



The Walworth Barbour

AMERICAN INTERNATIONAL SCHOOL
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MUN Rules of Procedure – Specialized Committees (These rules supplement the general [Rules of Procedure](#) for the conference. In case of any conflict between the rules, the Specialized rules of procedure will take precedence.

All Specialized committees:

Rule 23 Moment of silence

At the beginning of each session, a delegate may motion for a moment of silence. This motion requires the statement of the circumstances prompting such a moment of silence, and can be passed at the chairs' discretion without a vote. If passed, a few seconds of silence are to be observed by the committee, during which all members, including chairs, admins and guests, are to behave in an appropriately somber fashion.

Security Council/Historical Security Council

Rule 24 P-5 Veto

In Security Councils, for substantive votes only, the permanent 5 members (China, France, Russia, UK, US) have a veto. If cast, this vote prevents any substantive vote from proceeding.

Rule 25 Motion for a P-5 Caucus

A motion for a P-5 caucus allows the Permanent 5 members to meet privately to attempt to resolve disagreements on substantive members and avoid a veto. Such a motion can be accepted by chair's discretion without a vote, and the subsequent caucus should not exceed 15 minutes.

Rule 26 Motion to make vote substantive

If passed by a simple majority, an otherwise procedural vote is treated as if it were substantive, enabling vetoes as well as abstentions.

Rule 27 Motion to make vote procedural

If all P-5 countries vote in favor, then a substantive vote may be treated as procedural, in which case there will not be a veto. (highly unlikely to occur in practice)



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Rule 28 Motion to Vote Clause by Clause

If passed by a simple majority, this motion allows the committee to vote on each clause separately. Only the clause or clauses which pass by the necessary majority will then be part of the resolution.

Rule 29 Motion to Consult with UN Representative

If passed by a simple majority, the committee can summon a particular UN undersecretary general, special rapporteur, or other UN expert pertinent to the topic being debated. It will be the responsibility of the Secretariat to provide such an expert by the next committee session.

NATO

Rule 30 Unanimity

Substantive votes in the NATO committee require a **unanimous** vote to pass.

Rule 31 Easypass Voting

This motion allows the committee to change the voting needed to pass a draft resolution from unanimous to two-thirds majority. The motion itself requires a two-thirds majority, and can only be made if all draft resolutions have failed to pass a vote.

Rule 32 Invite an Expert

If passed by a simple majority, the committee may summon an expert on a designated topic to provide an update on a topic being discussed by the committee. This expert will be provided by the Secretariat by the next session at the latest and will answer at least five questions.

Rule 33 Hear from a Head of State

If passed by a two-thirds majority, the committee may call for the head of state of a specified



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country to address the committee. The head of state will be provided by the Secretariat by the next session at the latest and will answer at least three questions from committee members.

SRC

Rule 34 Treaties

In the SRC, in addition to creating a resolution, countries can commit to treaties. Once two or more countries agree on a treaty, the details should be written out clearly and can be presented in committee just as a working paper would, but can be passed if all relevant countries agree (like a friendly amendment).

Rule 35 Summon an Ambassador

If the committee believes that it would benefit from hearing from a country that is not in the committee, it can pass a motion by two-thirds vote to invite the ambassador of that country to the committee for a moderated caucus of maximum fifteen minutes.

Rule 36 Invite an Expert

If passed by a simple majority, the committee may summon an expert on a designated topic to provide an update on a topic being discussed by the committee. This expert will be provided by the Secretariat by the next session at the latest and will answer at least five questions.

Rule 37 Press Conference

If passed by a two-thirds majority, the committee can summon members of the Press Committee to make a press conference and announce a peace treaty. This will then be broadcast to the entire conference at the next available opportunity.

US Senate

Rule 38 Motion to Question a Senator

If passed by a simple majority, this motion allows a designated senator to be called to address questions from other senators, for a period not exceeding fifteen minutes in total.



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Rule 39 Subpoena

If passed by a two-thirds majority, the Senate can force someone to come answer questions in a moderated caucus not exceeding ten minutes.

Rule 40 Speech from the President

If passed by a two-thirds majority, the President may be called in to address the committee on a predetermined topic. In the event that this happens, the chairs must announce “Please rise for President Donald J. Trump, at which point all ministers must rise.

Rule 41 Filibuster

Any member of the committee may exceed their allocated speaking time during the GSL and “filibuster” by making a continuous speech. If the delegate pauses speaking for more than 2.5 seconds, their speech will be considered to have concluded and they must yield the floor back to the chairs. A delegate may only filibuster once per day of the conference.

Percy Jackson Committee

Rule 42 The Curse of Poseidon

Can be motioned immediately after a moderated caucus passes. If passed by a two-thirds majority, delegates must take a sip of water between every sentence spoken for the duration of the moderated caucus. May only be passed once a day.

Rule 43 Mark of Apollo

Can be motioned immediately after a moderated caucus passes. If passed by a two-thirds majority, delegates must give all their speeches in rhyme. May only be passed once a day.

Rule 44 The Battle of Dionysus

A motion made from the General Speakers list—the delegate motioning should specify which delegate he wants to battle. If the other delegate accepts the challenge, and at the chairs’ discretion, the two delegates will have five minutes to debate (gentlemen’s unmod style).



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Rule 45 Consult the Oracle

Requires unanimous support to pass. The backrooms will tell the committee about a big plot point/crisis update/event planned for the future. This motion may only be passed once a day.

Rule 46 Declaration of War

If passed unanimously, and at the discretion of the TIMEMUN Secretariat, members of the committee will be dispatched to every committee of the conference to warn them that the titans are coming. This motion may only be used once during the conference. It is considered the most disruptive motion (obviously!).

Crimefighters Committee

Rule 47 Wiretap

If approved, this allows the committee to find out about the last directive that a certain delegate from the organized crime committee submitted. This must be submitted as a public directive, specifying which delegate is being spied on, and why the wiretap is justified. It can only be done once per day.

Rule 48 Counter Surveillance

A motion to address the risk of spies in the committee. This motion can be made in writing to the chairs and accepted at the chairs' discretion. If it passes, a vote for a particular motion or directive will be held as a secret vote, with members submitting their votes by secret ballot, to prevent other members from knowing how each person voted.

Rule 49 Go Undercover

If passed by a majority, and at the chair's discretion, delegates may switch characters without the other cabinet knowing. This switch will take place until the end of the conference.



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Rule 50 Freeze the Assets

If passed unanimously, the committee can freeze the bank accounts of one of the crime organizations (this information will not be known to the rest of the criminals). This can only be used once per conference.

Rule 51 Interrogation

If passed by a two-thirds majority, the committee can summon a member of the other cabinet and force them to answer questions for up to ten minutes. This can only be done once per day.

Organized Crime Committee

Rule 52 Motion to "Eliminate the Threat"

The Council can order the capture or assassination of a member of their council or someone from the other cabinet. This requires a two-thirds majority and backroom approval. If the leaker is eliminated, consequences for the Council may include backlash from their faction or external forces.

Rule 53 "Strategic Disappearance"

A private directive that allows a delegate to fake their own death or go into hiding to evade capture or assassination. The Crisis Team determines how believable the disappearance is. Disappeared delegates operate from the shadows (e.g., sending anonymous threats, directing loyalists). If discovered, they may face severe consequences (e.g., execution).

Rule 54 Bribe the Backroom

The committee can pool their resources and offer a bribe to the backroom. If accepted, the backroom will choose one of the directives from the other cabinet and reveal it, along with who sent it in. This can only be done once per day.

Rule 55 Motion to "Stage a Hostile Takeover"

Allows a delegate to challenge the leader of their faction (Mafia Boss, Hero Commander, etc.). If approved, the current leader and challenger each make their case to the faction (Secretariat will choose the faction leadership). The faction votes to keep or overthrow the leader. If the coup



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fails, the challenger faces potential exile, arrest, or assassination. If the coup succeeds, the new leader gains control but must prove their strength quickly or risk another challenge.

Rule 56 Motion to "Declare a Vendetta"

Allows a delegate to declare an official blood feud against another player, adding personal stakes to the game. Vendettas must be justified with an accusation (e.g., betrayal, backstabbing, unpaid debt). The targeted delegate can accept the vendetta (leading to a direct confrontation) or deny it (risking suspicion and loss of credibility).

Vendettas can only be resolved through:

One delegate's elimination;

A public peace deal (which may or may not hold), or

A dramatic crisis event decided by the Crisis Team.