

HISTORICAL SYNEDRIO

Colegio Bilingüe Santa Marta's
Model of United Nations

SAMUN XIV

*#Turning Challenges
Into Opportunities*





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#Turning Challenges into Opportunities



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Committee: Historical Synédrio

Topic: Corinthian War (395–387 BCE)

Language: English

Central Idea: The Historical Synédrio committee emphasizes the period just before the Corinthian War and just after the Peloponnesian War. During this committee, delegates will incarnate characters from those ages in order to encounter a path through this war and completely change humanity's course.

Presidents: Two presidents, two strategy presidents

Dress Code Implications: Delegates may wear representative costumes regarding their delegation (Toga, wreaths, petasos, etc)

Handbook Variations: This committee shall have a completely different handbook than the others. Next, I'll attach the reasons:

1. Procedural Differences:

- a. The committee is divided in stages (3-4). Each stage embodies an important event in the war and its continuation:
 - i. Sub-stages will occur within the main stages
 - ii. Sub-stages could occur both as conclaves or *Panhellenic Synedrio of Negotiations* sessions
 - iii. The development of each stage will variate according to delegates' decisions;
- b. Sessions can be private or public



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- i. Conclaves are private meetings in which both sides will be separated. These sessions will take place during substages. Conclaves will be crucial for multiple reasons:
 1. Leader elections will occur one time per stage in the committee (an additional time if the leader dies or gets captured). Leader elections will take place during conclaves
 2. Consulting further actions will be a common procedure during conclaves. Delegates will be able to discuss their next movement and write decrees
 3. Detecting possible spies within their side. After that, discussing which measures will be taken with the suspect will happen during conclaves
 4. Any internal conflicts or sudden situations that require reunions;
- ii. Panhellenic Synedrio of Negotiations (PSN) sessions are the essence of this committee. During this, both sides will meet at a single session where they will be able to dialogue with the other side. Both moderated and unmoderated caucuses can occur during a PSN session. However, these sessions are allowed while there's no war phase. These sessions will be crucial for multiple reasons:



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1. Delegates will be able to request a rendezvous with another delegate. In order to request a rendezvous, delegates need to send a note to the high seat clarifying the reasons behind the meeting. In the request, delegates may include a witness. Proedros can either accept or decline the request. If accepted, both delegates will be separated from the council. This space is used for the following:
 - a. Talk with spies in order to get updated. Spies can tell the other delegate about strategies, assassination attempts or other intentions
 - b. Creating strategies or plans for the following sessions or decrees
 - c. Persuasion attempt
 - d. Assassination attempt;
2. Delegates will face war phases during PSN sessions. These events will be significantly participatory as both sides will have the opportunity to fight for territories on the fly. Sides will be sent to conclaves in order to state which decisions they are taking; Military decisions, troop mobilization, sacrifice and others . This information needs to be sent by each side to the Proedros through a decree



3. Oracles will receive additional information from gods during PSN sessions
4. Conclaves can be requested during PSN sessions.

2. Stages

The stages of the Historical Synedrio committee are the turning points of the war. Each stage has substages, some already established and others that may arise during the committee. At the end of each stage, delegates will face a war phase, a space in which they'll need to develop decrees where they'll specify the actions that are taken. Please consult the committee's stages in the committee's guide

3. Voting

- a. Voting procedures are made from the beginning of the committee to the end, since it is an essential part of the council. Also, there are different types of voting procedures in the committee. Delegates may choose anonymous voting in some cases. Those are the following:
 - i. During leader elections
 - ii. Mayor military decisions;
- b. Anonymous voting consist on the following:
 1. Delegates vote via note
 2. Delegate's vote notes require their delegation name
 3. Delegate's vote notes will only be read by the Proedros



4. Delegates need to be in freedom in order to vote
 5. Delegates may not abstain from voting;
- c. Public voting will be mandatory during the following scenarios:
- i. PSN sessions
 - ii. Conclaves (excluding leader elections and major military decisions)
 - iii. War periods;
- d. Public voting consist on the following:
- i. Delegates vote via protocol voting (raising their placards in favor/against)
 - ii. Delegates need to be in freedom in order to vote
 - iii. Delegates may abstain from voting
 - iv. Delegate votes will be seen by everyone.

4. Committee's Management Context

- a. During 403 BCE, just one year after the Peloponnesian war, Greek city-states gathered in a conclave with one single objective, initiating dialogues with Sparta. After several days of discussion, the council reached a conclusion, the conclave evolved into a public meeting with the integration of Sparta. Sparta seemed cooperative, which led to the creation of the Panhellenic Synedrio of Negotiations (PSN), a council that sought for peace and cooperation within



Greek city-states such as Athens, Boeotia (Mainly Thebes), Corinth and Argos, along with the Persian empire and surprisingly, Sparta.

Hyacinthion (7th month of the Greek calendar) 24th from 396 BCE was a key day, tensions with Sparta rose abruptly, triggered by its expansionism which interfered in the affairs of Greek city-states and their former allies. PSN has scheduled various sessions in order to reach a conclusion to this issue.¹

5. Committee's management

- a. The chair is replaced with PSN Proedros, which delegates will refer to as the high seat;
- b. Delegates will be referred to as delegates;
- c. Working Papers and Resolutions are replaced by decrees;
- d. A war map will be exposed during the committee for the following purposes
 - i. Clarifying each city/state's location
 - ii. Graphically show how actions taken in the decrees have affected the territory distribution
 - iii. Portray military actions and troops mobilization
 - iv. Exhibit which territories pertain to each side.

6. Delegation assignment

- a. Delegations will consist of characters that took part in the conflict. Ej. Agesilaus II, Pausanias, Conon, etc;

¹ Most of the information in this section is completely fictional, meaning that it was created in order to fulfill the needs for the committee, hence, delegates shall consider it true.



- b. Committee is centred in a “what if?” Environment. Hence, characters such as Lysander, Socrates, Pericles and Cyrus the Younger will manage to live for a few more years and take part in the council;
- c. Each character assigned has certain powers.

7. Decrees

A decree is a document written and signed by one or multiple delegates. Decrees are similar to resolutions, but with some small differences. Decrees command actions. Depending on the delegate and its powers, as well as its influence points, the variation of actions that can be taken in a decree may change. All types of decrees require the name of the delegation that issued it and the name of the delegation that will receive it (high seat in case of being the Proedros). Decrees are sent through the floor secretaries to the high seat. Afterwards, the decree will need to be approved by the Proedros. After being approved, the decree's impact will be announced by the Proedros. Additionally, there are different types of decrees, which consist of the following:

- i. Side decrees
 - 1. Half of the side plus one delegate
 - 2. Can only be taken into account at the end of a war phase, stage or extraordinary event
 - 3. Can mobilize troops



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4. Can ask for assassination;
- ii. Individual decrees
 1. One delegate or less than half of the side
 2. Can't mobilize troops unless the character's powers allow it
 3. Can ask for assassination depending on delegate's powers;
- b. In order for a decree to be accepted, it needs certain requirements specified below:
 - i. The decree need to be coherent with the side or delegate's position
 - ii. If doing an individual decree, it needs to have less than half of the side
 - iii. Decrees may not ask for the assassination of more than one delegate
 - iv. Decrees require a detailed explanation of how they will be done;
- c. If a decree fails to have these requirements, it will be completely denied by the Proedros;
- d. Decrees can be done during the following circumstances:
 - i. PSN sessions. However, decrees during these sessions will have the following restrictions:
 1. Non-military directives
 2. No troop mobilization (Unless it's character's powers allow it)
 3. One decree per delegation per session;
 - ii. Conclaves will be a decree-permitted space, but with some limitations:
 1. Delegates may issue more than one decree



2. If the decree is issued during the war period at the end of each stage, the decree will be revised along with the impromptu decrees
3. Sides may only issue decrees if an extraordinary situation is happening;

8. Switching Sides

During the course of the debate, delegates may change their sides in two different ways (e.g. delegate from the City-states switches to Sparta), both maintaining the essence of the committee. However, in order to do this, the delegate needs to communicate its wish to the Proedros via note or by approaching the high seat. The delegate would need to express its reasons to change. Independently of that, the Proedros may decline the change.

9. Witnesses

Witnesses are present (optional) during rendezvouses. They are in charge of keeping record of the meeting. Additionally, witnesses are chosen unanimously by the Proedros. However, delegates may offer themselves as witnesses, but this doesn't guarantee that they'll be chosen. At the end of the reunion, the record is headed to the high seat.

10. Oracles

Oracles are important figures in the Greek environment. They are the only ones with the ability to do prophecies and speak to deities. There are two



oracles in the committee, one per side. They have a huge impact in the committee for the following:

- i. In case gods are interfering negatively against one of the sides, oracles will provide the committee with the deities' prophecies
- ii. Oracles will know what deities ask in order to maintain calmness, hence they communicate it to the committee or their side
- iii. Oracles will make prophecies about the deities, somehow announcing events that could occur in the future.

11. Delegate's Powers

Each character has different powers in the committee. Those are the following:

- i. Delegations that are kings, emperors, generals or other kinds of leaders will remain as so until the first election period
- ii. Kings, emperors, generals or other kind of leaders have power when dictating decrees, taking decisions on their territory and on a military basis, meaning that they may mobilize a certain amount of troops in individual decrees
- iii. Leaders can't remain as leaders for two stages in a row
- iv. The general is chosen by the chosen leader
- v. Philosophers such as Plato, Socrates, Euclides, Isocrates and others will be effective when attracting more civilians to their ideals, hence increasing the troop count for their side



vi. Scientists, mathematicians or physicists could make a discovery that could revolutionize the war

vii. Oracles⁹

Please consult in the committee's guidee which characters belong to any of these categories.

12. Assassination Attempts and Imprisonment

a. Death and assassination is something real during wartime. However, for someone to die in the committee, there are certain requirements:

- i. Going to war could cost a delegate's life
- ii. If a delegate is imprisoned for two substages in a row, they'll be immediately killed by the executioners from the side that captured them
- iii. If a leader requests the death of someone from their side (not always successful)
- iv. If you accept a rendezvous in which you were to be killed (not always successful)

1. In case that the delegate who was meant to be killed in the rendezvous accepts the invitation, but the assassination attempt fails, the high seat will let know to the committee about the failed homicide, exposing the delegate who requested the assassination;



- b. A delegate is imprisoned if it gets caught by the other side. Examples of this are:
 - i. Going on an espionage expedition to the opposite site, and getting caught
 - ii. Going to war, and getting caught
 - iii. Being attacked by the opposition, and getting caught
 - iv. Any other extraordinary situation in which you managed to get caught;
- c. When a delegate dies, it is given a new delegation. The delegate will get a delegation background from the high seat in order to be prepared to rejoin the debate. This may take a few minutes to clarify any doubts.

They will have the opportunity to write a will in order to leave his powers to another delegate. In case of not having any powers, the delegate will just write his last words.

13. War Phase

Before the ending of each stage, each side needs to start thinking about the actions they'll take, until the war phase starts.

At the end of each stage, war phases will appear. Situations in which each side will meet separately in order to discuss their next move after having addressed their issues with the other side during the previous PSN session.



14. Aftermath

The aftermath is the immediate phase after the war phase, as the high seat communicates to the committee the outcome of the actions that were taken in the decrees. After this, delegates may choose if the next step is a conclave, or a PSN session.

15. Committee's Administrative Roles

a. Proedros/High Seat

The Proedros/High Seat, are the maximum authority of the committee. They were unanimously chosen by all of the PSN participants. They have the job to keep the debate coherent and lead the discussion;

b. Gods

Strategy presidents work as the Gods. Although gods aren't allowed to talk on most occasions, they may do so with oracles via prophecies. Gods have the power to do what they wish within the committee, from starting a rain, to exterminating entire hordes of troops. Because of this, it is important that delegates maintain the Gods content, in order to prevent them from fixating on them.

16. Troop Count

Each side will start with a troop count. However, this number may increase or decrease during the debate. In order for the troop count to decrease, delegates would need to send troops to war, in which some of them would die. Also,



troops may not even reach their destiny by being stopped by some extraordinary event or even getting killed. On the other hand, troop count may increase by incentivizing citizens to join the army or training the young to do so. Characters such as philosophers have greater possibilities to drag people to the army.

There are three types of troops and equipment:

1. Infantry

Ground troops trained for close combat and ground-based operations.

2. Cavalry/Armoured

Armoured soldiers on horseback.

3. Naval Forces/Boats

Troops who operate at sea. Additionally, there's a boat count.

Each type of troop has its own advantages. Because of this, delegates will need to choose wisely which type of troop they'll use in each situation.

Troops need to be displaced to each territory. In addition, troops may only attack territories next to where they are located unless they are naval forces.

17. Committee's Objective

The objective of the Historical Synédrio committee exceeds just being an entertained committee. It focuses on encouraging innovation and risk-taking to



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the delegates, giving delegates a space in which they can blow their creativity and share their ideas with other people that have their same objective. We all know that these historical events are complicated, but this is just one of the triggers that delegates will have to encounter solutions and peace where they never thought it'll be.²

18. Special Acknowledgments

The elaboration of this committee would not have been possible without the support and collaboration of Daniel Gomez, to whom we express our heartfelt gratitude.

² It is important to mention that anything that isn't mentioned in this handbook will work accordingly to SAMUN's handbook.