OOTP

Rules of Procedure

Welcome, witches, wizards, and delegates, to the magical realm of the Harry Potter-themed MUN Committee. As you prepare to embark on a journey of debate, negotiation, and spellbinding diplomacy, it is essential to understand the rules and procedures that will guide our sessions and ensure that our magical discussions proceed smoothly and with respect for all.

In this committee, the traditions of the MUN meet the magical practices of the wizarding world, and the integration of spells, magical items, and wizarding culture will bring our debates to life. Delegates from different houses, orders, and magical backgrounds will come together to craft and vote on resolutions that could shape the future of both the wizarding and Muggle worlds. The rules that follow are designed to maintain order, encourage participation, and provide a clear framework for the successful resolution of important issues.

I. Debating Procedures

a. Opening Speeches

- Participants: Harry Potter, Hermione Granger, and Professor Minerva McGonagall are required to deliver opening speeches to set the tone for the debate. These speeches should outline their positions on key magical issues or proposals relevant to the committee.
- Volunteering: Other delegates may also deliver opening speeches, but they will be chosen on the day of the conference. Delegates wishing to speak should volunteer, and the Chair will select speakers based on interest.
- Time Limits: Each opening speech should not exceed 1-2 minutes, to ensure ample time for other delegates to speak during the session.

b. Resolutions

- **Clause-by-Clause Debate:** In this Harry Potter MUN, resolutions will not be debated as a whole. Instead, the debate will be broken down clause by clause. This allows for focused discussion and voting on specific points within the resolution.

    - **Maximum of 4 Clauses:** Each resolution may contain up to 7 clauses. This ensures clarity and precision in the resolution drafting process.

    - **Debate on Each Clause:** Once a clause is presented, the floor will be open for discussion. Delegates will express their views in favor or against the clause, instead of raising seconds and objections.

- **Magical Reference to Motions:** Motions related to the debate (e.g., motion to open the floor for debate, extend speaking time, etc.) will be referred to by spells. For example, a motion to extend debate time may be introduced by saying, "I move to cast Expecto Patronum to extend the discussion."

c. Use of Spells for Motions

- Motions will not be raised as formal MUN motions but instead referenced using spells. Below are some of the key examples:

    - **Motion to Open Debate:** "I move to cast Alohomora to unlock the floor for debate."

    - **Motion to Extend Speaking Time:** "I move to cast Expecto Patronum to grant additional speaking time."

    - **Motion to Close Debate:** "I move to cast Colloportus to seal the floor and move into voting."

- This magical terminology will add an immersive feel to the debate while maintaining the procedural integrity of MUN.

d. Veto Power

- Right to Veto: In keeping with the theme, Harry Potter, Hermione Granger, and Professor Minerva McGonagall hold the right to veto. This is equivalent to permanent members' veto power in the UN Security Council.

  - If one of them invokes their veto, the clause or motion being discussed will be immediately nullified and cannot proceed to a vote.

  - How to Use the Veto: A delegate with veto power may say, "I invoke *Avada Kedavra* on this clause," meaning they are effectively "killing" that clause.

e. Voting Procedure

- Instead of the traditional MUN procedure of asking for a "second" or "objection" during motions, the committee will use in favor or against to determine the support for a clause or motion.

  - In Favor: If a delegate supports a motion or clause, they will express their support by saying "In favor."

  - Against: If a delegate opposes a motion or clause, they will say "Against."

- This simplifies the process while adding a more conversational approach to the debate.

f. Debate Etiquette and Flow

- Raising a Spell (Motion): When raising a spell (motion), the delegate must stand and clearly state the spell they wish to cast (motion to raise).

The Chair will recognize the motion and open the floor for a vote of "in favor" or "against."

- Moderated and Unmoderated Debate: Delegates may motion for either a moderated debate (where the Chair controls the speaking time) or an unmoderated debate (free, informal discussion) using the respective spells:
    - Moderated Debate: "I move to cast *Wingardium Leviosa* to raise the floor for structured debate."
    - Unmoderated Debate: "I move to cast *Portus* to transport us into unmoderated discussion."

g. Points of Order, Personal Privilege, and Inquiry

- Point of Order: If a delegate believes a procedural error has occurred, they may call out a Point of Order by saying "I invoke *Finite Incantatem* to correct the procedure." This will alert the Chair to review the matter.
- Point of Personal Privilege: If a delegate has a personal discomfort (e.g., they cannot hear the speaker), they may raise a Point of Personal Privilege by saying, "I invoke *Sonorus* to ensure I can hear the speaker clearly."
- Point of Inquiry: If a delegate has a question about the procedure or rules, they may raise a Point of Inquiry by saying, "I invoke *Lumos* for clarity on the rules."

h. Conclusion of the Debate

- When the debate on a clause concludes, a motion to move into voting procedure will be raised by saying "I move to cast *Avada Kedavra* to end the debate and proceed to vote."
- Voting: Delegates will vote in favor or against each clause. Once all clauses have been voted on, the resolution is either adopted or rejected.

II. Additional Magical Features

Special Spell Events: Throughout the conference, the Chair may introduce special spell challenges or events (such as solving a magical riddle or participating in a quick spell-casting contest) to determine speaking order or bonus points for creativity in argumentation. This will be announced at the Chair's discretion and adds to the magical atmosphere of the event.

Motion/Point	Spell	Explanation	Used by
Motion to Divide the House	*Riddikulus*	Used when the final vote on a debated issue is too narrow to be conclusive. This forces a new vote without abstentions.	Everyone on the committee
Motion to Move into Time Against	*Sectumsempra*	Used when arguments in favor seem exhausted but time remains.	Everyone on the committee
Motion to Move into Time in Favor	*Wingardium Leviosa*	Used to raise or extend the time for arguments in favor of a resolution.	Everyone on the committee
Motion to Extend Debate Time	*Expecto Patronum*	Used to call for more time when debate is ongoing but time is running out.	Everyone on the committee
Motion to Move into Voting Procedure	*Avada Kedavra*	Used when the debate is finished, and the committee is ready to vote on the resolutions or amendments.	Everyone on the committee
Motion to Table the Resolution	*Obliviate*	Used to suspend work on a particular resolution, often when the committee wishes to move to another topic.	Everyone on the committee

Motion to Follow Up	*Lumos*	Used to request clarification or elaboration on the answer to a point of information, but not to ask an entirely different question.	Everyone on the committee
Motion to Move into Open Debate	*Crucio*	Allows delegates to discuss arguments from both sides, especially if they didn't get the chance to speak earlier.	Everyone on the committee
Point of Order	*Finite Incantatem*	Used to call out procedural errors or correct a mistake in the committee's procedure.	Everyone on the committee
Point of Personal Privilege	*Sonorus / Quietus*	Raised when a delegate is experiencing discomfort, like not being able to hear properly.	Everyone on the committee
Point of Information to the Speaker	*Revelio*	Raised when a delegate wants to ask the speaker a factual question or for further clarification.	Everyone on the committee
Point of Inquiry	*Lumos*	Used to clarify points of procedure, often directed at the Chair.	Everyone on the committee
Point of Commentary	*Wingardium Leviosa*	Used to express feedback or support for a previous speech or argument.	Everyone on the committee
Motion to Open the Session	*Alohomora*	To officially unlock and begin the session.	Everyone on the committee
Motion to Close the Session	*Colloportus*	Used to end the committee session and close the debate.	Everyone on the committee

Motion to Introduce a Moderated Debate	*Wingardium Leviosa*	Used to organize and structure the debate where delegates take turns to speak.	Everyone on the committee
Motion to Introduce an Unmoderated Debate	*Portus*	Allows for free, informal discussion between delegates, mimicking movement in the magical world.	Everyone on the committee
Motion to Open the Speaker's List	*Expecto Patronum*	Summons the speaker's list, allowing delegates to register for speaking.	Everyone on the committee
Motion to Introduce a Resolution	*Revelio*	Used to introduce a draft resolution for discussion in the committee.	Everyone on the committee
Motion for Roll Call	*Morsmordre*	Used to summon and call the names of all delegates in the committee, often for attendance.	Everyone on the committee
Motion for Roll Call Voting	*Protego*	Ensures a fair and transparent roll call vote where each delegate is called on individually.	Everyone on the committee
Right to Reply	*Expelliarmus*	Allows a delegate to defend themselves if they feel insulted by another delegate's speech.	Everyone on the committee
Motion to Appeal the Decision of the Chair	*Alohomora*	Allows a delegate to appeal the Chair's decision if they feel it was incorrectly made.	Hermione ONLY
Motion to Appeal the Decision of the Chair	*Expelliarmus*	Used by Harry Potter to appeal a Chair's decision, disarming the Chair's ruling.	Harry Potter ONLY

Motion to Appeal the Decision of the Chair	*Accio*	Allows other delegates (except Harry and Hermione) to appeal the Chair's decision, summoning the correct procedure.	All other delegations except Harry and Hermione

III. Debate Flow Overview

a. Opening the Session

- Motion: "Motion to Open the Session"
  - Spell: "*Alohomora*"
  - Proposed by: Any delegate
  - The session is opened by the Chair.

b. Roll Call

- Motion: "Motion for Roll Call"
  - Spell: "*Petrificus Totalus*"
  - Proposed by: Any delegate
  - The Chair calls on each delegate to confirm their presence.

c. Opening Speeches

- Opening Speeches: Given by Harry Potter, Hermione Granger, and Minerva McGonagall.
  - Other delegates may deliver speeches based on volunteering and selection by the Chair.
  - Speeches provide an overview of each delegate's stance on the resolution.

d. Introduction of the Resolution

- Motion: "Motion to Introduce the Resolution"

- o Spell: "*Incendio*"
- o Proposed by: Any delegate
- o The resolution is introduced with 4 clauses.

e. Debating Each Clause (Clause-by-Clause)

1. Opening Debate on Each Clause
- Motion: "Motion to Open Debate on [Clause Number]"
  - o Spell: "*Wingardium Leviosa*"
  - o Proposed by: Any delegate
  - o The committee begins debate on each clause, one at a time.
2. Time in Favor
- Delegates who support the clause speak in favor of it.
3. Time Against
- Delegates who oppose the clause provide counter-arguments.
4. Clarifications and Points
- Delegates may raise Points of Information (Accio) to ask questions, or Points of Inquiry (Lumos) to clarify arguments made during the debate.
5. Extend Debate (Optional)
- Motion: "Motion to Extend Debate Time on the Clause"
  - o Spell: "*Expecto Patronum*"
  - o Proposed by: Any delegate, if more discussion is necessary.
6. Closing Debate on the Clause
- Motion: "Motion to Close Debate on [Clause Number]"
  - o Spell: "*Colloportus*"
  - o Proposed by: Any delegate
  - o Once arguments have been made, the debate on the clause is closed.
7. Voting on the Clause
- Motion: "Motion to Move into Voting Procedure for [Clause Number]"
  - o Spell: "Avada Kedavra"
  - o Proposed by: Any delegate
  - o Delegates vote either in favor or against the clause.

f. Voting on the Full Resolution

- After all 4 clauses have been debated and voted on individually, the committee moves to a final vote on the full resolution.
- Motion: "Motion to Move into Voting Procedure for the Full Resolution"
    - Spell: "*Stupefy*"
    - Proposed by: Any delegate
- Veto Power: Harry Potter, Hermione Granger, and Minerva McGonagall hold the power to veto the resolution if they believe it endangers the magical world. If vetoed, the resolution fails, and the committee can choose to reopen the discussion.

g. Right of Reply

- Motion: "Request for Right of Reply"
    - Spell: "*Crucio*"
    - Proposed by: Any delegate who feels personally attacked during the debate or wishes to respond to specific criticism.

h. Closing the Session

- Motion: "Motion to Close the Session"
    - Spell: "*Colloportus*"
    - Proposed by: Any delegate
    - The Chair officially closes the session once all clauses and the final resolution have been voted on.

As we engage in this magical Model United Nations, remember that while spells and magic may set the stage for creativity, our ultimate goal remains the same: thoughtful, diplomatic resolution of the challenges before us. Let us uphold the values of fairness, respect, and collaboration, all while embracing the fun and whimsy of the wizarding world.

Let the debates begin—and may the best resolution win!