and that is why the people who actually contribute should be entitled to a subsidy or exemption and not you.

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I do agree though, that 10x is a bit extreme. We could base it on the current base income implementation and charge it at \$25, so people would be limited to 1 tpa every 30 mins or go bankrupt.

The PRIME MINISTER: what percentage of tpa sent by architects or engineers are used to build server infrastructure do you reckon? Maybe 5%? A system whereby architects could claim back tpa fees would be so difficult to implement and bring unnecessary work to staff

Ohuehue: Thank you, Mr. Speaker. I believe that it is fair for engineers and architects to be waived off. Yes i will admit we do not use tpa for like server contributions probably 80% of the time but then again whatever you see in 5H - this chamber, the whole city was erected by countless hours of architects and it does not seem as easy as you think maybe we have some unappreciative members booing but remember the fact that the chamber you are here to "boo" in is actually our contributions.

y0urs_Truly: First, it was previously suggested that the cost be made \$25 as that would match the income of players every 30 minutes. Keep in mind this ignores any and all supplemental income. A cost of \$50 would mean 1 tpa per hour which seems completely fair and reasonable for someone sitting still doing nothing.

Second, to the members who see fit to keep booing. instead of being selfish **** who complain about the cost penalizing regular citizens it is meant as a benefit to those who actually contribute. In academics, do you expect to be rewarded if your performance is abysmal? Do you expect to get a scholarship if you cannot make the cut? -- BlueTheGiantNoob interjecting

BlueTheGiantNoob: This debate has turned into bullshit, I am not interested anymore, I am leaving this here and now

The DEPUTY SPEAKER: y0 please resume your seat

SilverWolv: Point of order, Mr. Speaker. I move that the member blue be no longer heard for the rest of this sitting. He has displayed abhorrent behavior and this cannot be tolerated.

The DEPUTY SPEAKER: Ohuehue

Ohuehue: So to answer any member's question if ur thinking what blue was thinking, of course, you may think that you are getting prejudiced against your shortcomings. But then again, what about the people who actually worked hard to improve themselves?

For example Delfino. He used to be very bad at building now he is an architect just like TheLamborghini. You have examples in front of your very eyes so if you are thinking u fall short, think again if you really are or you just don't bother to improve or pull yourself up

The DEPUTY SPEAKER: About the point of order SilverWolv made, the question is does the house agree that blue should no longer be heard

Question put to house and agreed on

The DEPUTY SPEAKER: the member stated is not allowed to speak until this session adjourns. Imperial.

Imperial_Block: I think that the tpa or tpahere fees of \$50 are too high. \$10 is enough. Free tpa or tpahere for architects engineers? I think that it is a too overpowering perk. Staff would still tpa or tpahere for free, while all non-staff, including donors, VIPs, arcitects and engineers will pay the \$10 fee. I say also donors and VIPs because both of them are rare ranks, and so that would be unfair. We have also to count that, as per Wolvhaven Statutes II/A/2.1-2.3, these nonstaff "badges" are equivalent to citizen.

The DEPUTY SPEAKER: Please resume your seat. Firstly lets press F to pay respect to PM's spacebar. The Prime Minister has the call.

The PRIME MINISTER: The point I am perceiving from multiple members is this: Architects shall be exempt from taxes due to past contributions. Also, can I make an amendment? I want to change the charge to 25\$ as suggested

The DEPUTY SPEAKER: send to the speaker after this session

The PRIME MINISTER: I am still against the fact that architects and engineers shall be exempt I don't understand why past contributions counts as a sort of "tax credit/exemption". Additionally, my point made earlier about players applying for the rank just to not get taxed has still not been resolved

Mirai50: I would like to suggest \$25 as a compromise and middle ground between those who want teleporting cheap and those who want teleporting expensive. Also, if teleporting is implemented It would probably kill the buses. The buses would be obsolete unless the prices are lowered in conjunction with the teleporting implementation if implemented

y0urs_Tr1y: To those calling for lowered prices the phrase "I think" has been thrown around a lot, without any supporting reasons. So, why should we do as you say? no idea, because you

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have failed to provide any supporting reasons. Furthermore, if you so vehemently object to the cost of tpa we can of course, just maintain the current status quo and not have tpa at all. I'm certain that regardless of the cost even if \$500 per tpa you would still use it.

SilverWolv: Thank you, Mr. Speaker. I would just like to point out here that the intention of this bill is to encourage collaboration. Yes, we should charge people a fee for usage of the command. \$25 which I suggested may seem like much, and I also agree on that point. If we price it too high, the point of encouraging collaboration becomes diminished.

I believe further investigation on this can be done and reported back to parliament. But as of now, I personally believe that a range of 15 to 20 dollars would still be reasonable.

CM_Raiders: Thank you, Mr. Speaker. I agree with the price range that the previous gentleman has suggested. But if you were to be collaborating, wouldn't you only need to tp once in order to collaborate? Perhaps 2 to 3 if you're going from town to town, but I believe that the price range is acceptable as the usage of tp for the encouragement of collaboration

The DEPUTY SPEAKER: The debate time has ended

Teleportation Permissions Reform Bill

A
B I L L
TO

Give citizens access to tpa and tpacancel commands and to establish a tax on teleportation.

Be it enacted by the President of the Federal Republic 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. Definitions

- a. "Citizen" refers to players of the rank Citizen and above.
- b. "Request" refers to the teleport request that is created as a result of the running of the tpa command.
- c. "Requester" refers to the player who runs the tpa command.
- d. "Staff" refers to players holding the rank Helper and above.

2. Access to tpa and tpacancel to be given to citizens

- a. Permissions for the tpa and tpacancel commands shall be given to citizens.
- b. A fee of five dollars shall be charged to the requester should their teleport request be accepted.
 - i. Server Staff shall be exempted from this fee.
 - ii. The fee may be changed at the discretion of the president at any time without notice.
- c. Permissions to the party teleport command shall be denied to all ranks.
- d. Architect, Engineers and VIPs shall have their access to the tpahere command relinquished.

1. Permanent Residents

Should the PR Rank be implemented, permanent residents shall be allowed to accept and deny teleportation requests but not initiate them.

3. Abuse of command

Individuals who abuse the tpa command may be denied access to the command at the discretion of Staff.

4. Extent

This act extends to the whole of WolvHaven.

5. Implementation

All sections come into force 7 days after it receives approval from the president.

6. Short Title

This act may be cited as the Teleportation Permissions Reform Act, 2019.

APPENDIX

1. In the EssentialsX config.yml file, the following additions should be made under command-costs:
 - a. tpaccept: 5
 - i. Should the charge be changed this number will need to be changed accordingly.
2. All ranks shall now be denied the following permission:
 - a. mcmmo.commands.ptp
3. All ranks citizen and above shall be given the following permissions:
 - a. essentials.tpa
 - b. essentials.tpacancel
4. All ranks Helper and above shall be given the following permissions:
 - a. essentials.nocommandcost.tpa
 - b. essentials.nocommandcost.tpahere
 - c. essentials.nocommandcost.tpaccept
5. Architects, Engineers, and VIPS shall be denied the following permissions:
 - a. essentials.tpahere

Question without Notice

The DEPUTY SPEAKER: Let's move on to questions without notice any question? if no we move on to motions

Motion

The DEPUTY SPEAKER: Any motions? if no we really move on to adjournment debate

Adjournment Debate

SilverWolv: Thank you, Mr. Speaker. Would just like to point out that decorum should be maintained in order to ensure everyone's points get heard without interruption. While the member blue's lack of self-control is rather unacceptable I would also like to point out that other members such as kevin and carew have interrupted at times which should also have been called out Mr. Speaker.

The DEPUTY SPEAKER: Any more calls? If not we move on adjournment. The question is if the house agrees to adjourn this session

Question put to the house and agreed on

Parliament adjourned at 16 20