

Boston College High School

Model UN Conference

XXXII



‘The Fire Rises’ - Hunger Games



Chair: Vedant Agarwal

Co-Chair: Michael Roosevelt

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Table of Contents

Crisis Procedure.....	5
Overview.....	5
General Debate.....	5
Moderated/Unmoderated Caucuses.....	6
Round Robins.....	6
Directives.....	6
Personal Directives.....	7
Timed Crisis.....	8
Miscellaneous Information/Advice.....	8
Letter from the Crisis Director.....	9
Letter from the Chair.....	10
Letter from the Co-Chair.....	11
Background.....	12
Timeline.....	12
Introduction.....	13
First Rebellion.....	14

Dark Days.....	14
Treaty of Treason.....	15
Hunger Games Era.....	15
About.....	15
Tributes.....	15
10th Hunger Games.....	16
Quarter Quell.....	16
Victors Villages.....	16
74th Hunger Games.....	16
Tributes:.....	17
Katniss Everdeen:.....	17
Peeta Mellark:.....	17
Result:.....	17
District System.....	18
Capitol.....	18
District 1.....	18
District 2.....	19
District 3.....	19

District 4.....	20
District 5.....	20
District 6.....	21
District 7.....	21
District 8.....	22
District 9.....	22
District 10.....	23
District 11.....	23
District 12.....	24
District 13.....	24
Crisis Scenario Overview.....	25
Geopolitical Context.....	25
Committee Goals and Objectives.....	25
Maps.....	26
Questions to Consider.....	27
Committee Positions.....	28
Capitol Authorities.....	28
Works Cited.....	31

Crisis Procedure

James Conley '24 - Conference Assistant Crisis Manager

Overview

The procedure in crisis committees varies from other types of committees you may be used to like general assemblies. There are some key differences in the committee, which will go through different crisis steps in debate. *It is important to note that this is only an overview with general guidelines and that chairs/co-chairs have the right to make any procedural changes they see fit during the committee.*

General Debate

- I. Debate will always open with a role call; to which all delegates respond “present” or “present and voting”.
- II. Crisis committees are generally less uniform in debate, with *NO motions for speaker’s lists*.
- III. Rather, the primary forms of debate in crisis committees are **round robins**, **moderated caucuses**, and **unmoderated caucuses**.
- IV. Due to the nature of a smaller-sized committee, delegates can offer a point of inquiry, without permission from the chair, as long as someone else is not speaking.
- V. Speeches are usually much briefer, so it is not recommended to yield your time to other delegates or time.

Moderated/Unmoderated Caucuses

- VI.** Moderated caucuses occur frequently in debate in a crisis committee.
 - A. Motions for moderated caucuses over 8 minutes will almost always be disregarded.
 - B. If there are not enough speakers, delegates can speak multiple times in a single moderated caucus.
 - C. If there are no other points or motions, the debate defaults to a moderated caucus.
- VII.** Unmoderated caucuses rarely occur in crisis committees.
 - A. Similar to moderated caucuses, unmoderated caucuses are usually under 8-9 minutes.
 - B. In a crisis committee, an unmoderated caucus may be more useful for synthesizing directives with other delegates.

Round Robins

- VIII.** In a round-robin, every delegate has the chance to speak, and the order is determined by the chair's placement.
- IX.** Speaking times are generally limited to a minute or less.
- X.** Round robins can be found most useful after a major crisis event/update, in which they will often be looked upon favorably by chairs.

Directives

- XI.** In a crisis committee, directives are essentially shortened versions of resolutions that would be found in GA's, and
 - A. Can be only a couple of clauses long.

- B. Do not contain pre-ambulatory clauses.
 - C. Can be useful in response to a crisis update/event.
- XII.** Oftentimes, voting procedure will occur after a directive has been introduced.
- A. There is no question-and-answer period.
 - B. Two-for, two-against or one-for, one-against speeches will occur to replace question-and-answer.
 - C. If no delegates choose to speak against the directive it will pass.
 - D. For any extraneous circumstances, the chair will explain details for further procedure.
- XIII.** Chairs often set caps on how many directives will be introduced.

Personal Directives

- XIV.** Personal directives are very important in crisis committees and are often used to communicate with the crisis staff in the backroom.
- XV.** Personal directives should be written as personal notes in the context of;
- A. Who you are representing.
 - B. The current status of debate and events in the committee.
 - C. Who may not be represented but has a role in the events of the committee.
- XVI.** When writing the notes, you must write on behalf of your representative, and write to/address someone who can help you accomplish your goals in the context of your committee.
- A. For example, if you are seeking permission to murder someone else in your committee, you may write to the general of your country's military.

- B. When writing personal directives, NEVER break the fourth wall by writing directly to the backroom.

Timed Crisis

- XVII.** In a timed crisis, the crisis staff will give delegates a limited time to respond to a crisis announcement.
- XVIII.** During this time, some of the procedural guidelines listed above are subject to change in terms of strictness, to maintain the flow of the committee.

Miscellaneous Information/Advice

- XIX.** In a crisis committee, it is possible to enter trial procedure, in which a delegate can be put on trial for potentially having committed high crimes.
 - A. Should the committee enter trial procedure, more information will be provided by the chair.
- XX.** If there are any questions about procedure or abilities, seek your chair or co-chair; they are there to help.
- XXI.** Be efficient and use directives to your advantage!

Letter from the Crisis Director

Dear Delegates,

Welcome and thank you for choosing to attend Boston College High School Model UN! I am a senior this year and it will be my last high school Model UN Conference. Model UN has meant a lot to me over the past four years of high school and I look forward to doing similar things in college. This program has formed countless memories for me as well as given me so many opportunities that I could not have previously imagined. From planning and attending conferences to meeting the President of the United States, Model UN has given me so much. I have been able to travel across the country to conferences. I have learned so much about myself and the world around me.

Turning attention toward the actual committee I would like to declare that the Hunger Games are upon us! Being an immense fan of the series myself, all I can tell you for now is to expect the unexpected and that there will be crises galore! I am excited to see all the awesome (and bizarre) crisis notes that come about.

Once again, thank you for choosing to attend our Model UN Conference, I hope you have a phenomenal time!

Best,

Aaron Fernandes '24 Crisis Director

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Letter from the Chair

Dear delegates,

A warm welcome to all of you to the Hunger Games Crisis Committee at Boston College High School Model UN! I am a junior at BC High and this is my third year of Model UN and am super excited to chair this committee. I have been able to travel and go to conferences that have helped me to think in a political and global perspective and am super grateful for every experience I have had from Model UN. I have been able to challenge myself and struggle through all international and national issues presented as a part of this organization, as well as to widen my understanding of the world as a political system.

Hunger games is an intense and alluring series that I have followed and am looking forward to where you guys take this committee and the type of conclusions that will be reached as we commence debate! However, the most important thing for all delegates is to enjoy the committee and have fun and I would like to thank all of you for choosing to attend Boston College High School Model UN once again!

Best,

Vedant Agarwal '25 Committee Chair

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Letter from the Co-Chair

Dear Delegates,

Hello! My name is Michael Roosevelt and I am so excited to serve as co-chair for your committee. Model UN has had such a large impact on my life over the past few years. Even though I have been doing MUN since the 8th grade, this is actually my first time co-chairing! This is also my first time being a part of a crisis committee. The past couple of years I have only been in General Assembly's and in Specialized committees (which I have absolutely loved) and I am so excited to explore a whole new part of Model UN.

I have always loved the topic of the Hunger Games since I first read the original in elementary school. I am very excited and the topic of The Hunger Games is one that will be a lot of fun and I hope all of you will enjoy it. I wish you all the best and I hope you all have a great time.

Best,

Michael Roosevelt '26 Co-Chair

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Background

Timeline

1. Panem's Establishment (Unknown Date):
 - The Capitol establishes control over the districts, implementing the oppressive system of the Hunger Games.
2. The First Rebellion (74 years prior to Hunger Games)
 - Coalition of districts led by District 13 followed an insurrection against the totalitarian rule of the Capitol
3. The 50th Hunger Games (Around 2075):
 - Haymitch Abernathy wins the 50th Hunger Games
4. Katniss's Early Years (Around 2084):
 - Katniss Everdeen is born in District 12, a coal-mining district known for its poverty.
5. Katniss's Father's Death (Around 2089):
 - Katniss's father dies in a mining accident, leaving her responsible for her family.
6. Peeta Mellark's Act of Kindness (Around 2089):
 - Peeta Mellark throws Katniss a loaf of bread, a pivotal act of kindness.
7. Katniss's Volunteer for Prim (74th Hunger Games - 2108):
 - Katniss volunteers as tribute for her sister Prim, initiating the events of the 74th Hunger Games.
8. The 74th Hunger Games (2108):
 - Katniss and Peeta emerge as victors, sparking whispers of defiance against the Capitol.
9. Victor's Tour and Stirrings of Unrest (Post 74th Hunger Games):
 - The Victor's Tour stirs whispers of rebellion in the districts, with Katniss unintentionally becoming a symbol of defiance.
10. The 75th Hunger Games (Quarter Quell - 2114):

- Katniss and Peeta are forced back into the arena for the 75th Hunger Games, intensifying unrest.
- 11. Escape from the Arena (Catching Fire - 2114):
 - Katniss and a group of tributes escape from the Quarter Quell arena, signaling open defiance.
- 12. Discovery of District 13 (Catching Fire - 2114):
 - Katniss discovers District 13, revealing an organized rebellion against the Capitol.
- 13. District 13's Role Revealed (Catching Fire - 2114):
 - District 13's active role in supporting the rebellion is unveiled.
- 14. The Rebellion Grows (Between "Catching Fire" and "Mockingjay"):
 - Districts openly rebel against the Capitol, inspired by Katniss's defiance and District 13's existence.
- 15. The Propos (Mockingjay - 2115):
 - District 13 creates propaganda videos (propos) featuring Katniss, fueling the rebellion.
- 16. District 12's Destruction (Mockingjay - 2115):
 - The Capitol destroys District 12, solidifying Katniss's commitment to the rebellion.
- 17. Katniss Becomes the Mockingjay (Mockingjay - 2115):
 - Katniss embraces her role as the Mockingjay, a symbol of rebellion, leading to increased support.
- 18. The Rebel Force Forms (Mockingjay - 2115):
 - The rebel force, consisting of fighters from various districts, forms under the leadership of District 13 and key figures

Introduction

Welcome esteemed delegates to the Hunger Games Committee. As we embark on this immersive simulation, we find ourselves plunged into a pivotal moment within the dystopian

nation of Panem. The echoes of defiance reverberate as the Rebellion Force, symbolized by the Mockingjay, emerges to challenge the Capitol's iron-fisted rule.

Panem is in the throes of a rebellion. The once-unquestioned authority of the Capitol is met with defiance from a coalition of districts, rallying under the banner of the Mockingjay. District 13, surreptitiously hiding in the shadows, has revealed itself as a key player, orchestrating a resistance that threatens the rapacious nature of Capitol's control on the districts.

First Rebellion

District 13 instigated this rebellion against the Capitol and was a leading force in the attack. As a nuclear research facility, the district had many offensive resources that made the push back against Capitol dominance fierce and extreme. Other districts joined the 13th district through marginalization of the Capitol to resources and information. After three years of civil war, air raids began from the rebellion force on Capitol authorities. These raids really stunted all activity in the Capitol as citizens were allocated to bomb shelters where they would be protected. The Capitol struggled under the grip of the districts during the war because of their dependence on the districts for goods and services. Even the peacekeepers were not able to keep the rebellion from continuing and the tide of the war only changed when the rebels tried to invade the Capitol.

Dark Days

This time period describes when the districts try to invade the Capitol and the tide of the war changes. As the districts attack they have to cover disadvantaged terrain and are susceptible to attacks from the air and higher ground. This direct attack on the Capital territory documents heavy rebel casualty and turns the war in favor of the Capitol force. District 13, realizing the disadvantageous state of the rebellion force backed out of the rebellion and secured a deal with the Capitol: that they wouldn't use their nuclear arsenal against the Capital's arsenal in exchange for being left alone (ie. going into hiding and District 13 being "destroyed"). Through carpet bombing, District 13 was destroyed and used as an example of what would happen to all retaliation against the Capitol as propaganda. After the loss of the leading district in the rebellion

all the other districts soon were contained and brought under the firm grip of the Capitol once again.

Treaty of Treason

The treaty that was created and enforced by the Capitol after the districts failed in their rebellion against Capitol rule to keep peace. It implemented laws to keep peace in the districts and also started the Hunger Games to remind the districts what it could mean for them to rebel again. Also the Hunger Games served as a way to keep tension high between the districts and keep them divided to prevent another rebellion.

Hunger Games Era

About

The Hunger Games are a televised event in which participants, also known as “tributes”, are coerced into fighting a battle royale style match to the death until only a single tribute remains. This tribute is the victor and is granted a lot of publicity and luxuries as incentive for people to want to win and make the games more gruesome. These incentives come from the subconscious desires of the Capitol citizens as they find much entertainment in these every person for themselves type of match. The games also serve as a stark reminder to the districts of their failed rebellion and their immense inferiority to the Capitol that rules over them. The games leave the districts very divided due to the high tensions between every district for their murderous competitiveness because of their desire for their tribute to win.

Tributes

Two tributes were selected from every district, one male, one female. There was also an option to volunteer for the games instead of the usual drafting process. Volunteering was only common in the lower districts, as they had training programs for their children. Their children would train from birth for the games, and led to the lower richer districts often winning. However, the higher poorer districts did not have the money to make training programs and thus often lost the games and children were almost always drafted.

10th Hunger Games

First Hunger Games to introduce mentors for the tributes that could help guide them to win. These mentors were recruited from the Capitol Academy and were positions assigned to the top 24 students. Coriolanus Snow was assigned as a mentor to a tribute from District 12 and the eventual winner of that game, Lucy Gray Baird. It was after this Hunger Games, that Snow was given the position of assistant gamemaker and from where he climbed up and became a significant character in the capitol.

Quarter Quell

Every 25 years of the Hunger Games serves to mark an anniversary of the district's loss to the Capitol after the First Rebellion and is called a Quarter Quell. These editions of the Hunger Games are much more extravagant and there are a lot of special celebrations for this quarter century anniversary. At these games, there is a twist in the Reaping that makes it even more brutal and difficult for competitors as well as viewers to see. There were predetermined themes for every Quarter Quell made by the founders of the Hunger Games and every Quarter Quell the theme for that year is decided a few months before the games and made into a huge celebration for the people in the Capitol

Victors Villages

Wealthy neighborhood in every district where the victors of past Hunger Games reside. There are at least 12 houses in each neighborhood and are given as rewards for winning the Hunger Games. The idea was of Coriolanus Snow, after the 10th Hunger Games when he was recruited as an assistant game maker and was trying to increase the class of tributes. He came up with the Victor's Village as a point of envy for others in the district and to make it so people want to win the Hunger Games and try harder during the games.

74th Hunger Games

Arena:

Situated within a diverse landscape, the arena for the 74th Hunger Games is a meticulously designed and perilous environment. It incorporates dense forests, rocky terrains, a

serene lake, and dangerous mutations, creating a multifaceted battleground. The Cornucopia, a central structure filled with essential supplies and weapons, becomes the focal point for the bloodbath at the Games' outset.

Tributes:

Katniss Everdeen:

Hailing from District 12, Katniss becomes a symbol of rebellion and resilience. Known for her archery skills and resourcefulness, she navigates the dangers of the arena with determination. Her alliance with Peeta Mellark and her defiance against the Capitol's expectations captivate audiences both in the arena and across Panem.

Peeta Mellark:

The other tribute from District 12, Peeta Mellark, surprises the Capitol with his strategic approach and charisma. His public declaration of love for Katniss becomes a central narrative, leading to complex dynamics within the Games. Peeta's charm and ability to manipulate public perception contribute to the intrigue of the 74th Hunger Games.

Result:

In the finale of the 74th Hunger Games there are three survivors as Katniss, Peeta, and Cato are the last remaining survivors. Cato is the first target as the other two tributes are from the same district and Cato is eliminated as he falls victim to the fierce batch of mutations let loose on the tributes by the gamemakers. The dual victor rule is invalidated and Peeta and Katniss are left in an uncomfortable situation about determining the victor. Deciding that if they die, they would die together; they threaten to eat poisonous berries, which shocks the Capitol and causes them to announce both Peeta and Katniss as winners of the 74th Hunger Games.

District System

Capitol

The Capitol (Seat of Power and

Extravagance): Nestled at the heart of Panem, the Capitol stands as the dazzling zenith of opulence and authority. Its towering spires, adorned with gleaming architecture, overlook the districts with an air of superiority. The Capitol is a city of excess, where fashion, entertainment, and luxury converge in a spectacle of extravagance. Its citizens, bedecked in flamboyant attire, revel in the grandeur of the Capitol's cultural decadence, shielded from the harsh realities faced by those in the districts. The dazzling streets, extravagant parties, and ostentatious fashion reflect the Capitol's unyielding grip on power, masking the underlying tensions and disparities within the nation of Panem.



District 1

District 1 (Luxury): Located in the lap of opulence, District 1 is a realm of decadence and refinement. Its citizens, groomed for beauty and grace, are artisans of luxury. From crafting exquisite jewelry to designing opulent garments, District 1 stands as the Capitol's jewel, producing the epitome of extravagant finery. Streets adorned with high-end boutiques and workshops echo the



enchanting allure of District 1's artistic prowess.

District 2

District 2 (Masonry and Defense): Carved into the bedrock of Panem, District 2 stands as a fortress of strength and fortitude. Its quarries yield stone that shapes the Capitol's grand architecture. Beyond masonry, its citizens are disciplined Peacekeepers, fiercely loyal enforcers of Capitol law. The clang of hammers on stone and the march of uniformed Peacekeepers underscore District 2's role as both the architect and defender of Capitol supremacy.



District 3

District 3 (Technology): At the forefront of innovation, District 3 pulses with the hum of machinery and the glow of electronics. Its industrious citizens, minds ablaze with technological prowess, craft gadgets and devices that fuel the Capitol's insatiable thirst for progress. Neon-lit streets and bustling workshops define District 3, where the future is forged in circuits and wires.



District 4

District 4 (Fishing): Embraced by the rhythmic ebb and flow of the sea, District 4 is the maritime sanctuary of Panem. Its skilled fishermen and navigators provide the Capitol with a bountiful harvest of seafood. From bustling docks to the soothing sounds of waves, District 4's coastal charm resonates with the essence of the ocean, offering a lifeline of sustenance to the Capitol's tables.



District 5

District 5 (Power): The beating heart of Panem's energy, District 5 hums with the perpetual dance of electricity. Its citizens, adept in the intricacies of power generation, toil in buzzing power plants. The pulsating glow of neon lights and the low hum of machinery define District 5, where the Capitol's technological aspirations come to life in a symphony of energy.



District 6

District 6 (Transportation): Situated at the nexus of Panem's intricate network, District 6 is the bustling hub that keeps the nation in motion. Its sprawling transportation infrastructure is a testament to engineering prowess, with skilled technicians and logistics experts ensuring the smooth flow of goods and people. From maintaining the Capitol's sleek trains to overseeing the fleets of vehicles traversing Panem's roads, District 6 is the beating heart of connectivity.



District 7

District 7 (Lumber): Enveloped by vast, ancient forests, District 7 stands as the arboreal kingdom of Panem. Its citizens, masters of the axe and saw, navigate through towering trees to provide the Capitol with an abundant supply of timber. The rhythmic sounds of chopping and sawing echo through the district, a testament to the industrious efforts of loggers and woodworkers who shape wood into



everything from construction materials to intricate furniture.

District 8

District 8 (Textiles): Woven into the fabric of Panem's culture, District 8 is the pulsating center of creativity and craftsmanship. Its textile mills, operated by skilled weavers and designers, produce a kaleidoscope of fabrics that define Capitol fashion. From luxurious gowns to intricate tapestries, District 8's creations drape the Capitol in elegance and sophistication, mirroring the artistic heartbeat of this bustling district.



District 9

District 9 (Grain): Unfurling like a vast, golden quilt, District 9 blankets the landscape with fields of grain. Its diligent farmers, under the watchful gaze of the sun, cultivate crops that feed the nation. The undulating fields of wheat and corn stand as a testament to the agricultural prowess of District 9,



providing the Capitol with a bounty of grains to sustain its populace.

District 10

District 10 (Livestock): Roaming across sprawling fields, District 10 is the pastoral sanctuary that nurtures the Capitol's appetite for meat and dairy. Its skilled ranchers, tending to herds of livestock, ensure a steady supply of high-quality provisions. The idyllic landscapes and the rhythmic sounds of grazing livestock characterize District 10, a realm where agriculture meets husbandry.



District 11

District 11 (Agriculture): Stretching as far as the eye can see, District 11 is the veritable breadbasket of Panem. Its fertile fields, meticulously tended by determined hands, yield a diverse array of fruits, vegetables, and grains. The verdant landscapes and diligent workers showcase District 11's role as the agricultural backbone, providing



sustenance to the Capitol and its subjects.

District 12

District 12 (Mining): Carved into the rocky embrace of the earth, District 12 stands as the coal-stained soul of Panem. Its citizens, resilient miners extracting coal from the depths, fuel the Capitol's industries and power its trains. The constant clinking of pickaxes and the echo of mining machinery narrate the story of District 12, a district bound by the weight of its labor.



District 13

District 13 (Nuclear Technology): Shrouded in mystery and veiled from the rest of Panem, District 13 is the clandestine nucleus of rebellion. Initially believed to be destroyed, District 13 survives underground, hidden from Capitol surveillance. It specializes in nuclear technology, harnessing the power that once brought about its supposed demise. With



advanced weaponry and a resilient population, District 13 emerges as the focal point of the Rebellion, secretly plotting against the Capitol's oppressive regime.

Crisis Scenario Overview

Geopolitical Context

To understand the gravity of this crisis, one must delve into the broader geopolitical landscape of Panem. The Capitol, known for its opulence and control, now laments as the districts unite against the Capitol's oppressive regime. The Rebellion Force, driven by a desire for freedom and equality, deprecates the Capitol's dominance, igniting tensions that reach every corner of Panem.

As the districts yearn for autonomy and resist Capitol tyranny, the delicate balance of power has shifted, setting the stage for an unprecedented clash between the Capitol and the Rebellion Force. The implications of this crisis are far-reaching, with the members of both the Capitol and the Rebellion Force closely monitoring the unfolding events, uncertain of the path Panem will tread.

Committee Goals and Objectives

As members of the Hunger Games Crisis Committee, your role is paramount in navigating the tenebrous and stygian waters of rebellion. The primary goals are twofold: to safeguard the Capitol's authority and stability and to address the rising threat posed by the Rebellion Force. This committee is tasked with formulating strategic responses to quell rebellion, and protect the Capitol's interests.

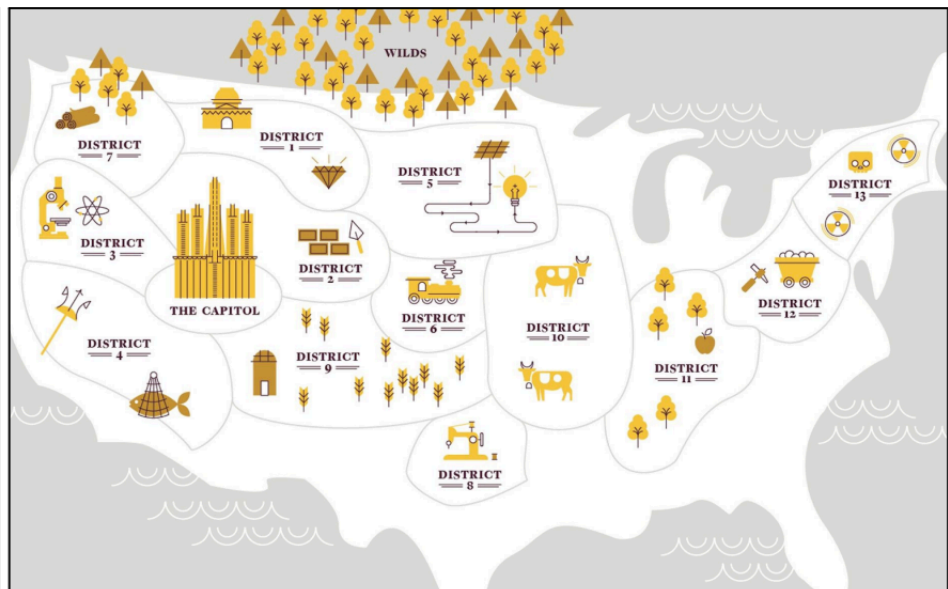
Delegates, the decisions you make within this simulation will shape the course of Panem's future. As tensions escalate, it is your responsibility to guide the Capitol through this crisis, ensuring the preservation of order, control, and the Capitol's indisputable dominance over the districts. May your deliberations be wise, your strategies shrewd, and your allegiance unwavering as we navigate this tumultuous chapter in Panem's history. May the Capitol endure.

Maps



List of Jobs in each district

- District 1: Luxury Items
- District 2: Weaponry
- District 3: Electronics
- District 4: Fishing
- District 5: Electricity
- District 6: Transportation
- District 7: Lumber
- District 8: Textiles
- District 9: Grain
- District 10: Livestock
- District 11: Agriculture
- District 12: Coal
- (District 13): Nuclear



Questions to Consider

1. How can the committee craft strategies that assert Capitol control without further worsening tensions among the districts?
2. In devising measures to showcase Capitol's strength, how can the committee proactively address the underlying causes of rebellion?
3. As the international community observes the crisis, how can the committee leverage diplomatic channels to secure external support and understanding for Capitol actions?
4. In countering the Rebellion Force led by the Mockingjay, what innovative and comprehensive propaganda campaigns can the committee develop?
5. Beyond immediate crisis management, how can the committee contribute to the establishment of long-term stability within Panem?

Committee Positions

Capitol Authorities

President of Panem (President Snow): As the highest authority in Panem, President Snow oversees the committee, providing overall direction and ensuring the Capitol's dominance and stability. Known for his cunning and manipulative tactics, President Snow plays a crucial role in formulating and executing Capitol policies.

Head Gamemaker (Plutarch Heavensbee): Plutarch Heavensbee is responsible for orchestrating the intricacies of the Hunger Games. His role involves designing challenges, manipulating events, and utilizing the Games to reinforce Capitol authority. Heavensbee is skilled in weaving political agendas into the fabric of the Games.

President's Advisor on District Relations (Antonius): Antonius serves as the Capitol's liaison with the Districts, employing diplomatic skills to manage communication and strategies related to the sentiments of the outlying regions. His role is crucial in maintaining a facade of cooperation while advancing Capital interests.

Military Strategist (Commander Lyme): Commander Lyme is tasked with developing military strategies to suppress rebellion and address the emerging threat from the Rebellion Force. With a keen understanding of combat tactics, she plays a pivotal role in ensuring the Capitol's military superiority.

Propaganda Director (Effie Trinket): Effie Trinket manages the Capitol's propaganda machine, disseminating carefully crafted narratives to maintain support for Capitol rule. Her role involves shaping public opinion through media interactions, fashion, and other cultural influences.

District Surveillance Coordinator (Romulus Thread): Romulus Thread specializes in monitoring activities within the Districts. His duties include identifying potential threats to Capitol control, suppressing dissent, and ensuring that Capitol law is strictly enforced in the outlying regions.

Peacekeeper Commander (Commander Homes): Commander Homes oversees the deployment and actions of the Peacekeepers in the Districts. His role is to maintain order, enforce Capitol law, and quell any signs of rebellion, using the Peacekeepers as a tool of control and intimidation.

Public Relations Officer (Caesar Flickerman): Caesar Flickerman is the charismatic face of Capitol media. As the Public Relations Officer, he conducts interviews, hosts broadcasts, and shapes public perception through his engaging and flamboyant personality, portraying Capitol events in a positive light.

Resource Allocation Manager (Octavia): Octavia is responsible for efficiently distributing resources within the Capitol and overseeing the allocation of goods from the Districts. Her role ensures the Capitol's prosperity and the maintenance of the stark contrast in living standards between the Capitol and the Districts.

Intelligence Analyst (Beetee Latier): Beetee Latier specializes in gathering and analyzing intelligence on Rebellion Force activities. His technological expertise and strategic insights contribute to the Capitol's understanding of potential threats.

Security Systems Engineer (Gale Hawthorne): Gale Hawthorne is tasked with enhancing Capitol security measures, including surveillance and control technologies. His role involves preventing rebellious activities and maintaining the Capitol's technological advantage.

Capitol Spokesperson (Portia): Portia represents the committee in public announcements and briefings. Her role is to convey the Capitol's messages with sophistication and finesse, reinforcing the authority and legitimacy of Capitol actions.

District Infiltration Specialist (Johanna Mason): Johanna Mason is skilled in developing strategies to infiltrate and gather intelligence from rebellious groups within the Districts. Her expertise lies in navigating the complexities of District societies.

Capitol Education Coordinator (Cinna): Cinna manages educational programs that influence Capital-centric ideologies. Through fashion and cultural events, he shapes the narrative that supports Capitol superiority and fosters loyalty.

District Liaison Officer (Flavius): Flavius serves as a bridge between the Capitol and the Districts, ensuring compliance with Capital expectations. His role involves managing interactions and conveying Capitol directives to District residents.

Crisis Negotiator (Fulvia Cardew): Fulvia Cardew engages in negotiations to suppress rebellion and maintain peace. Her diplomatic skills are crucial in addressing conflicts and resolving crises that may arise within the Capitol or the Districts.

Rebellion Counter-Propaganda Expert (Tigris): Tigris specializes in developing narratives to counteract Rebellion Force propaganda. Her role involves shaping stories and imagery that undermine the rebels' message and maintain Capitol control.

Technology Suppression Officer (Lysistrata): Lysistrata monitors and restricts the use of technology that may aid rebellion. As one of the avox girls in the Capitol, she is familiar with Capitol technology and ensures its controlled use to prevent dissent.

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