How to Win Best Delegate

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Table of Contents

Introductory Notes……1

Key Three Theories……..2-3

Preparation……....4-6

Early Game…….7-12

Mid Game…….12-14

Late Game…….14-15

Closing Notes…….15

Model UN nerds,

Introductory Notes

If you read this and soak EVERYTHING in and perfectly replicate it in committee, you will win Best Delegate. This packet will cover every step of the way towards clinching the gavel—or at the very least, some form of recognition at the conclusion of your four (or less) day conference. This guide will be extremely comprehensive and possibly intermittently entertaining. You will pick up a lot of nuances in my experience, and perhaps you can detect, glean, and appreciate some of the emotional investment that I've poured into MUN.

This is limited to my experience and analyses. I would like to think that I've become a very seasoned delegate—I think my award count proves that—but every committee is different. Every chair is different. Every delegate is different. Which is why I ask that you don't follow this guide like a sheep and slave yourself to the words of a psychopathic (yet effective!) nerd. I'm pretty good, but not that good. Be creative. Just don't suck.

I am a General Assembly Delegate. I build strategy and theorycraft based on what I've seen in 100-200 person committee. Although I have delegated in numerous, numerous mid-sized committees, I thrive at the podium before an immense audience of other GA delegates. Keep that in mind as you read my guide. This will be less applicable to maybe a crisis delegate or another smol-committee delegate (although definitely valuable).

My 3 Key Theories

I detest jargon, but for the sake of comprehension, I would like to identify the three trademark theories (lmao). All of these theories are observable in nature, but I'm identifying them, because they are usually clouded by in-the-moment pressure—consequently hard to identify.

Game Theory - In chess, there are three stages of play: early, middle, and late game. Throughout a match of chess, the two players adapt different strategies that suit the dynamic of the match at the specific moment. This idea is nearly perfectly paralleled in a Model UN committee.

MUN is a game. Depending on whether you are in the early, middle, or late stages of a committee, you remodel your tone, content, posture, language, everything. I will be mentioning early game, mid game, and late game very frequently throughout this guide. You've all been in a

committee, but you may not have been able to pick up on the manipulations in dynamic—because it feels natural to you. Don't let it feel natural. Keep an eye out for this theory. It *will* be vital towards picking up the gavel. It's a machine. Learn how to engineer it.

In/Out-of-Power Theory - This one is very nuanced and you probably can't find this anywhere else except in my guide. I procured this one because I've intensely felt both sides of the spectrum, due to inconsistency in my performance. At least I'm good enough to see it now.

I've been absolutely *penetrated* and had my bloc stolen leaving me alone—out-of-power.

I've once merged an entire committee and put myself down as the only sponsor—in power.

Based on whether or not you have power and influence within your committee, your strategies will differ. You either use dominant or dominated strategies. The distinctions between the two are infinitesimally important and I could write essays on what each strategy entails. I will dedicate a section to this theory further into this guide. Again, keep an eye out.

Focus Theory - This one is more of an underlying motif that you HAVE to watch out for. In committee, your adrenal glands will be secreting enormous amounts of adrenaline, making you feel like you're constantly in danger. That's good. You are in danger—but you can't let it interfere with your speaking ability and strategy.

I also call this theory 'Toaster Bath Theory' because, throughout the committee, there will be many occasions in which you feel miserable. You feel embarrassed and just want to forfeit your chances of earning Best Delegate, because of a small (or big) mistake that you made. That is purely your fight/flight instinct kicking in. You can't let it get to you. You have to focus.

I'm borrowing an acronym from John Lee, Penn MUN delegate who wrote a guide on MUN psychology.

O: Observe. Observe your fellow delegates, the dias and staff.
R: Relate. Relate to their needs, their expectations, their motivations.
F: Focus. Focus on the situation and your goals.
A: Adapt. Finally, adapt to the changes you see to meet your goals.

In short, you have humanize the room. When you're debating intently on whatever topic, you forget that these people don't give a damn about this topic at all. You may have even forgotten that you don't give a damn about this topic. You get caught up in the actual contents of MUN, and while it may be sad, you can't let that happen. You must remain resolute and acutely aware of your surroundings.

Be rational: take a look around at the room filled with nerds. If they're mad, ask yourself why they're mad and make them happy. If they're happy, ask yourself what's making them

happy and accentuate it. If they're sad, it's usually because they want to big toaster bath as a result of their failures. Take advantage of it. Remember **ORFA.**

Preparation

A lot of seasoned delegates put a lot of emphasis on preparation. Even better delegates put *no* effort into preparation. They can do this because they're better than the seasoned delegates. You guys are freshly minted—your preparation will be unequivocally important compared to experienced delegates'.

Position Papers - I've had a few discussions on what exactly position papers do for anything. It's extremely dependent on the committee and chair. Sometimes, they don't even read it. More often, they dissect it and associate your position paper's quality and content to your delegation's face.

My aside: (Conference) 2018, I was delegating as Philippines in the Security Council, often considered to be the hardest committee at every conference. I won an Honorable Mention unfortunately. I emailed the chairs and asked why. They replied with "your position papers were considered in the award selection." That's absolutely incredulously stupid, but it just goes to show the irrationality of dumb people.

Position papers are graded more objectively, because the graders aren't influenced by your physical appearance or your performance in committee. It's important that you are fully prepared for committee before you turn in your position paper. I've never done that, because I refused to believe that these inconsequential papers shouldn't have influence on the awards. But of course, you should. Doing all your research and preparation before the position paper will make your position paper a perfect representation of how you will actually delegate.

Long story short: do your position paper earnestly and elaborately explain your proposed solutions. Chairs want to see your proposed solution the most, which is basically a bunch of operative clauses written in paragraph form.

Plan - This is the most important part of your preparation. You should never walk into a committee and have no idea what you're going to do. In fact, if you have at least a triple digit IQ, being unprepared for a committee should make you feel terrible.

When you enter the committee room and take a seat behind your card-paper placard, you should have AT LEAST three papers to unfurl onto the marbled table in front of you: position paper, opening speeches, and a **planning paper.**

Your planning paper is just for you—if it's detailed enough to be understandable to a haphazard, stray delegate, it's not a planning paper. It's a I-have-no-idea-what-I'm-doing paper. It should be a spray of bullet points and random phrases. Let me go into detail what I put on my sheet:

1. **The core:** Every award-winning delegate leads a bloc. A bloc is a group of delegates with a BELIEF or a common GOAL. In your preparation, you should forge the BELIEF and GOAL that will gravitate a bloc. Make your main plan extremely detailed. You should be able to write a page long operate clause for your main plan. It's the meat behind your delegation and the vehicle that helps differentiate it.

    Example: In my (Conference) 2018, I created a bloc called the Umbrella. It aimed to create a sustainable way to continue to produce technological advancements in harnessing energy. The topic was environment protection. My main plan was the Umbrella.

    Having this name to attach to a bloc makes your bloc inevitably important. People refer to you as that name, and the chairs identify you with that name. Every single award winner is tightly connected to a named bloc. Having no bloc will only land you an Honorable Mention at absolute best.

2. **Subtopics**: Every committee has a topic obviously. At (Conference), each GA has two topics. Usually only the first topic is discussed. Said topic is usually general and broad—as such, discussion will be guided by subtopics more specific than just "energy collection." You will likely discuss pollution incurred by corporations. You may wander through nuclear energy and hydropumps. You could even find yourself somewhere in sustainable farming methods. In fact, I've even found myself discussing reusable batteries.

    A good delegate responds to those topics on the spot masterfully. A better delegate responds to those topics on the spot masterfully but less frequently, because they anticipated almost all of the subtopics.

    On your plan paper, you should think of as many subtopics that are likely (or unlikely!) to be discussed in committee. Then, come up with a stance and solution for that subtopic, to help guide your thought and discussion in committee. That way, if a delegate mentions said subtopic, you can whip right out of the cut with a nuanced and detailed opinion on it. In addition, you should MOTION for these subtopics to be discussed. Steer the committee.

    I even go as far as to plan how I will respond to other people's criticisms of my ideas. For example: I brought up nuclear energy as a subtopic. A lot of people said it's dangerous. I had a scientific response to it that disproved any significant danger. The best delegate is always involved with the committee and always having something to say about any topic will inevitably cause you to be involved.

In terms of what you should actually write, I like to jot some bullet points down. If it's a really elusive subtopic, I might be a bit more detailed so I don't forget it. Ideally, you engrain your stance for each respective subtopic so deeply into your mind that you actually feel like it's an authentic opinion. Perhaps it may even be.

In short, be opinionated about EVERYTHING. Literally EVERYTHING.

3. **Step-by-step:** This one is pretty important, especially for you. On your plan paper (which may be 3-5 pages long), you should write a step by step progression of EXACTLY what actions you're going to take. Especially in unmod. You need to remember to get the names and phone numbers from all the bloc members. You need to remember to tell them to meet again next unmod at this same place. It's more important than you think—which is why you need a step-by-step.

On the other hand, don't rely only on this plan sheet. It's a framework of what is absolutely necessary. There are some unnecessary things you will always face yet still must do.

Opening Speech - Obviously, write down your opening speech. I write down an opening speech for both topics just in case. You also may need to plan the time of your speech. Whoever motions for the speakers' list opening also decides the speaking time. Prepare two speeches for 30 seconds and 45 seconds is what I recommend.

You should also prepare a speech for the first few Moderated Caucuses. In fact, memorizing these speeches would give you an enormous advantage. It's your first chance to present yourself as a phenomenal speaker. Being perfect will be huge.

Committee Breakdown

I follow this itinerary of actions at my MUN conferences. I've built it based on experience and practice. At the bare minimum, read and understand it. I highly, highly advise you to follow it step by step, while maybe adding touches of your own here and there.

Early Game

Early game is everything up to the Moderated Caucus after the first Unmoderated Caucus. Early game is the most important of the three stages of a committee. In fact, I could argue that everything leading up to the unmod and the unmod itself determines the awards. Remember, the first Unmoderated Caucus is the keystone of succeeding in any GA committee. Early game is preparing to be excellent in that exact Unmoderated caucus.

1. Learn the room: When you step into that committee room, you observe *everything.* How are the seats positioned? Where is the Dias bench? Where is the aisle? Where is the water cooler? Where do I sit? You're gonna be in there for 4 days—get comfortable. Think about everything associated with the physical aspect of your performance.

2. Look at the people: Your neighbors aren't necessarily vital in your performance, but they definitely matter. I always start a conversation with them and rizz them up. Know their country names and how they look like. Look around the room. Do an analysis of everyone. Study them. You'll be butting heads with them all weekend. Your seatings are assigned to you by the chairs for the first day. Usually, you get to choose your own seatings once the time is right.

3. First motion: Remember that the first motion is always to open debate. Don't be the idiot that motions to open the speaker's list. DO NOT motion to open debate. DO NOT DO NOT DO NOT. It's a meaningless motion. In fact, motioning for it hurts you because of something I will explain in the next step. (Sometimes, the chairs do some weird ass setting the agenda stuff after you open debate—don't sweat it. No one knows what that is and it doesn't really matter because no one remembers it.)

4. Open Speaker's List: The one who motions to open debate never is selected again to open the speaker's list unless no one motions. Obviously, you should motion to open speaker's list and speak first. In your motion, state the speaking time.

5. Deliver an extremely good opening speech: Don't forget to yield your time to the chair. If you run out of time, don't yield your time (duh). You only yield your time to the chair during speaker's list. DO NOT during mods.

6. Focus on others' speeches: I know you'll be really amped up on adrenaline when you sit down after you give your speech, but you have to focus. Listen to other people's speeches.

7. Send notes: You're starting a bloc now. You will now be taking the Dominant Strategy route, although you may have to revert to Dominated Strategy if you fail at gathering a bloc.

THIS IS KEY: send notes to the delegates that are decent—NOT GOOD. You should send notes to literally everyone except those whom you know are going to be the award winners.You want to start a bloc with no one that will contest your power as the bloc leader, so you need to recruit those who are docile yet hard working. Often times, they're the easiest to manipulate. In your note, compliment what they're saying or agree with them or something. Invite them to speak with during the unmod. Basically, convince them to join your bloc. (taking it slow may be a better option. Instead of immediately asking them to meet you during the unmod, maybe start a conversation first. Ask them what they think in the first note. In the second note, ask them to join your bloc. May be more effective.)

8. Motion for a Moderated Caucus: This is an advanced (my name) MUN strategy. Chairs literally NEVER finish the speaker's list. It's way too long. So the chair will interrupt the speaker's list with something along the lines of "the chair would now smile upon a motion for a Moderated caucus." Some may be subtle as to say "are there any points or motions on the floor at this time?" PICK UP ON THAT IMMEDIATELY. Have a Moderated caucus on your plan paper that you will immediately use when that time comes. Raise your placard and rattle off the speaking time, total time, and topic like a machine and you will be set.

First on the speaker's list, first to motion for mod, and first to speak during that mod? You're already in the running for Best Delegate.

9. Invitation: Your goal thus far has been to form a bloc. This is where you manifest a physical location somewhere in the room where you will meet with your bloc. At the conclusion of your first Moderated Caucus speech, announce a meeting spot and invite the delegates to meet you there. This is a key trick to cement your identity as a top runner in the committee.

10. Continue to send notes: throughout the Moderated Caucus, continue to send notes. Make sure to not send multiple notes to a single delegate, saying the exact same thing. If they don't respond, tread carefully. It's basically like texting your crush. Don't be weird but still try to incite conversation and eventually amity, not enmity.

10.5. Weird bloc anomaly: This has happened sometimes to me so I want you to be prepared if it happens to you as well. While I'm sending notes and I have a decent number of delegates

exchanging notes with me, sometimes they tell me that they're already in a bloc and if you want to join them. There are negative implications behind this invitation—you will be forced into dominated strategy if you willingly take their invitation. You can't really capitalize on the situation, because you're kinda viewed as an outsider so they may be immediately turned off if you are overbearing in any way.

In any case, I've discovered that agreeing with them and "accepting" their invitation is a good idea. Let them think that you're a part of their group, so during the unmod, you have somewhere to go and if their bloc leader is weak, you can sweep in with dominated strategy techniques. After accepting their invitation, continue to send notes to delegates to keep growing your bloc. Don't let this anomaly let you freak you out (focus theory).

- **11. Motion for Mods:** Now, you will continue to have Moderated Caucuses. Keep sending notes, exchanging pleasantries. Your goal is to accrue a bloc—take every action necessary to reach that goal during the first unmod.

A tip during these mods is to inject some elements of the unmod into your speech. You can (maybe should) be less rigid and formal than you were during your opening speech. I usually even tell a joke, because that's how I like to delegate. It's up to you, but make sure to not be a hardass during these mods. It will turn people off.

Another tip is to conversate with other delegates in your speech. No, not literally conversate with another delegate. Name drop delegates that you've been sharing notes with. This is another advanced (my name) Strategy. It is expected for delegates to name drop their bloc during the mod after the first unmod, but why not do it earlier? It'll also help you build relationships with that handful of delegates you're sending notes to.

11.5. Toaster Bath: You may feel underwhelmed with how small your bloc is at the beginning. Don't worry about it unless it's literally like 1-3 other delegations. Your bloc will grow and you pick up many stragglers who just have nowhere to go. The first unmod is chaos—it becomes more clear as you head into the second unmod. As long you have *a* bloc during the first unmod, you're fine.

12. The first unmod: This is the most important moment of committee, and it happens on the first day of committee. Often, delegates are itching to get into the Unmoderated Caucus, so I find it difficult to launch into a perfectly timed motion. FIRST OF ALL, in your speech right before the unmod, you need to invite them to your spot again. People forget.

A possible workaround the unmod timing: be the delegate itching to get into the unmod. Motion for that unmod when it feels awkward but not unreasonable. If you're not dumb, you will identify the right time.

13. Unmod: When the unmod is in motion, the moment the gavel comes down, you have the option to yell out to the delegates to meet you at your designated spot. This is extremely cocky. You will be breaking the unnerving silence of the Moderated Caucus and you will be announcing that you know that you're hot stuff. Gauge it well—only do this if it's moderately clear that you're one of the leaders. Now in this unmod you branch off into two possible paths:

Dominant Strategy: You're in power. You have a sizeable bloc during the unmod. You're steering conversation. Congrats! You're doing well, but remain focused. You need to make sure they come again next time. Conversate well.

13.1. Steer conversation: As bloc leader, you should be speaking about 40% of the time. Everyone other than you will be speaking like 3% of the time. Your responsibility is to make sure that EVERYONE speaks VERY LITTLE. That includes those who are out-of-power and taking dominated strategy. You need to juggle the spotlight and make it clear that you're juggling the spotlight. To crush the dominated strategy delegates, shut them down by cutting them off appropriately and giving someone else the spotlight. Very good out-of-power delegates know that taking your power is not speaking a lot. It's taking away the role of juggler of conversation. They will cut you off when you're speaking to give someone else the spotlight. I hope this makes sense. I will elaborate if needed.

13.2. Solidify your bloc: This may a good time to build a partnership. Compliment another dude so they warm up to you, so you can opp them. Also, collect everyone's delegation name and phone number. Make a group chat after the first committee session ends. Carry around a notebook dedicated to contact information—it'll serve you well.

13.3. Secure next unmod: Before the unmod ends, tell them to meet you here and to send you a note if they want to tell you something. Don't let the connection burn.

Dominated Strategy: You got shafted. You failed to gather a sizeable bloc, or perhaps it was stolen right when the unmod started. Perhaps it was stolen in the middle of the unmod. Dominated Strategy is careful balance between assertion and reservation. You're not the leader and you need to accept that—your next step is to dethrone the leader.

13.1: Intercept Leadership: In any case, Dominated Strategy begins when you're alone. Your goal now is to join a bloc and become competition for the leader. It's super easy to join a bloc because all bloc leaders put on this fake air of hospitality, which makes Dominated Strategy ironically easier in some ways. Now, let the leader fumble with their power, and eventually they'll give you your time to share your ideas. Have a relatable and humanized idea. Deliver it well, and then once you finish, immediately bounce off the metaphorical microphone to another delegate. At that time, you just stole the bloc leader's job. You're almost like a leader in that way now. Keep bouncing it off. Fight it through. It'll be hard, but it may pay off.

13.2: Solidify the Bloc: You're a bloc regardless of who the leader is. You should collect the contact info of everyone regardless. It's a way to one up the bloc leader. It'll also give you automatic control over the members of the bloc.

13.3: Continue to Speak: Regardless of how well you do in Dominated Strategy, you need to focus. Your speeches are very important. Do not falter. Pretend like you just used Dominant Strategy, and continue to deliver very strong speeches. Not only are you presenting yourself as a bloc leader to the chairs, you're also convincing the delegates that you should be the leader instead of the other donut. Don't let your mistakes get to you. (Conference) 2017, I failed to gather a bloc, and I failed to use Dominated Strategy, but I still gave strong speeches and won something (even though it was barely commendable).

14. Mod after Unmod: If you made it here without wanting to toaster bathe, you're probably doing pretty well and have a hold of a sizeable bloc. Early game is basically over. Now you just have to make sure you assert yourself leader in the Moderated Caucus right after unmod.

Right after the unmod and after everyone takes a seat, the chair will asks for any points or motions on the floor. You HAVE TO motion for a Mod with the topic on what was discussed during the unmod. Name drop the delegates in your bloc to show that you're the leader. This will be valuable. Then give a generic good speech.

15. Working Papers: It is standard for Working Papers to be started after the first unmod. In shorter committees, they're started in the first unmod, but not at (Conference). Laptops are allowed at (Conference). Start writing operatives at your desk during mid game, so you can immediately have some beef in your working paper at the next unmod. I actually am not entirely

sure when the working papers begin to pop up in committee, but it doesn't really matter. You should have operative clauses prepared to drop onto any piece of paper at any moment.

16. Close out the Day: After the mod after the unmod, committee slows down and nothing substantial happens. You can take on mid game tone, but it's not nominally mid game just yet. Relax for now. Don't mention any new novel ideas. Read the mood—everyone is tired and want to get back to their hotel rooms. After you adjourn for the day, I like to find a partner and invite them to lunch/breakfast tomorrow before committee. If you're in dominated strategy, you should automatically ask the leader that you're trying to dethrone. If you're in dominant strategy, ask someone who you know will be a loyal follower and maybe that you kind of like. Have fun with them, and build a friendship. It'll be valuable towards your award. Another possible strategy is to ask the opponent leader to meet up.

Mid Game

Congrats! You made it to mid game, the reason why MUN is fun. During this time, if you have a bloc, you're more or less secure, because you have a group of people to talk to and a name to identify with. Usually mid game begins after the first day of committee at (Conference). Now, ahead of you are a million Moderated Caucuses and a handful of Unmoderated Caucuses.

1. Pregame: Before you enter committee, meet up with your partner. Explore THEIR ideas. Try to minimize how much content you expose though. You want to know them, not the other way around. Go get McDonalds or a burger. Build a friendship/intimacy. Also, throughout the night, you should have made the group chat and written down numerous operative clauses. Perhaps you even started your working paper in secret. You may have even jotted down some subtopics that you can respond to in committee.

2. Procedure: Sit down with your bloc. The first motion is open debate. You do not open a speaker's list. You start with Moderated Caucuses, and continue to do Moderated Caucuses into oblivion.

3. Present your main plan: When it happens varies per committee, but the bloc leaders always introduce the name of their bloc. You need to introduce your bloc. I think it will happen during the first mod after the first unmod of the second day. During that unmod, you need to confer with your members and have them agree with your idea. They will agree, because you made it clever hopefully. After you drop the name on the committee, you have now enslaved yourself to your bloc, which is good. You now attribute your ideas to your Working Paper and your main plan.

4. Mods into Oblivion: Yea you do a million Moderated Caucuses with unmods here and there so you can work on your paper. There are different strategies on how to write your paper. I leave it to you to decide how you should do it. These mods make mid game what mid game is. It's a less tense, more conversational, and innovative session. The topics that are brought up here are often foreign to everyone, but you still need to be opinionated. Ideally, in your plan sheet, you cover a lot of these subtopics so you can still perform well without busting your ass.

You can also drop many jokes and do cool things. There is no set way to do this, which is why I won't tell you what to do. Just deliver good speeches and don't mess up. Don't lose your bloc either—it's rare but it's not impossible. I would also like to caution you to not ignore other blocs. Talk to them—do not antagonize them. Always praise them. There is no reason to blatantly criticize them. I'm not telling you to not disagree with them; you definitely should, but don't piss anyone off.

This step is awfully tiny compared to how much time it takes up in committee. I won't prescribe a procedure to you partially because it's impossible and partially because it would be meaningless. Have fun during mid game. It's what you will remember about MUN when you're older.

5. Mergers: Chairs only accept a limited number of Working Papers. You also should try to increase the size of your bloc. Mergers are the answer. Organizing mergers may help you look good in the eyes of the chair. This is why you do not roast other blocs. Be welcoming.

Mergers are extremely complex and I could write an essay on that alone. It's a tradeoff. As a larger bloc, you want to absorb small blocs, but smaller blocs will only be willing to do this if you give the smaller bloc X number of sponsor positions. Large blocs may merge so the bloc leaders can go head to head and assert their dominance. Sometimes, blocs may refuse to merge because of failed negotiations, but still maintain happy terms. They may vote in conjunction, which means that they every member of each bloc votes in favor of the other bloc's resolution. In any case, try to organize as many mergers as possible without losing power.

6. What? We need to finish the paper within the next 15 minutes?: I'm going to say it now: in every committee that I've done at (Conference), you are expected to turn in your Working Paper before the second day is over. During the dinner break, you and the top leadership in your bloc should work to finish it. You have no time to eat. Finish it and submit it on a flash drive.

7. Close out the Day: After dinner break is over, you still have three hours of committee remaining. You already submitted your paper, so all that remains is usually debate about each paper and other random topics. Again, speak highly about each paper. Making some jokes here will be effective since everyone is tired. I like to make puns out of my bloc's name. In short, don't take yourself too seriously. You should be using very lax tone and barely any dramatic moves. This is the time to be quirky and relatable—don't come off as a pretentious nerd.

Late Game

Late game has some important parts, but it's usually filled with boring downtime and barely any debate. There are literally no dramatic speeches during late game. Everyone just wants to see the awards. Don't be that guy.

1. Some weird debate: Before you present papers, there is some debate about the differences between each paper. You should actively participate. Be poised and don't crack any jokes. Explain why your paper is exceptional and that all other papers are exceptional as well. I like to ALWAYS support every plan. There's literally no reason not to.

2. Present all papers on the floor: Based on the order they were submitted, all Draft Resolutions are presented. Basically, the sponsors go up to the front and read through the entire Draft Resolution, clause by clause.

After this tedious reading session where no one really pays attention, there is a Q and A session. Answer the questions well. Think of strategies that you can use up on the QA stand. Repeat this process for each Draft Resolution.

Honestly, the awards have already been determined at this point—just don't do anything stupid. Remember to always support every other paper.

3. Some more weird debate: The chairs want to kill time at this point and don't want to enter voting procedure prematurely. The committee debates differences in papers and random subtopics. Again, don't be a weirdo and just give normal speeches. There's no need to put in the effort to stand out, because you should have already done so.

4. Voting Procedure: In order to enter voting procedure, someone motions it first. Then, there's something that's called a two-for-two-against entering voting procedure. Basically, two delegates explain why the committee should enter voting procedure and two other delegates explain why the committee shouldn't. Sometimes, committees don't do this, because it's really weird and almost inconsequential. I would just do nothing here. It matters very little.

After the two-for-two-against, ⅔ of the committee must vote to enter voting procedure. Once you enter voting procedure, they take a role call. Now to start voting: based on the order of submissions, you do another thing called a two-for-two-against for why each Draft Resolution should be passed. You ABSOLUTELY MUST raise your placard to speak for your paper. If you don't you're literally conceding power. This is the last chance to show that you're in charge of your bloc. If you're the leader, you will be called, so don't worry. After the two-for-two-against for your resolution, you vote. Repeat this for each Draft Resolution. DO NOT VOLUNTEER TO SPEAK AGAINST ANY PAPER.

5. End game: You're basically done after voting. Depending on your chair, you may go into the second topic. Usually you do at a very surface level. Don't sweat it. The blocs are usually determined by the blocs from the previous topic, so you basically have to do nothing. At most, give a cool opening speech.

6. Funmun: On the last day of the conference, a lot of people leave before the committee session. In fact, the awards have already been submitted. You can go to Funmun and have fun if you want. Usually, if you won, you want to go.

7. End.

Closing Notes

If you actually read through this, I hope you picked up at least a few things. I left out a lot of stuff, sometimes intentionally, other times unintentionally. I think building your style and revising or improving my itinerary may be valuable to your chances at an award or your own personal growth.

So as a final note, good luck.

My name
Secretary General 2018-2019
Class of 2019