

Colegio Americano de Durango

Model of the United Nations

Simulation Rules- CADMUN

I. Jurisdiction and Enforcement

- A.** These are the only applicable rules for the Colegio Americano de Durango Model of the United Nations, CADMUN. They are subject to change at any time by the Secretariat, through verbal or written authorization of the Secretary General.
- B.** The Secretary General, through the Secretariat, shall be responsible for the enforcement of these rules.
- C.** These rules shall apply to any person visiting the American School of Durango with the purpose of attending CADMUN.

II. Definitions

- A.** “Delegates” - participants who will represent a delegation at CADMUN.
- B.** “Advisors” - participants accompanying delegates as responsible adults.
- C.** “Special guests” - any other participants.

III. Financial Obligations

- A.** Delegates attending the simulation are expected to cover a Delegate Fee, to be determined by the Secretariat.
- B.** Advisors are expected to cover an Advisor Fee.
- C.** Special guests may be required to cover a separate fee, not to exceed the Delegate Fee, by discretion of the Secretariat.
- D.** No participant shall be expected to cover more than one fee. If more than one fee is applicable to a participant, payment of the fee of greatest value shall be considered a payment of all applicable fees.

IV. Lodging and Transportation

- A.** All participants are encouraged to stay in the official CADMUN hotel. Participants who do not take these option are expected to arrange their own transportation to and from CADMUN, as well as their own accommodation.

V. Diplomatic Representation

- A.** Delegates shall only represent the delegation assigned to them by the Secretariat.
- B.** Only one delegate per delegation per committee is allowed to represent that delegation.
- C.** In the event that more than one delegate represents one delegation in one committee, the Secretariat reserves the right to re-assign the delegations of those delegates.

VI. Simulation Conduct

- A.** All delegates are to wear their badges in a visible place at all times during the simulation. A standard fee must be paid in order for the Secretariat to provide a new badge.
- B.** The treatment of delegates towards each other, chair members, and the Secretariat should be formal and respectful.
- C.** Delegates must abide by the dress code at all times.
 - 1. Women: Should wear formal clothing, including: a formal skirt, blouse, dress, or suit with formal shoes.
 - 2. Men: Should wear a suit. Men should always wear their jackets and ties, with formal shoes and black socks.
 - 3. Note: Some traditional attire that is representative of the delegate's country may also be worn, as long as it looks appropriate.
- D.** Direct communication between delegates during sessions is forbidden. For this we have pages which will be present at all times to pass out notes amongst delegates. Notes not relevant to the simulation will not be passed.
- E.** Delegates must not leave the sessions unless there is an extraordinary reason.
- F.** No electronic appliances are allowed during the sessions, unless authorized by Secretariat. These include cellular phones, radios, and other telecommunications devices. Laptops must be authorized by the Chair. If the Chair considers the laptop is not being used wisely, then the delegate may be asked to put it away.
- G.** Delegates are not allowed to eat, drink, or chew gum in the committee rooms.
- H.** Alcohol, drugs, and tobacco are not tolerated on-campus. ASD, campus campestre host of CADMUN, is a non-smoking environment. There is to be no smoking in any area of the campus, at any time. Any participant found to be in possession or under the influence of any of these items may be expelled from the simulation.

VII. Committee Conduct

- A.** Delegates are expected to maintain order during committee sessions.
- B.** Delegates shall remain silent unless given the floor or otherwise recognized to speak by the Chair.
- C.** Delegates shall conduct themselves diplomatically.
- D.** Teachers may not contact delegates directly or through notes during the sessions, except during unmoderated debates.

VIII. Warnings

- A. A violation of these rules will result in a warning at the discretion of the Chair.
- B. A delegate who receives three warnings in a day will be asked to leave the committee for that session. A delegate who receives an additional warning will be asked to leave the committee for that day.
- C. If delegates are found to be in repeated violations of these rules, they may be asked to leave the Simulation, at the discretion of the Secretariat.

IX. Pages and Notes

- A. A page service is provided to simulation participants for their convenience.
- B. Delegates may send notes, papers, reference books, and other items pertinent to the simulation to other delegates within the same committee.
- C. Delegates may not send notes that are personal or irrelevant to the situation.
- D. Abuse of this policy shall be dealt with harshly.

The Chair

- A. The Chair shall be composed of two members, the Director and the Moderator.
- B. The Chair shall be responsible for enforcing these rules within its committee.
- C. Their functions are as follows:
 - 1) The Moderator has the power to suggest procedural motions, call on delegates to make procedural motions, grant the floor to delegates, oversee procedural votes, and give warnings. The moderator shall signal when the floor is open and when motions are out of order.
 - 2) The Director has the power to suggest procedural motions, overrule motions, overrule the Moderator's decisions, give warnings, and oversee committee voting. The decisions of the Director are final and cannot be appealed.

XI. Parliamentary Procedure

A. Point of Order:

A delegate may raise a Point of Order to call the Chair's attention to a violation of procedure by either the Chair or another delegate. A Point of Order may interrupt by the raising of a placard, the committee and the Chair decides if it is valid.

B. Point of Personal Privilege

A delegate may raise a Point of Personal Privilege when external factors (such as room temperature, room noise, speaker's volume, etc.) are inhibiting participation in the committee. A Point of Personal Privilege may interrupt the committee and shall be decided on by the Chair.

C. Point of Inquiry

A delegate may raise a Point of Inquiry to request procedural information from the Chair. A Point of Inquiry may interrupt and shall be resolved by the Chair.

D. Motion to Withdraw

A delegate who has introduced a motion before the committee may move to withdraw the motion before it has been voted on by the committee. Only the delegate who introduced a motion may move to withdraw it. A Motion to Withdraw may interrupt the committee, and it is not voted on.

E. Motion to Appeal

A delegate may Move to Appeal a procedural decision of the Chair. The Director shall consider and rule on the Motion to Appeal. The decisions of the Director may not be appealed. Simulation rules are not subject to appeal. A motion to appeal may interrupt.

F. Motion to Open the Session

A delegate may Move to Open the Session when the committee is not already in session. A Motion to Open the Session shall be decided by a majority vote.

G. Motion to Close the Session

A delegate may Move to Close the Session when the committee is in session. The delegate must specify the time at which the committee will re-meet. A Motion to Close the Session shall be decided by a majority vote.

H. Motion to Introduce a Topic

A delegate may move to Introduce a Topic before the committee. The Committee must be in session and there must be no topic before the committee. A Motion to Introduce a Topic shall be decided by a majority vote.

I. Motion to Table a Topic

A delegate may move to Table a Topic before the committee. Once a topic has been tabled, no new resolutions on that topic may pass, unless the topic is re- introduced to the committee. A Motion to Table a Topic shall be decided by a majority vote.

J. Motion for a Moderated Debate

A delegate may move to have a Moderated Debate/Caucus. A Moderated Debate is one where delegates may debate with help from the Moderator. Delegates do not need to raise points to speak; they only need to be recognized by the Moderator. The delegate that motions for a Moderated Debate must specify the time length of the entire debate and a maximum speaking time for each delegate. A Motion for a Moderated Debate shall be decided by a majority vote. Delegates must stand up when speaking during a moderated debate. The delegate that made the motion has the right to have the first word.

K. Motion for an Unmoderated Debate

A delegate may move to have an Unmoderated Debate/Caucus. An Unmoderated Debate is one where delegates may debate without intervention from the Moderator. Delegates may stand up and move around the room, but may not leave the room without permission from the Chair. The delegate that motions for an Unmoderated Debate must specify the time length of the debate. A Motion for an Unmoderated Debate shall be decided by a majority vote. The official language of the committee must be spoken during the debate.

L. Motion to Open/Close the Speaker's List

A delegate may move to open the Speakers' List. The delegate must specify the time each Speaker shall be allowed, the number of questions each Speaker shall have, and the number of follow-ups each question may have. A motion can be made later on to change the time/questions/follow-ups for all speakers. Delegates shall be added to the Speakers' List after the motion has passed by raising their placards when asked to by the Chair, or by sending a written note to the Chair. If a delegate does not want to speak anymore, he/she could request through a note that he/she be removed from the list. The Speakers' List remains open until closed by a motion. Closing the Speaker's List would mean that no more delegates could be added to the speaker's list. A Motion to Open or Close the Speakers' List will be decided by a majority vote.

M. Motion to Open a Speaker's List for those Speakers in Favor and Against

A maximum of two speakers can speak in favor and a maximum of two against, but the speakers must abstain from speaking about the other alternative. This motion could be made at any time for any motion. Time, questions, and follow-ups should also be determined per speaker by the delegate that made the motion.

N. "I yield my time to..."

The delegate in turn on the speaker's list may decide what he/she wants to do with the remainder of his/her time after his/her speech. Time can be yielded to another delegate. This second delegate has to agree but only the first delegate can answer any questions. Time can also be yielded to questions, which the delegate can answer but only until the time runs out. If time is yielded to the chair, the remainder time is eliminated.

O. Point of Information

A delegate may raise a Point of Information to question the Speaker through the Chair. The Speaker may choose not to answer the question or answer it anyway he/she wants, but he/she still has to listen to the question and its follow-ups. Delegates may ask another question after the first one by informing the Chair of his intention to follow-up. A Point of Information shall be decided on by the Chair.

P. Motion to ask the delegate (#) more questions

This motion may only be passed once. Afterwards, no further questions may be asked to the speaker. The number of follow-ups allowed per question remains the same as previously established. Before voting takes place, the speaker has to accept the motion. It is passed by a simple majority

Q. Motion to allow the delegate to speak for (#) more minutes/seconds

This motion may only be passed once per speaker. Motion is decided on by a simple majority. Additional time has to be reasonable and cannot be limited.

XII. Resolutions

During a caucus, delegates form common interest groups, amass ideas, and write a Working Paper of a Resolution, in proper resolution format. All those delegates which wrote the working paper (maximum 5), write their country's name on the working paper and label themselves as sponsors.

For it to be considered by the Chair as a tentative Draft Resolution it has to be signed by at least one-fifth of the voting members present. These members, which may include sponsors, are labeled as signatories on the working paper.

The Working Paper may be submitted to the Chair as a note or during an unmoderated debate or break. No motion is necessary to introduce a Working Paper.

The Chair is responsible for numbering submitted Working Papers in the order in which they are received. The director must label it using the following guidelines:

- A.** The A indicates that this draft resolution pertains to topic A. The 1 indicates that this is the first working paper/draft resolution presented on the given topic.

The Chair will review the Working Paper; if found to be appropriate, it will be approved and signed by the Director. At this time the document will become a Draft Resolution.

Sponsors make a motion to present their draft resolution. This must be supported by a simple majority. The sponsors present their draft resolution and answer questions

Only a Draft Resolution may be amended. A Working Paper cannot be changed once it has been submitted to the Chair, unless the Chair requires that it be changed for proper format.

When the committee has voted on and passed a Draft Resolution, it becomes a Resolution adopted by the committee, and will go into the permanent committee record.

If the committee votes on and rejects a Draft Resolution, the Draft Resolution is tabled from the committee floor and returned to its Sponsors.

Amendments

- A.** A delegate may present an Amendment to a Draft Resolution for consideration by the Chair.

1. The Amendment may be submitted to the Chair as a note or during an unmoderated debate. No motion is necessary to introduce an amendment.
2. Submitted Amendments must clearly indicate which lines of the Draft Resolution they wish to change, and how.
3. The Chair shall be responsible for numbering submitted Amendments in the order in which they are received, in reference to the Draft Resolution they are amending.

B. If the Amendment is approved by all of the Sponsors of the Draft Resolution it is amending, then it becomes a part of the Draft Resolution.

C. If the Amendment is not approved by all the Sponsors of the Draft Resolution it is amending, it must be subjected to a majority vote within the Committee to become a part of the Draft Resolution. The Amendment will be voted on as soon as it is received and approved by the Chair.

D. A Resolution that has been passed and is a part of the permanent committee record may not be amended.

XVI. Motions Regarding Resolution and Amendments

A. Motion to Vote by Roll Call A delegate may move to vote on any motion by Roll Call instead of by simple placard count. Draft Resolutions have to be voted on by Roll Call or Acclamation only. This motion shall be decided on by a majority vote within the committee. If the motion passes, the committee will move into formal voting procedure. The Chair will call delegations to state their intended position. Delegates may vote in Favor or Against a Draft Resolution, or may decide to Abstain from voting. The Chair will tally the vote and announce the results to the committee.