

Frumple's Ranks Proposal

[Introduction](#)

[Rationale for the new ranks](#)

[Problems with the \[Trusted\] Rank](#)

[Lack of rank progression](#)

[General Information](#)

[Migrating to the new ranks](#)

[Promotions](#)

[Promotions to \[Citizen\], \[Trustee\], \[Councillor\], or \[Mayor\]](#)

[Promotions to \[Senator\], \[Governor\], or \[Premier\]](#)

[Promotions to \[Mod\] or \[Admin\]](#)

[Warnings and Promotions](#)

[Minimum time between promotions](#)

[The New Ranks](#)

[\[Guest\]](#)

[\[Member\]](#)

[\[Citizen\]](#)

[Requirements](#)

[Perks](#)

[\[Trustee\]](#)

[Requirements](#)

[Perks](#)

[\[Councillor\]](#)

[Requirements](#)

[Perks](#)

[\[Mayor\]](#)

[Requirements](#)

[Perks](#)

[\[Senator\]](#)

[Requirements](#)

[Perks](#)

[\[Governor\]](#)

[Requirements](#)

[Perks](#)

[\[Premier\]](#)

[Requirements](#)

[Perks](#)

[\[Mod\]](#)

[\[Admin\]](#)

[\[Owner\]](#)

Introduction

This document describes a new ladder of player ranks that is being proposed for the Minecart Rapid Transit (MRT) server. If approved by the members and staff, these ranks will go in effect when the new world is opened to the public. The date of the opening of the new world has not yet been set, as there is still much work to be done to get the new world ready.

Rationale for the new ranks

Why do we need the new ranks? Here are some reasons:

Problems with the [Trusted] Rank

The old [Trusted] rank wasn't working and needed some rework. A lot of players had the following complaints about the [Trusted] rank:

- It wasn't entirely clear how one should achieve the Trusted rank.
- There was a perception that players who got to know the staff had a much better chance of getting "fast-tracked" up the ranks.
- The relative infrequency of the GSMs meant that players could be waiting a long time before getting a promotion to Trusted.

In an attempt to solve this, the [Trusted] rank will be replaced by the [Trustee] rank. The [Trustee] rank will have the same core purpose of the [Trusted] rank, in that it is a recognition of players who have a proven track record of following the rules, being friendly and working well with others, and contributing back to the community. However, the requirements for the [Trustee] rank are relaxed somewhat:

- Staff will continue to have a say in whether a player should be granted the Trustee rank or not, but promotions will be done like how mayor promotions are done, and not at GSMs.
- Instead of nominations, players will need to ask for endorsements from their fellow players and staff, which will act as proof of the player's eligibility for the [Trustee] rank.
- Also, the requirements for the [Trustee] ranks have been made much clearer, so players have a good idea of what kind of behaviour we are expecting from them.

Lack of rank progression

One common complaint we get from players is that once they achieve the [Trusted] rank, there isn't much else to do other than socialize with others on the server and participate in events. There are no incentives at this point for players to continue building their towns, other than for sheer enjoyment.

To try and solve this, I've added several new "mayor" ranks above the [Trustee] rank, which are strictly tied to the building achievements of a player's town or city. They progress from a small town to a large mega-city, and the requirements and perks also become more substantial with each higher rank.

As an added side effect, these mayor ranks also allow us to better control the propagation of certain builds on the server. For example, instead of being able to build roads and rails systems right away to connect your towns, you would need to achieve the appropriate rank beforehand. At higher ranks, you will be granted the perk of building stadiums, arenas, and airports, which have been previously banned on the old world because they took much space and every player was building their own.

General Information

With the new ranks, please keep the following points in mind:

- The ranks are **server-wide**. That means you will have the same rank regardless of whether you are on the old world or the new world.
- Only builds, towns, and cities constructed on the new world will count towards fulfilling the requirements of each rank. Builds, towns and cities constructed on the old world **DO NOT** count towards the requirements.
- Many ranks have a requirement for a minimum number of "original buildings of significant size and detail".
 - By "original buildings", this means buildings where you have put in some effort to design and decorate the building. Buildings that are copy-pasted, such as franchises, will **NOT** count towards this requirement.
 - By "significant size and detail", this means buildings that are at least as large as a single-family house. The interior of these buildings do not have to be fully decorated, but they should not be totally empty either.

Migrating to the new ranks

When the new ranks come into effect, players will have to their old ranks converted in the following fashion:

- All current **[Mayor]**s will become **[Citizen]**s.
- All current **[Trusted]**s will become **[Trustee]**s.
- All other existing ranks ([Guest], [Member], and the staff ranks) will remain the same.

Promotions

When you think you have fulfilled the requirements for the next rank, you may request a promotion from a moderator or an administrator. The process for evaluating your eligibility for promotion depends on which rank you wish to obtain:

Promotions to [Citizen], [Trustee], [Councillor], or [Mayor]

- If the staff member isn't busy, he/she will then evaluate your requirements. If the staff member thinks you are lacking certain requirements, they will let you know and you can try again at a later time.
- If the staff member agrees that you've fulfilled the requirements, they will then contact another staff member to also evaluate your requirements.
 - If another staff member is already online and they also agree that you've fulfilled the requirements, you will likely be promoted immediately.
 - Otherwise, the staff member will send an e-mail to all staff asking them to evaluate your requirements when one of them gets online. If the other staff member agrees, then you will be promoted at that time.
- The exception to this process is the [Trustee] rank: if enough staff members have raised doubts about your behaviour or attitude, they may block your promotion to the [Trustee] rank until you've improved your behaviour. Staff members will let you know of these concerns when you ask for a promotion.
- **The bottom line: You need the approval of at least two staff members to be promoted to [Citizen], [Trustee], [Councillor], or [Mayor].**

Promotions to [Senator], [Governor], or [Premier]

- Any requests for promotions to these ranks will be passed on to the organizer(s) of the next General Staff Meeting (GSM), which are held every month or so. All staff members will then evaluate and debate the promotion, and the result will be announced after the meeting.

Promotions to [Mod] or [Admin]

- Asking for a promotion to a staff rank is against the rules. Don't do it.
- If we feel that you have what it takes to be a staff member, we'll ask you.
- You must be a Trustee or above to be considered eligible to become a moderator.
- The main qualities we look for in a staff member are:
 - A friendly, mature, and helpful personality.
 - Ability to effectively enforce the rules, and to enact punishments only when necessary.
 - Ability to effectively mediate conflicts, while remaining calm and objective.

- An understanding to not abuse their privileges and to not forget their responsibilities.
- An understanding that they are the “role-models” of the server, and that everyone looks up to them to uphold the standards of behaviour for the server.
- We consider the following qualities to be largely irrelevant when looking for a staff member:
 - The player’s rank
 - Amount of time played on the server
 - Building skills and achievements
 - Skills with using WorldEdit or other plugins
 - Skills with system administration or programming
 - Amount of in-game money they have
 - Whether or not they are a supporter

Warnings and Promotions

- You must have **no current warnings** in order to be considered for promotion to the next rank.
- If you currently have one or more warnings, you must wait for all of them to clear before asking for a promotion.

Minimum time between promotions

- After being promoted to a new rank, you must wait at least **2 weeks** before asking for a promotion to the next rank.
- If you are asking for a promotion to the [Senator] or [Governor] ranks, you must instead wait at least **4 weeks** after your last promotion before doing so.
- If you are asking for a promotion to the [Premier] rank, you must instead wait at least **8 weeks** after your last promotion before doing so.

The New Ranks

[Guest]

When you join the server for the first time, you will be a [Guest]. This rank allows you to explore the server and interact with our friendly community. If you would like to join our community and help build some awesome projects, then apply to be a [Member].

- Can explore most areas on the server.
- Can ride any of the MRT lines or private rail lines.
- Can use buttons, levers, pressure plates, warp signs, etc.

- Can use the /tpa or /call commands to request a teleport to another player.
- Cannot place or destroy blocks.
- Cannot open chests or ender chests.

[Member]

A [Member] is a newly approved member of the community who has yet to establish a presence on the server.

- Can place or destroy blocks.
- Can open chests and ender chests.

[Citizen]

A [Citizen] is a member who has established a home and business on the server.

Requirements

- Been a [Member] for at least 2 weeks.
- Built their own residence within an existing town, or moved into a suite in an existing apartment/flat.
- Has established a business in an existing town. This can be anything from a small shop to a large factory or franchise headquarters.
- The player's home and business can be in the same town or different towns.
- The player must ask permission from the owner of the existing town before building their home and/or business there.

Perks

- Can use /home and /sethome, and have 1 home.

[Trustee]

A [Trustee] is a respected citizen who has a proven track record of following the rules, being friendly and working well with others, and contributing back to the community.

Requirements

- Been a [Citizen] for at least 2 weeks.
- Must have obtained endorsements from at least 3 other players with a rank of Trustee or above (including staff). These endorsements can either be written endorsements via e-mail or the online form on the website, and/or verbal endorsements if the player giving the endorsement happens to online when a staff member is considering the promotion request. The players giving the endorsements must provide specific reasons why the candidate player should be granted the Trustee rank, and provide examples of the player's behaviour that exemplifies the rank.

- Staff reserve the right to refuse a promotion request to Trustee if they are any doubts about the player's recent behaviour or attitude, even if the citizen has no current warnings. Staff will explain to the citizen why they have come to that conclusion, and suggest ways for the citizen to improve their behaviour.

Perks

- Can have up to 3 homes.
- Can place water and ice.
- Can use spawn eggs.

[Councillor]

A [Councillor] is a trustee who owns a small town.

Requirements

- Been a [Trustee] for at least 2 weeks.
- Established a town with at least 10 original buildings of significant size and detail.
- Other members must have established a total of at least 2 homes and/or businesses in the town.
- Must build a town hall indicating the name and owner(s) of the town.

Perks

- Can create up to 5 private warps, and can create warp signs for those warps. These can be used by the player to create bus routes. Once ready, the player can then ask a staff member to make these warps public, allowing all other players to use the /pebus route. A player can have an unlimited number of public warps.
- Can build inter-city roads in their town to connect with another town or highway. The owner of the other town must have [Councillor] rank or greater, and must grant permission for the road connection to be built.
- Can build **one** small inter-city bus stop/station in their town, and can establish **one** inter-city bus route to connect with another town that is accessible by roads and highways. The owner of the other town must have [Mayor] rank or greater, and must grant permission for the bus route to be established.
- Can ask staff to mark their town on the dynmap.

[Mayor]

A [Mayor] is a councillor who owns a large town.

Requirements

- Been a [Councillor] for at least 2 weeks.
- Minimum 20 original buildings of significant size and detail.
- Other members must have established a total of at least 5 homes and/or businesses in the town.

- Must choose at least one deputy mayor. A deputy mayor helps out with town affairs, and takes ownership of the town if the original mayor leaves or is banned.

Perks

- Can have up to 5 homes.
- Can build **one** small inter-city rail station in their town, and can build **one** inter-city non-MRT rail line that connects the station with another town. The owner of the other town must have [Mayor] rank or greater, and must grant permission for the rail connection to be built.
- Can request a rename of a nearby un-named MRT station, if applicable.

[Senator]

A [Senator] is a mayor who owns a small city.

Requirements

- Been a [Mayor] for at least 4 weeks.
- Minimum 40 original buildings of significant size and detail.
- Other members must have established a total of at least 10 homes and/or businesses in the town.
- Must build one landmark that uniquely identifies your city, such as a tower, monument, or any structure that has some distinct architectural feature.
- Approval from a majority of staff at the General Staff Meeting.

Perks

- Can have up to 10 private warps.
- Can build one large-sized bus/rail station (“transit hub”) in their town, and can build as many inter-city bus routes and non-MRT rail lines that connect the station with any other towns. The owners of the other towns must have [Mayor] rank or greater, and must grant permission for the rail connection to be built.
- Can build stadiums or arenas in their city.

[Governor]

A [Governor] is a senator who owns a medium-sized city.

Requirements

- Been a [Senator] for at least 4 weeks.
- Minimum 60 original buildings of significant size and detail.
- Approval from a majority of staff at the General Staff Meeting.

Perks

- Can have up to 8 homes.
- Can build a small municipal airport.

[Premier]

A [Premier] is a governor who owns a large megacity, which may include other smaller towns or districts.

Requirements

- Been a [Governor] for at least 8 weeks.
- Approval from a majority of staff at the General Staff Meeting.
- ***Additional requirements to be discussed and added later.***

Perks

- ***Perks to be determined and added later.***

[Mod]

A moderator enforces the rules of the server and lends a helping hand when needed.

- Can teleport to any player and any warp.
- Can place lava (in addition to water and ice) when **requested politely**.
- Can perform WorldEdit commands when **requested politely**.
- Can refuse requests from members if they are too busy or don't feel like doing them.
- Can perform small dynmap renders around a local area.
- Can add markers and lines to the dynmap.
- Can inspect block history for possible griefing.
- Can promote or demote from/to up to the [Mayor] rank if they have appropriate approval from other staff members.
- Can mute, kick, jail, and issue formal warnings to players, but cannot ban.

[Admin]

An administrator ensures that the server is running smoothly and communicates news and information to members and staff.

- Can monitor the server console and access server chat logs, including private messages.
- Can make changes to plugin permissions and configuration settings.
- Can make news posts on the website and edit pages.
- Can administrate the wiki.
- Can accept or reject incoming member applications.
- Can perform rollbacks for cases of griefing or accidental block changes.
- Can import and export WorldEdit schematics.
- Can ban players temporarily or permanently from the server.

[Owner]

The owner is responsible for the finances of the server and has the final say on any decisions made on the server.

- Handles all incoming supporter contributions.
- Handles much of the technical details of running the server's hardware and software.
- Handles server backups.
- Ate all the tacos already. :(