

VISMUN '26



ANIME CONVERGENCE ASSEMBLY

United Nations of Interdimensional Affairs

RULES OF PROCEDURE

37 Delegates · Two Factions · One Convergence

Free Assembly ✂ **Iron Pact**

Agenda

Assessing the ethical legitimacy and global stability of The Free Assembly's democratic sovereignty versus the Iron Pact's monarchical autocracy as the foundational system for future governance in the Convergence.

🌀 **Crisis Arc — Rift Between Dimensions**

Erupts mid-session. No warning. Be ready.

1. Introduction

Welcome to the Anime Convergence Assembly (ACA) — a special committee of VISMUN '26 where iconic characters from across eight anime universes come together to debate issues that affect every dimension: leadership, justice, weapons, freedom, and responsibility.

This document is the official Rules of Procedure (ROP). It tells every delegate exactly how to speak, vote, propose ideas, and respond to crises. Read it carefully — following these rules is part of being a great delegate.

撤 Note: *You do not need deep knowledge of any anime. Simply embody the worldview described in your character brief and engage honestly with the debate.*

2. Committee Leadership

2.1 Director and Associate Director

The Director and Associate Director (Chair) are in charge of all committee sessions. The Chair opens and closes debate, recognises speakers, rules on procedural matters, and keeps order at all times.

- The Chair's rulings are final and may not be overturned by delegates.
- In cases of disruptive behaviour, the Chair may warn, silence, or remove a delegate from the floor.
- Tracking the Speakers' List and time limits.
- Collecting and distributing Notes and Directive Notes (see Section 12).
- Verifying that Draft Resolutions are properly formatted before they are introduced to the committee.

2.2 The Rapporteur

The Rapporteur is responsible for the administrative record and official documentation of the committee. Their key duties are:

- Establishing quorum by conducting the roll call at the start of each session.
- Recording and tallying all procedural and substantive votes accurately.
- Maintaining the master copies of Working Papers and incorporating approved amendments into Draft Resolutions.
- Ensuring the official record of the proceedings is preserved and delivered to the Secretariat.

3. Delegates & Factions

3.1 The Two Factions

The Anime Convergence Assembly is divided into two factions. These are not strict voting blocs — every delegate votes individually — but factions allow characters who share similar worldviews to coordinate, collaborate, and debate as a group.

✕ The Iron Pact	□ The Free Assembly
<i>Order, Supremacy & Power</i>	<i>Freedom, Empathy & Rule of Law</i>
Madara Uchiha · Itachi Uchiha · Pain (Nagato) Akainu · Doflamingo · Kaido · Crocodile Ryomen Sukuna · Aizen · Meruem · Erwin Smith Eren Yeager · Suguru Geto · Kenjaku Muzan Kibutsuji · Light Yagami · Misa Amane Garou · Shigaraki · Frieza	Naruto Uzumaki · Izuku Midoriya · Monkey D. Luffy Nico Robin · Armin Arlert · Nezuko Kamado Gojo Satoru · Yuji Itadori · Megumi Fushiguro Hiromi Higuruma · L · Near Tanjiro Kamado · Rengoku · Ichigo Kurosaki Goku · Tony Tony Chopper, and many more
20 Delegates	17 Delegates

3.2 Faction Formalities

Being in a faction comes with a few small but important privileges and responsibilities:

Faction Huddle: Once per Agenda Topic, each faction may call a Faction Huddle — a private 3-minute Unmoderated Caucus for faction members only. Only a current member of that faction may propose a Faction Huddle. The Chair must approve it. Delegates outside the faction may not join.

Faction Endorsement: A faction may formally endorse a Draft Resolution. When a faction endorses a resolution, the Chair will announce it before the vote. This is a symbolic act — it does not change the voting rules, but it signals strong collective support.

Faction Co-Sponsorship: Any delegate in a faction may add their name as a co-sponsor to a Draft Resolution submitted by a faction-mate. Co-sponsorship is a show of support and does not obligate a co-sponsor to vote in favour.

3.3 Switching Factions

Delegates are not permanently locked into their starting faction. A delegate who feels their character's views have evolved — or who has been persuaded by the debate — may formally switch factions.

- A faction switch may only be declared during an Unmoderated Caucus.
- The delegate must inform the Chair in writing (a written note) stating: their character's name, the faction they are leaving, and the faction they are joining.
- The Chair will announce the switch to the full committee.
- Once announced, the switch is permanent for the rest of the session.

- A delegate may only switch factions once per Agenda Topic.

撤 Note: *Faction switches can be powerful moments of drama and debate — use them wisely! A faction switch going against your character's beliefs can cost you points.*

4. Roll Call & Attendance

At the start of every session, the Chair will conduct a Roll Call — calling each character's name in alphabetical order. Each delegate must respond when their name is called.

Response	What it means
"Present"	You are here and may vote. You CAN abstain on substantive votes.
"Present and Voting"	You are here and commit to voting. You CANNOT abstain — you must vote For or Against.
<i>No response</i>	Marked absent. If you arrive late, pass a note to the Chair to be marked present.

A quorum (minimum number of delegates needed to begin) is reached when at least half of all 37 delegates are present. If quorum is not met within 10 minutes of the scheduled start time, the Chair may begin with those present.

5. The Agenda

5.1 Agenda Topics

The Anime Convergence Assembly has two standard Agenda Topics and one Crisis Arc that erupts mid-session.

Label	Topic	Brief Description
Agenda	Evaluating the ethical legitimacy and stability of The Free Assembly's democratic sovereignty versus the Iron Pact's monarchical autocracy as the primary framework for global governance.	Should leaders be chosen by strength, intelligence, sacrifice, or the will of the people? Delegates must create a universal framework for legitimate leadership.
Crisis 𑖅	TOP SECRET	CONFIDENTIAL

5.2 Setting the Agenda

At the start of the committee, the Chair will ask for Motions to Set the Agenda. A delegate may propose that Topic A or Topic B be discussed first. The committee votes, and the topic receiving more votes goes first.

Majority Needed: A simple majority (more than half of voting delegates) is required for a Motion to Set the Agenda to pass.

5.3 Questions a Resolution Must Answer (QARMAs)

When writing a Draft Resolution, your document must try to answer these key questions for each topic:

1. Should those with extraordinary abilities be obligated to lead?
2. Is a benevolent dictator preferable to a flawed democracy?
3. How should power transitions be handled when a leader falls?
4. Can someone who has committed atrocities ever be a legitimate leader?
5. Who has the right to disarm or regulate another world's defences?
6. Is preemptive intervention justified to prevent catastrophic threats?
7. How should weapons that blur the line between tool and threat be handled?

6. Debate

6.1 Formal Debate (General Speakers' List)

Formal debate is the default mode of the committee. In formal debate, delegates speak one at a time in the order of the Speakers' List. There are two types of Speaker Lists- General Speakers' List and Special Speakers' List. NOTE: Special Speakers' List isn't a part of this committee

- To open the General Speakers' List, a delegate proposes a Motion to Establish a Speakers' List, including a suggested speaking time (e.g., 90 seconds).
- The motion needs a simple majority to pass.
- Once established, any delegate may add themselves to the General Speakers' List by raising their placard or passing a note to the Chair.
- A delegate may only be on the General Speakers' List once at a time.
- Speakers must stay on topic. The Chair may call a speaker to order if their speech is off-topic or disrespectful.
- When the General Speakers' List is exhausted, debate closes automatically.

Standard Speaking Time: 90 seconds per delegate. The Chair may adjust this by motion.

6.2 Yielding Time

At the end of a speech, a delegate who still has time remaining may yield (give away) their remaining time in one of three ways:

Yield to...	What happens
The Chair	The floor returns to the Chair. The next speaker on the list is called. This is the default.
Another Delegate	That delegate must immediately take the floor. The delegate who receives yielded time cannot yield again.
Point of Information	The Chair opens the floor for other delegates to ask the speaker questions. The Chair may rule out questions that are irrelevant or rhetorical.

6.3 Moderated Caucus

A Moderated Caucus is a structured informal discussion. It is faster and more focused than a full Speakers' List.

- Any delegate may propose a Moderated Caucus by raising their placard.
- The proposer must state: (a) the total duration (e.g., 5 minutes), (b) the speaking time per delegate (e.g., 45 seconds), and (c) the topic or purpose.
- The Chair may adjust the suggested duration or speaking time.
- A simple majority is required for it to pass.
- During a Moderated Caucus, the Chair calls on delegates at their discretion.

- A Moderated Caucus may be extended once, for no longer than its original duration, by a simple majority vote.

6.4 Unmoderated Caucus

An Unmoderated Caucus ("Unmod") is free, informal time for delegates to move around, talk to each other, form alliances, draft resolutions, and negotiate. There is no speaking list — anything goes (within respectful limits).

- Any delegate may propose an Unmoderated Caucus. The proposer must state the total duration and purpose.
- A simple majority is required for it to pass.
- Maximum duration: 15 minutes per Unmod. It may be extended once, by no more than the original duration, by a simple majority.
- Delegates may not leave the conference room during an Unmod without permission from the Chair.
- Faction Huddles (Section 3.2) take place during an Unmod or as a standalone short Unmod.

7. Points

Points are used by delegates to address immediate concerns about procedure or their personal comfort. Most points do NOT interrupt a speaker — the exception is the Point of Personal Privilege.

7.1 Point of Personal Privilege

Raise this if something is making it very hard for you to participate — for example, you can't hear the speaker, the room is too loud, or you need an urgent comfort break.

- This is the ONLY point that may interrupt a speaker currently holding the floor.
- The Chair will address the issue immediately.
- Do not use this point for non-urgent matters.

7.2 Point of Order

Raise this if you believe the Chair or another delegate has made a procedural mistake — for example, a rule has been applied incorrectly.

- May NOT interrupt a speaker.
- The delegate raising a Point of Order may not use it to comment on the topic being debated — only on procedure.
- The Chair rules on it immediately. If the Chair disagrees, the ruling stands and cannot be appealed.

7.3 Point of Parliamentary Inquiry

Raise this if you are confused about a rule or procedure and need the Chair to explain it.

- May NOT interrupt a speaker.
- Keep it brief — this is a question about process, not a speech.

7.4 Right of Reply

Raise this if another delegate has personally insulted your character or your character's home world. Simply disagreeing with someone is not enough — there must be a genuine personal or national insult.

- May NOT interrupt a speaker.
- It must be raised immediately after the offending speaker has finished.
- The Chair decides whether to grant a Right of Reply and how long the response may be.
- You cannot call a Right of Reply in response to a Right of Reply.

8. Motions

Motions are proposals that change the structure or direction of debate. To propose a motion, raise your placard and wait to be recognised by the Chair. If the Chair accepts it, the committee votes.

撤 Note: *When multiple motions are on the floor at the same time, the Chair will vote on the most disruptive one first.*

8.1 Motion to Set / Change the Agenda

- Purpose: Propose which Topic (A or B) is discussed first, or to switch topics when one is finished.
- Requires: Simple majority.

8.2 Motion for a Moderated Caucus

- Purpose: Begin a structured informal discussion session.
- Proposer must state: total duration, speaking time, topic.
- Requires: Simple majority.

8.3 Motion for an Unmoderated Caucus

- Purpose: Begin a free discussion/drafting period.
- Proposer must state: total duration and purpose.
- Requires: Simple majority.

8.4 Motion to Introduce a Working Paper / Draft Resolution

- Purpose: Formally present a Working Paper or Draft Resolution to the full committee.
- The penholder (main author) must be present.
- Requires: Simple majority.

8.5 Motion to Introduce an Amendment

- Purpose: Formally propose a change to a Draft Resolution.
- Amendments may add, remove, or revise any operative clause.
- Requires: Simple majority.

8.6 Motion to Close Debate

- Purpose: End debate on the current topic and move into voting procedure.
- The Chair may allow one speaker in favour and one against before voting.
- Requires: Simple majority.

8.7 Motion to Table Debate

- Purpose: Temporarily pause debate on the current topic to move to the other standard topic.
- Tabled topics can be returned to later in the session.
- Requires: Simple majority.

8.8 Motion to Call a Faction Huddle

- Purpose: Trigger a private 3-minute caucus for each faction (see Section 3.2).
- Only available once per Agenda Topic per faction.
- Requires: Chair approval — no vote needed.

8.9 Motion to Adjourn the Session

- Purpose: End the committee session for the day.
- In order only at the Chair's discretion.
- Requires: Simple majority.

9. Draft Resolutions

9.1 Draft Resolutions

A Draft Resolution is a formally formatted document that proposes binding action for the committee. It must follow the standard resolution format with:

- Preambulatory Clauses — the background and reasons (e.g., 'Recalling...', 'Recognising...', 'Deeply concerned...').
- Operative Clauses — the actual actions proposed (e.g., 'Calls upon...', 'Establishes...', 'Urges...').

Any delegate may be a penholder (main author) of a Draft Resolution. There is only one penholder per resolution. The penholder must be present when the resolution is introduced.

Sponsorship: Draft Resolutions do not need co-sponsors to be submitted. Co-sponsors may be listed as a show of support but this does not change voting.

9.2 Amendments

An amendment proposes to change part of a Draft Resolution. There are two types:

Type	Explanation
Friendly Amendment	The penholder agrees to the change. It is automatically added to the resolution — no vote needed.
Unfriendly Amendment	The penholder does not agree. The full committee votes. Requires a simple majority to pass and be added to the resolution.

撤 Note: Amendments to Preambulatory Clauses are generally not allowed unless there is a serious factual error. Only Operative Clauses may be freely amended.

10. Voting Procedure

When the Chair announces that the committee is entering the Voting Procedure, debate stops immediately. No delegate may enter or leave the room, and no notes may be passed.

10.1 Voting on Draft Resolutions

Threshold: A super majority — 2/3 of all delegates voting in assent — is required for a Draft Resolution to pass.

- Delegates vote by raising their placards.
- Delegates who responded 'Present' may vote For, Against, or Abstain.

- Delegates who responded 'Present and Voting' may only vote For or Against — abstention is not allowed.
- Abstentions do not count as votes against.
- Draft Resolutions are voted on in the order they were assigned a number.

11. Passing Notes

Delegates may pass written notes to each other during sessions (except during Voting Procedure). Notes are a way to communicate privately — plan alliances, share drafts, or send messages in character.

- All notes pass through the Vice-Chair before being delivered. This is so the Secretariat can monitor for crisis relevance.
- The Vice-Chair will not share the contents of notes with the full committee unless a note relates to the Crisis Arc.
- Notes should be kept brief and must be written in English.
- Notes may NOT be passed during the Voting Procedure.

12. The Crisis Protocol

🏹 Topic C — A Rift Between Dimensions

At some point during the committee session, the Secretariat will announce that a Dimensional Rift has opened. This is the Crisis Arc. No one knows when it will happen, and what will happen— that is part of the challenge.

12.1 How the Crisis Works

- The Secretariat will hand the Chair a Crisis Update — a short written announcement describing what has happened.
- The Chair reads the Crisis Update aloud to the full committee.
- Debate on the current Agenda Topic pauses immediately (the current topic is tabled automatically).
- The committee enters an emergency Moderated Caucus (10 minutes, 60 seconds per speaker) to respond.
- After the Moderated Caucus, the committee may enter an Unmod for crisis drafting.
- At least one Directive addressing the crisis must be voted on before the session ends.

12.2 Directive

A directive is a document formatted in a particular manner that sets instructions to your character on a specific plan of action or set of actions. These plans or set of actions must be aimed primarily at advancing your character's ideologies and secondarily at resolving the crisis at hand.

The best directives are those that can achieve both the advancement of character's ideologies and the resolution of the crisis at the same time. However not all characters would be in a position to aim to write such directives due to their position(s), stakes, and objectives in the given crisis.

Directives can be sent in by an individual delegate or by a group of delegates. When sent in by a group of delegates, it is called a joint directive.

Overt Directives

All directives are by default considered overt in nature. Information on both the execution and outcome of such a directive shall be communicated to the committee.

Covert Directives

If you want your character to take certain actions but do not wish to have the involvement of your character in taking such actions disclosed, you should send covert directives. Only the outcome of such directives will be communicated either to the delegate from whom the directive was received or to the committee as a whole.

Format

Title: [Any title for the operation/mission - required only in case a series of directives from a single operation/mission]

Type: Covert/Overt Directive From:

Primary objective: [A one to two line description of what you wish to accomplish using this directive.]

Secondary objective (if any): [Any objective that may also be achieved while executing this directive.]

Mission brief: [A three to four line description of how the aforementioned objective(s) will be accomplished.]

Plan of action: [A detailed description of what you wish your government or its specific agency/agencies to do to accomplish the aforementioned objective(s).]

Additional information (if any): [Any additional details that you wish to convey.]

References (not mandatory): [Sources of information using which you suggested the above plan of action.]

撤 Note: *Directive Notes add a spy-thriller dimension to committee. Think about what your character would actually do in secret — not just in debate.*