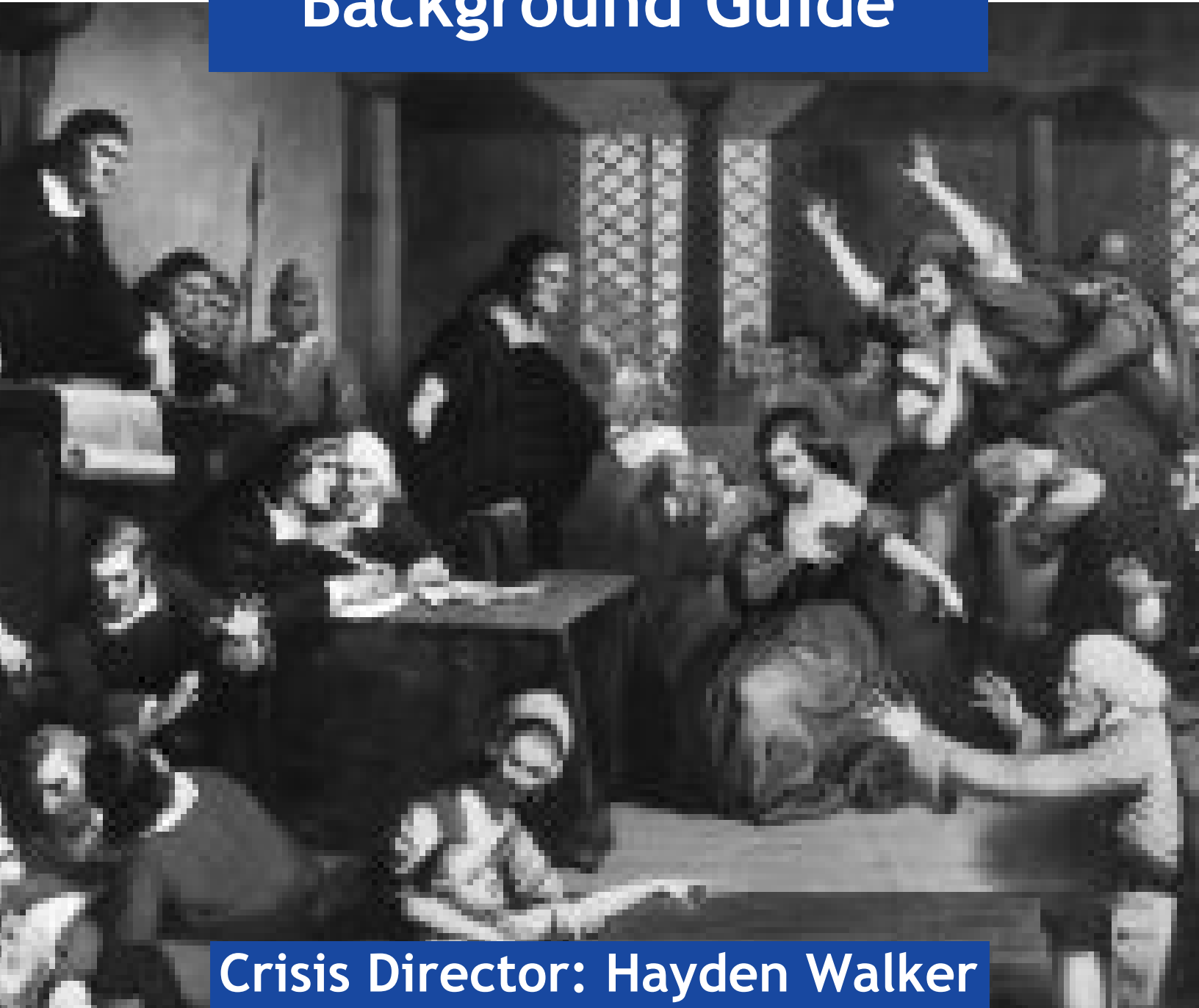




SHUMUN XXV // February 24-25

The Town of Salem

Background Guide



Crisis Director: Hayden Walker
Chairs: Timothy Dziekan & Sophie Ulm

Welcome to the 25th iteration of SHUMUN, Seton Hall University's flagship Model UN Conference for high schoolers! This will be an innovative two-day simulation of the United Nations for high school students hosted by Seton Hall University on February 24th and 25th. It will push them through substantive debate and academic rigor and challenge them to the depths of their creativity.

SHUMUN's Mission

SHUMUN XXV is a model United Nations conference for high school students with a long history of engaging simulations and enrichment of the delegates in attendance. Our conference offers both General Assembly and Crisis-style simulations. SHUMUN aims to promote public speaking and collaboration skills among high school students while fostering an engaging environment to expand students' interests in international affairs. We seek to provide delegates with an educational and entertaining weekend acting as member-states in United Nations bodies, other multinational bodies, or as individuals in creative problem-solving crisis simulations.

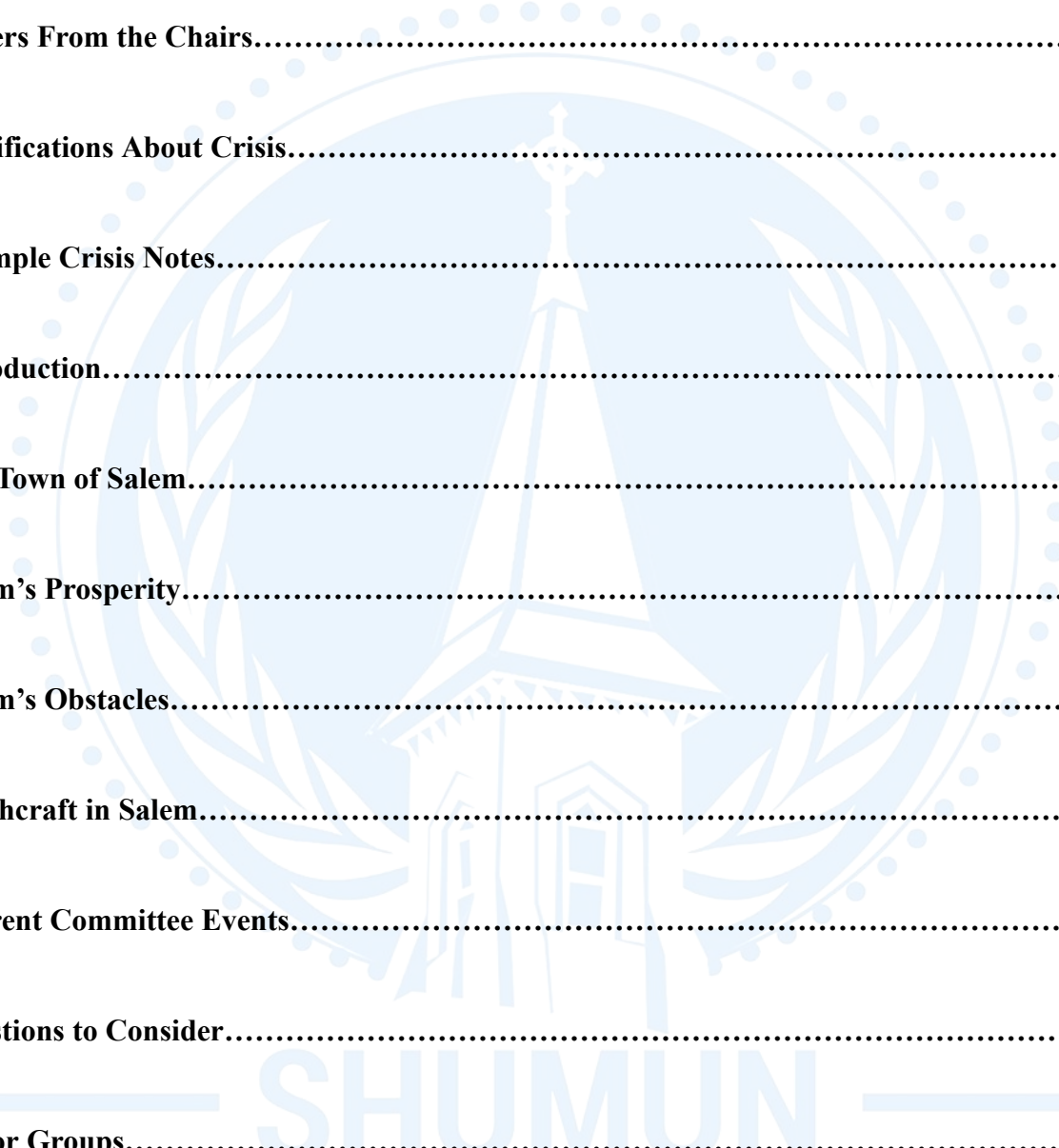
Seton Hall University is a large proponent of their student body's interest in Model United Nations and also has a competitive collegiate team, SHUNA, in addition to SHUMUN. Many Senior Secretariat and Dais members also compete with our nationally ranked team, SHUNA, and we pride ourselves on our large amounts of Model UN experience. However, we also pride ourselves on our diversity of conference staff and the ability of individuals of all interests and experience levels to join and participate in running our conference.

Hosted on Seton Hall University's campus in South Orange, New Jersey, SHUMUN is a constantly evolving conference looking to provide the best experience to delegates year after year. Since 1999, SHUMUN has been a staple of Seton Hall's Model UN scene which also includes a competitive collegiate team, SHUNA.

Our entire staff is more than excited to see delegates respond to crisis updates and navigate their curiosities for international affairs!

— SHUMUN —

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Notes on Procedure

1. SHUMUN will be utilizing Google Docs and Gmail for the conference. For any questions contact our email: shumun.se@gmail.com. Delegates will communicate in-room with paper notes.
2. SHUMUN uses Parliamentary Procedure (often abbreviated as Parli Pro) to run committees. A Google search will give you more than enough information on how this is used in Model UN, and any other questions can easily be addressed in committee.
3. SHUMUN has a **zero-tolerance policy regarding bullying, offensive remarks, harassment, discrimination, or anything of the sort**. Model UN should be a fun activity for delegates to participate in and no one should feel excluded at any point during the weekend. If at any point the Senior Secretariat is notified of any violation of this policy, the delegate and advisor will be contacted and the issue will be discussed, potentially resulting in expulsion from the conference or disqualification from awards. In general, if you think even for a second that something would offend someone, do not do, or say that thing.
4. Profanity is prohibited.
5. Pre-writing is defined as any notes or directives written outside of committee time and is strictly prohibited. Delegates are allowed to bring research into the committee, but not pre-written notes or papers. Engaging in pre-writing will result in immediate disqualification from award consideration.
6. SHUMUN XXV Crisis Committees are **PAPER-ONLY**. We are utilizing a two-pad system for crisis notes, delegates will be expected to **arrive with 2 standard legal pads**, post-it notes, and additional scratch paper. For any questions, please contact the secretariat at shumun.sec@gmail.com.
7. If you need to use the restroom during committee, you do not need to raise your hand or ask permission.

SHUMUN

Letter from the Chairs

To the Esteemed Residents of Salem,

Greetings to you in the spirit of warmth and camaraderie that characterizes our humble community. It is with great pleasure that we extend this missive to introduce myself to the esteemed inhabitants of Salem in the year 1692.

We are looking forward to seeing all of you at SHUMUN XXV, and wanted to take a quick moment to introduce ourselves.

Tim is a graduate student studying Public Administration at Seton Hall who competed with SHUNA all 4 years of his undergraduate tenure, culminating in serving as the Training Coordinator his final year. He is very excited to be back for this committee, as a devout Hocus Pocus fan he hopes to see quite a bit of chaos from all of the delegates.

Sophie is a junior undergraduate student, studying International Relations, French, and Public Relations. Sophie has been with SHUNA since her freshman year, and is currently the Vice President of the club. Sophie is really looking forward to seeing the creativity of delegates both in room and out of room.

In this committee, you will have to constantly watch your back while also working with others to ensure your success. We encourage you to be bold and creative in your crisis notes, and diplomatic in your front room. We hope that everyone makes it out of this committee unscathed, but we suppose that rests in your hands now.

Best,
Sophie & Tim



SHUMUN

Clarifications About This Crisis

- This background guide is meant to give delegates an outline of the committee and what delegates should expect. Do not feel restricted to the information presented here, delegates are more than welcome to use information from the Crucible, history, or other media.
- Delegates are not restricted to researching only events in the Salem Witch Trials Stories. Delegates are encouraged but not required to be versed in historical events in the time period as well.
- This committee is a simulation **not** a reenactment. Delegates will not be forced to act in line with the events that actually unfold in the stories. Front-room debate and the committee's directives can steer the story in any direction.
- Delegates can have their character take any actions they choose, even if they are not in line with what their character does historically. Delegates should take advantage of crisis notes to develop unique personal story arcs, but will have to somewhat justify why and how their character will do so.
 - Remember, even if you have read the stories and know how events unfold, your character does not. You can use your foresight and be creative, but must organically justify it in character.
 - If the backroom denies an action in your crisis note, consider either going more in-depth to justify and explain your note, or change course and try a different action.
- Delegates can die in committee both due to the actions of front-room directives or backroom crisis notes. Should delegates have their character die, be arrested, or otherwise incapacitated, they will still be allowed to participate in committee, being given a new character to act as.

Example Crisis Notes

To Jedi Librarian

I wish to take out any Jedi texts related to the ability (Force Heal, Force Lightning, Lightsaber Combat, etc.) With these texts I will read and study them and begin training to learn this ability. Please inform me when I have completed training so I can return the texts. Please burn this note.

Thanks, 'x'

To My Secretary

I want you to use my personal funds to pay for more security. I want at least 2 personal guards stationed outside my residence and office to stop any attempts on my life. They will also accompany me while I travel. Please burn this note. - 'x'

To Bounty Hunter

I'm placing a hit on 'y.' I will pay you by having my finance handler transfer funds into a hidden personal account. I want you to DISCREETLY steal a guard's uniform. You will use it to sneak in. I'll also give you money to purchase some poison which you will put into their drink once you're inside. When you're done, I'll send your full payment. Contact me when you've obtained the uniform and poison and are ready to go. Also burn this note.

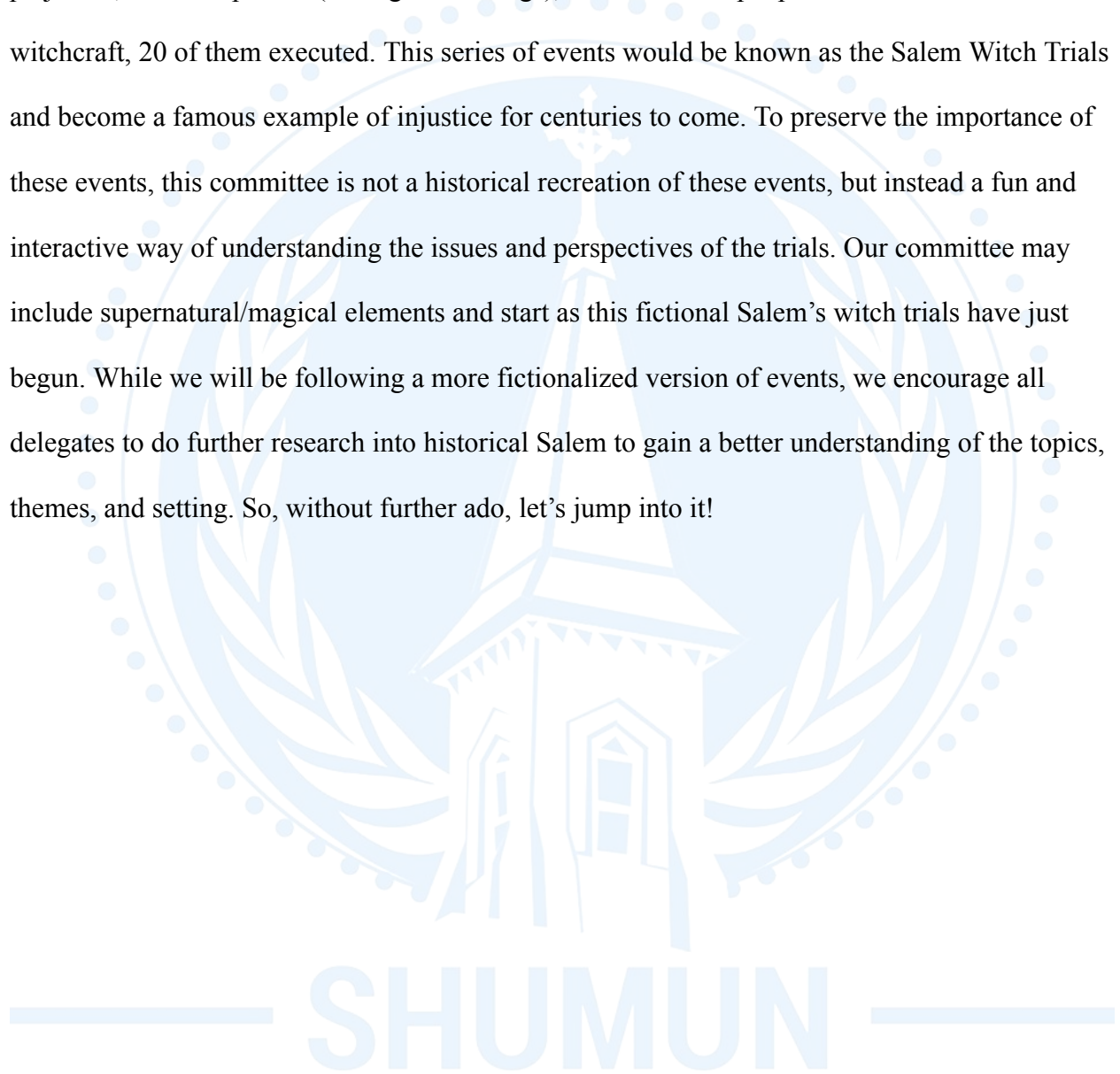
- 'x'

To My Finance Handler

Burn this note. Please put together a fruit basket to send to (backroom character). Have it delivered with a note from me expressing my desire for better relations. Thank you, 'x'

Introduction

From 1692-1693, in a small farming community in Massachusetts, due to land disputes, prejudice, and xenophobia (among other things), a few hundred people were accused of witchcraft, 20 of them executed. This series of events would be known as the Salem Witch Trials and become a famous example of injustice for centuries to come. To preserve the importance of these events, this committee is not a historical recreation of these events, but instead a fun and interactive way of understanding the issues and perspectives of the trials. Our committee may include supernatural/magical elements and start as this fictional Salem's witch trials have just begun. While we will be following a more fictionalized version of events, we encourage all delegates to do further research into historical Salem to gain a better understanding of the topics, themes, and setting. So, without further ado, let's jump into it!



The Town of Salem

Salem is your picture of the perfect New England town; the salty sea breeze rushes coolly across the coastal city as merchants gather around the town square to peddle their wares. Local artisans sell their hand-crafted specialties as the farmers and fishers present their nature's bounty to the marketplace. The tax collectors carry change in their jangling bags of coins while the wealthy few count their piles of riches. The little chime of doorbells in the shoppes is drowned out by the large brass bells of the Puritan church, ringing out for all to hear in celebration of another wonderful day in Salem.

In 1692, Salem is a thriving town in colonial New England where many different people go about their day-to-day life as merchants, shopkeepers, farmers, and more. It certainly hasn't always been easy, but most would say they are living fairly comfortably. Times are changing though, and with it comes changes in lifestyle. As both new and deep-seeded issues arise in Salem, people are searching for something to blame, some way to solve the problems, or some way to adapt. In any case, much of the whispers and gossip around town turn to *witchcraft*.

Salem's Prosperity

Ever since its founding, Salem has thrived on *trade*. During its early days as a charter of a larger English company, the town struggled through tough winters and famines, but always pulled through thanks to English trade, providing them with food in exchange for raw materials like lumber. As Salem grew and became more self-reliant, farming became a profitable venture, and later artisan goods such as jewelry and shoes would be made to sell not only to England, but to each other and other New England towns.

Life in Salem is governed by two main forces: the ***Governing Council*** which holds power over the executive and legislative functions of the town, and the ***Puritan Church*** whose jurisdiction is the day-to-day life of the people. The two bodies work in tandem to keep everything running smoothly with just laws and proper morals that guide the town to its success.

The Council is made up of many different community members, representing unique aspects of life in Salem. They have the ability to pass laws, plan how land is divided, and collect taxes for the English Crown, among other powers. The Council is not the highest level of governance for the town, however, as the ***Governor*** of the Colony reigns supreme (under the Crown, of course) and often observes the town's happenings. If things get too out of hand, the Governor will quickly step in to direct the Council toward immediate action.

The Church, on the other hand, is more exclusive, representing the Church of England in the colony, and has been an important player in the town since its founding. To Salem's residents, the Church acts as their guide to moral living and over time, has helped foster the cohesive community that you see today. As to what they do, the Church uses its power to enact ***edicts***, or declarations of policies that impact personal matters instead of legal or financial operations of the town.

Salem's Obstacles

Life in Salem hasn't been entirely easygoing, despite the generally good state of things. While trading is as profitable as ever, the demand for raw materials has decreased significantly in favor of handmade artisan goods, forcing those reliant on the fruits of nature to either change careers or struggle with low sales.

Speaking of nature, the soil quality in Salem has always been poor, but now that the land has been farmed many times over, large patches of land that were once arable farmland have become desolate dirt patches, unable to grow even the heartiest of plants. Traditional crop farmers now struggle to adapt, trying to find land in the few places there are left. Livestock farmers aren't safe either, as the lack of crops will quickly mean a lack of feed for their animals, and if the animals aren't fed, the people of Salem will soon starve too.

While the fishing industry is still strong, they are facing a threat as well, that being shipbuilding. One of Salem's most prized exports is its fine sailing ships, but the construction of them near the coast has disrupted local fish populations, causing many fisheries to catch less and less each year. Without some way of restoring nature, the fishery workers will need to adapt as well.

Witchcraft in Salem

The easiest way to ensure Salem's success through the looming famine is, of course, a miracle. That being said, miracles don't just suddenly happen... right? Though none would dare say it out loud, in fear of facing the Church's wrath, some believe that magic may be an answer, but is magic and its practitioners real?

The answer isn't quite clear. Some say that the rich and powerful of Salem only have their positions and wealth thanks to strange, magical, and even daemonic rituals. Others claim that the forest outside town is haunted and hides a whole coven of witches. The Church claims to be against "black magic" in all forms, whatever those may be, and encourages the eradication of all similar unholy practices in the town. The only thing certain, however, is that witchcraft has become the talk of the town. Apart from a few hearsay sightings, there is very little solid evidence of witches or magic, but that does not necessarily mean they don't exist, as many believers claim that witches are *very* good at hiding their magic in plain sight. The truth behind these claims, however, is unknown at the time.

The town has had multiple recent incidents regarding witchcraft, each taking the town's attention in full for a few weeks and ending with someone killed for the "crime". The controversy and discussion surrounding these incidents, as well as a new accusation, is where the events of our committee begin.

— SHUMUN —

Current Events

The story of our committee begins after the deaths of two people accused of witchcraft as well as the recent accusation of a third. The first accused was a woman named Annie Cloverfield, who at the time was the town's apothecary. She was unpopular among the ministry as her medicines were not well-understood and she was not an active member of the church. She was run out by a mob and hanged in the streets in what many now call "barbaric justice".

The second accused was a man by the name of Jason Mills, a farmer who owned a vast stretch of land, growing corn and raising cattle. Little is known about who brought the accusation forth, but his lands were quickly divided and sold shortly after his death. In his case, many were concerned that the same cruelty that befell Cloverfield would be used against Mills, thus it was decided he would be judged in a trial. While many considered this far less violent, the trial lasted for only an hour because since nobody knew exactly what constituted witchcraft, and a refusal for Mills to say his defense, every small piece of evidence presented (whether credible or not) was seen as definitive proof of witchcraft or sorcery. He was hanged in the same place as Annie Cloverfield, though Salem was no closer to solving this witch problem.

That brings us to the present day; recently, a third accused has come to light, a young woman named Morgan Pendleton. She is the daughter of a wealthy landowner and has not played a significant role in the community as of yet. That being said, multiple people have noted her poking around fields, rivers, and forests, repeating strange words, and glaring at the more elite members of the community as they pass by. Many are concerned at the very least of her

sabotaging their crops and materials, but more recently, a member of the church has been spreading the rumor that she is a witch and must be tried.

The governor, after hearing of the previous two less-than-just trials has decided to intervene. He has declared that absolutely no trial may take place until the Council of Salem finds a solution to the cruel killings. He demands that:

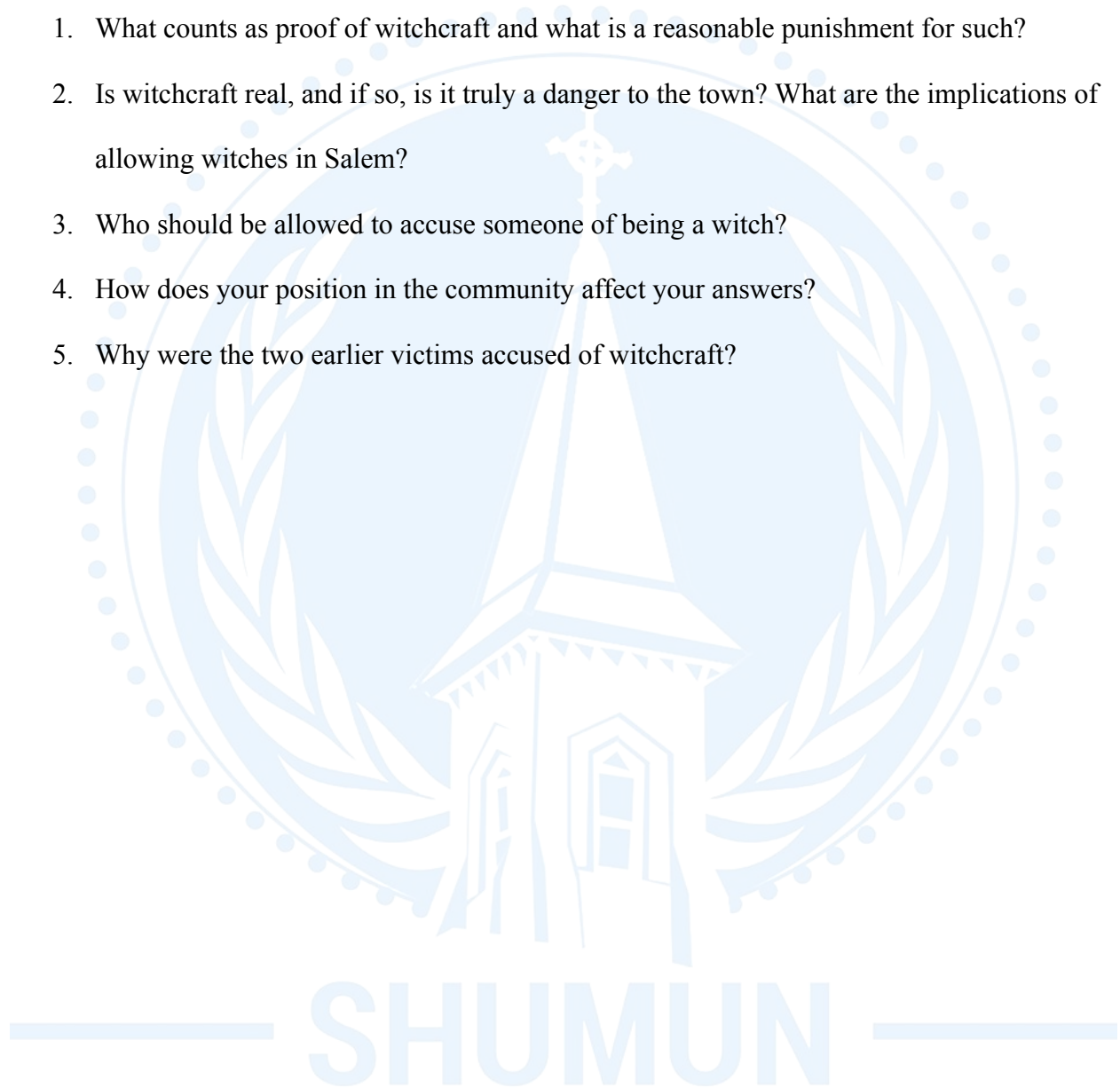
1. The Council determines what witchcraft is and what counts as evidence of such.
2. If it is evil, then they must determine a fair punishment.
3. If witchcraft is a crime, then Salem must only fairly accuse and try someone of it.

The governor has clearly stated, *“I will not see any more death in Salem unless it is truly and fairly just!”*

As members of the Council, it will be your job to respond to the governor’s demands and help protect the peace and livelihood of Salem, as well as make sure your own interests are secured.

Questions to Consider

1. What counts as proof of witchcraft and what is a reasonable punishment for such?
2. Is witchcraft real, and if so, is it truly a danger to the town? What are the implications of allowing witches in Salem?
3. Who should be allowed to accuse someone of being a witch?
4. How does your position in the community affect your answers?
5. Why were the two earlier victims accused of witchcraft?



Major Groups

Landowners:

At this time, those who own land in the colonies, while not necessarily rich, hold significant power in the community. This group includes farmers who own the land, fishers who own the waters, and landlords who own the houses and many other buildings. While in the past, these groups have been successful, the winds of change are blowing. The poor soil quality has caused much of the land to no longer support crops like it used to, and the ever-growing shipbuilding industry has disturbed native fish populations. To keep income flowing steadily, these landowners will have to either take more land or find new, innovative ways to use it, be it natural or supernatural.

Artisans:

In recent times, Salem's economy has shifted more towards trade, and it's the artisans that make most of what is traded. While artisans are starting to see a bit of wealth grow, all of them must be wary as the materials of their trade come from farmers, woodcutters, and sometimes even other continents. If anything happens to the supply of raw materials, then an artisan will quickly be out of a job. Leather requires healthy livestock, baked goods require healthy grain harvests, and metalsmiths rely mostly on imported metal. In this changing landscape, any hiccup can be disastrous, leaving many artisans worried about their security. For some, witchcraft may just sound like the perfect solution.

Shopkeepers:

Not considered to be artisans themselves, though not wealthy enough to be elites, the shopkeepers of Salem are well-respected and ever-present members of society that, as their name

suggests, own the many stores found in town. Markets have always been a bit unreliable as different people want different things at different times, but generally, most shopkeepers have found a measure of success in their fields. Unlike the other groups involved in the conflict, how shopkeepers are affected is more related to their individual trade and goals. It's important for each to consider how famine and witchcraft may uniquely affect their business and personal lives.

Elites:

The upper-class of Salem is made up of a few special community members that hold a lot of power and wealth. These include merchants, ministers, and rich English people, among others. Due to their priorities typically being more self-interested, while they hold significant power, much of the community strongly dislikes their presence. That isn't to say that they are malicious, and most work for the better of Salem as a whole, but the balance between power and community is a hard line to tow. Some describe their power over Salem as corrupt or even magical.

Positions

Landowners:

Gabriel Cobb - Corn Farmer

A farmer who owns a vast cornfield in Salem. Purchased the land after Jason Mill's trial, but the corn has had trouble growing. Despite this, they have plenty of money from selling what corn does survive.

Chris Tauros - Cattle Farmer

Another prominent Salem farmer who bought part of Jason Mill's land. Now they are a successful cattle farmer, but the grass that keeps the cattle fed hasn't been growing back fast enough. Despite this, they have plenty of food and most depend on them for meat.

Jackie Reeler – Fisher

The owner of a fishery, one of the safer, more profitable ventures in Salem. The natural fish population has been interrupted by the new shipbuilding industry, and it doesn't seem to be stopping. Has many different fish stockpiled and preserved.

Ellis Owens – Householder

One of the rare few in Salem who owns their own house as most rent from a landlord. Holding property means holding power, but as more fertile land is needed, many people would do anything for even a small plot or house.

Alex Lansley – Landlord

Most of Salem's residents rent, and all of that rent goes to a landlord. Their profits and ability to keep making money relies on the community staying healthy. Rumors of witchcraft have started to scare some out of Salem.

Avery Aureus – Goldsmith

Technically one of Salem's artisans, they use the most precious metal to make and sell valuable jewelry and accessories. Their riches allowed them to buy a large piece of land. Gold is very hard to get in Salem, often only available from overseas.

Artisans:

Lee Argent – Silversmith

One of the wealthier artisans, they make luxury goods such as jewelry and fine plate and silverware. Their success relies on foreign silver trade as well as being able to send goods overseas. Rumors of witchcraft are likely to spread out of Salem, hurting their trade.

Lou Ferris – Blacksmith

The maker of the tools most of Salem relies on. Iron is not difficult to get, but when everyone else has trouble, so does Lou. All of the town's issues in some way weigh on them, so their priorities are the town's. The

blacksmith has an abundance of tools and the ability to make things from iron.

have a good relationship with the woodcutters, though suffer if the forest suffers.

Robin Aglet – Shoemaker

Everyone needs shoes and they're the person to get it from. Their livelihood counts on having a thriving community as well as a steady supply of leather, and to a lesser extent, metal. Anything that keeps those supplies abundant will help.

Wes Bowater – Shipbuilder

One of the newest industries in the colony is shipbuilding, and Wes is the first to start a shipyard in Salem. They have a team of shipbuilders, but if anything happens to lumber, the industry crumbles.

Reagan Brioche – Baker

As a provider of good food, they are depended upon by the community. Their success is dependent on the farms' harvests, so as famine looms, they may have trouble finding business and ingredients.

Kieran Stone – Mason

The head mason of the community, Kieran has a team of bricklayers and has had a hand in building many of the newer houses in Salem. Their team can build anything quickly, but when the town suffers, there's not much to build.

Sam Woodsaw - Carpenter

Similar to the mason, Sam's livelihood is based on construction, but works with much cheaper and more abundant wood. They

Shopkeepers:

Billie Wordsworth – Printer

As the owner of the print shop, they help print the town's paper, and are included in the editing as well. Most official documents are now printed on their press, and they make a bit of money for it.

Wren Sagely – Apothecary

The apothecary has plenty of herbs, medicines, and other plants and remedies. There is always a lingering suspicion of them being a witch, but as the town's doctor, they have a lot of respect.

Cameron Tallow – Butcher

Another provider of the town's food, the butcher has a very good reputation with the town, as well as a close understanding of animals. As the food in Salem is threatened, the butcher's main defense from starvation is preserving meats in any way possible.

Frankie Sellers - General Store Owner

The general store is a place for people to congregate as they shop, meaning as well as having abundant supplies, the owner also stays updated on the town drama. As famine looms, however, their livelihood is threatened.

Blake Taylor – Tailor

The nicest clothes in the colony can be found at their shop, hand-measured and made. Spending so much time with people means they hear a lot of gossip and secrets.

Briar Brookes – Innkeeper

The owner of the town’s inn experiences many different people and passers-by in Salem, introducing them to a lot of knowledge others in the community could never believe. They are typically respected by most.

Julian Knitts – Milliner

The milliner sells cloth, thread, and other materials for the more crafty people of Salem. They are very handy and are well connected with other businesses in Salem.

Elites:

Kit Rose – Reverend

The leader of the church and a powerful community leader as well, has been strongly against witchcraft for a long time. Most of the community will follow the Reverend’s direction and many attend church weekly.

Rory Peddler – Merchant

They represent the interests of the outside world in Salem and have been all around the

world collecting different curios and goods to sell. Their trade has brought them a fair bit of wealth as well, enough to buy a place in Salem.

Dylan Bellum - Militia Leader

As the leader of the town militia, they are able to quickly rally many of the townspeople for a cause. They hold a lot of respect in the community, though not a lot of money.

Quinn Sees - Governor’s Representative

A representative of the governor in the Council, their main goal is to make sure the governor’s demands are met. The success of Salem means their success too. They have the governor’s support and resources to solve the town’s problems.

Sawyer Lawson – Lawyer

Salem’s most prominent lawyer, they have been part of many trials. That being said, they were also involved in the Jason Mills “trial”, and have received a bad reputation for it. They have a lot of power over the law and its enforcement in Salem.

Charlie Tithe - Tax Collector

Like many others, their success is dependent on Salem’s success, but faces a universal distaste for taxing the people. That being said, it is a very profitable job, making them a lot of money to work with.