



EVATT COMPETITION REGULATIONS

Effective 1 March 2018

#1: JUDGING CRITERIA

Evatt judging seeks to determine which team is most effective in achieving their nation's goals through diplomacy.

Teams will generally be more effective if they demonstrate the following five elements of effectiveness: Speaking, Negotiation, Teamwork, Research and Diplomacy. However, judges do not merely check off the presence of each element. Rather, judges consider the contribution of these elements towards overall effectiveness.

Understanding effectiveness

Effectiveness is demonstrated through achievements in the context of the simulation. Achievements can be both legislative and discursive.

Legislative achievements involve “getting things done”, and include amendments, results of votes and the outcome of the resolution. Judges assess legislative achievement on both quantitative and qualitative dimensions. Quantitative assessment accounts for the number and scale of achievements, while qualitative assessment considers how consequential or impactful achievements are.

Discursive achievements involve changing how the Council talks about an issue or the resolution. This can involve shaping the conversation or setting the agenda in the debate chamber and negotiation chamber.

Effectiveness in context

Effectiveness of achievements is adjusted for context. Context is determined by the resolution and the member state assignment. The standard of the chamber may also be taken into account when considering context. However, the contextual adjustment is limited: delegates control almost all elements of the simulation, including what amendments are considered (owing to co-sponsors) and who speaks (owing to yielding). Judges cannot consider speculative achievement (i.e. what a team might have achieved if the context was different).

Evatt requires that teams engage with their counterparts as if they would continue to do so long into the future, avoiding tactics that produce a short-term result at a high long-term cost. If a team is effective in the simulation but would become vastly less effective were the simulation extended indefinitely, they are considered a less effective team within the competition.

Scope of judging

Delegates are only judged when the simulated Security Council is in session. When delegates are being judged, everything they do and say is relevant. Any negotiation or interaction between teams that occurs outside the debate or negotiation chambers is not judged and cannot be rewarded in judging.

Achievements are considered cumulatively over the course of a round (i.e. they are added, not averaged), although when teams cannot be readily distinguished based on cumulative achievement, judges preference consistency of performance throughout a round. Where an Evatt competition has multiple rounds judges may only have regard to a team's performance in the round of the competition they are judging.

The UN Youth Australia Federal Welfare Policy and Code of Conduct apply to all participants in the Evatt Competition. Judges consider that behaviour that is bullying or discriminatory cannot be counted towards effectiveness.

The elements of effectiveness

Speaking: Speaking refers to speeches made in the debate chamber, as well as Points of Information and their answers. Effective Evatt speeches change the diplomatic conversation by making short, memorable, relevant, and logical points. The most effective Evatt speeches will be original – changing the conversation either by bringing up a new issue or making an incisive contribution to a current one.

Effective speaking is generally:

- persuasive – persuading with reasoned argument and logic,
- well delivered – including all the elements of clarity and style expected of a public speech (e.g. not read word for word, eye contact, and use of volume, pace and tone), and
- well structured – so that it is clear what point is being made or responded to.

Negotiation: Negotiation encompasses all non-public-speaking interactions in the simulation, including caucus, the negotiation chamber and note-passing. Effective negotiation involves listening and drawing one's counterpart towards agreement through reasoned, persuasive argument, as well as efficient use of Security Council procedure.

Common methods of effective negotiation are:

- time management – prioritising activities that contribute to their nation's goals,
- strategy and objectives – having a strategic approach and clear objectives,
- reasoned persuasion – advancing their case using logical arguments and facts,
- knowledge of other member states – making effective use of knowledge of their negotiating partners,
- co-sponsorship – using this as an asset in negotiation and as a tool of time management, and
- use of procedure – using parliamentary strategy to advance their case.

Teamwork: Teamwork covers the way a team works together and participates in the simulation. Effective teamwork involves both partners participating in all parts of the competition and working harmoniously together, as well as taking advantage of both partners' complementary strengths through a clear team strategy.

Effective teams generally:

- present a united front – pursuing consistent agreements and lines of argument, and avoiding contradictions and conflicts between their members
- both participate in the simulation – this does not require an equal split of all tasks, however each team member should 'have a go' at each part of the simulation and make a unique intellectual contribution to the work of the team, and
- recognise the unique intellectual and diplomatic strengths and weakness of their members, and apply these strategically to most effectively maximise their impact.

Research: Research covers the accuracy of the team's stance and the use of relevant facts to persuade other member states. Effective research involves reflecting the policies, priorities and agenda of a team's member state with reasonable accuracy, as well as applying research to persuade and influence other nations.

Teams that use research effectively generally:

- represent the stance (opinion) of their assigned state with reasonable accuracy,
- apply an understanding of the concepts, history, and facts underlying the discussion to contributions made, and
- use research to have an impact – changing the terms of debate or persuading another team to side with them.

For a prepared resolution, delegates are expected to have access to the free Internet, major national newspapers, and a public library. For an unseen resolution, delegates are expected only to have general knowledge of their country.

A team's stance is acceptable if it can be persuasively justified given the inferences that a secondary student can reasonably make based on these resources. If delegates can present a reasonable justification for their stance, then that stance is always acceptable. Judges must never substitute what they believe to be the correct stance in place of that chosen by the delegates.

Diplomacy: Diplomacy covers a team's interactions with other teams in the simulation, including with the individual members of those teams. Effective diplomacy involves constructive engagement with others, where disagreement is channelled towards productive results through mature deliberation.

Effective diplomacy can include:

- building meaningful relationships – fostering constructive working relationships and alliances (teams can only receive credit for this if it occurs during the simulation and will not be rewarded for relying on relationships from outside of the simulation),
- holding credibility and positive influence in the chamber,
- showing respect for others,
- persuading others in a respectful way (rather than lecturing or condescending), and
- showing a sensitive awareness of the feelings of others.

#2: RULES OF PROCEDURE

Officers

1. The President chairs the Security Council and rules on Security Council procedure.
2. Delegates may not appeal the decisions of the President. If a matter is not covered in these Rules, or if these Rules are ambiguous, the President's ruling shall be authoritative.

Starting a Session and the Speakers' List

3. The President shall announce the resolution to be discussed and invite a member state in favour to propose the resolution and a different member state also in favour to second the resolution. Proposers and seconders may choose to submit amendments to the resolution to improve it, but should be in favour of its passage on balance.
4. The President shall invite the proposer, and then the seconder, to speak. When the seconder begins their speech the Speakers' List is "opened". Member states may write a note to the President with the member state's name and whether they are "for" or "against" the resolution to join the list.
5. After the speech of the seconder, the President shall call one member state opposed to the resolution to speak, and shall then call a period of caucus.
6. Following this caucus, the President shall call on member states generally in the order of speakers on the Speakers' List and alternating between those for and against the resolution (barring any yields). The President may, at their discretion, alter the order of speakers to promote the equitable spread of speaking between member states across one round of the competition (i.e. across multiple debates).
7. At any time, a member state may request in a note that the President move it down the speakers list, change its stance on the resolution or amendment, or read out the speaker's list.

Speaking

8. Delegates should be addressed by, and refer to themselves with, the name of their member state (e.g. "China appreciates the force of the point made by the honourable delegate for Australia").
9. Unless the President otherwise declares, the maximum speaking time is 2 minutes.
10. Speeches may be delivered by either delegate from a member state but only one delegate may speak in a given speech.
11. Member states may only speak once on a resolution, but if a member state has changed whether they are "for" or "against" the resolution, they may speak once more on their new stance. This rule does not prevent a member state from speaking on amendments, making points of order or information, or exercising its right of reply.

Points of Information

12. At the end of every speech except the Right of Reply, the member state that just spoke shall answer as many Points of Information (questions) as the President determines.
13. For each Point of Information, the President will choose a member state from the member states volunteering a Point of Information.

14. Points of Information must be brief and take the form of a single question that receives a single answer.
15. The delegate answering the Point of Information may request that the delegate asking the Point of Information clarify or rephrase their question.
16. Points of Information can be asked and answered by either delegate of a member state. Delegates may alternate who speaks between the speech and Points of Information, or between each answer to a Point of Information. Once one delegate has begun speaking on a Point, the other delegate cannot join in on that Point.

Yielding

17. Member states other than the proposer and seconder of a resolution must yield the floor after their Points of Information to either the President or another member state on the same side of the Speaker's List who has not yet spoken. The President may disallow a yield.
18. If a member state yields to another member state, then the member state yielded to will give their speech next even if they are lower on the Speaker's list. If a member state yields to the President, the President shall invite the next member state on the opposite side of the Speakers' List to speak.
19. No yield is in order that would let four consecutive member states speak on the same side of the resolution.
20. The proposer and seconder of the resolution may not yield the floor, but the first member state against the resolution and the proposers of any amendments may yield the floor.

Amendments

21. At any time during the session, after the first mandated caucus time (see rule five) while note passing is permitted, a member state may propose an amendment to the operative clauses of the resolution being discussed. Member states cannot amend the preamble.
22. Amendments are submitted as a note to the President and must be clearly from a single proposing member state. Its proposer may withdraw the amendment by note at any time before it is entertained.
23. The member state proposing an amendment may circulate their amendment to any other member state for endorsement of that amendment's entertainment (not necessarily its adoption). If a member state endorses an amendment, they must indicate this on a copy of the amendment submitted to the President. Such member states are referred to as "co-sponsors".
24. The President shall entertain amendments at their discretion in an order that takes into consideration only the following two factors:
 - a. The relevance of the amendment to debate, as indicated by the number of co-sponsors (amendments with more co-sponsors being preferred to amendments with fewer co-sponsors), and
 - b. How consequential the amendment is to the resolution (more consequential amendments are preferred less consequential ones).
25. Amendments cannot be amended whilst they are being entertained (i.e. second-degree amendments are not permitted).
26. Each amendment should address one existing clause or sub-clause, or add one new clause.
27. The President may, at their discretion:
 - a. divide an amendment into multiple pieces and consider them separately,

- b. rephrase an amendment,
 - c. combine similar amendments, and award proposer status on the proposed amendment to the state whose amendment copy had the largest number of co-sponsors, or
 - d. make a ruling about the implications of an amendment on related clauses of the resolution.
28. The President shall rule an amendment invalid if it:
- a. is irrelevant to the topic of the resolution,
 - b. would alter the basic nature or purpose of the resolution,
 - c. would have no significant effect on the resolution,
 - d. would simply repeal a passed amendment, unless the amendment expressly indicates that it aims to repeal the past amendment and is accompanied by the co-sponsorship of at least a majority of the Council, or
 - e. would, without repealing a previously passed amendment, cover substantially the same point as a passed amendment.
29. If the President entertains a proposed amendment:
- a. they shall read the text of the amendment to the Security Council, and
 - b. if the amendment is complex, they may ask the proposer of the amendment to explain the meaning of the amendment in plain language for no more than 30 seconds (which should not be confused with an argument for the amendment's discussion or adoption).
30. After the amendment has been read and explained, the President may:
- a. permit the Security Council to vote on whether the amendment should be debated,
 - b. move straight to a debate on the amendment, or
 - c. move straight to a vote on the amendment.
31. The President may overrule the result of the vote at their discretion.
32. If an amendment is to be debated, the same procedure is followed as for a resolution except that the Proposer is already known, a new Speakers List for the amendment is established, and there is no Right of Reply.
33. If debate on the amendment does not occur, the amendment shall be voted on:
- a. immediately, or
 - b. after a brief caucus.
34. Amendments shall be voted on according to the procedure described later in these Rules. Regardless of whether an amendment passes or fails, the Council shall return to the debate on the resolution with the Speaker's List as it stood before the amendment was entertained.

Points of Order

35. At any time during debate, including while another delegate is speaking, a delegate may raise a point of order by raising their placard and saying, "Point of Order."
- There are three Points of Order:
- a. *Relevance* - the delegate's comments are irrelevant to the topic of debate (they must be completely and totally unrelated to the subjects covered by the resolution, not merely irrelevant to whatever is being discussed at the time);
 - b. *Abuse* - the delegate's comments are insulting to the delegate or their member state;
 - c. *Procedure* - the delegate or the President is breaking these Rules.
36. After a delegate has raised a Point of Order, the President may ask the delegate for clarification and shall state whether they allow the Point of Order. The President may then require that any delegate withdraw or rephrase irrelevant or abusive remarks.

The President's decision is final. No Point of Order may be raised on another Point of Order.

37. The President may also, on their own initiative, require that any delegate withdraw or rephrase remarks the President judges to be irrelevant or abusive.
38. A delegate may at any time raise their hand or send a note to the chair to make a request of the President or seek clarification on any matter pertaining to debate.

Caucus Time

39. The President may grant caucus time after written request or as they think prudent. In caucus time, debate stops for a period of time specified by the President and member states can interact directly with each other.

Negotiation Chamber

40. The President shall open the Negotiation Chamber before calling on the seconder of the resolution.
41. While the Negotiation Chamber is open, delegates may move to the Negotiation Chamber to meet with other member states. One delegate of each member state must remain in the main debate chamber at all times.
42. The Negotiation Chamber shall be closed during caucus time and when an amendment is being read, explained, and voted on (but not debated), and shall be re-opened immediately afterwards in both cases. The President may, by an explicit direction, open or close the Negotiation Chamber at their discretion.

Closure of Debate

43. The President decides when to close debate on amendments and the resolution. In deciding when to end debate, they can consider any written requests to close debate.
44. When debate is closed on an amendment, the Council moves straight to a vote on that amendment.
45. When debate is closed on a resolution, the Proposer may speak again as a Right of Reply:
 - a. The Proposer may delegate the Right to any member state in favour of the resolution, unless the Proposer has changed their stance to oppose the resolution, in which case the Right of Reply falls to the earliest-speaking member state still in favour of the resolution.
 - b. If no member state supporting the resolution exercises the Right, the Right of Reply shall not take place.
46. Once the Right of Reply begins, note passing ends and the Negotiation Chamber is closed for the rest of the debate. The member state delivering the Right of Reply cannot take Points of Information. After the Right of Reply, the Council moves to a vote on the resolution.

Voting

47. Voting on resolutions is done by roll-call; voting on everything else is done by the raising or lowering of placards. Abstaining is always allowed.
48. All votes except votes on the resolution itself require more votes in favour than against to pass (the "veto" does not apply and abstentions lower the total number of

- member states that must vote in favour).
49. Resolutions shall be approved only by the affirmative votes of at least three-fifths of the total number of member states, and no opposing votes from the permanent member states (an abstention does not count as an opposing vote or a vote in favour).

Note-Passing and Miscellaneous

50. A delegate wishing to pass a note shall raise their hand and a note-passer will collect the note. Notes must indicate which member state the note is to and from. If a delegate passes multiple notes at once, the notes must be arranged in alphabetical order by addressee.
51. Delegates may not use laptop computers, mobile phones, electronic tablets, music playback devices, or other similar electronic equipment in either the debating chamber or Negotiation Chamber during preparation for an impromptu resolution or while the Council is in session, except by the express permission of the President.