

VicMUN 2026 Delegate Code of Conduct

Behavioural Expectations:

1. Delegates must treat all those participating in the conference, including staff, faculty and other delegates, with respect and dignity.
2. Delegates must respect the UVic property where the conference is being held.
3. Delegates must not engage in harmful behaviours towards other delegates, staff, or faculty members. Harmful behaviours include but are not limited to:
 - a. Bullying or Harassment
 - b. Any form of discrimination, including but not limited to those based on Race, Sex, Religion, Gender Identity, or Sexual Orientation.
 - c. Physical Violence

Committee Expectations:

1. While in committee, delegates must abide by the behavioural expectations outlined in the sections above.
2. Delegates are expected to remain “in character” while in committee, acting as their country rather than as themselves.
3. Delegates are expected to listen to the directions of the committee staff.
4. Delegates must make every reasonable effort to be on time for each committee session.

Technology, Plagiarism, and Artificial Intelligence (AI) Policy:

1. VicMUN 2026 will be an **offline conference**, please print any online resources or research you wish to access in committee.
2. The use of electronic devices and the internet will be prohibited at VicMUN 2026 with the following exceptions:
 - a. Smartphones for necessary communication
 - b. Laptops for writing resolution papers
 - c. At the discretion of the committee chairs
3. All forms of plagiarism are strictly prohibited at VicMUN 2026. For position papers, delegates are expected to cite their sources using whichever citation format they are most comfortable with. Suspicion of plagiarism will be investigated and those found to have plagiarized will be ineligible for awards.
4. Delegates are prohibited from using generative AI for VicMUN 2026. If a delegate is caught using AI they will be ineligible for awards. Prohibited AI usage includes but is not limited to:
 - a. Writing position papers
 - b. Writing speeches
 - c. Writing resolution papers or directives

Consequences for Violating VicMUN's Code of Conduct:

1. Minor violations include but are not limited to: being late for committee sessions, distracting other delegates, disrespectful behaviour, and misuse of technology.
 - a. Minor violations will be handled by committee staff. The behaviour will be addressed but not necessarily punished.

2. Major violations include but are not limited to: continued minor violations despite direction by committee staff, discriminatory behaviour, bullying or harassment, vandalism, possession or use of drugs or alcohol, and physical violence.
 - a. Major violations will be handled by the Secretariat and the offending delegate's sponsor teacher. For the most serious offenses, delegates may be suspended or expelled from the conference.

Dress code

Purpose and Intent

Adhering to a dress code is an important element in order to provide realism during a Model United Nations conference. Much like in future academic and professional settings, delegates will be expected to follow the outlined dress code standard while attending VicMUN.

Dress Code Expectations

Delegates are expected to dress in Western business attire. This is to simulate the dress code at the United Nations Headquarters in New York City, USA.

This can include:

- ❖ Suits (including a sport coat, suit jacket, dress pants with belt, or a skirt) with a shirt (button up or blouse) or dress underneath, and professional shoes. Ties, bowties, vests and waistcoats are optional.
- ❖ If delegates cannot access the attire listed above, sweaters can also be used in replacement of a suit jacket. However, dress pants or skirts are still expected.
- ❖ Avoid any casual attire such as jeans, runners, hats, toques, athletic attire, or any other sort of clothing that could be deemed unprofessional or reflect poorly on your state.

*Note: For delegates who currently do not have the necessary attire, thrift stores are a fantastic and affordable way of acquiring professional clothing.