Taxes

Taxes are the idea that [Citizens](#) must pay a sum of Diamonds to the [Government](#) where they are put into the [Treasure](#). The Diamonds in the [Treasure](#) are then used to fund [Public Assignments](#) which work to better all or a majority of [Citizens](#).

Tax Period

Every 10 Minecraft days, if a [Citizen](#) has played for a sum of more than 10 real minutes--not including time AFKing--they are [required to pay their taxes](#) within a 1 Minecraft day period of when they are next on the [World](#) or not AFK.
AFKing is defined as not speaking, moving or involving with the [World](#).
The taxpayer, [Citizen](#), must following the proper [Taxpaying Process](#).

Taxpaying Process

A [Citizen](#) will receive a signed book which explains how much they owe in taxes in their [mailbox](#). They must deliver the signed tax book and the required amount of Diamonds to a *Public Tax Mailbox* within the [tax period deadline](#). Tax books should be discarded via destruction (cactus, lava, fire) when they are completed or stored in a vault.

Taking Diamonds or signed tax books from a *Public Tax Mailbox* for personal use (not moving the tax money to the [Treasure](#)) is considered a [Crime](#).

A *Public Tax Mailbox* is a [mailbox](#) which follows all [Mailbox Construction and Placement](#) rules but is located in [Public Property](#) and owned by the [Government](#) for use in collecting **Taxes**.

Default Tax Amount

The **Default Tax Amount** is the amount of **Taxes** that is paid by default.

For Citizens with No Property

Citizens who are not Property Owners owe the Government a tax of 3 Diamonds for every 27 stacks of items they own in storage containers where a stack is defined as a Minecraft item slot which contains something.

> **✎ Math**
>
> $$s = \{\text{each set of 27 stacks}\}$$
> $$d = 3 * \sum_i i_s$$

For Private Property Owners

Property Owners must pay the sum of all of their Property Metrics (p) for all of their properties divided by 200 in Diamonds and all ceilinged.

> **✎ Math**
>
> $$p = \{\text{all property metrics}\}$$
> $$d = \lceil \frac{\sum_i p_i}{200} \rceil$$

For Shared Private Property Owners

Property Owners who own a Shared Private Property must pay the sum of all their Property Metrics (p) for all of their properties divided by 200 all multiplied by 1 plus the number of Citizens who have resided (slept, stored, or used as their primary residence) in the Property Owner's Private Property (r) divided by 10 and all ceilinged.

> **✎ Math**
>
> $$p = \{\text{all property metrics}\} \qquad r = \{\text{all residents}\}$$
> $$d = \lceil \frac{\sum_i p_i}{200} * (1 + \frac{\sum_i r_i}{10}) \rceil$$
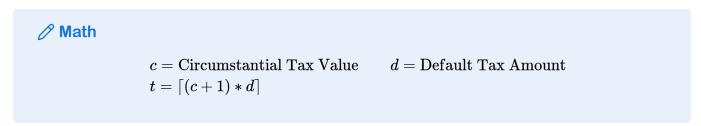
For Owned Property Owners

Property Owners who own an Owned Property must pay the sum of all their Property Metrics (p) for all of their properties divided by 200 all multiplied by 2 and all ceilinged.

> **✎ Math**

$$p = \{\text{all property metrics}\}$$
$$d = \lceil \frac{\sum_i p_i}{200} * 2 \rceil$$

Circumstantial Tax Value

The **Circumstantial Tax Value** is a value which modifies the Default Tax Amount after all calculations. The **Circumstantial Tax Value** (c) + 1 is multiplied by the Default Tax Amount (d) and ceilinged.

> ✏️ **Math**
>
> $$c = \text{Circumstantial Tax Value} \qquad d = \text{Default Tax Amount}$$
> $$t = \lceil (c+1) * d \rceil$$

Elected Officials have the ability to adjust the **Circumstantial Tax Value** on each Tax Period.

Implicit Tax Incentives

Implicit Tax Incentives are motives to build or not build in certain Landarea by increasing or decreasing taxes in said Landarea.

Below the Ice Incentive

The **Below the Ice Incentive** aims to incentivize Citizens to build under the ice and disincentivize them from building above the ice.

Property which does not have ice above, below or inside of it is not considered in this incentive.

All increases and decreases are added together before being applied to the total tax amount; the tax amount after applying the Circumstantial Tax Value and ceilinged.

> ✏️ **Math**

$$t = \text{total tax amount} \qquad u = \{1, \text{and all applied incentive values}\}$$

$$f = \left\lceil t * \left(\sum_i u_i\right)\right\rceil$$

For Property Owners Under the Ice

Property Owners who own Property *under the ice* get a 30% reduction in **Taxes**. *Under the ice* is defined as Property which is underneath the ice and leaves an at least 1 block gap between the ice and the property (Y61 inclusive).

$$u \cup \{-0.3\}$$

For Property Owners On or Above the Ice

Property Owners who own Property *above the ice* get a 30% increase in **Taxes**. *Above the ice* is defined as Property which is above the ice (Y64 inclusive).

$$u \cup \{0.3\}$$

For Property Owners who Puncture the Ice

Property Owners who own Property *puncturing the ice* get a 15% increase in **Taxes**. *Puncturing the ice* is defined as Property which is at least partially in the ice (Y62 - 63 inclusive).

$$u \cup \{0.15\}$$