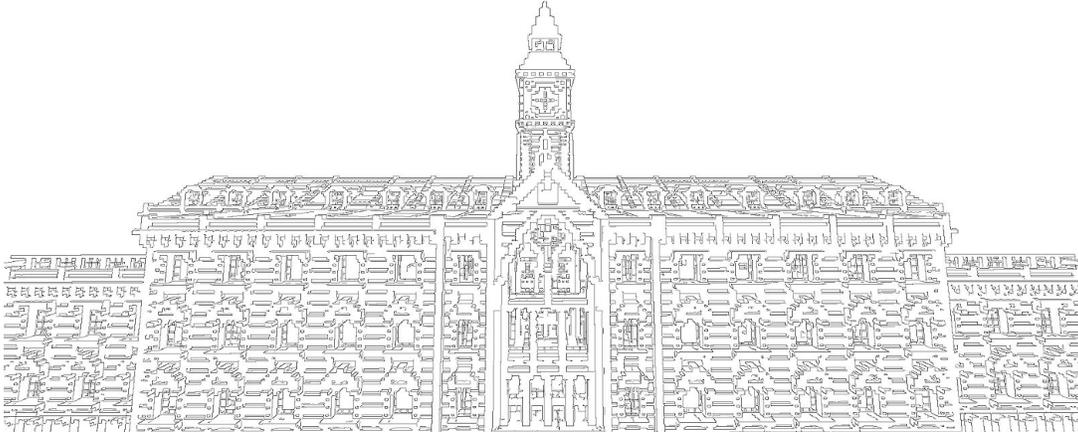




Parliament of
Woly Haven



House of Representatives

Hansard

Saturday, 7 September 2019

Session 4, Quarter 3 of 2019

Original report written by:
hinwapoon
7 September 2019

Eleventh Parliament

Elected Members of Parliament

Name of Member	Role (If Any)	Affiliated Party
mopsistudios	Prime Minister Home Secretary	CEN
Tony515	Minister for Infrastructure	CEN
sambrose	Minister for Education & Culture	CEN
HurricanePanda08		CEN
Kangaroo567		CEN
minebuilder1223	Deputy Prime Minister Minister for Foreign Affairs	FWH
hinwapoon	Leader of the House Deputy Speaker of the House	FWH
Grass_Jelly	Minister for Finance, Trade and the Economy	FWH
lebokbok		FWH
_ezzo		FWH
GukkyGukz	Leader of the Opposition	WAP
Heiopeii	Manager of Opposition Business	WAP
Delfino88		WAP
quarxilon	Speaker of the House	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)
Teleportation Bill mopsistudios	19302	Second Reading	Passed
Central Fund Account and Spending Tracking Bill mopsistudios	19303	Second Reading	Passed
Overall Balance Tax Bill mopsistudios	19304	Second Reading	Passed
Passive Income Adjustment Bill mopsistudios	19305	Second Reading	Passed
Admin Shops Prices Bill mopsistudios	19306	Second Reading	Passed
Trade Tax Bill mopsistudios	19307	First Reading	Debate Adjourned

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

19302

Teleportation Bill

Debate:

The SPEAKER: We shall begin with the teleportation bill (2nd reading) once everyone is seated. Alright. First in the agenda, the teleportation bill (2R) by mopsi. does the proposer wish to speak?

The PRIME MINISTER: No.

The SPEAKER: Alright, anyone else?

The PRIME MINISTER: I will talk about the overall balance tax bill

The SPEAKER: y0urs_Tr1y is reminded to not use weapons in the house

The SPEAKER: alright. we shall proceed to voting for the teleportation bill. aye or nay?
teleportation reform.

Question put to the House and agreed on.

Teleportation Bill

A

B I L L

TO

Reform the current teleportation system to allow for a more connected Wolvhaven.

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 a tpa command.
- c. “Requester” refers to the player who runs a tpa command.
- d. “Staff” refers to players holding the rank Helper and above.
- e. “Builder” refers to players who hold the Architect or Engineer rank.
- f. “Tpa commands” refers to the /tpa and /tpahere commands.
- g. “Party teleport” refers to the MCMMO party teleportation feature.
- h. “PR Rank” refers to the proposed Permanent Resident rank.
- i. “Tpa cancel” refers to the /tpacancel command.

2. Tpa commands permissions

- a. Citizens shall be given access to the tpa commands.
- b. A fee of ten dollars shall be charged to the requester should their teleport request be accepted.
 - i. Staff and Builders are exempt from the fee.
 - ii. The fee may be changed at the discretion of the president at any time without notice.
 - iii. Who is exempt from the fee may be changed at the discretion of the president at any time without notice.
- c. All players shall have their access to the party teleport feature relinquished.
- d. Citizens shall be given access to tpa cancel.

3. Abuse of command

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

4. Permanent Residents

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

5. Extent

This act extends to the whole of WolvHaven.

6. Implementation

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

7. Short Title

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

19303

Central Fund Account and Spending Tracking Bill

Debate:

The SPEAKER: Continuing. Central fund account and spending tracking bill (2R) by mopsi. Plank.

PLaNKTheNoOB: yes?

The SPEAKER: did you intend to speak?

PLaNKTheNoOB: no sorry

The SPEAKER: ok. anyone else. ah well. voting then. aye or nay? centralized tax account for tax tracking and audits.

Question put to the House and agreed on.

Central Fund Account and Spending Tracking Bill

A
B I L L
TO

Provide a centralised account to store tax funds and the proper measures to enable Government spending to be tracked and audited.

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. Establishing a Central Fund Account

- a. A Central Fund Account named “Tax_Account” shall be established.
- b. All tax funds shall be paid to this account.
- c. All Government spending shall come from this account
- d. All existing tax funds shall be sent to this account.

2. Government spending shall be tracked and audited

- a. All Government spending shall be recorded in the Government Spending Sheet.
- b. The balance of the Central Fund Account shall be recorded at the beginning and end of each month in the WH Government Spending Spreadsheet.

3. Approved spending

- a. The following may spend money on behalf of the government:
 - b. The President,
 - c. The Prime Minister,
 - d. The Minister of Finance Trade and the Economy.

4. Extent

- a. This Act extends to the whole of WolvHaven.

5. Commencement

- a. All sections of this act shall come into operation upon the approval of the President and Prime Minister.

6. Short Title

- a. This act may be cited as the Central Fund Account and Spending Tracking Act, 2019.

7. Attachments

- a. A1 - [Government Spending Sheet](#)

19304

Overall Balance Tax Bill

Debate:

The SPEAKER: moving on. overall balance tax bill (2R) by mopsi. go speak.

The PRIME MINISTER: Thank you, Mr. Speaker. Over the last two weeks, many people have hinted at gaining the tax system to make themselves better off. Tax evasion is illegal and we think it should be classed as an exploit. meaning it is punishable under the wolvhaven statutes.

The SPEAKER: anyone replying. anyone disagree with anti-tax evasion enforcement. all silent? then we shall proceed to voting. aye or nay? overall balance tax

Question put to the House and agreed on.

Overall Balance Tax Bill

A
B I L L
TO

Provide for the imposition and collection of Overall Balance Tax and for matters connected therewith

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. “Tax Brackets” refers to the Google Sheet attached in A1 that specifies the different tax brackets or levels for players within a certain balance amount.
- b. “Central Fund Account” refers to the central server account used for storing funds gained through various taxes.
- c. “Authority” refers to the (Staff Team)

2. Tax Enforcement

- a. Tax enforcement shall be classified as REA-M and thus shall be enforced every month.
- b. Every player shall be automatically placed into a tax bracket based on their overall balance. The according tax rate is multiplied with their balance and that amount is subtracted.

3. Rates shall be changed in set phases

- a. The rate of taxation for each tax bracket shall change in accordance with a fixed schedule. The rate of taxation shall begin with 1% from the first taxable tax bracket, with an increment at a percentage of the preceding taxable bracket’s rate. This increment shall be:-
 - i. 1.15% for the first 2 Months of implementation. Thereafter, it shall be changed to;
 - ii. 1.1% for the subsequent 2 Months thereafter; and
 - iii. 1.05% for the subsequent 2 Months thereafter; and
 - iv. 1.02% thereafter until changed by the Authority.

4. President shall have authority in changing phased schedule

- a. The president shall be given the power to delay or expedite, under any circumstances, the phased implementation of the taxation rate as defined in section 3 of this Act.

5. Tax funds shall go to the Central Fund Account

- a. The money collected from the taxes shall be placed in the Central Fund Account pursuant to the Central Fund Account and Spending Tracking Act, 2019.
- 6. Extent**
 - a. This Act extends to the whole of WolvHaven.
- 7. Commencement**
 - a. All sections of this act shall come into operation upon the approval of the President and Prime Minister.
- 8. Short Title**
 - a. This act may be cited as the Overall Balance Tax Act, 2019.
- 9. Attachments**
 - a. A1 - [Tax Brackets](#)
 - b. A2 - [Tax Plugin](#)

19305

Passive Income Adjustment Bill

Debate:

The SPEAKER: y'all ah. next one. passive income adjustment bill (2R) by mopsi. does mopsi wish to speak? No? mibu

Minebuilder1223: Thank you Mr Speaker. I would like to invite my honourable friend to agree with me that this legislation is necessary to fully realise and a good economy reform programme. It was one of our party's manifesto pledges to reduce the amount of money being handed out through this plugin. As we believe it is greatly accelerating the inflation of our currency. Together with the other legislation being voted on today, this government is confident and steadfast in it's commitment to improving the economy and society in general with further upcoming legislation.

The SPEAKER: anyone else? If not, voting. aye or nay? basic income adjustment.

Question put to the House and agreed on.

Passive Income Adjustment Bill

A
B I L L
TO

Adjust the amount of passive income players receive

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. “Earning rate” refers to the rate at which players are credited for a set period of time and its limits
- b. “Online time” refers to the amount of time spent online at a time

2. Adjusted Passive Income Rate

- a. Players shall earn \$5 for every 30 minutes of non-afk online time, at a maximum of \$20 every 24 hours.

3. Presidential Powers

- a. The President shall be given the authority to adjust the earning rate as provisioned in Clause 2a of this act at any time, where reasonable, to better coincide with the state of the server economy at the time of adjustment.

4. Extent

- a. This Act extends to the whole of WolvHaven.

5. Commencement

- a. All sections of this act shall come into operation upon the approval of the President and the Prime Minister.

6. Short Title

This act may be cited as the Passive Income Adjustment Act, 2019.

19306

Admin Shops Prices Bill

Debate:

The SPEAKER: next. admin shops prices bill (2R) by mopsi. intro speech?

The PRIME MINISTER: u want me to copy and paste again.

The SPEAKER: last voting. aye or nay? admin shop price standardization.

Question put to the House and agreed on.

Admin Shops Prices Bill

A
B I L L
TO

Set standardized prices for admin shops in Wolvhaven.

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. “Price Sheet” refers to the Google Sheet attached in A1 that specifies the price of all items obtainable in survival Minecraft.

2. Standard Prices for Admin Shops

- a. Use the Price Sheet to standardize the prices for items in Admin Shops.
- b. Allow the executive branch to change prices as required without notice.

3. Extent

- a. This act extends to the whole of WolvHaven.

4. Commencement

- a. All sections of this act shall come into operation on the day it is passed.

5. Short Title

- a. This act may be cited as the Admin Shops Prices Act, 2019.

6. Attachments

- a. A1 - [Price List](#)

19307

Trade Tax Bill

Debate:

The SPEAKER: Last bill, trade tax bill, (1R) by mopsi. opening speech?

The PRIME MINISTER: Thank you Mr Speaker. This bill aims to add a tax (GST/VAT/Sales Tax) to QuickShop transactions and will increase long term income for government spending. As a side effect, we hope it will also encourage more P2P transactions (Player to player).

The SPEAKER: grow and share together ~~ anyone replying? plank then mibu. expecting this to be contentious.

PLaNKTheNoOB: the matter is that I find the 3 % tax a bit too high, especially for new players to come here on the server due to their low purchase power. so , while I find this kind of tax good, on the other hand I'd suggest to place a lower tax rate.

minebuilder1223: Thank you Mr Speaker. I would like to give my call to the prime minister

The PRIME MINISTER: Thank you Mr Speaker mibu. I don't think the tax rate has anything to do with the purchasing power of new players. Let's say I am purchasing something from a shop. If I buy a carrot for \$10 and the tax rate is 3%, I still pay 10\$. if the tax rate is 10%, I still pay 10\$. I believe this is how vat works as well.

The SPEAKER: unfortunately, this is rarely the case IRL. mibu. then plank

Minebuilder1223: Thank you Mr Speaker. I would like to ask the Prime Minister whether he has any plans for the possible eventuality of the quickshop plugin becoming obsolete. and whether this tax policy on transactions could be carried over if or when possible to other plugins

PLaNKTheNoOB: Thank you Mr Speaker. I don't think that what the prime minister said is accurate, since VAT (at least here in Italy) does not work in that way. for example, if a loaf of bread costs 4 euros and there is a 12% vat rate, you pay the 4 euros plus the 12 percent of 4 euros.

Heiopeii: thank you mister speaker. but well I just wanted to say what plank more or less, so I don't have anything to say actually, derp my English.

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The PRIME MINISTER: Thank you Mr Speaker. Currently we are using the "Quickshop" plugin which is compatible from 1.7 - 1.13. There is a plugin called "Quickshop ReMake" which is being actively developed which supports 1.13-1.14. and will most likely be updated for 1.15 etc. If the case occurs when we are trying to update to 1.25 or whatever and the plugin is not compatible we will have to repeal the bill but for the foreseeable future this will most likely not occur.

PLaNKTheNoOB: Thank you Mr Speaker. seeing the unclear circumstances of this VAT, I'd suggest to honorable members to let first revise the bill before voting on it.

The PRIME MINISTER: The price you see on the shop is the price you will pay, in the end shop owners might raise prices, if they can be bothered to get back 3%. in some countries tax is not displayed (cough america). but this implementation will have the after tax price displayed.

Heiopeii: yeet thanks. dear prime minister

The SPEAKER: yeeting is not advised in the chamber

Heiopeii: oh my bad. what the prime minister just said is that prices will rise eventually bc of the tax that means you will have to pay more in the end. I also think that 3% are too high for some products, since they all have different value.

PLaNKTheNoOB: Thank you Mr Speaker. I agree with what heiopeii said, and I would like to add that if shop owners raise the prices in that way, then the damaged part will be always and only the consumers. I don't believe that we want to induce people to buy less. that would be damaging for the economy in general. I ask this executive to consider this.

The PRIME MINISTER: Thank you Mr Speaker. What I said was that some prices may go up by three percent if the shop owner wants to regain that 3%. And so what if they go up by 3%. Prices for most items are currently unsustainably low. while the inflation is extremely high. May I remind the house that the same person who voted in favour of the overall balance tax is now complaining about the tax rate of 3%.

Wong2750: may i ask the prime minister if it is like a price of something and then adding a tax to the price?

The SPEAKER: aye or nay? extend GST bill (1R) by 30 mins.

Question put to the House and agreed on.

The PRIME MINISTER: can I ask my honourable friend to rephrase his question?

PLaNKTheNoOB: Thank you Mr Speaker. I'd like to remind the prime minister that the overall balance bill didn't contain this tax. So I mean, it was not the same thing. It's like I was in favour of putting taxes on incomes but not in favour of taxes for every breath you take to make it clear. also, I believe that due to the overall tax this vat is kinda superfluous.

Wong2750: tyms. what I mean by what I said earlier is price + tax.

Mopsistudios: tyms. When I talked about the honorable member's vote I was not saying that he changed his mind on the gst. I was saying that he agreed with a tax that is infinitely more than the gst tax. The GST taxes when players actually buy stuff and is not attempting to be the same thing as the balance tax. I am still not sure what my honorable friend wong means exactly.

PLaNKTheNoOB: tyms. First thing, I believe that honorable member wong wants to ask if the tax will work in this way: you got an apple that costs 3 dollars of basic price, and then you add the 3 percent of 3 dollars to those 3 dollars. secondly, if we wanna put all these taxes , please remember that we also need some kind of income for who works in the metro and in public utility services, other that who builds public facilities.

The SPEAKER: thank you. special request from y0 to wong: are you still confused? y0 has the call. then boomdoom and mibu.

y0urs_Truly: fin. no response = i assume he understands.

boomdoom_: tyms. I am questioning the fact of why we even need more taxes a the moment as qix himself has over \$3M WHD with that balance I ask why we even need taxes

Minebuilder1223: tyms. Honourable members across this house don't seem to be getting it The problem we are dealing with is the fact that there is way too much money in the economy. And that there is no established way of the government collecting the money to put back into public projects. Granted, silverwolv may have a lot of money in his personal bank account, but keyword- "personal". His bank account should not be used as the treasury at the same time. The money being spent on public projects will come from the public that use it. That is the point of the central fund account, and that is the point of establishing a number of taxes to collect money into this account, which technically should be referred to as the treasury. As for earning money, people need to use a bit of incentive. Gardellia should be teeming with entrepreneurship and transfer of assets in exchange for money

The SPEAKER: please come to your closing remarks asap

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minebuilder1223: Instead, most things are given away for free. May i extend my time by 5 mins

The SPEAKER: aye go

minebuilder1223: Gardellia has the potential to become the basis of our economy. Things like gates for airports, bus bays in towns, shops, building infrastructure, even paying for someone else's rail project to stop at your town, these are all brilliant ways to bring about a working economy in gardellia and a way to replace the broken pangaea economy. So if people want to complain that they have no way of making money, then I say to you: Find a way.

The PRIME MINISTER: tyms. First of all, to respond to the member boomdoom's statements: 1) FWH and CEN were given a mandate by the people to implement a tax on player balances. 2) The statement is the real life equivalent of saying: Oh look we have a government surplus, we might as well not collect any taxes anymore. 3) A goal is also to REDUCE the TOTAL amount of money in the economy. asking why we need taxes when we already have 3 million for tax money is not the point. 4) The taxes are meant to reduce the wealth disparity on the server. not having taxes will not solve the incredible wealth disparity between richer players and newer players. Wolvhaven's inflation is a detriment to the server as a whole and most certainly has caused players to reconsider whether to invest time on this server.

The SPEAKER: please come to your closing remarks asap

The PRIME MINISTER: To respond to my dear friend PLANKTheNoOB. can I extend. I am nearly finished. There are enough places for players to earn money. Metro drivers are already paid and I don't know what you mean by public utility services

The SPEAKER: as time for this bill has elapsed, we shall now move to questions without notice after a 5 minute break

Trade Tax Bill

A

B I L L

TO

Implement a tax on Quickshop transactions.

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. “Central Fund Account” refers to the central server account used for storing funds gained through various taxes.

2. Trade Tax

- a. Add a tax of 3% to all transactions completed with the QuickShop plugin.
 - i. The tax percentage may be altered at the discretion of the executive branch.
- b. The 3% tax shall be deposited into the Central Fund Account for government spending usage.

3. Extent

- a. This act extends to the whole of WolvHaven

4. Commencement

- a. All sections of this act shall come into operation upon approval of the President.

5. Short Title

- a. This act may be cited as the Trade Tax Act, 2019.

Questions without Notice

The PRIME MINISTER: anyone have a question without notice. Plank?

PLaNKTheNoOB: me

The PRIME MINISTER: yes go on

PLaNKTheNoOB: the question is for minebuilder1223

minebuilder1223: i'm gonna go eat some sausage rolls before the house resumes

PLaNKTheNoOB: what you said about gardellia is beautiful, but you forgot about an important thing. entrepreneurs in real life don't produce goods without spending any money on it. thing that would happen in gardellia. how would you solve this?

The PRIME MINISTER: wdyu solve just go ahead plank

PLaNKTheNoOB: it's unlogical from an economic point of view

y0urs_Tr1y: its illogical you find it unlogical

The SPEAKER: alright

The PRIME MINISTER: are you proposing some sort of tax on entrepreneurs in order to make them pay money to develop new things

The SPEAKER: questions without notice

PLaNKTheNoOB: for instance , if you build a rail irl you don't just get rails and catenaries from nowhere like it happens in gardellia

The SPEAKER: oh nvm unregulated debate ongoing

PLaNKTheNoOB: that's the point

minebuilder1223: plank, what im proposing is a system of creative value

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The PRIME MINISTER: so you want a "Tax" on entrepreneurs in order for them to have to pay for new products

minebuilder1223: so instead of how it works in real life. Town mayors will pay franchise owners to build a franchise in their town

PLaNKTheNoOB: no, I just say that it's not logical from economics point of view

The SPEAKER: order, no fighting in the chamber

minebuilder1223: well this isnt real life economic isn't it

Heiopeii: we were trying to kiss lmao

The PRIME MINISTER: ^

The PRIME MINISTER: By the way, in real life, there is a sales tax

PLaNKTheNoOB: but I see you're so concerned about inflation

The PRIME MINISTER: and a tax on income

PLaNKTheNoOB: which is a real economics problem

minebuilder1223: and it's a problem here for DIFFERENT REASONS, just because they are called the same bloody thing

The SPEAKER: unregulated debate may continue for 2 more minutes

PLaNKTheNoOB: actually it's quite the same irl problem

minebuilder1223: and you would know wouldn't you plank

PLaNKTheNoOB: I don't get the meaning of your last sentence

minebuilder1223: sarcasm

PLaNKTheNoOB: okay.

PLaNKTheNoOB: so may you tell me what are the big differences from this inflation and irl inflation?

The SPEAKER: order, please stop. plank may continue, 5 minutes

The PRIME MINISTER: what was the point of that

minebuilder1223: POO

PLaNKTheNoOB: I've actually finished

The SPEAKER: POO accepted

PLaNKTheNoOB: I'm waiting for a response

minebuilder1223: Are we moving on the questions without notice

The SPEAKER: yes. Mopsi

The PRIME MINISTER: does the speaker have a bed in the houses of parliament?

The SPEAKER: what do you mean please rephrase

The PRIME MINISTER: nvm lol

The SPEAKER: -.-

The PRIME MINISTER: can we move on

The SPEAKER: it is your call rn

The PRIME MINISTER: I move that we move on

Motions & Adjournment Debate

The SPEAKER: alright, on to motions. Mibu has the call.

minebuilder1223: tysms. I beg to move that the House take note of a statement from yours truly. Work is continuing on the wolvhaven constitution And is progressing well. We are now working on the judicature section, setting out a better judicial system for wolvhaven. It will be our aim to pass legislation on this new constitution before christmas

The SPEAKER: anyone want to comment. Mopsi

The PRIME MINISTER: tysms. Will the constitution be voted on in a referendum additionally to being voted on in parliament

The SPEAKER: anyone replying. mibu then plank

minebuilder1223: This will still need to be discussed *within the government*, but there will be multiple stages before a law is introduced to the house

PLaNKTheNoOB: tysms. further reading minebuilder1223 last statement I got the answer to my question

The PRIME MINISTER: I thought your diet only contained boba

PLaNKTheNoOB: tysms. I'd like to remember house that we did not vote on last bill

The SPEAKER: the GST bill was a 1st reading btw. no one? Kovacs? ah well. does the motion proposer ask for a vote?

minebuilder1223: it's a statement, no need

The SPEAKER: alright. any new motions?

The PRIME MINISTER: I move that we adjourn

The SPEAKER: aye or nay? this house now adjourns

Question put to the House and agreed on.

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Parliament adjourned at 15 48.