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| CCIMUN 2015 | Harry Potter  Ministry of Magic | |
| Chairs: Sameena Vohra, Yasmeen Kattavazi, Rohina Hamidi | |  |

Dear Delegates,

My name is Sameena Vohra and I would like to welcome you to the Ministry of Magic, our fantasy committee at CCIMUN 2015. I have always liked arguing my opinions, but through Model UN, I’ve realized I can now call it “intelligently debating”. I am incredibly excited to be chairing this committee. Although our committee is a fictional one, Harry Potter discusses many issues parallel to problems the world faces every day. This background guide will direct you in where you should began your research. I hope you all will use this as an opportunity to challenge yourself and in turn challenge the other delegates.

In closing, “I would like to say a few words. And here they are: Nitwit! Blubber! Oddment! Tweak! Thank you.”- Albus Dumbledore

Good Luck!

-Sameena Vohra

Greetings Delegates,

My name is Yasmeen Kattavazi and I will be one of the chairs for the Harry Potter committee. I'm just going to go ahead and let you guys know that I used to be a Harry Potter hater. Yeah, I know, how dare I? But the good news is that now I'm a huge fan! (Credits to Sameena, my friend and co-chair) I'm so excited to meet you all and see you debate and take each other down! I hope this guide completes its purpose in helping you to prepare. See you soon, good luck to all!

-Yasmeen Kattavazi

Introduction:

It is after the Second Wizarding War; Voldemort is dead and one of the longest ongoing and most pressing concerns of the magical community has been solved. Now, the Wizarding community can concentrate on some issues that were given second priority during Voldemort’s reign of terror. At this meeting, we have the opportunity to solve some of the issues that have been a problem for a long time.

The Ministry of Magic is the governing body of the Magical world in the United Kingdom. Their main objective is to uphold the laws of the wizarding world and protect magical beings.

“The Ministry has seven departments in all, each dealing with different aspects of the wizarding world, with the Department of Magical Law Enforcement being the largest and all others more or less answering to it (except the Department of Mysteries).

Each Department has a level of Ministry Headquarters assigned to it, although Law Enforcement has not only level two but also the courtrooms of level ten. There are also many minor offices within the departments. The departments communicate through "interdepartmental memos" written on pale-violet paper aeroplanes, which fly on their own to destinations. The known departments and their offices are the following:

Department of Magical Law Enforcement

The Department of Magical Law Enforcement is a combination of police and justice facilities and has power over all other departments except the Department of Mysteries. It includes the following offices:

* Auror Office
* Misuse of Muggle Artefacts Office
* Office for the Detection and Confiscation of Counterfeit Defensive Spells and Protective Objects
* Improper Use of Magic Office
* Wizengamot and Wizengamot Administration Services

Department of Magical Accidents and Catastrophes

The Department of Magical Accidents and Catastrophes is responsible for repairing accidental magical damage. It includes the following offices:

* Accidental Magic Reversal Squad
* Obliviator Headquarters
* Muggle-Worthy Excuse Committee
* Invisibility Task Force
* Muggle Liaison Office

Department for the Regulation and Control of Magical Creatures

The Department for the Regulation and Control of Magical Creatures is responsible for studying, regulating, and controlling magical creatures. It includes the following offices:

* Beast Division
* Being Division
* Spirit Division
* Goblin Liaison Office
* Centaur Liaison Office
* Pest Advisory Board
* Office of Misinformation

*"Each wizarding governing body will be responsible for the concealment, care and control of all magical beasts, beings, and spirits dwelling within its territory's borders. Should any such creature cause harm to, or draw the notice of, the Muggle community, that nation's wizarding governing body will be subject to discipline by the International Confederation of Wizards."*

*—Clause 73 of the International Statute of Wizarding Secrecy*

Department of International Magical Cooperation

The Department of International Magical Cooperation deals with foreign affairs, both political and public. It includes the following offices:

* International Magical Trading Standards Body
* International Magical Office of Law
* International Confederation of Wizards, British Seats

Department of Magical Transportation

The Department of Magical Transportation is responsible for various aspects of magical transportation. It includes the following offices:

* Floo Network Authority
* Broom Regulatory Control
* Portkey Office
* Apparation Test Centre

Department of Magical Games and Sports

The Department of Magical Games and Sports deals with organising sports events and enforcing game-related laws and regulations. It includes the following offices:

* British and Irish Quidditch League Headquarters
* Official Gobstones Club
* Ludicrous Patents Office

Department of Mysteries

The Department of Mysteries, located on Level Nine, is a section of the Ministry of Magic that carries out confidential research regarding particular enigmas (death, time, space, thought, and love) and stores copies of prophecies. Most of its operations are carried out in total secrecy from the general wizard populace.[12] The Department contains the following chambers in which various mysteries of life are studied:

* Brain Room
* Space Chamber
* Death Chamber
* Time Room
* Hall of Prophecy
* Love Chamber (a.k.a. The Ever-Locked Room)

Other Offices

* Department of Magical Education logo
* Logo for the Department of Magical Education
* The Ministry contains several other offices:
* Committee on Experimental Charms
* Magical Maintenance Department
* Ministry of Magic Public Information Services
* Department of Magical Education
* Very Important Members of Section M.I. Trx.
* Wizarding Examinations Authority
* Ministry of Magic research committee
* Ministry of Magic exploding bonbons disposal unit
* Foreign Affairs and Sports Department”

Source: http://harrypotter.wikia.com/wiki/British\_Ministry\_of\_Magic

Topic #1: Capture and punishment of the Death Eaters

“For future reference, Harry, it is raspberry...although of course, if I were a Death Eater, I would have been sure to research my own jam preferences before impersonating myself.”

―J.K. Rowling, Harry Potter and the Half-Blood Prince

Seventeen years ago, the Dark Lord had a very large group of followers made of many witches and wizards, who would commit terrible deeds. They are known as the Death Eaters and they love the sheer power, wealth, and the glee of terror they impose when practicing the dark arts.

The Death Eaters have complete disregard for authority and break the law by casting the three Unforgivable Curses. They used these curses to infiltrate the Ministry, terrorize and harm innocent Muggles, and torture and murder anyone who stood up against them. The most crucial fact for us to understand is that the Imperius curse was used on Ministry officials to gain important information and weaken the ministry.

After the death of He-Who-Must-Not-Be-Named, some Death Eaters were arrested and sent to Azkaban, the wizard prison, some were killed trying to escape the Aurors, some pleaded guilty, and many others remain at large in the Wizarding and Muggle world.

Why they feel it is necessary to go down this path is a question yet to be answered. Unfortunately, some of them reside between us with masks of friendship. We don't realize that the ones we least expected to betray us, do. Others are known to be Death Eaters, but because they have no proof, nothing can be done.

It is the duty of the Ministry of Magic to ensure every wizard’s and witch’s safety. Thus, this meeting is held to find the best plan of attack to capture and contain the Death Eaters and cause the least harm to innocent citizens.

Questions to ponder upon:

1. Should there be a barrier between the Muggle world and the Magical world to prevent people from crossing through without the knowledge and permission of the Ministry?
2. Should we have Aurors hunting for the Death Eaters?
3. Should we be concerned about securing Hogwarts?
4. How can we use the Death Eaters weaknesses to our advantage?
5. How do we track the Death Eaters in the Ministry?
6. What should the punishment be for the captured Death Eaters?
7. Can Harry Potter be used in any way when trying to capture The Death Eaters?

Topic 2: Rights of magical creatures

There are many magical beings existing in the magical world besides witches and wizards. Many of these creatures are perfectly satisfied with their social position, but there are others that may not be as happy and require changes to protocol to accommodate them.

Werewolves are regular witches and wizards who have been bitten by werewolves or born as werewolves. They may co-exist with the rest of the Wizarding population without the knowledge of the Ministry. While they are perfectly capable of acting sensibly for most of the month, when the moon comes out, they are forced to transform and become dangerous to anyone who they are around. There is a wolfsbane potion which allows werewolves to remain sentient and control their actions after transforming. Because it is very difficult to make, it is hard for werewolves to gain access to it.

House-elves do live with wizards quite peacefully. However, not all wizards view their treatment as morally correct. Although they seem to be happy serving other wizards and self-inflicting pain for any mistakes, there is a possibility that this is a very strong enchantment which would be quite difficult to undo. Hermione Granger has already outlined a few initiatives (pay and holidays for house-elves) when she created the Society for the Promotion of Elfish Welfare. Expanding this society may allow us to vastly improve the lives of house-elves.

Goblins are the creatures that run Gringotts Wizarding Bank. They are very intelligent creatures and capable to performing magic. Wizarding law prohibit them from owning wands. Relations between wizards and goblins have not been the best for a long time. Attempts to improve relation between the two groups may have positive effects and allow us to help each other as the goblins decided to remain neutral in the Second Wizarding War.

Questions to consider:

1. How can we make attempts to integrate more werewolves into Wizarding society?
2. Is wolfsbane potion the best solution to the werewolves transformation and should we be making it easily accessible?
3. Is it advisable for us to attempt to enchant the house-elves so they are not so driven to work and carry out their master’s every command?
4. Will goblins appreciate reconciliatory efforts from the wizards? Should they be allowed wands?
5. Can we actively attempt to incorporate other magical creatures into our system, and try to lessen the prejudice between races?

Topic 3: Integration of the Wizarding and Muggle worlds

Overview: Persecution of wizards by Muggles became increasingly worse from the fifteenth to seventeenth century. Members of the magical community were burnt by Muggles, locked up and persecuted in many other ways. The Ministry of Magic attempted to create a treaty with the Muggle British Monarch in the seventeenth century to protect witches and wizards. When this attempt failed, the International Confederation of Wizards began the process of making the International Statute of Wizarding Secrecy into a law. The International Statute of Wizarding Secrecy was signed in 1689 by the leaders of magical communities in each country. It states that each country’s magical governing body is responsible for the concealment of magic and magical creatures from Muggles. After the Statute was signed, wizarding families went into hiding and to this day, the majority of the Muggle community is unaware of the presence of magical beings and creatures. The Ministry of Magic was involved in the creation of the International Statute of Wizarding Secrecy and still play a great role in enforcing the Statute. The only Muggles aware of the magical community are a few high-ranking officials within the Muggle government and parents of Muggle-borns.

Both the Muggle and wizarding worlds have progressed much since the seventeenth century. Most of the world was very uneducated and many people were superstitious. The people of today are much more accepting as people’s mentality has changed on everything from racism to women’s rights. Many people believe that it is time to slowly re-integrate the two worlds as there is a greater chance they will be able to live more harmoniously than they did in the past. Both communities will be able to learn a lot from each other and the Muggle community will be able to make better informed decisions. The magical governments should began to consider how much the world will be able to benefit from the unveiling of the wizarding community.

There may be some possibilities of integration that will be more harmful than beneficial and the objective of this meeting is to determine the degree of collaboration that will bring the most possible benefits to the magical and Muggle worlds. Integration may bring changes to the government, education system, The British Ministry of Magic has obtained permission from the other magical governments to discuss and propose amendments to the International Statute of Wizarding Secrecy which will be presented to the International Confederation of Wizards at their next meeting.

“Differences of habit and language are nothing at all of our aims are identical and our hearts are open.”-Albus Dumbledore

Questions to Consider:

1. Should the Ministry of Magic merge with the Muggle government in order to factor magical and non-magical concerns into decision-making?

2. If the two worlds integrate, how will the protection of witches and wizards be ensured? How can the fear of magic be minimized?

3. To what extent should magical knowledge be made available to the general public (excluding the Muggle government)?

4. Should there be collaboration only between government officials and should public institutions such as schools, hospitals, prisons and courts be kept separated?

5. Would a secret committee of high-ranking Muggles and wizards be the best way for both the Muggles and witches and wizards to help each other with issues they are more knowledgeable about?

6. Is it moral to keep the existence of an entire community from the world? Is it fair to keep asking the magical community to live in hiding when there is a chance that they could peacefully co-exist with the Muggle world?

7. What would be an appropriate way to reveal the presence of magic to the Muggle world?

On line resources:

http://harrypotter.wikia.com/wiki/International\_Statute\_of\_Wizarding\_Secrecy

**Character Roles**  
https://blu169.mail.live.com/ol/clear.gifhttps://blu169.mail.live.com/ol/clear.gifhttps://blu169.mail.live.com/ol/clear.gifhttps://blu169.mail.live.com/ol/clear.gif

* Harry Potter
* Ron Weasley
* Hermione Granger
* Professor McGonagall
* Professor Slughorn
* Professor Flitwick
* Neville Longbottom
* Seamus Finnigan
* Luna Lovegood
* George Weasley
* Ginny Weasley
* Draco Malfoy
* Percy Weasley
* Kingsley Shacklebolt
* Arthur Weasley
* Hagrid
* Molly Weasley
* Dumbledore
* Snape
* Fred Weasley
* Dobby
* Mad Eye Moody
* Remus Lupin
* Sirius Black
* Tonks