



V T M U N C

est. 2024

**Heroes vs. Villains
Survivor Ad-Hoc
Crisis Committee**

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Letter From the Secretariat

Dear Delegates of VTMUNC II,

We appreciate your participation and dedication to the premier Virginia Tech Model United Nations Conference's efforts to promote productive and civil discourse and conversation. Nevertheless, please be warned that some presentations, discussions, and or information found in the background guides may contain delicate or triggering material. At Virginia Tech, we prioritize fostering a safe and inclusive environment, so we want to ensure that you are prepared for the nature of the discussions to occur.

That being said, the following content areas may contain sensitive material:

1. **Conflict Zones & Human Rights Violations:** Some conversations may involve sensitive global problems including human rights violations, armed conflicts, and or other difficult themes.
2. **Sensitive Cultural or Religious Topics:** Some topics may raise sensitive cultural or religious issues for individuals.
3. **Violence and Trauma:** In their speeches or resolutions, delegates may reference incidents of violence, trauma, or abuse in real-world scenarios that may potentially be a sensitive topic to delegates in committee.
4. **Discussions about Discrimination and Marginalization:** Emotionally intense discussions concerning discrimination, marginalization, or inequity may arise during committee.

As you prepare for the conference, we encourage all of our delegates to approach these discussions with both respect and empathy for differing perspectives. If the content of these committees is something that you are uncomfortable with, we recommend that you take the appropriate steps to prioritize your well-being, such as seeking support from conference staff or Secretariat of VTMUNC II. Bound by the motto Ut Prosim (That I May Serve), we serve to ensure that we will promote constructive and respectful dialogue during committee sessions. As you prepare and participate in the conference, we promise that VTMUNC I will stay committed to creating a space where all your voices are heard and are welcome. Thank you for your compassion and cooperation to our goal of respectful and intellectual discourse for all. We hope that as you progress with our conference, you continue to bloom.

Sincerely,

Shriya Chemudupait, Secretary General of VTMUNC II

Anneli Sample, Under-Secretary General of General Assemblies of VTMUNC II

Holly Johnson, Under-Secretary General of Crisis Committees of VTMUNC II

Thomas Quinn2, Under-Secretary General of Specialized Agencies of VTMUNC II

Conference Guidelines

The first iteration of the Virginia Tech Model United Nations Conference, otherwise known as VTMUNC I, is committed to providing a safe and pleasurable experience for all delegates, advisors, and individuals involved with VTMUNC I. Although participating in Model UN is being involved in competitive activity, its fundamental purpose is to uphold and put into practice both the principles of diplomacy, collaboration, and cooperation. Any individual that violates the policies and procedures of VTMUNC I and the ideals of an open and inclusive environment will be subject to disciplinary action from the staff of VTMUNC I; disciplinary action may include a warning or being disqualified from receiving awards. Promoting an environment that is open to all by being safe, equitable, and exhilarating is our utmost priority. In order to ensure this, the following are prohibited:

1. Any pre-writing or working on committee content outside of VTMUNC I committee sessions (as described by the Schedule of Program).
2. Any speeches, directives, crisis arcs, or actions in committee that intend to create violence or promote a violent environment to a specific group of people, including mentions of sexual violence, graphic violence, and other behavior that is beyond committee guidelines.
3. Any hate speech, written documents, or behavior that uses language that is discriminatory and disrespectful, including but not limited to any language that is racist, sexist, homophobic, transphobic, xenophobic, antisemitic, Islamophobic, or language harmful to any specific group.
4. Any actions that are deliberate, both knowingly and intentionally, to bully, harass, or otherwise harmful behavior that may or has hurt other delegates' physical and or mental health.

Overview of Crisis Committees

As the wise and bright minds of the world engage with knowledge of the unknown, new and innovative ways of thinking start to dominate the world. Said ways of thinking make the world what it is today: a cocktail of organized chaos or, what we like to call it, organized crisis. Unlike any conventional committee in the Model UN Circuit, Crisis Committees are unique spaces of debate which consist of continuous cycles of debate filled with uncertainty and, in the process, crisis. Their procedure differs from the procedure that committees in the General Assembly manage, having no formal motions to open debate nor speaker's lists to depend on. This causes crisis committees to resort to 3 styles of debate, which are:

1. Round Robins are a style of debate in which each delegate has a stipulated amount of time to express their opinions/thoughts with respect to the current crisis situation. The delegate proposing the motion to round robin will have the right to stipulate the amount of time each delegate has to speak (equally). It is recommended that round robins be executed at the beginning of the committee or when there are major crisis updates throughout the committee.
2. Moderated Caucuses consist of a specific topic of discussion, a duration, and a speaking time per delegate. These will have chairs individually calling delegates to speak in the debate, be a default if the chair doesn't exercise a round robin motion, and managed in continuous rolling cycles throughout the debate.
3. Unmoderated Caucuses, on the other hand, are a style of debate which focuses more on free discussion and flow of debate between delegates without a necessity to conduct a motion to structure speech. Delegates will have full autonomy of how many times they speak in the unmoderated caucus and will be able to chat with other delegates relative to the topic being discussed.

Letter From the Chair

Dear Delegates,

Welcome to VTMUNCs, Heroes vs. Villains Survivor Committee! My name is Madigan Voss, and I am a rising Junior here at Virginia Tech. I currently study International Relations and have been a part of VT Model UN for three years. It is truly a passion of mine! I am incredibly excited to engage with you in such a dynamic crisis committee. If you need to contact me for any reason whatsoever, my email is madv26@vt.edu, I look forward to meeting you all!

In such an unconventional committee you will step into the role of iconic Survivor contestants in which you brave the treacherous terrains of challenges, alliances, and cutthroat decision-making. I am looking to you, the delegate, to balance the intense competition of Survivor with the diplomacy of the United Nations. You are tasked with representing the unique interests of your assigned castaway whilst navigating the complexities of your tribe and fellow delegates. Whether you're working to secure essential advantages, forming key alliances, or leading negotiations to advance your goals, every decision matters. Your ultimate objective: outwit, outplay, and outlast. Do you have what it takes to survive?

Glossary

Survivor

A reality TV show where contestants compete to "outwit, outplay, and outlast" each other in a remote location for a \$1 million prize.

Ad-Hoc Committee

A dynamic and improvisational Model UN format, where participants react to rapidly evolving scenarios, mirroring the unpredictable nature of Survivor.

Heroes vs. Villains

A theme where contestants are categorized as either "heroes" (diplomatic, idealistic) or "villains" (notorious, chaotic) based on their previous gameplay.

Tribal Council

A meeting where contestants vote to eliminate one of their tribe members, based on gameplay, alliances, and rivalries.

Tribes

Teams of contestants that compete against each other during the first half of the game. In this committee, the tribes are "Heroes" and "Villains."

Merge

The point in the game when the two tribes unite into a single group, transitioning the competition from tribal to individual gameplay.

Immunity Challenge

A competition where contestants vie for "tribal immunity" (protecting their tribe from elimination) or "individual immunity" (protecting themselves from being voted out).

Immunity Idol

A hidden object that grants safety to its holder, allowing them to avoid elimination if used correctly at Tribal Council.

Jury

A group of eliminated contestants who observe gameplay after their elimination. They ultimately vote to decide the winner at the Final Tribal Council.

Final Tribal Council

The last stage of the game where the remaining contestants plead their case to the jury, who then vote for the "Sole Survivor."

Sole Survivor

The title is awarded to the player who successfully outwits, outplays, and outlasts all other contestants, earning the \$1 million prize.

Persona

Informal roles or character archetypes contestants adopt in the game, such as "the underdog," "the trickster," or "the strong man."

Alliance

A strategic partnership between contestants to advance in the game. Alliances can be short-lived or long-term, depending on trust and goals.

Twists

Modifications or surprises introduced to the game to keep contestants on edge. Examples include hidden immunity idols or new voting advantages.

Hidden Immunity Idol

A secret item found through observation or effort, used to nullify votes against its holder at Tribal Council.

Extra Vote

An advantage allowing a contestant to cast an additional vote at Tribal Council.

Steal a Vote

An advantage enabling a contestant to take another player's vote during Tribal Council.

Challenges

Physical or mental competitions that test contestants' endurance, strength, or problem-solving abilities. Challenges provide opportunities for rewards or immunity.

Gameplay

The combination of social, physical, and strategic efforts made by contestants to advance in the game and outlast others.

Voting Procedure

The process by which contestants cast secret votes to eliminate a tribe member during Tribal Council.

Survival Skills

Contestants' ability to adapt to "harsh living conditions" and manage limited resources, a crucial aspect of the Survivor experience.

Character Arc

The personal narrative or development a contestant builds during the game, influenced by their gameplay, alliances, and persona.

Background Information

Welcome to VTMUNC's "Survivor" Ad-Hoc Crisis Committee! This committee will follow the gameplay of CBS's enormously popular reality show "Survivor." The basis of "Survivor" is such that "a group of contestants are stranded in a remote location with little more than the clothes on their back. The lone survivor of this contest takes home a million dollars." The contestants are "forced to form a new society as they adapt to their physical and social surroundings. The mental and physical challenges force players to choose between personal risk and reward, while navigating the complex social game and attempting to forge alliances to last another day. The

individuals competing are from diverse backgrounds with the same ultimate goal: to outwit, outplay, and outlast and ultimately be crowned Sole Survivor.”

The show originally aired in the year 2000 and has had 47 subsequent seasons, with the newest season being aired this past September. The seasons are often set in new locations around the world, (Tocantins, China, Fiji, etc.) and involve different themes that add dynamics to the gameplay, (Brains vs Brawn vs Beauty, Blood vs Water, etc.) The theme of this committee's season is “Heroes vs. Villains.” This season brought back former players who were either notorious and chaotic “villains” in their past season or diplomatic and idealistic “heroes.”



Gameplay

The contestants are given a meager amount of supplies and are forced to live off the land for 39 days. “Frequent physical and mental challenges are used to pit the two tribes (Heroes, vs Villains,) against each other for rewards, such as food or luxuries, or for "immunity", forcing the other tribe to attend "Tribal Council", where they must vote off one of their tribemates.” As the game progresses towards the halfway point, the two tribes merge into one, and individual contestants compete against each other to win “individual immunity.” “Winning immunity prevents that player from being voted out at Tribal Council. Players that are voted out after the merge form the game's "jury.” The “jury,” is essentially a council where players, previously voted off, analyze gameplay, emotions, attitudes, and the strategy of the contestants remaining in the game. The jury is only present at “tribal councils,” and they witness the deliberations of contestants still in the game, as well as the voting procedure where contestants are sent off the island and onto the jury. Prior to contestants being whittled down to a “final three,” the jury has no voting power, but “once the group gets down to two or three people, a Final Tribal Council is held where the remaining players plead their case to the jury members.” Ultimately, the jury “votes for which player should be considered the "Sole Survivor.”

Evidently, there is some complex strategy at play. Delegates must form diplomatic alliances with others to stay in the game, but can also choose to backstab fellow contestants if this preserves

their place in the tribe. Additionally, Survivor contestants often choose, or fall into, different personas within the tribe, such as “the underdog,” “the strong man,” “the trickster,” “the femme fatale,” or “the entertainer.” These personas are ultimately informal but can provide a good basis for your character arc within the committee. Additionally, Survivor contestants often stand out in certain areas. Some contestants are adept at solving puzzles, and some have incredible social intuition. Standing out in one or all of these categories aids a delegate in winning the game. This allows you, the delegate, to stand out in an area you are most comfortable in.

Twists and Turns

Survivor is notorious for adding certain modifications, or “twists,” to the game to keep the players on their toes. The Heroes vs Villains committee will have numerous “twists,” to keep the delegates on their toes. These “twists,” include, but are not limited to hidden immunity idols that players can use to save themselves or others at Tribal Council. Additionally, potential advantages such as an “extra vote,” or the ability to steal a vote may come into play throughout the committee sessions. These idols and advantages may be subtly placed within the committee room or uncovered through various tasks, often requiring keen observation or effort to obtain.

Tribal Council

At the end of each committee session, delegates will be voted out based on their gameplay objectives, alliances, and rivalries. Eliminations will take place after a set discussion period in which delegates discuss their positions. Furthermore, eliminations will begin as two tribes, Heroes and Villains, but the committee will eventually merge into a single tribe where decisions are made between both the former Heroes and Villains. Additionally, challenges, secret advantages, and hidden immunity idols found throughout the committee session will influence the voting procedure. Delegates are encouraged to form secret alliances and have side conversations with other delegates to mirror the game of Survivor and to make tribal councils more engaging.

It is important to note that this section is kept deliberately brief in order to maintain the Ad-Hoc elements of the committee. Additionally, delegates who have been voted out will remain in committee, and will still have the ability to influence other delegates and the committee at large in substantial ways. It is of utmost importance to the chair that diplomatic relations between the delegates supersede tribal and individual rivalries. Inevitably, this committee is meant to be an enjoyable exercise akin to other Model UN committees, despite having the added element of the Tribal Council.

Character Dossier

The Villains



Parvati Shallow

Parvati is best known for “her feminine charm, interpersonal skills, physical prowess, and strategic acumen.” In her past seasons, (Cook Islands, and Micronesia,) Parvati was able to manipulate other competitors into “doing her bidding,” earning her the nickname “the black widow.” In “Survivor Micronesia,” prior to “Heroes vs Villains,” this nickname truly came into play when she formed an all-female alliance in which voted out all of the men on the island, one by one. This strategic move won her the title of “Sole Survivor,” in Micronesia. Despite being such a dominant player, Parvati is a skilled diplomat, and in past seasons she has gained many allies with her charismatic and friendly nature. Parvati has previously played with Cirie Fields and Amanda Kimmel (members of the all-female alliance,) as well as James Clement in “Survivor Micronesia.”



Sandra Diaz Twine:

Sandra is a master of low-profile, socially savvy, and self-preserving gameplay, she is widely considered one of the legends of the game. “Initially viewed as a liability by her tribemates for her strong personality and unbecoming performances in physical challenges, Sandra compensated with her cunning wit and social awareness. Her ability to persuade others to eliminate bigger threats than her allowed her to reach the Final Tribal Council and win the title of “Sole Survivor,” in “Survivor Pearl Islands.” In her past season, Sandra “notoriously adopted the strategy of agreeing to vote out “anybody but me,” this has given her the reputation of a contestant who is willing to betray their allies. Despite this, Sandra always remains loyal to those she can trust within the game. She has previously played with Rupert Boneham.



(Boston) Rob Mariano:

Boston Rob originally competed on “Survivor: Marquesas and Survivor: All-Stars” prior to “Heroes vs Villains.” “Rob is renowned for his cunning charisma, leadership skills, and challenge prowess. His aggressive strategy has made some of the most memorable moves in the game.” Similarly to Sandra Diaz-Twine, Boston Rob is considered a “Survivor” legend. Part of this legend comes from the fact that Rob is married to his “Survivor All-Stars” co-contestant, Amber Mariano. The two were dominant in their alliance and made it to the final tribal council where Amber was eventually crowned “Sole Survivor.” Rob has formerly played with Rupert Boneham, Colby Donalson, and Jerri Manthey



Russell Hantz:

“Russell is regarded by many as the series' most notorious villain, Russell is infamous for his brash and callous gameplay, deliberately causing chaos at camp, finding several “Hidden Immunity Idols,” unaided by clues, and eliminating his competition as ruthlessly as possible. Despite his considerable strategic prowess, which led him to the “Final Tribal Council” in “Survivor, Samoa,” his generally unpleasant personality caused him to lose the title of “Sole Survivor.” No contestants in “Heroes vs Villains,” have ever played with Russell in a prior season, thus his style of game-play is largely unknown.



Tyson Apostol:

Heroes vs. Villains is Tyson’s second time playing Survivor, his first season was Tocantins Brazil, where he competed with and was aligned with Benjamin “Coach” Wade, as well as JT Thomas. Tyson was a core member of his Tocantins alliance, and often referred to himself as the “Assistant Coach.” During his first season, Tyson developed many rivalries and would often torment those he deemed “outside,” of his alliance. However, he was also seen as a fierce competitor in challenges, and his status as a physical threat would eventually result in him being voted out.

**Benjamin “Coach” Wade:**

Coach Wade is one of the most recognizable and polarizing players in Survivor history. During his first season, Tocantins, he played with JT Thomas and was aligned closely with Tyson Apostol. Despite his immense charisma, bravado, and seemingly honorable style of game play, Coach does not shy away from lying and betraying his fellow castaways.

**Courtney Yates:**

In Courtney’s first season, Survivor China, she quickly made a name for herself with her sharp wit and fiery attitude, because of this, Courtney is considered a fan favorite and a legend of the game. Due to her lack of physical prowess, Courtney is often considered to be a weak link in challenges as well as within the tribe at large. However, her strategic abilities and sociable nature have made her a natural ally in the past as she formerly played with Amanda Kimmel and James Clement in Survivor China.

**Jerri Manthey:**

Jerri Manthey is widely regarded as Survivor’s “first-ever villainess.” In her original season, The Australian Outback, she developed a love-hate relationship with fellow castaway Colby Donaldson, who eventually voted her out. In her second season, All Stars, she was regarded as a widely unpopular player and was eventually voted out by fellow villain Rob Mariano. Despite her antagonistic reputation, Jerri previously formed numerous loyal alliances and has the ability to turn on her social game in times of crisis.

The Heroes



Cirie Fields:

Cirie is “regarded as one of the smartest castaways to compete on Survivor, Cirie's social tact, resilience, analytical intelligence, and observational skills ultimately combined to render her one of the most effective and creative strategists in Survivor history.” Cirie previously played on Survivor Panama, and Survivor Micronesia, with fellow castaways Parvati Shallow and Amanda Kimmel. Cirie was instrumental in the formation of Micronesia’s all female alliance, in which she and the other women dominated the game. Despite her numerous skills, Cirie has yet to win a season of Survivor.



Rupert Boneham:

In Rupert’s previous seasons, Survivor Pearl Islands, and Survivor All-Stars, he “won the hearts of fans with his colorful personality, as he showcased a grizzled, piratical persona.” In the past, his strong physical and social game has led him to be perceived as a threat and evidently kept him from winning the million dollars. Rupert has previously played with Sandra Diaz-Twine, Rob Mariano, Jerri Manthey, and Colby Donaldson.



Colby Donaldson:

In Colby’s first season, The Australian Outback, he was regarded as Survivor’s first "hero." Colby was hailed for his strength and continuous winning streak when it came to Immunity Challenges. In his second season, Survivor All-Stars, his love-hate relationship with Jerri Manthey became increasingly apparent and led to him being voted out. Additionally, Colby has played with Rob Mariano and Rupert Boneham in the past.

**Amanda Kimmel:**

In her first season, Survivor China, Amanda established her status as a keen strategic player. In her second season, Micronesia, she proceeded to cement her reputation as a member of the infamous all-women's alliance, along with Parvati Shallow and Cirie Fields. “Due to her observational and interpersonal skills, challenge prowess and overall likable personality, Amanda became the first person to ever make it to two Final Tribal Councils; she also holds the record for most days surviving without being voted out, at 108.” Despite this, she has yet to win the title of “Sole Survivor. Additionally, she has played with Courtney Yates and James Clement in past seasons.

**James Clement:**

James is regarded as one of the most physically dominant contestants ever to compete and has become one of the most popular contestants to date during his original run in China. In China, he was a key member of his alliance after finding and possessing the only two hidden immunity idols in the game, despite his dominance, he was eventually voted out. During Survivor Micronesia, James was in a particularly close alliance with Parvati Shallow but was eventually betrayed by her and the all-women's alliance, leading him to be voted out. Additionally, James has formerly played with Amanda Kimmel, Cirie Fields, and Courtney Yates.



Candice Woodcock:

Prior to Heroes vs Villains, Candice competed on Survivor Cook Islands and was most notably an ally of Parvati Shallow. In her original season, Candice was viewed as flirtatious and incredibly popular albeit an unlikely strategic competitor. Despite criticism regarding Candice as an addition to the Heroes tribe, her place was solidified through a tribe switch in which she stayed true to her original alliance during the Cook Islands season. Evidently, Candice is seen as an incredibly loyal player who keeps true to her promises.



James "J.T." Thomas Jr:

"Beloved by fans and fellow contestants alike in Tocantins, J.T. commanded very strong loyalties, even to the point that some players explicitly stated that helping J.T. win the game was as important as, or more important than, winning the game themselves. His force of personality helped him become the first castaway to play a "perfect game", in which he won the title of "Sole Survivor," in Tocantins. While J.T may not seem like a strategic player, he isn't above playing the "dumb and innocent country boy role" in an effort to gain alliances. In his former season, Tocantins, he played alongside Coach and Tyson Apostol.



Jessica "Sugar" Kiper:

Sugar's original season, Survivor Gabon, won her the reputation of being a funny, free spirit. Despite being seen as a weak player, she came into an unlikely position of power when she found a Hidden Immunity Idol in her previous game. Oftentimes she plays the role of a mediator, shifting between different alliances to build relationships. Although she didn't win the title of "Sole Survivor, her relationships did lead to her making the final three in her first game.

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