



THE ONE YEAR WAR (crisis) Topic Guide

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Junior Academy Model United Nations

- THE FIFTH ANNUAL CONFERENCE -

Note from the Crisis Director (LAURENCE LU)

But Laurence! How should I research a topic that is so clearly not set in reality?

Well.. you can. Somehow.

A good starting point is always current legislation and resolutions of the UN regarding space. Even look at some domestic policies, if you need to. These will all give you starting points for looking at your own positions, and maybe inspire you on developing your own. But, due to the relatively unrealistic (some might even call it sci-fi) premise of our crisis, you aren't expected to adhere strictly to what your position states. Be prepared to make compromises to your position, but be careful as to how far you're willing to give up your values. Keep in mind always that working with other delegates around compromises doesn't mean you must make many concessions.

As you consider possibilities for your position, also be sure to look at similar historical events. You may notice some parallels between significant current or historical figures and your character—take note of these and use these to advance your position while in committee. In the same vein, look at the kinds of actions these figures may have taken; you might find something useful.

If you've already had some Model UN experience, particularly in General Assembly (GA) committees, you may be wondering why we haven't explicitly listed topics. Unlike GAs, crisis committees tend to be more adaptive and fluid, to match the chaotic nature of reality. However, in order to make the crisis experience as smooth as possible, we've elected to have a specific order of events, which you'll notice as committee goes on. We've also included portfolio powers under each position to help you get going (we've called these PPs). In committee, if you feel overwhelmed, feel free to pass up a note, and we'll do our best to accommodate you.

If you have any questions for my chairs, my co-director, or me, feel free to e-mail us!

A Letter from the Assistant Crisis Director (MAYA SCHONBERG):

Hi delegates! My name is Maya Schonberg, and I am a freshman in the science academy and a member of BCA's Model UN (MUN) team. I sing in BCA's concert choir and will be acting in the spring One-Act plays. This is my first year doing MUN, and it's been quite the ride. I've had so many amazing experiences during conferences and club, whether it's been hanging out with the upperclassmen, bonding with the munnies in my grade or playing speaking games in club. MUN has been an amazing part of my life for the past year, and I can't wait to share some of it with you during JAMUN V! Thank you for coming, and good luck! If you need anything, don't hesitate to email me, Laurence or one of the chairs- our emails are on the JAMUN website.

A Letter from the Co-chairs

JUSTIN ZHONG

Greetings delegates. My name is Justin Zhong and I will be one of your co-chairs for this committee. I'm a sophomore in the Medical academy. In my free time, I generally like to talk with my friends (and annoy them). So far I've been doing MUN for about one year, and I must say, it's been great. The best thing about MUN is all the great people you'll meet. Whether it be at conferences or your school club, you'll make new friends and meet new people. This conference won't be an exception. I can't wait to meet all of you and I really look forward to chairing you all. If you have any questions, feel free to email me, my co-chair, or one of the crisis directors.

MICHAEL SHINKAR

Hello delegates, I'm Michael Shinkar, and I'll be your other co-chair for this committee. I'm a sophomore in the Science Academy, and my hobbies include debate, swimming, and, of course, MUN. I've been in MUN for a little under a year, and I strongly hold that crisis, with its quick pace and fiery, impromptu debates is by far the most interesting aspect of MUN. This being said, I'd like to encourage all of you to make the most of this experience, form new friendships, and above all else, to enjoy yourselves.

SECRETARIAT

EMILY HASHEM
AARON
THAMMAVONXAY
*Directors of Internal
Affairs*

KAYLYN LU
CATHERINE PARK
*Directors of External
Affairs*

ETHAN
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*Directors of
Operations*

MARK KRAMER
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THE ONE YEAR WAR

Topic History:

0079 SC (Solar Century)... a new dawn of a human golden age... or is it? After successfully launching, in the year 2100 CE, the first human space colony, Laplace, into Earth orbit, the United Nations has obsoleted the Anno Domini calendar, hailing in the new Solar Century as a commemoration to the beginning of the conquest of the final frontier. Accompanying the new era is the United Nations' new title: the Earth Sphere Federation, sometimes shortened to Earth Federation. For the official commissioning ceremony, a new doctrine was established: encased in a plaque for eternal preservation. According to legend, this doctrine had a clause written at the bottom that would forever set the Earth Federation's precedent for addressing space colonizers. But, with the terrorist disaster annihilating Laplace, the plaque was lost, and if the Earth Federation had any record of it, it was erased. In fact, this was convenient for the Earth Federation, as they no longer had any binding precedent for or



against space colonizers (i.e. they were free to pass legislation as they pleased). This begs the question, if someone is able to find this long-lost box, what could ultimately happen to the underlying doctrine of the Earth Federation?

Presently, space colonies now occupy 5 separate Sectors (centered around the five Lagrangian points), each occupied by tens to hundreds of massive space colonies, and 9 of the 11 billion people in total.

Despite such a large proportion of the population now residing in space, the Earth Federation has continued discriminating against the space colonizers, demanding heavy taxes and using military stations ready to rapidly mobilize against civil protests and the like. In spite of this, Sector 3 has slowly and covertly amassed military resources—all of which it will unleash to declare independence from the Earth Federation.

The One Year War [for the Principality's independence] has already been declared against the

Earth Federation. On January 1, 0079 SC, Principality forces used their newly developed technology to overwhelm Federation forces at Sector 2 a mere three seconds following war declaration. With those Federation forces demolished, the Principality dropped an entire colony onto the Federation headquarters base in South America (in the Amazon River Basin). The colony drop did not go smoothly, however. Nor did it end up destroying the Federation base, instead breaking up in atmosphere and its pieces falling out onto cities across the globe. A massive portion of the colony struck Sydney, Australia, completely decimating it and its people. Dissatisfied with their failure, two weeks later, the Principality amassed their forces at Sector 5 in another colony drop attempt. But this struggle quickly spiraled into a more even match between the Federation and the Principality. Eventually, the Principality resorted to launching nuclear weapons against the colonies of Sector 5. Though



Principality forces were forced to retreat (and once again was the Earth Federation defeated), they were able to capture the general of the Federation fleet. Already, the end of January had seen the death of over one-third of humankind.

However, the independence mission is not solidly united. Within the ranks of the Sector 3 Republic (now named the Principality Sector), there exists a leadership strife. The noble family, after usurping power from the previous leader of the Principality, is rife with infighting and backstabbing individuals. They will stop at nothing to reach their father's position of dictator and rule with absolute power. Not one of the nobles is fit to lead, however: each of them have their own flaws that prevent them from being a benevolent ruler for the Principality. Can the people of the Principality rise and reform it?

Current Situation:

Even though the Principality seems to have gained the upper hand for now, having almost completely crushed the Federation fleet, the first few battles of the War have already taken their toll. Your natural resources (for construction, food, etc.) are limited, and must be efficiently managed if you are to last out until the end of the war. For the time being, you have enough of a fleet left (and troops) to carry out a landing mission and occupation of one Earth city. Unfortunately, this is only barely so, and that's not even accounting for the surface defenses. However, with a considerable portion of the people rallied to the cause, perhaps this can be managed?

Also, the Earth Federation, despite its most fortified bases still intact, has been demoralized at the loss of their general, kidnapped after the second attempted colony drop. They are looking to enter talks with the Principality on terms of surrender, or at the very least some sort of treaty. However, the Earth



Federation has never been known for their leniency. What are they up to?

Being a newly liberated sector, you are also responsible for establishing the core functions of the Principality's government. You do already have an administration, and the semblance of a bureaucracy, but there have been questions and concerns as to whether it can last. Furthermore, you also have to settle the political rifts that exist; while many are faithful to the Principality, not all are to its nobility.

Position List (Royal clique, military clique, Earth Federation sympathists):

Degwin Sodo Zabi

After Zeon Deikun's untimely death in October of 0068 SC, Degwin Sodo Zabi quickly rose to power. He claimed, having accompanied Deikun at his deathbed, that Deikun proclaimed Zabi to be the right and proper leader of the Principality. Suspicions concerning the both the circumstances of

Deikun's death and Zabi's legitimacy have risen in recent years, especially in light of his ever-increasing political power. Today, he reigns the Principality as its Sovereign, and has and instead seeks to win the war first and settle internal squabbles appointed all his children to high positions within the government and the military. As such, he does have supreme power, even veto power. In the upcoming months of warfare, he will rarely use this, after the fact. In fact, his growing age makes dealing with internal squabbles difficult for him, as he also is increasingly sequestered from the public eye. **(Note: this is the chair's official position, no delegates will represent Degwin Sodo Zabi).**

Principality royalty

Sarot Zabi

Sarot Zabi, despite his physical similarity to his brother Dozle, strikes quite a different image. He is quick to anger and has a harsh temper. He is easily upset, even enraged, if his subordinates are incompetent, and he has little patience for insubordination. He reacts rashly, and sometimes violently, when things don't go his way and almost always finds a way to blame those under him.

PP: Your intimidation factor gives you the ability to scare some bureaucrats, particularly those with royalist heads, and they might be scared enough to do what you say. You may find interest in manipulating the subordinates of the Ministers. Watch your back, though, because fear leads to anger,



anger leads to hate, and hate may lead to suffering.

Jiren Zabi

Jiren Zabi is easily the most powerful child, as he is the most faithful to Degwin Zabi. His loyalty does not come in good faith, however. Likely unknown to his father, Jiren is instead trying to use his power to ultimately become the undisputed heir to the Sovereign position. As his father's physicality dwindled with age, Jiren gathered political power, taking charge of many of the offices that his father used to oversee. His confidence is easily projected in public, and his speeches are imbued with blazing passion. His talent gives him the ability to unite the masses under the principal cause—independence from the Earth Federation. But, with the revolutionary times brought about by the One Year War, he aims to amass as much power as possible in the family, and then to himself. No matter the cost, he wants to center almost dictatorial power around himself, trying to nullify the effectiveness of the bureaucracy in any way possible.

PP: You are a very influential speaker. You have the support of the general public which is where the majority of your power comes from. You will have an easier time passing crisis notes that require the support of the people. Additionally, your crisis notes are more likely to be supported by the general population.

Karma Zabi

Karma Zabi is the youngest and easily bears the most self-confidence. He is the quite the

noble and ladies' charmer, given his extreme attractiveness. Wishing for the fame of heroism (that is not already imbued by his noble name!), he commands his own small regiment of troops. However, this quest for glory compounded with his naivete can sometimes lead to the great loss of those around him, and his troops are no better.

PP: You command a small amount of troops, capable of mounting a respectable offensive, although not so much to single handedly win a war. Note that you and your soldiers are like-minded, and they may not be the best cooperators. Use your forces (and your looks) wisely.

Doris Zabi

Well-liked by many of his subordinates, Doris Zabi is generally regarded to be a kind and amiable man. He does not go out of his way to act out of spite against his rivals. Due to this, he would often rather have things talked through and settled in a less violent manner. However, he isn't necessarily the brightest of Degwin's children, leading to his siblings and sometimes his father to consider him excessively soft and dull.

PP: He commands a space base on the asteroid Solomon and has complete control over all operations that are carried out by soldiers under his command. He also loathes his sister Camilia and is highly suspicious of her actions and does not hesitate to undermine her every move. His status as a prince and his fearsome appearance make him a convincing person, even more so when people get to know him for his kind nature and begin to trust him.



Camilia Zabi

Camilia Zabi is the only daughter of Degwin Zabi. She was not given much power at the beginning of her father's reign, but she became a much more influential figure as the war progressed and became the head of departments such as special ops and espionage. Her leadership skills and authority have made her a respected figure in the military. However, she is the least respected among her family, which is cause for much animosity between them. She is not a public figure, and little is known about her by the public and even government and military officials. This sometimes leads to her motives and actions being questioned and a general feeling of distrust towards her.

PP: As the head of special ops, research and development, and espionage, she has a lot of unchecked power in these fields. All special ops and espionage missions need her approval unless she explicitly gives autonomy to her soldiers. They are sworn to secrecy in loyalty to her. Her actions often come under scrutiny from other departments and people and must take extra steps to cover her tracks.

Generals (can command COs but COs are free to do as they wish, have their own detachment of troops but small; CO cooperation will boost effectivity of troops + morale)

Mamba Bal

Mamba Bal is a great tactician and a master of guerilla warfare. Making a name for

himself as an ace pilot in the Battle of Lourn, Bal's impressive combat abilities have led him to be respected by his friends and enemies alike. Today, Mamba Bal is one of the most successful generals to serve the royal family. He currently serves as Sovereign Zabi's right hand man and main weapon against the Earth Federation. He has yet to suffer a loss, but many say that his constant involvement in battles puts his life at risk and may lead to his downfall.

PP: As the general of the military, you have control over much of the armed forces. Your crisis notes regarding military are much more likely to pass and be effective. You have more sway with military officials.

Rowley Jamon

Internal enforcer:

Rowley Jamon is Mamba Bal's "partner in crime". Named head of internal affairs, Jamon's main goal is to ensure that the military and government operate without corruption. Operating alongside Bal, they ensure the smooth operation of the armed forces. Her position as the internal enforcer allows her to obtain reliable information about the activities of all operatives within the government and armed forces.

Furthermore, as the main watchdog for the royal family, she is a dedicated royalist. Not only does she have access to a network of informants and spies, she has the ability to investigate and possibly arrest anyone who is careless enough with their activities.

PP: As head of internal affairs, your crisis notes about investigating others will be taken more seriously. You will also be



informed of other delegate's illicit actions if they are not careful with their notes. Your main power is your network of informants and spies, which, if weakened, will lessen your ability to obtain reliable information.

Treasurer

Born into one of, if not the richest families ever, DVD Song operates as the treasurer of the royal family. Acting both as their banker and financial advisor, Song has control and access to a large amount of wealth. However, there are many who are beginning to suspect that he has ulterior motives and is not one hundred percent loyal to the throne. Despite these suspicions, Song has acted efficiently for the government, bringing about financial reforms which have earned him the support of much of the upper class, which includes many bankers. This gives him much influence over the richer side of society.

PP: Incredible wealth: Being so wealthy allows for you to easily find funding for directives. You will be questioned less on your funding sources whereas other delegates may have to struggle to fund their directives. You also have influence over the upper class which gives you even more power and money. Note that as treasurer you can also choose to fund other directives. However, you are not vital to funding. Delegates can find ways around you and find their own funding.

Minister of Infrastructure

As the Minister of Infrastructure, Konstantyn Xavier has done many good things. His reforms have lead to Sector 3 having the most efficient inter-colony transportation system of

all the Sectors. Obviously, this is crucial to maintaining the war effort. In fact, his system of shipping routes has been devised to minimize travel time from each colony to the other, making transport of goods and even military resources fast. His establishment of rapid construction schedules and widespread distribution of public facilities has also gained him reputation as a man for the common good. As a man who was born and raised in space, he has a very strong dedication to ensuring that the Principality not only perpetuates its reputation as a strong political force, but also as the technological and scientific apex of mankind.

PP: Your main task is ensuring that infrastructure and transportation are effective and efficient. You are allowed to perform audits on transporting goods, and you report directly to the Sovereign on these accounts—you may also use and disseminate your findings. Moreover, you are also able to quickly charter shuttle and shipping routes, though these will cost you resources that can sometimes hinder any other movements.

Minister of Resource Management

The Minister of Resource Management, Inzer Mein, is an important figure with the public. During the wartimes, rations are low, and he always makes sure that both civilians and soldiers have what they need to make it through the day. He is very in tune with public opinion, as well as the sentiment among the soldiers. He is a charismatic, friendly man who is new to politics but is a popular figure. Though a firm believer in the



Principality's cause, he finds himself supporting the bureaucracy as a more fair option.

PP: He determines how physical resources are allocated (NOTE: NOT MONEY). This is also subject to the jurisdiction of the ministers/ heads of the departments whose resources he controls. However, he does have complete control over civilian rations and he tries his best to make sure that the people are not starving. He talks to the press a lot and is on good terms with several reporters from major news outlets. He can contact them to set up interviews whenever he feels is appropriate. He has a good reputation, and this leads to the public and reporters believing whatever he says, regardless if it is true or not.

Minister of Propaganda:

A respected journalist and writer, Rufino Haylee eventually rose through the ranks to become the head of the state-sanctioned news journal: the Principal times. Not only did his experience in the field make him well respected among his peers, his writing ability allowed him to make the Principal times appeal to the general public. This position eventually caused him to be appointed as Minister of Propaganda. As the Minister of Propaganda, Haylee has spread the word of the government through the media which includes the Principal Times. His job also requires him to engage in a bit of censorship to prevent the spread of information that would not please the government. Haylee has been an effective Minister of Propaganda thus far as he has been able to portray the

government and royal family in a positive light.

PP: You control the state-sanctioned news journal, the Principal Times. Though behind-the-scenes operations of the Times are hidden from the public, the information presented is generally believed. In a sense the Times is the mouthpiece of the state to the masses that do not regularly watch public speeches.

Minister of Defense:

acts as a military advisor with significant influence over logistics, deployment, armament and military hierarchies. Has significant previous experience in the army (as a prominent soldier?)

After the establishment of space colonies, a time of relative peace descended on Earth. Yet, the Earth Federation continued to maintain its military for the sake of political and executive control of humankind. As a former soldier under the Federation, Joseph Peter soon became disgruntled with the Earth Federation's authoritarian stance. Though, he will readily admit that his long service and intense training has contributed to his extensive familiarity with the Federation's strategy and structure. Additionally, his demanding training also gave him a degree of technical proficiency which proves crucial in his position. He is quite faithful to the Principality and its nobility, partially due to gratitude to them for the position and otherwise out of a hatred for the Federation's harshness.

PP: You manage military research and development, particularly into weaponry.



Your extensive knowledge into weapons development has also given you the ability to speedily audit and encourage military research and development. While not controlling the army, you know the limits of your weapons, and how they compare against the Earth Federation's. Your approval on military actions in directives will also give an advantage in its success.

Minister of Colony Affairs

As Minister of Colony Affairs, Marius Talmai is well received among the lower classes. His reforms have allowed for not only improved social benefits for the lower classes, but also a general elevated quality of living. However, this has drawn attention from the nobility as potentially threatening their status, as his policy improving the living conditions (and lowering taxes!) for working class people have diminished somewhat the cheap labor costs that previously accelerated space development. Moreover, his critics tend to discuss his propensity for relentlessness, in which he often does not compromise in his plans or conditions. As a result of this reputation, there have been efforts to remove him from office, though there is suspicion that there may be a noble behind this.

PP: You manage the government-sanctioned programs, including welfare, social security, medical care, and even a military draft if necessary. Your department also has the ability to take a census, reporting quickly and accurately the population of individual colonies. If you do your job well, the well-being of the people is assured. While you may not have a direct

effect on morale, your position is important for ensuring that the people are properly accommodated.

Diplomat to the Earth Federation

Mary Emiss, the Diplomat to the Earth Federation, is seen as the pacifist in the room. Mary is quiet, observant and skilled at diffusing tension. However, she has become more vocal with the direction the Principality is taking down the path of war. She believes that while it is important to have a good army, the committee should move towards peace talks with the EF. She is a respected member of the the Principality government because of her willingness to work with all people.

PP: You have direct communication to Earth Federation officials as diplomat. As such, you act as their mouthpiece, and convey any messages from the Principality to the Federation, and vice versa. Because of your political ties, the Earth Federation has a higher chance of agreeing to any terms with your name on them.

Earth Business Lobbyist

Amelia Ray hasn't always been the successful person she has; she was born on a farm in a remote rural area. As a child, she was always curious about the people who "lived up in the sky", but everyone in her community always told her off for it. She thus made it her dream to meet the sky people, and now is a prominent official representing business on Earth. Despite now participating in what may be the most revolutionary time of all, her upbringing has left an impression on



her—space dwellers were always the people that abandoned those on Earth for their own self-interest. Indeed, this is manifest in her distrust of space-dwellers; to her, they always have an agenda.

PP: Like the Treasurer, you represent a source of funding for any projects or directives that you collaborate on, as a liaison to corporations based on Earth. However, as people on Earth look down upon space residents, relations are rocky and can be difficult to fund things that directly support the Principality's cause. However, if there is any benefit to be gained for Earth and its economy, the businesses would be ready to fund your plans.

Space business lobbyist

Alistair von Franckenberg had very few worries growing up regarding his future; he descended from a family of petty aristocrats that were, historically speaking, firmly entrenched in the political sphere of the Principality, more often than not as prominent politicians and bureaucrats. Due to the status they have been awarded, the von Franckenbergs are staunch supporters of the Principality, and are strongly invested in its political and economic advancement, often for their own unscrupulous profiteering. Alistair is no exception to this rule, but due to being the third born son, was forced to become a lobbyist for the space businesses, a far more risky venture than those that his older siblings were involved in. While he does not appear to be as corrupt as some of his forebears were known to be, the young

and still fairly spoiled lobbyist is viewed with great suspicion by the common people.

PP: As a representative of space businesses, you much more easily can request and actually acquire funding for plans that you sign onto. However, with space industries still developing (and many natural resources still coming from Earth), the funding available to you is comparatively limited. With careful collaboration, you may be able to expand your funding powers, however.

Regional representatives:

SECTOR 1

Laila Samie is seen as a somewhat unusual legislator due to her combination of a rough, simple appearance with very embellished political connections and establishmentarianism. Born into poverty, she quickly discovered the benefits of opportunism and pragmatism, growing increasingly skeptical of what she viewed as radicalism both within the Earth Federation and in the Principality. She is known to be rather Machiavellian, and a little cruel at times as well. However, she is also well-known for her persuasiveness and communication abilities, as well as for her close ties to the large businesses of Sector 1, though this not viewed with much suspicion by her constituents.

PP: As a representative of Sector 1, the first Sector colonized (beginning with Laplace), you also happen to represent the oldest and most economically developed Sector.



Note that because of this, while the people are most trustful of you, but generally disapprove of the radical Principality. You have the ability to contact bureaucracy departments analogous to those in the Principality via private directive, although they will be more willing to follow you in peaceful measures and demilitarization of Sector

SECTOR 2

A young outlier among the old people of Sector 2, **Bessa Abram** is the shining hope of Sector 2 in maintaining the peace and alleviating the effects of the Federation regime. Throughout her life, she has always strived to be a benevolent person, doing what she thought would most peacefully settle conflicts. As the Principality rises up against the Earth Federation, she supports the principle of avoiding military action at all cost, in order to better everyone's welfare. Some of her followers call her naive, though many others in Sector 2 believe that she represents the unbridled political freedom that individuals are supposed to hold.

PP: Since Sector 2 is also among the older Sectors, but is rather more populated by believers in democracy, escaping the harsh political regime of the Earth Federation. As such, the government of Sector 2 is willing to push for independence of Sector 3, although also preferring pacifistic measures. You have the ability to contact bureaucracy departments analogous to

those in the Principality via private directive.

SECTOR 4

As representative of Sector 4, **Randulf Warden** has always put his sector first. Born into a poor family in a poor neighborhood, Warden learned from an early age to adapt and survive. This mentality has stayed with him into adulthood. Despite being an Earth Federation sympathizer, Warden believes in allying his sector with either the Principality or the Federation depending on which will lead to a more favorable outcome. As the conflict escalates, Warden has been evermore cautious and calculates every move by taking into account the outcomes that can occur and making decisions based on his intuition.

PP: Sector 4 is easily the favorite of the Earth Federation, and is the closest politically (the Federation may be inclined to act on conditions you provide). Although you cannot directly contact the Earth Federation's higher-ups, you represent the sector where the most military manufacture occurs. If you can persuade your government with a convincing case for their survival, they might separate from the Federation and allocate their resources towards the Principality. You have the ability to contact bureaucracy departments analogous to those in the Principality via private directive.

SECTOR 5



Long disappointed by the results of hegemonic domination by the Earth Federation, **Sark Jax** seeks a militant reformation of Sector 5. Claiming the aristocracy of the Earth Federation to be the source of all the corruption in its ranks, Sark presses for the forceful separation of all Sectors from the Earth Federation. To him, if space colonies bear the load of nearly all of mankind (only some 2 of 11 billion people remain on Earth), then they should not be under the yoke of lazy Earthly elites. Cooperation with the Earth Federation is not, and cannot be an option. In spite of all this, though, Principality leadership is wary of his true motive.

PP: Though not as large as the Sector 3 Principality, you are the leader of the Sector 5 independence movement. You have the ability to contact bureaucracy departments analogous to those in the Principality via private directive. Likewise, your endorsement of directives in committee may lead to the full support of the government (and its military) behind you.

Position Paragraphs

When writing your position paragraph, be sure to think about the situation as a whole. Consider how your character would act and what they would plan to do. When thinking about this, think about the various aspects of your character: their background, what clique they are apart of, what powers they

have, etc. Consider how they would feel about the current situation and base your plan off of that.

Remember that you are surrounded by delegates with various points of views, and you will find yourself working with or becoming enemies with some of them. Make sure you consider all possibilities when writing this paragraph. Keep in mind that this is not a formal position paper. There is not a required length for the position paragraph, though it would be preferable if it were at least 150 words. To start off your paragraph, provide a little background information on your character. This part can be a brief summary of what is mentioned in the character bio. Then, move into what you plan to do in committee. This part should make up the majority of your paragraph. Remember who your character is and what side they support when writing this part. Also make sure that what you plan to do can be done with your character's PP (portfolio power). Although you can deviate from your character's policy a bit, make sure you do not act too unrealistically



and out of character. Use your judgement when determining how much you can change your character.

