

Model United Nations (aka MUN) is basically a super cool roleplay where you pretend to be a country's diplomat and debate global issues like you run the world. It's like being in the UN, minus the passport and politics — just you, a placard, and some big brain energy. You dress up, speak up, and vibe with people while solving world problems. It's part drama, part debate, part world-saving fantasy — and full of confidence-building chaos.

Delegate

"In MUN, you can't just be out here saying 'I think' like it's a group chat. You gotta keep it diplomatic. So instead, you hit 'em with the classic: 'I, the delegate of [insert country]' — basically speaking in third person like you're the main character in a political drama. Makes everything sound 10x more official, even if you're just asking for a bathroom break."

Executive board

"The Exec Board? Basically the MUN bosses. They're like the chill (or not-so-chill) judges running the show — keeping vibes in check, making sure y'all don't turn the debate into a roast session, and handing out those Best Delegate clout points. Lowkey the real MVPs of the committee."

Caucus

"A caucus? Oh that's when the debate hits turbo mode. It's like a timeout from formal speeches so delegates can vibe, scheme, and throw ideas around — either all together (moderated caucus) or in chaotic squad huddles (unmoderated caucus). Basically where the real tea gets spilled and alliances get brewed."

Moderated Caucus:

"Basically a structured tea session. The chair's running the mic, each speaker gets a fixed time, and everyone's spilling their thoughts on a specific topic. No talking out of turn — it's giving organized chaos."

Unmoderated Caucus:

"Straight-up MUN freestyle. No rules, no timers, no chair micromanaging — just delegates vibing, plotting, and forming squads for resolutions. Lowkey where all the deals go down."

General Speakers List (GSL):

"The GSL is like the MUN mic drop round. Every delegate gets their 1-2 mins of fame to flex their country's hot take on the agenda. No back-and-forth, just pure intro vibes — setting the tone for the debate."

Pro Tip:

"Newbies usually get stage fright here, but fr — speak up. Even if it's just a basic take, it shows you're in the game. Confidence is your best accessory in MUN."

Setting the Agenda:

Step one before the real drama starts.

One delegate raises a motion to decide what the squad's gonna argue about. Everyone votes. If it gets 50% + 1, boom — that's the official tea.

How to say it:

"The delegate of [Your Country] would like to raise a motion to set the agenda of the committee as [Insert Agenda]."

Tip:

Set the agenda smartly. What you pick shapes the whole debate. Choose what gives your country the edge.

Points in MUN (aka when to politely interrupt the chaos):

1. Point of Order:

Big brain energy.

You pull this out when someone drops a fact that's straight-up cap.

Example:

Delegate says, "Rahul Gandhi is the Prime Minister of India."

You: raises placard

Chair: "Yes, delegate, what's the purpose?"

You: "Point of order – the delegate said Rahul Gandhi is PM, but it's actually Narendra Modi."

Boom – you just earned max respect and maybe some silent applause.

2. Point of Personal Privilege:

When you're uncomfy, not sassy.

Use it when you can't hear, the mic's too loud, or nature's calling and you need a restroom break.

No judgment, no marks. Just speak up and keep yourself comfy.

3. Point of Parliamentary Inquiry:

When the rules feel like a 500-piece puzzle.

You're not sure what's happening? Raise this point to ask about the rules or what the heck is going on.

Example: "Can the chair clarify how much time each speaker has in this caucus?"

Totally chill – no marks deducted, you're just keeping the flow.

4. Point of Information:

Time to respectfully grill.

This one's for after a speech.

You can either:

– Ask for clarity ("Could the delegate explain what they meant by 'economic slowdown'?")

– Or go challenge mode ("If your party supports women's rights, why isn't it in your manifesto?")

This one gets you noticed – so make it smart and classy.

Draft Paper (aka the MUN group project on steroids):

This is the official doc you and your MUN squad cook up after some serious unmoderated caucus hustle. It's got all your hot takes, reform ideas, and diplomatic brainpower rolled into one neat package.

When's it made?

During unmods, after all the "who's-with-who" drama settles and blocs (mini friend groups with shared vibes) form.

What's in it?

Title (make it sound legit)

Signatories (the hype squad – they're not saying they love it, just that it deserves to be heard)

Preamble (lowkey lore – why this issue matters)

Main Body (your squad's solutions and plans to fix the mess)

Why it matters:

This is the real deal. It shows the Chair you're not just talking – you're actually building stuff. It's how your teamwork, research, and diplomacy get graded.

TL;DR:

Draft paper = MUN's version of a group essay, but with more drama, more diplomacy, and more clout if done right.

1. UNGA (United Nations General Assembly)

Where the whole squad pulls up. Every country's got a seat, everyone's got opinions, and debates get real diplomatic real fast.

2. UNSC (United Nations Security Council)

The Avengers of world peace. Handles war, peacekeeping, and sanctions. Veto power = cheat code for P5 countries.

3. UNHRC (Human Rights Council)

The woke committee. Talks about everything from censorship to refugees. Think vibes of activism but in suits.

4. WHO (World Health Organization)

Doctors with diplomacy. All about pandemics, healthcare access, and making sure we're not living through the next 2020.

5. UNEP (United Nations Environment Programme)

Mother Earth's defenders. Debates climate change, pollution, and saving the planet — one policy at a time.

6. UNCSW (Commission on the Status of Women)

Feminism meets foreign policy. They discuss women's rights, gender gaps, and female empowerment worldwide.

7. ECOSOC (Economic & Social Council)

Where numbers and justice collide. Discusses economy, development, and how to level up the world without leaving folks behind.

8. DISEC (Disarmament and International Security)

Less boom-boom, more peace-peace. Talks nukes, weapons, cyber warfare — basically making the world less explode-y.

9. UNESCO

Protectors of culture and education. Focuses on saving heritage sites, promoting education, and defending the vibe of human knowledge.

10. UNDP (Development Programme)

Glow-up for developing countries. Focused on ending poverty, boosting economies, and helping nations level up sustainably.

11. UNODC (Office on Drugs and Crime)

Crime-fighters with a passport. Discusses drug trafficking, organized crime, and international justice. Straight outta Narcos, but make it diplomatic.

12. AIPPM (All India Political Parties Meet)

Indian politics, but make it a group chat IRL. You're repping Indian parties, roasting each other's policies, and making fiery speeches.

13. Lok Sabha

Parliament drama reloaded. You act like Indian MPs, pass bills, yell respectfully, and play party politics hard.

14. UNWOMEN

All about girl power. Similar to UNCSW, but even more focused on making women's rights global reality.

15. NATO (North Atlantic Treaty Organization)

The military squad. Security, defense alliances, and figuring out how to deal with global threats like real-life Call of Duty.

16. Crisis Committee

Plot twists every 15 mins. Real-time updates, war rooms, and your decisions shape the story. It's like playing MUN Jumanji.

17. IPC (International Press Corps)

Gossip girls of diplomacy. You're the journalist reporting the MUN tea, throwing shade (respectfully), and crafting headlines.

18. HRC Historic

Time travel but make it serious. Debating old-school human rights issues as if you were actually in that era.

19. G20

Economic power players only. World's top 20 economies come together to flex cash, debate policy, and fix global finance drama.

20. UNGA DI (Disarmament & Intl Security – Historic)

Old-school global peace squad. Same as DISEC but you're solving past conflicts like you're in a history-themed escape room.

Do's:

Speak up early – GSL is your moment to shine and show you're here to play.

Use formal language – “The delegate of X believes...” hits way harder than “I think...”

Research your country well – know their policies like it's your favorite Netflix plot.

Stay in character – you're not you, you're your country (even if you disagree personally).

Take notes – catch points, names, and alliances like it's Pokémon.

Collaborate smartly – blocs win when they unite brains, not just flags.

Dress the part – formal wear = power moves. You look confident, you feel confident.

Ask smart Pols – challenge, clarify, and make your voice count.

Be respectful AF – even in savage debates, keep it classy.

Use caucuses wisely – that's where real diplomacy and draft papers go down.

Don'ts:

Don't say “I think” – you're in a formal setting taking decisions for the world.

Don't interrupt – raise your placard, not your volume.

Don't go off-topic – stay on the agenda, not in your feelings.

Don't dominate discussions – speak, but also listen.

Don't ignore others – allies today, voters tomorrow.

Don't panic during crisis – breathe, adapt, respond smart.

Don't copy-paste draft papers – originality wins diplomacy points.

Don't ghost the committee – missing sessions = missing awards.

Don't make it personal – attack the policy, not the person.

Don't be silent the whole time – even one solid speech can boost your impact.