



The Walworth Barbour

AMERICAN INTERNATIONAL SCHOOL
In Israel Inc.

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:

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, 30 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.

BRICS

Special Rule 1: Economic Posturing

This motion may be made before beginning a moderated caucus on the cryptocurrency agenda. It passes by a simple majority, but may only be used once per day. During the moderated caucus, any delegate who speaks must physically display their stance:

- Open palms on the desk = pro-integration
- Folded arms = against
- One finger raised = conditional support

Delegates must maintain the chosen posture throughout their speech.

Special Rule 2: Weighted Voting Mechanism

On substantive votes,

- Each BRICS member state¹ receives one full vote.
- Observer states receive half a vote.

This voting scheme can be changed to a standard one country-one vote if two thirds of BRICS members vote in favor of such a change.

¹ Brazil, China, Egypt, Ethiopia, India, Indonesia, Iran, Russian Federation, Saudi Arabia, South Africa, and the United Arab Emirates



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Special Rule 3: Motion to Debate the (US) Presidents

This motion can only be passed once per conference. It is a procedural vote requiring unanimous support. If passed, two representatives of the Presidential Forum will be invited to join the BRICS committee for a 10 minute moderated caucus on a predesignated topic. The presidents are to be given five minutes to prepare for the debate.

Special Rule 4: Summon the head of the NDB

Requires a two thirds majority. If passed, the head of the New Development Bank (NDB) will be summoned to address questions from members of BRICS committee in a moderated caucus not to exceed 15 minutes. This motion may only be used once per day.

Special Rule 5: Summon a Climate-Affected Delegate

Requires a two thirds majority. If passed, a guest speaker representing a climate-vulnerable population will be welcomed for a 10 minute Q and A.

Special Rule 6: Currency Crash

Requires a unanimous vote and can only be used on the second day of the conference, after 14:00, and at the Secretariat's discretion. If accepted by the Secretariat, a TIMEMUN-wide emergency will be declared, due to China, India, and the rest of the BRICS members announcing they will be abandoning the use of the US dollar.

HTTYD

Special Rule 1: Speak in character

This motion may be made before beginning a moderated caucus. It passes by a simple majority, but may only be used once per day. During the moderated caucus, any delegate who speaks must speak in character:

- Viking characters must speak loudly and confidently, occasionally striking the desk or miming weapon use.
- Scholars or healers must speak calmly and avoid aggressive gestures.



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Special Rule 2: Dragon Consent Voting Rule

Any substantive motion requires:

- A simple majority, *and*
- Support from at least one pro-dragon and one anti-dragon character

Special Rule 3: Guest Speaker – Dragon Testimony

Requires a two thirds majority and can only be used once per topic. If passed, a dragon will be summoned to the committee to give a speech on topic and answer up to three questions from delegates.

Special Rule 4: Call to the Gods

If passed, a Nordic god will be called to the committee to advise the committee in a gentleman's moderated caucus not exceeding ten minutes. This motion requires a unanimous vote and can only be passed once per conference.

Special Rule 5: Consult the Wise Women

Requires a two thirds majority and can only be used once per conference. If passed, the wise women of Berk will visit the committee and answer up to eight questions.

Special Rule 6: Technological Retreat

Requires a simple majority and can be used once per day. If passed, the committee will operate without phones or computers for the next 30 minutes.

Special Rule 7: Amputee Benefits

Requires a simple majority and can be used once per day. If passed, amputees get an extra 15 seconds per speech in the next moderated caucus.

Special Rule 8: Dragon Challenge

If a delegate's motion fails with no seconds, they must name 5 dragon species. If the person has a device they are not allowed to touch it. If they fail to name five distinct species, they will be prevented from speaking at the next moderated caucus.

Special Rule 9: Overaleing



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This motion must be made immediately after committees resume following the lunch break and passes at the chairs' discretion. For every speech of the first moderated caucus after lunch, every speaker must act especially goofy as they deliver their speech.

Interplanetary Forum (IPF)

Special Rule 1: Motion to Consult Expert Xenobiologist

Requires a two thirds majority and can only be used once per conference. If passed, a galaxy acclaimed xenobiologist will be summoned to the committee to answer up to six questions.

Special Rule 2: Guest Speaker – Alien/Cyborg Voices

If passed by a two thirds majority, an endangered alien species or cyborg representative will be beamed to the committee for a Q and A session not to exceed 15 minutes.

Special Rule 3: Motion to Speak in Character

Requires a simple majority to pass. This motion only affects speeches made in the General Speakers List (GSL). When addressing the forum, delegates must begin their speech with the phrase **“Honored sentient beings of the Forum”** and perform a gesture that matches their character. Delegates representing cyborgs or AI-aligned factions must speak in a **robotic, emotionless tone** for at least their opening sentence.

Special Rule 4: Consult AI

Requires a unanimous vote and can only be used once per topic. If passed, the committee shall agree on one question to ask an AI of their choice. The response from the AI must then be incorporated into the Draft Resolution as part of a clause.

Special Rule 5: Motion to push a delegate out of the airlock

A delegate may propose to push x delegate out of the airlock, stating in the motion which delegate they wish to push. The motion requires a two thirds majority. The delegate pushed outside the space station cannot talk for 10 minutes, although they can still vote or participate in caucuses by using gestures, sign language, signs and other non-verbal communication to get their point across. A delegate may only be pushed out the airlock once per conference.

Special Rule 6: “Motion to show a Delegate the Total Perspective Vortex”



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A delegate may motion to show x delegate the Total Perspective Vortex, which shows them the whole of creation, scrambling their mind. They must then make a 1 minute speech in which they must argue with themselves, attack their own points, and attempt to argue for and against each side of the current debate. If the chair deems the speech successful, they will get an extra 10 seconds of speakers' time until the next session. This motion may only be used once per day.

Special Rule 7: Species-Based Voting Requirement

Any substantive vote addressing a sentient species (cyborgs, endangered alien species, or non-space-faring species) must pass with:

- A **simple majority**, and
- At least **one affirmative vote from a delegate explicitly representing or advocating for that species**, as determined by the chairs.

Special Rule 8: Bloc Voting

This motion can be exercised during voting procedure and requires a two thirds vote. The committee is divided into four blocs: Humans;² Aliens;³ Cyborgs/Androids,⁴ and Unaligned.⁵ A simple majority of the bloc members choose how the bloc will vote, with each bloc counting for one vote.

Presidential Committee

Special Rule 1: God Bless America

Requires specified amount of time or number of speakers, not to exceed one moderated caucus. For the specified time, anyone who speaks must either start or end their speech with “God Bless America.” This motion requires a simple majority.

Special Rule 2: Motion to Tea Party

Motioned immediately following a motion for moderated caucus passes, requires a simple majority to pass. Everyone who speaks in the moderated caucus must pretend to throw out their tea before speaking, and include at least one insult to King George III during their speech.

² Agent K; Dr. Okun; Wikus van de merwe; Black Panther; John Helldiver

³ Marvin; Superman; Yoda; Dr. Who; Alaric Ward; Klaatu

⁴ Breq; Cyborg; Optimus Prime; Erek King; Marvin

⁵ Starlord; Emperor; Spock; Dr. Strange



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Special Rule 3: Motion for Freedom Fries

Motioned immediately following a motion for moderated caucus passes, requires a simple majority to pass. Everyone who speaks in the caucus must attempt a French accent and use at least one French word in their speech (s'il vous plait, merci, bonjour, au revoir, etc.).

Special Rule 4: Motion to publish redacted directives

The three most recently rejected directives will have key information redacted (such as the names, places, etc.), and will then be published for the committee to see. Then, the presidents will guess as to who wrote each directive. The amount of guesses is left to the chair's discretion. The first person to correctly match a president to a directive (presidents may NOT match themselves to their own directives) gets to see the full text of the directive.

Special Rule 5: Motion to play the American anthem

A president may raise this motion anytime during an unmoderated caucus. It passes at the chair's discretion. "The Star Spangled Banner" then plays in the background for the rest of the unmod. The volume of the music is determined at the chair's discretion.

Special Rule 6: Motion to take Greenland

The committee summons Denmark from all TIMEMUN committees (EU and NATO). When they arrive, the committee will hear two speakers for and two against the proposition of the US taking over Greenland. Each speech shall not exceed one minute. This may only be passed once per conference. This motion requires a two thirds majority to pass.

Special Rule 7: Motion for Intelligence

This motion requires a simple majority to pass and can only be used once per committee session. If passed, the committee receives an intelligence briefing from a team of US intelligence officers.

Special Rule 8: Respect Your Elders

Procedural votes only: in the event of a tie, the chronologically earliest president present casts the deciding vote.



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Special Rule 9: Executive order

Requires a unanimous vote. If passed, the Presidents can send a memo to all US representatives at the conference (NATO, WEF, PFII) calling on them to abide by specific instructions.

Prison JCC: Prisoners Committee

Special Rule 1: Motion to call the warden

A motion to call the warden will call any willing crimefighters to participate in a discussion with criminals. This discussion will consist of an unmoderated caucus not exceeding 10 minutes in duration. This motion passes by a simple majority and can only be exercised once per day.

Special Rule 2: Motion for Solitary Confinement

The prisoners vote to place one prisoner in “solitary confinement” during a moderated caucus. That prisoner must sit in the back of the room accompanied by a guard, and is not allowed to speak for the next 5 minutes. They may still communicate using signs, sign language, or other non-verbal forms of communication. Must be raised as a motion following a motion for a moderated caucus. Requires a two thirds majority to pass. Each prisoner may only be put in solitary confinement once during the conference.

Special Rule 3: Prison Brawl

Requires a two thirds majority to pass. When making the motion, a delegate should specify whether they want to use arm-wrestling or rock-paper-scissors. Prisoners match up and face off using the designated method of combat (arm-wrestle or rock-paper-scissors). Winners move on to face one another. The last man/woman standing is the champion of the prison, and gets to author a public directive on behalf of the entire group, which the group must support.

Special Rule 4: Silent Vote Protocol

If passed by a simple majority, votes on public directives will be held anonymously:

- Prisoners vote by placing their heads down and raising a fist.

The chairs will then announce the results without revealing individual votes.



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Special Rule 5: Guest Speaker – Emergency Intervention

The prisoners may summon a guest speaker of their choosing for a consultation not to exceed six minutes. However this motion requires two thirds support from the prisoners, as well as simple majority support from the crimefighters.

Special Rule 6: Lights-Out

At the chair's discretion, "lights-out" may be put in place for up to a ten minute period. This requires that:

- Delegates give speeches in a whisper.
- Crisis notes and notes to the other cabinet may not be sent.

Special Rule 7: Bribery

Requires a unanimous vote, can only be used once per conference. If this motion passes, the chair of the committee will switch with one of the backroom members for a 30 minute period. The backroom member turned chair will provide inside information on up to three directives (public or private).

Prison JCC: Crimefighters Committee

Special Rule 1: Motion for Interrogation

The delegate who presented the motion may select one person in the other cabinet to interrogate with up to three questions. This motion requires a two thirds majority, and can only be used once per committee session.

Special Rule 2: Doughnut Dunk

This motion may be made before beginning a moderated caucus. It passes at the chair's discretion. If passed, all delegates giving speeches during the caucus must pretend to dunk a doughnut before starting their speech. If they forget, they lose their speaking time.

Special Rule 3: Handcuffs



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Within the first 30 minutes of a committee session, one of the delegates may request to lock themselves in handcuffs. For the rest of the committee, they will have to hold their hands together whenever they give any formal speeches (GSL or moderated caucuses). If they do so successfully, they get to write a public directive that passes automatically.

Special Rule 4: Secret Informant

On the passing of this motion, an ex-criminal will be brought to the committee to deliver a 2 minute speech about their experience as a criminal and the tactics they used. In this speech, they will covertly incorporate one key hint about what the prisoners are planning along with at least two red herrings. After their departure, it will be up to the delegates to dissect their speech and find the correct hint. This motion requires a two thirds majority and can only be used once per conference.

Special Rule 5: Motion for a Mission

Upon the passing of this motion, the delegates will be presented with a special mission such as riddle, a puzzle, etc., and a specified amount of time in which to solve it. If success is achieved, the delegates will be awarded by the backroom with a hint about the prisoners' plans.

Special Rule 6: Special Investigation

This motion requires a two thirds majority, and can be passed once per session. The committee will then have a 10 minutes gentlemen's moderated caucus with a guest speaker, such as:

- A prisoner's family member
- A victim of a crime
- A civilian affected by corruption

Following the testimony, the room must enter a mandatory 10 minutes emotional-response caucus, during which no directives may be passed.

Special Rule 7: Wiretap

This allows the committee to find out about the last directive that a certain delegate from the prison 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.

Special Rule 8: State of Emergency



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This requires a unanimous vote and can only be passed once, on the second day of the conference, and at the discretion of the Secretariat. In that case, the committee is suspended for five minutes, and members of the committee will enter each of the other TIMEMUN committees to announce a state of emergency.