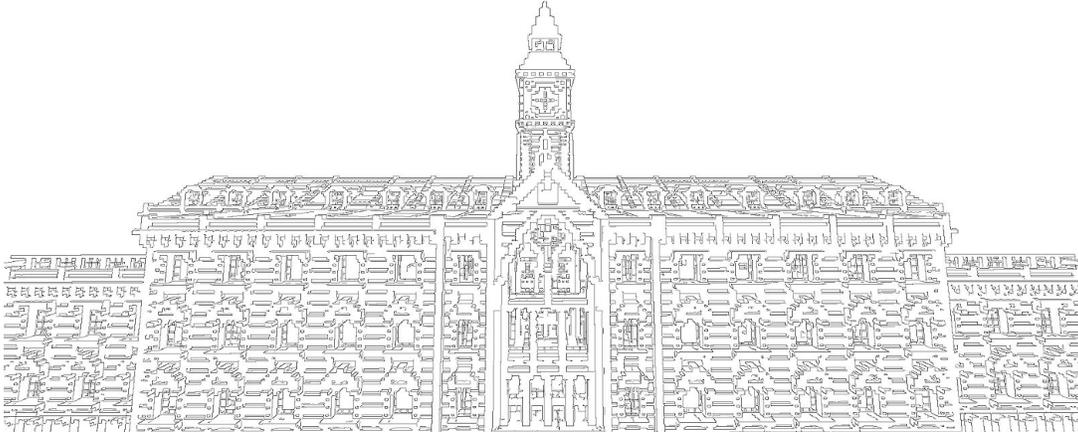




Parliament of
Woly Haven



House of Representatives

Hansard

Saturday, 22 June 2019

Session 6, Quarter 2 of 2019

Original report written by:
hinwapoon
23 June 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	Adjourned
AAIP Bill imperial_block	19205	Second Reading	Adjourned
Gardellia Alliances Bill SilverWolv	19206	Second Reading	Passed
Teleportation Permissions Reform Bill mopsistudios	19208	Second Reading	Adjourned

The **SPEAKER (minebuilder1223)** took the chair at 14 00, made an acknowledgement of country and read prayers.

19203

Permanent Residency (Referendum) Bill

Debate:

Quarxilon: go ahead, clear any remaining doubts about the PR bill with us.

LittleDoggy2: So assuming people have to get PR rank before citizen then wouldn't that just be an extra rank, this could really put people off when first joining the server.

Quarxilon: My original intention was that people who really want to be a part of the WH community should be able to effortlessly ascend from PR to citizen through merit.

The PR rank is meant for those who want some citizen privileges but without the commitment and responsibility and sense of belonging associated with the term "citizen" due to loyalty to another server or community

Echohue: Would inactive citizens be demoted to PR? Sorry I'm out of the loop here.

Quarxilon: As such, two challenges to be tackled here are whether to parallelize the citizen and PR ranks rather than rank them hierarchically, and if not, how to make the transition from PR to citizen simple enough for those who really want to join us, but also annoying enough for those who couldn't care less about us.

Ideally, inactive citizens should be demoted to PR, but this would cause a lot of problems in practice. how should we define "inactive"? and who would be willing to individually scan the last seen timestamps of every single existing citizen to decide whether to demote them or not, assuming no automated algorithm or plugin is in use?

Therefore, my original PR bill proposed demotion to PR purely by actively surrendering your privileges (e.g. breaking rules or committing crimes), without provisions for passive loss of ineligibility (e.g. inactivity).

So no, inactive citizens will not be demoted to PR as of now, as long as they maintain good behaviour

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Echohue: Alright

Grass_Jelly: Surely, inactive citizens should be demoted to PR, seeing as the roots of this bill do come a bit from minor uproar after an election past. Inactive citizens, removed from the ever dynamic WH community, should not be given the right to vote, lest we risk allowing a sudden influx of long distant members flooding in and voting. This would unfairly sway the election in favour of parties whose members have ties on other servers. I, personally, think that the right of voting as a citizen is more of a privilege that comes with being a citizen. Although it may cause a bit of a hassle at the start, it would positively affect the server in the long run as the main proportion of those able to vote at this moment are inactive citizens.

Quarxilon: How would you determine who to demote and when to demote them then.

Grass_Jelly: Good question, up to debate. Demote every citizen to PR then upgrade them as necessary. Idk really, again, up to debate. However, removing the inactive voter population is of great importance in this bill if it is to pass, in my view.

Quarxilon: Collective punishment is not the WolvHaven way. The crucial thing is that the effects of the PR bill should not be retroactive. Otherwise, it will be a hundred times more controversial than EU article 13.

Grass_Jelly: Again just a wild suggestion but up to debate. However, the right or privilege to vote should not be granted to inactive members. Maybe requiring people to register to vote and renew their registration every so often? A complex issue but one that needs to be addressed.

LittleDoggy2: Absolutely, we do need to ensure that the community on WH stays active and involved. We have such a mix of people who really care then those who come on to see the metro then never return.

Quarxilon: Sturgeon's revelation applied to societies. 90% of people you meet are not worth your time.

LittleDoggy2: The problem to consider is that not everyone can be at all events, not everyone can vote because the time zones vary hugely. That is what makes the server great but also acts as a massive obstacle when it comes to events.

VincentLUMCFan: I was thinking about setting a threshold for the existing test for PRs and Citizens, or introducing an easier PR test. Background checks I guess just a simple screen through, for being citizens however, u need background checks as well as maybe a bit of

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additional questions; just make sure it is not a redtape for those who are committed to join but annoying enough for those who are lazy and can't be bothered.

SilverWolv: I believe this debate is deviating too much from the issue at hand. The real issue is what questions will appear on the ballot paper and the options that will come with it. How PR and citizenship differentiates from itself will eventually come down to the vote itself.

Mystiquely: Regarding about demoting 'inactive' citizens to PR, I agree with littledoggy2's statement that we need to ensure the community is active. So I do feel quite a need to demoting 'inactive' citizens, 'inactive' probably as in those who haven't been on the server for 2-3 years without notifying.

Well if they come back then either they can do a citizen promotion test (I don't know the specific name) and have his/her citizenship restored or the staff can promote him/her without taking the test

The SPEAKER: Order, colleagues, welcome to what may be the final in-game parliament session in wolvhaven and the last session of this parliamentary term. we shall begin with the business of the day, Permanent Residency (Referendum) Bill, for the second time, I provide the call to the proposer of the bill, Prime Minister.

The PRIME MINISTER: tyms. I think voting on this bill should not happen today. Discussion of permanent residency is ongoing in the #19203-pr-referendum channel. I move to delay/remove this bill in order to let discussion continue in the #19203-pr-referendum channel

The SPEAKER: Is this motion to be considered now?

The PRIME MINISTER: Yes.

The SPEAKER: Since the proposer has moved that the bill be adjourned, it has been adjourned and will be read again at the next sitting

Permanent Residency (Referendum) Bill

A
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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.

19205

AAIP Bill

Grass_Jelly: I don't understand the meaning of this bill. Isn't this basically what already takes place?

SilverWolv: I believe that this bill should be withdrawn as the recently passed Gardellian Abandoned Claims Act (2019) covers the intentions of this bill.

Owners can set the inheritance and transfer of assets as per their claim's local policies. The transfer of assets should also no longer be a concern as inherited assets no longer count towards a player's claim limit count.

The PRIME MINISTER: I agree with this but, many members are unaware of this. I think this should be more advertised

VincentLUMCFan: Are we going to advertise in the form of posters?

The PRIME MINISTER: I meant more as a part of the rule page

The SPEAKER: We move now to the AAIP Bill, for the second time. I invite the proposer of the bill to take the call.

Imperial_block: Because of the similarity with the Gardellia Abandoned Claims Bill, it should be withdrawn.

The SPEAKER: The proposer has hereby moved to withdraw the bill formally. Therefore it has been withdrawn from parliamentary proceedings.

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.

19207

Gardellia Alliances Bill

The SPEAKER: We move now to the Gardellia Alliances Bill, for the second time. I invite the proposer of the bill to begin the debate, SilverWolv.

SilverWolv: Thank you Mr Speaker. Gardellia has been a major part of our server since its opening - christmas of 2016 and over the years, informal collaborative groups such as alliances have formed.

However, this collaboration also leads to excessive drama at times due to allegations of unfair and discriminatory practices.

This bill seeks to end that through the formalisation of alliances. In addition to providing benefits to alliances such as intercity or claim planning and building rights. I therefore encourage that the house vote in favor of this bill to support the further growth of Gardellia.

The SPEAKER: Any further calls? We shall therefore move to a vote.

Question put to the House and agreed on.

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 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. “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

The SPEAKER: We move now to the Teleportation Permissions Reform Bill. I invite the proposer of the bill to begin the debate, Prime Minister. The prime minister appears to have locked himself in.

The PRIME MINISTER: Thank you Mr Speaker, I think the discussion should continue or get started on discord so I move this bill be withdrawn

The SPEAKER: The member has formally moved to withdraw the Teleportation Permissions Reform Bill from these proceedings. Therefore the bill is withdrawn.

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 twenty-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

Questions without Notice

The SPEAKER: We move now to direct questions to members in this house. Would anyone like to propose a question? SilverWolv

SilverWolv: Thank you Mr Speaker, my question is to the prime minister, what are his reasons for abstaining from voting on the alliance bill.

The PRIME MINISTER: Thank you Mr Speaker. I don't know, not gonna lie. I just don't have a very strong opinion on either side. So I abstained.

PLaNKTheNoOB: Thank you Mr Speaker. I have two simple questions. the first one is if this is effectively the last legislature in-game. the second one is if due to the eventual move on discord, the parliamentary figure will be canceled.

The SPEAKER: Order. to whom are these questions directed?

PLaNKTheNoOB: To whoever knows the answer to them

The SPEAKER: Would anyone like to answer both of these questions?

SilverWolv: Thank you Mr Speaker, the discord parliament is effectively currently a trial. physical sessions will continue until a formal vote is called to fully transition into the discord parliament arrangement. Although not much has been contributed in discord parliament as much of the heavy discussion has previously been done, I would say that the trial is indeed a success and would like to further advocate it upon the opening of the 11th parliament.

MC_Dunc: I would like to ask the right honorable member, what would the ceremonial physical sessions be?

SilverWolv: Thank you Mr Speaker. Ceremonial physical sessions would be like the opening of parliament or in the event of a foreign representative arriving to address parliament.

Motion

The SPEAKER: we shall therefore move to motions. would anyone like to move a motion?

SilverWolv: Thank you Mr Speaker, I'd like to move that parliament do take note of a statement with regards to the parliament discord trial.

From the dissolution of parliament for election until the opening of the next parliament, the existing discord channels will still remain binding to be included into the hansard for the next sitting.

However, positions and titles will be edited in to that of their holders for the 11th pment. I believe that even though it will be an election period, the time can still be used to push through and contribute towards the PR referendum and the future tpa reform 2.0, as several things have yet to be finalised or agreed upon.

Nevertheless, the success of the trial is encouraging. Though some might argue that it removes the traditions that are seen in a physical session, sometimes we must forgo some traditions in other to further progress. Thank you.

Adjournment Debate

The SPEAKER: In that case we shall move to the adjournment debate. would anyone like to bring something up for debate?

In that case i would like to propose a toast. To all of the current sitting MPs and MPs who have served throughout the elected parliament. To the AMPs who served in years gone by. and to the Legislators who served in the earliest parliament the General Assembly. We have contributed something quite unique to the online community which is something we should all be proud about.

On that note, I say Glory to WH! now, the question is that this house do now adjourn

Question put to the House and agreed on.

Parliament adjourned at 14 37.