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Harry Potter and the Ministry of Magic (HPMM)

#Background Guide

HARRY POTTER & THE MINISTRY OF MAGIC

Director: Clarissa Tan



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Introduction

Letter from the Dais

Dear Delegates,

My name is Clarissa Tan (she/her), and I am so excited to be your Director for the **Harry Potter and the Ministry of Magic** committee at Yale Model United Nations China 2024!

A little bit about me—I grew up in California, attended elementary school in Anshan, China, lived briefly in France, then moved to Nebraska; so I have a deep passion for travel and understanding different cultures! I am currently a sophomore at Yale double-majoring in Global Affairs and Graphic Design. In addition to being the USG of Branding for YMUNC, I'm involved in layout for the Yale Undergraduate Art History Journal, I conduct global climate research for the Environmental Performance Index, and am a Director for YMUN Latin America in August. In my (rare) free time, I love all things artsy, film/photography, figure skating, and anything with matcha!

I've been an avid Harry Potter fan ever since second grade. While it's drastically different from my usual taste in rom-coms, I was drawn to the wonders of the intricate magical world. Though Harry Potter is fictional, we can draw truths from these scenarios. Conflicts over blood purity reflect real-life racial prejudices, non-wizarding creatures such as house elves and goblins are subjected to slavery and social stratification, and Voldemort's horcruxes are key examples of juxtaposing evil with material wealth.

Thank you for joining my committee, I hope this will be a fun and educational experience for all! Though having read the Harry Potter series is not entirely required, this is undoubtedly the best way to prepare. Alternatively, you can watch the movies or read some serious in-depth summary as it will make your committee experience much more enjoyable (the movies are FANTASTIC!). If you have any questions, please feel free to reach out at clarissa.tan@yale.edu. I can't wait to meet you in May!

Warmly,
Clarissa Tan
Co-USG of Branding

Committee History

Founded in 1707 as a replacement for the Wizard's Council, the Ministry of Magic (MoM) is the governing body of the British wizarding world, with its headquarters located in London. To enter the MoM, one must enter an abandoned red telephone booth and dial the code 62442 ("magic"). The MoM's primary purpose is to act as a centralized authority for regulating magical activities, maintaining order, defending against the dark arts, and monitoring relations with the Muggle world.

Throughout several significant periods of turmoil in wizarding history, the Ministry has played a key role in organizing the magical community's defense. One of its primary jobs is to enforce the International Statute of Secrecy, ensuring that magical beings and events remain hidden from Muggles. During the 1st and 2nd Wizarding Wars against Lord Voldemort, the Ministry was responsible for sending Aurors to combat the dark forces. Following the Battle of Hogwarts, in which Harry Potter defeated Voldemort's evil forces, the Ministry was faced with the challenge of rebuilding and restoring stability to the wizarding world. Such responsibilities included revising laws, reconciling former Death Eaters, and increasing security and education.

However, there have been criticisms of the MoM's incompetence and corruption, as Ministry policies vary significantly with each Minister of Magic. For example, in the 2nd Wizarding War, the Ministry was infiltrated by Death Eaters, who established a repressive dictator regime over the magical community. Additionally, the MoM has been known to enforce harsh and tyrannical laws without notice, particularly for non-human magical beings. Many court cases also lack an unbiased jury, and Committee members are often subject to bribery and external influence.

Each Minister of Magic has played a unique role in shaping the wizarding world, whether for better or for worse. Notable Ministers include the following:

- I. Cornelius Fudge served as Minister for Magic from 1990 to 1996. His tenure was marked by the return of Lord Voldemort, and he struggled to accept and address the threat. Fudge was weak and susceptible to intimidation, and was eventually replaced by Rufus Scrimgeour.
- II. Rufus Scrimgeour succeeded Cornelius Fudge as Minister for Magic. He faced the challenges of the Second Wizarding War and the increasing power of Lord Voldemort and his Death Eaters. Though he had good intentions, he often failed to act on policy and was killed by Death Eaters.
- III. Pius Thicknesse became Minister for Magic after the Death Eater coup in the Ministry. He was under the Imperius Curse, serving as a puppet for Lord Voldemort during the later stages of the Second Wizarding War.
- IV. Kingsley Shacklebolt became Minister for Magic after the defeat of Lord Voldemort. He played a crucial role in rebuilding the wizarding world and restoring order. Shacklebolt was known for his fair and just leadership, and was a former Auror and member of the Order of the Phoenix.

Committee Structure

The Ministry of Magic's headquarters are organized into 8 distinct levels—1 for the Minister, with 7 unique departments.

Level 1: Minister of Magic

The Ministry of Magic is ruled by the Minister of Magic, similar to a President or Prime Minister, who is voted directly into office by the wizarding community. Most other employees are largely unelected, and the only qualifications to work for the Ministry are the completion of a wizarding education, and achieving passing marks on an examination, when necessary. The Minister of Magic is responsible for setting policies regarding magical law, interacting with magical governments around the world, and retains broader oversight of Hogwarts School of Witchcraft and Wizardry (in collaboration with the Hogwarts Headmaster). Additionally, the Minister takes a central role in coordinating the magical community's response during times of crisis, such as war or significant breaches of security.

Level 2: Department of Magical Law Enforcement

The Department of Magical Law Enforcement is the largest, and has arguably more power than the other departments. This department is a combination of police and justice facilities. Its responsibilities include detecting and confiscating counterfeit spells and dangerous objects, dealing with improper use of magic, and overseeing use of Muggle artifacts. It is home to Wizengamot, which serves simultaneously as the high court of the British wizarding world and a parliamentary body. Members of the Wizengamot have powers to propose laws, initiate debate, suggest amendments, advise the Minister of Magic, and vote by majority rule. The Department also manages Aurors, akin to wizarding police officers, who are responsible for capturing dark witches and wizards.

Level 3: Department of Magical Accidents and Catastrophes

As the name suggests, this department is responsible for repairing damage from magical accidents, typically caused by underage witches and wizards who have not yet learned to control their powers. Obliviators erase any memory of such accidents from the minds of all those affected, while other members of the Accident Reversal Squad are responsible for explaining incidents to Muggles involved.

Level 4: Department for the Regulation and Control of Magical Creatures

This department is divided into beasts, spirits, and beings, and is also home to the Centaur and Goblin liaison offices. They are responsible for maintaining relations between wizards and magical creatures, and ensuring that creatures do not encroach onto the Muggle world.

Level 5: Department of International Magical Cooperation

The Department of International Magic Cooperation deals with foreign affairs, both political and public. They aim to build peaceful collaboration with wizards from other countries (outside the UK), set

standards for trade, create international regulations for magical tools, and host events such as the Triwizard Tournament.

Level 6: Department of Magical Transportation

This department is responsible for various aspects of magical transportation, such as maintaining the Floo authority network (a system by which wizards can teleport throughout fireplaces using Floo powder), distributing said Floo powder, controlling air traffic for broomsticks, and granting licenses for Apparition (magically disappearing and appearing in another place).

Level 7: Department of Magical Games and Sports

Seen as one of the most relaxed departments, the Department of Magical Games and Sports organizes sporting events such as the Quidditch World Cup.

Level 8: Department of Magical Education

This department serves to examine wizarding authorities: not much is known about it throughout the series.

Activities in Level 9 are kept completely confidential from the wizarding world, and houses the Department of Mysteries. It studies enigmas such as love, time, death, space, and stores prophecies of the future.

Glossary

Apparate: To transport oneself instantly to any destination. Must be aged 17 or above.

Auror: Professional Dark-wizard catcher.

Azkaban: Prison fortress where wizarding criminals are sent. Guarded day and night by the terrifying Dementors, who drain peace, hope and happiness out of any human in their vicinity.

Broomsticks: Used as a form of magical transportation for wizards via flight

Charm: Spell that adds properties to an object or person.

Daily Prophet: The national wizarding newspaper

Death Eaters: Dark witches and wizards known to be loyal to Lord Voldemort, branded with a Dark Mark (a tattoo featuring a skull, with a snake protruding from its jaws)

Floo Network: Magical network whereby witches and wizards can travel long distances between different fireplaces, or use them to communicate. Used with floo powder.

Goblet of Fire: Wooden cup full of flames, used as an impartial selector for the contenders in the Triwizard Tournament.

Half-breed: Person or creature of mixed race, such as a centaur or a merperson; or someone taken over by another breed, such as a werewolf.

Mudblood: Insulting term used to describe a person who has non-magical parents (ex. Hermione)

Muggle: Person totally without magical powers.

Order of the Phoenix: Albus Dumbledore founded this association of witches and wizards to fight against Lord Voldemort. Members of the Order must be over 17 and have left school.

Portkey: A magical object enchanted to instantly bring anyone touching it to a specific location. In most cases, a Portkey was an everyday object that would not draw the attention of a Muggle.

Quidditch: The wizarding national sport, played on flying broomsticks by seven players

Triwizard Tournament: Competition between the three largest European schools of witchcraft and wizardry: Hogwarts, Beauxbatons and Durmstrang. Each school selects a champion, and the champions compete in three magical tasks. The prize money is a thousand Galleons. The Triwizard Tournament was first established some 700 years ago, its most recent edition ending with the death of Hogwarts student, Cedric Diggory.

Wand: Stick-like implement used by wizards to perform magic. Available from Ollivanders in Diagon Alley.

Positions

Delegates, feel free to get creative with these roles, keeping your character's backstory in mind! Again, this will be much easier if you have read/watched the HP series.

These roles may be played by any gender. The committee is set in present day 2024. Wizards have long lifespans - assume that everyone is alive.

Minerva McGonagall - Hogwarts Headmaster

A former Professor of Transfiguration and Head of Gryffindor House, Minerva McGonagall is the current headmistress of Hogwarts. She took over from the late Severus Snape after his death in the war against Voldemort. Her primary intentions are to ensure safety for champions in the Triwizard Tournament, and to protect students of Hogwarts during times of violence. She has no intention of sending Muggle-born children back to the Muggle world, instead reinforcing security at the school with Auror protection.

Neville Longbottom - Head of Gryffindor House

A close friend of the Golden Trio during their time at Hogwarts, Neville began quite shy, but later showed exceptional bravery and perseverance. Neville was a member of Dumbledore's Army, briefly serving as an Auror, before becoming the Professor of Herbology and Head of Gryffindor at Hogwarts.

Filius Flitwick - Head of Ravenclaw House

Professor Flitwick is a part-goblin wizard, known for being both intelligent and a role model. He is the Charms Master at Hogwarts, as well as Head of Ravenclaw. Flitwick was outspokenly opposed to Voldemort during his regime, and has always fought to prioritize students in times of danger.

Pomona Sprout - Head of Hufflepuff House

Professor Sprout was Head of Herbology before being succeeded by Neville, and has since continued her post as Head of Hufflepuff. During the Battle of Hogwarts, she helped grow plants such as Devil's Snare to capture invading Death Eaters. She was close with Cedric Diggory.

Horace Slughorn - Head of Slytherin House

Professor Slughorn returned to Hogwarts as Potions Master, and later replaced Snape as Head of Slytherin. Slughorn has always felt guilty for explaining Horcruxes to Lord Voldemort, and fears negatively impacting other impressionable students. However, he has always enjoyed "collecting trophies", enjoying a close relationship with famous and wealthy individuals. Slughorn sometimes views himself as more important than others due to his close ties with influential people.

Hermione Granger - Minister of Magic

Prior to being elected Minister of Magic, Hermione had a long career with the Department for the Care and Regulation of Magical Creatures. She is highly respected and has a reputation of being honorable, kind, and incredibly intelligent. Hermione works to promote the welfare of magical creatures such as house elves, goblins, and centaurs. As a muggle-born, she works actively to fight anti-muggle sentiments and supports peace between Muggles and wizards. However, Minister Granger is under enormous pressure. The Daily Profit's vendetta against the ministry, as well as Rita Skeeter's personal distaste for Hermione, has created a wave of voices calling for the roundup and arrest of all prominent pureblood families. Hermione hopes to achieve an international peace agreement.

Harry Potter - Head of the Department of Magical Law Enforcement

Famous for defeating Lord Voldemort, and the only person to have twice survived the killing curse, Harry Potter is the head of the Department of Magical Law Enforcement. Following the Battle of Hogwarts, Potter joined the Auror program to round up remaining Death Eaters from the war. After witnessing Cedric Diggory's death during the 125th Triwizard Tournament, and competing as a champion himself, Harry opposes the dangers of the game. As Hermione Granger's best friend, he supports her policies and views Hogwarts as the safest place for all magical children in times of crisis. Having lived among Muggles for most of his childhood, he defends Muggle Liaison concerns.

Rubeus Hagrid - Head of the Department for the Regulation and Control of Magical Creatures

Half giant, half wizard, Rubeus Hagrid is a loyal friend of Harry Potter. Hagrid has served as Hogwarts Groundskeeper and the Professor for Care of Magical Creatures, developing a close bond with the hippogriff Buckbeak. He is known for being incredibly kind hearted, warm, protective and perceptive. He has a soft spot for those he loves, and is willing to bend the rules to do what is right. After the war, he was appointed to the Ministry to care for magical creatures, including centaurs, goblins, dragons (of which, Hagrid has raised one), and werewolves. During the 125th Triwizard Tournament, Hagrid was asked to supply dragons as part of the champions' first challenge.

Percy Weasley - Head of the Department of Magical Transportation

Percy Weasley is an ambitious and loyal Ministry employee, having served as a Prefect at Hogwarts. During the Second Wizarding War, Percy experienced conflicts with his family due to his support for Fudge and the Voldemort-manipulated regime, attempting to win a promotion. However, after the death of his brother, Percy helped fight against Voldemort, though his shame from betraying his family has never fully been resolved. As Head of the Department of Magical Transportation, he is responsible for maintaining broomstick regulations, the Floo network, apparition, and portkeys—all of which are important aspects of the Triwizard Tournament. Percy does not have much taste for Muggles, having always found his father's interest to be embarrassing.

Amos Diggory - Head of the Department of Magical Games and Sports

Amos Diggory never fully recovered from losing his son in the 125th Triwizard Tournament, and partially blames Harry for Cedric's death. Though he can come off as rude and haughty, Amos is ultimately a talented Charms wizard and shares a great love for Quidditch, hoping to bring the magical community together through sports.

Draco Malfoy - Head of the Department of Magical Accidents and Catastrophes

Draco Malfoy is an independently wealthy pureblood whose parents were Death Eaters during the war. After the war, he was cleared of all charges and allowed to retain his parents' wealth. In attempting to clear his family's name, Draco has adopted an attitude of kindness towards Muggle-borns, though he remains highly regarded within the pureblood community, and prioritizes their interests. There are frequent tensions between Draco and Minister Granger, Harry Potter, and Ron Weasley, due to their rivalries during school.

Fleur Delacoeur - Head of the Department of International Magical Cooperation

Married to Bill Weasley, Ron's eldest brother, Fleur Delacoeur works in the Department of International Magical Cooperation. She met the Weasleys and Harry during the 125th Triwizard Tournament as a competitor herself from Beauxbatons Academy. Fleur has been awarded the Medal of Bravery by both the French and British governments, and acts in diplomacy between various magical governments around the world.

Ron Weasley - Head of the Auror Office

Ron originates from a poor, but well-regarded Wizarding family. Ron's dad, Arthur Weasley, also works for the Ministry of Magic and has a rather unusual interest in Muggles and Muggle possessions. Ron is looked down on by a few understudies (generally Slytherins) for his family's pitiful funds and their amicability towards Muggles. In the midst of need, Ron can depend on his two closest companions Harry Potter and Hermione Granger. He is a talented Auror and works hard to protect the magical community.

Arthur Weasley - Liaison for British Prime Minister/Muggle Relations

Father to Ron Weasley, Arthur is a pure-blood long-time employee of the Ministry of Magic, as well as a member of the Order of the Phoenix. He is a staunch believer in the equality of all magical and Muggle folk. Previously, he worked in the Misuse of Muggle Artifacts Office. He has purchased a Muggle car and bewitched it to fly, and also collects Muggle objects in his shed at home. Arthur was the author of the Muggle Protection Act, an important law of the Ministry of Magic. This makes an interesting contrast with the anti-Muggle attitudes of members of certain other pure-blood families. Now, he serves as the peace liaison between the British Muggle Prime Minister and the rest of the Ministry.

Rita Skeeter - Editor in Chief of the Daily Prophet

Skeeter is known for her volatile tongue and dislike of Hermione Granger, stemming from the fact that Hermione blackmailed Skeeter into publishing the truth during her time at Hogwarts. Skeeter's main goal is to write sensationalized news stories in the Daily Prophet, inciting public uproar, and does not care much about the facts.

Rishi Sunak - British Prime Minister

Rishi Sunak is the British Prime Minister, and a member of the Conservative Party. Sunak is one of the richest members of the UK Parliament and pro-Brexit, and works actively to fight climate change and racism. Though unknown to the general public, Sunak is a Squib, born to magical parents.

Kingsley Shacklebolt - retired Auror

Kingsley Shacklebolt is a former Minister of Magic, succeeded by Hermione Granger. Previously, he worked as an Auror, and is a member of the Order of the Phoenix. Kingsley is known for being an excellent undercover agent, having worked as a spy in both Voldemort's Ministry regimes and the British Parliament.

Arabella Figg

Mrs. Figg is a Squib (born into a wizarding family, but has no magical powers), and a member of the Order of the Phoenix. She lived near Harry and the Dursleys, and is incredibly protective of him. Due to her blood status, she is great at working in undercover positions and blending into the Muggle world.

Agilbert Fontaine - Headmaster of Ilvermorny

Fontaine is the Headmaster of Ilvermorny School of Witchcraft and Wizardry, located in Massachusetts, USA. He is the direct descendant of one of twelve original Aurors in MACUSA (the American version of the Ministry of Magic). Fontaine supports international cooperation, and is looking to expand the outreach of both Ilvermorny and MACUSA. Ilvermorny has the reputation of being one of the most democratic, least elitist of all the wizarding schools. Given that it was founded by a No-Maj (American word for Muggle), Fontaine supports Muggle rights.

Madame Maxime - Headmistress of Beauxbatons

Madame Olympe Maxime is the Headmistress of Beauxbatons Academy in France. Though half giant, she claims to just have "big bones", to avoid the wizards' prejudiced treatment of giants. She is good friends with Rubeus Hagrid, and would like to see another rendition of the Triwizard Tournament played. However, she believes that hosting it at Hogwarts gave the British students an unfair advantage. Madame Maxime is not particularly fond of Muggles.

Viktor Krum - Headmaster of Durmstrang

Viktor Krum is a former student of Durmstrang, under previous Headmaster and Death eater Igor Karkaroff, and was a champion during the 125th Triwizard Tournament. A famed Quidditch player, Krum was also a Seeker in the final of the Quidditch World Cup. Viktor has a close friendship with Hermione Granger, as they were former lovers, and attended Bill and Fleur's wedding. He would like to see the tournament played again, and is indifferent to Muggles.

Delphini

Delphini is the daughter of Voldemort and Bellatrix. She did not attend Hogwarts, and was raised in secret at Malfoy Manor. After the Second War, she pretended to be the niece of Amos Diggory and stole a time turner in an unsuccessful attempt to save Cedric Diggory from the 125th Triwizard Tournament. Delphini is tricky, other wizards are unsure where her loyalties lie, and she detests Muggles.

Winky

Winky is a house elf who is currently employed by Hogwarts. Despite being given wages and clothes, Winky harbors a deep resentment towards humans due to their treatment of house elves, and is actively against working in the Triwizard Tournament and the Ministry. Hermione Granger's legislation has ensured every house elf now has equal rights under the law, despite working as servants. Winky has used this to her advantage, and has rallied hundreds of non-human magical creatures to her cause. Though she fears persecution by the Muggles, she would like to see the wizards be defeated.

Firenze

Firenze is a centaur that previously lived in the Forbidden Forest, but left to teach divination at Hogwarts at the request of previous headmaster Albus Dumbledore. Firenze is close friends with Hagrid and Hermione, and tries to convince his other non-human magical creatures to listen to the Ministry. He is concerned about centaurs' safety if they were to be discovered by Muggles.

Luna Lovegood - Editor in Chief of The Quibbler

Famed naturalist and war heroine, Luna Lovegood runs the independent magazine, The Quibbler. Originally started by her father, Xenophilius Lovegood, The Quibbler is known for publishing pieces that are eccentric, but prides itself on printing the truth. Luna loves to launch independent investigations and pressures the Ministry to share any information they are withholding to the public. She believes in the right of all magical creatures to govern themselves, and works closely with the Department for the Care and Regulation of Magical Creatures.

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The 126th Triwizard Tournament



The 126th Triwizard Tournament

Topic History

“The Triwizard Tournament was first established some seven hundred years ago as a friendly competition between the three largest European schools of wizardry: Hogwarts, Beauxbatons, and Durmstrang. A champion was selected to represent each school, and the three champions competed in three magical tasks. The schools took it in turns to host the tournament once every five years, and it was generally agreed to be a most excellent way of establishing ties between young witches and wizards of different nationalities — until, that is, the death toll mounted so high that the tournament was discontinued.” (Albus Dumbledore, *Harry Potter and the Goblet of Fire*)

Rules

According to school records, there have been at least 125 Triwizard Tournaments in the past. The three tournament tasks are designed by the Departments of International Magical Cooperation and Magical Games and Sports to test intelligence, courage, and magical ability. Tasks are known for being exceedingly difficult, and usually remain a secret until the moment of the challenge. Champions compete to bring honor and glory to their schools, a considerable monetary prize, and the Triwizard Cup. However, once a champion is selected, they are not allowed to back out via a binding magical contract, and must compete in the tournament until the end. To promote fairness, champions are not allowed to receive help from anyone, though cheating became so common that it is almost a tradition. The Headmasters of each competing school and the game designers sit on a panel of judges, assigning points out of 50 to each champion upon completion of each task.

Examples of previous tasks (125th Tournament)

1. Task one: snatch a golden egg from a nest guarded by a deadly dragon.
2. Task two: retrieve someone valuable from the bottom of the Hogwarts lake.
3. Task three: make way through a trap-laden labyrinth and retrieve the Triwizard Cup.

The 125th Triwizard Tournament (1994)

The most recent iteration of the tournament took place at Hogwarts, after being revived with certain safety restrictions in an attempt to lower the death count. For example, only students over the age of 17 were allowed to enter their names in the Goblet of Fire, which randomly selected one champion from each school. This rule was enforced with an Age Line. However, due to the manipulation of Lord Voldemort and Barty Crouch Jr. (disguised as Professor Moody), the 1994 Triwizard Tournament was famous for having 4 champions instead of 3: Fleur Delacoeur (Beauxbatons), Viktor Krum (Durmstrang), and Harry Potter and Cedric Diggory (Hogwarts).

During the third and final task, both Hogwarts champions were in the lead, and thus allowed to enter the maze first. Once they reached the center, the Triwizard Cup turned out to be a bewitched Portkey, instead transporting Harry and Cedric to a graveyard. There, Peter Pettigrew murdered Cedric Diggory (“the spare”), and Lord Voldemort was reborn from Harry’s blood. Despite this tragedy, Harry Potter was declared as the official winner, and the Triwizard Tournament was discontinued—until now.

Current Situation

The Ministry of Magic has called upon key leaders at Hogwarts to reinstate the Triwizard Tournament, emphasizing the importance of international cooperation and giving young witches and wizards the chance to test their magical abilities.

However, in light of Cedric’s tragic death, serious safety concerns must be taken into consideration. The previous games introduced an age limit of 17, which was reinforced (unsuccessfully) by an Age Line. Should age still be taken into consideration when selecting the champions? Moreover, is age an important determining factor of one’s ability to participate in the tournament? Keep in mind that the previous champion, Harry Potter, was only 14. In the magical world, wizards are considered “of age” when they turn 17.

Tasks are known for being dangerous in order to test a wizard’s ability to save themselves in dire situations. Should champions be allowed certain protections when carrying out tasks? For example, portkeys can be useful objects to immediately transport someone out of a dangerous area. Another option is to consider distributing protective gear to all champions, such as a vest, boots, gloves, and arm braces to defend against serious physical injuries. In previous iterations of the games, champions were attended to after each task by a medical official. However, certain injuries would be much less harmful if champions were allowed access to quick healing potions closer to the actual moment of injury, rather than waiting until the task is over. Gamemakers should try to find a balance between ensuring one’s safety and maintaining the tournament as an entertaining experience. This is, after all, an event to facilitate international school spirit and magical pride.

Given the dangers of the tournament, should each champion be allowed to designate a back-up in the event that they must withdraw? If so, who will select this back-up champion, and what are the criteria for approval? The current tournament rules mandate that once a champion is selected, they must compete for the entirety of the tasks. In the past, we’ve seen that this creates enormous pressure and forces students into dangerous conditions even when they are injured, all for the glory of winning. But at the same time, if champions are allowed to back out at any given point, the tournament would not be held to such high standards and winning would lose its meaning. When considering safety, it’s important that the council remembers the stakes of the game—also, that each champion volunteered to be put to the test.

Cheating is not allowed, as each champion should ideally have equal knowledge as the others of the task before it begins. However, cheating has become so common that it's almost a tradition. Given this, how can gamemakers ensure fairness for all champions? And if caught, what are the repercussions of cheating, if any? One method to reduce incentive for cheating is to provide champions with more resources. Currently, they are not allowed to ask anyone for outside help. But if provided with more clues, or allowed to use basic non-magical weapons/resources (such as a rope or knife), champions might actually be able to better problem-solve independently. It is up to the council to ensure that those who study and prepare honestly are rewarded over trickery and deceit.

Currently, there are three tasks designed to test courage, intelligence, resourcefulness, and magical ability, with three champions competing throughout the entire tournament. But this creates an incredibly limited scope of competition, and champions have no incentive to excel at each task other than winning points since they must return for the next task. In the existing model, scores are also practically useless, since they are only used to determine who gets a timed head start in the final task. To make the tournament more interesting and increase the incentive for competitors, gamemakers may consider adding more advantages and/or punishments based on whoever has more points. Another model is to consider adding more tasks, eliminating the pool of competitors as the tasks continue. For example, we might start the tournament with six champions and narrow down the pool until the final task is between the remaining two champions. To increase champions, the council can consider allowing each school to send more than one champion, allowing champions to compete in partnerships/teams, or inviting more schools to participate.

Considering that the basis of the games is to promote international cooperation, having only three schools included seems to limit the scope of the Triwizard Tournament in a Eurocentric manner. In addition to Beauxbatons, Hogwarts, and Durmstrang, there exists a multitude of other magical institutions that are based outside of Europe. If the Ministry chooses to extend such invitations, the tournament could become the basis for an international magical peace agreement. Currently, the Triwizard Tournament celebrates international friendships via the Yule Ball. However, this event excludes underclassmen, unless invited by an older student, and is the sole event that happens throughout the entire school year. If international cooperation were to become a priority, the council should consider adding more "mixers" to encourage students to step outside their respective schools. Beauxbatons and Durmstrang also lived outside Hogwarts castle, in their own respective housing on the grounds, which further alienated them from forming friendships with Hogwarts students.

The judges panel is composed of two department heads from the British Ministry, and the Headmasters of each school. However, one could argue that this creates bias, since each Headmaster might have incentive to give the highest score to their own champion. Additionally, Hogwarts becomes overrepresented since the British Ministry could be biased towards their own country. In the 1994

tournament, why weren't members of the French and Bulgarian ministries allowed to be on the judges panel? The council should consider alternative methods of selecting impartial judges, such as those from non-competing schools/countries, or incorporating spectator enjoyment as a points factor.

Lastly, audience participation is key. In the most recent Triwizard Tournament, the 2nd and 3rd tasks were exceedingly boring to watch, given that they happened underwater in a lake or hidden away in a maze. How can we ensure that audience members can actually view the events of each task? If the games became more interesting to those who weren't directly competing or judging, students might feel more involved in such a monumental event and form international friendships.

Questions to Consider

1. Safety
 - a. Are age limits effective at keeping champions safe? Is age an important factor in determining magical ability?
 - b. Should champions be allowed non-magical weapons during each task?
 - c. Should champions be provided with healing potions or other medical implements in the case of serious injury?
 - d. What other rules can be put into place to guarantee that nobody dies?
2. Tasks
 - a. Who should be allowed to decide the tasks?
 - b. Should they be changed with every iteration of the games, or should the general task stay the same (but with different magical obstacles)?
 - c. What are the tasks for the 126th Triwizard Tournament? How many?
 - d. Will every champion compete in every task? Or will it become a process of elimination, based on scores/other factors?
3. General Rules
 - a. How can we prevent cheating, and if caught, what is the punishment?
 - b. Should the Headmasters of each school be allowed to sit on the judges panel? How can we eliminate bias, ensuring complete impartiality?
 - c. Is one numerical score adequate to summarize a champion's performance?
 - d. Should champions be allowed certain privileges or magical weapons based on highest score?
4. Champions
 - a. Should champions be allowed to select a back-up/replacement student, in the event that they themselves are unable to compete?
 - b. Are champions given an opportunity to refuse selection, before the first task begins?
 - c. How many champions should be allowed to compete?
 - d. Should we allow multiple champions from each school? Will they be allowed to form teams?
5. International Cooperation
 - a. Should we expand the tournament to include more schools?
 - b. How can we better facilitate cross-school friendships? What are some events throughout the year?
 - c. Where will the tournament be hosted? Should it change every 5 years, such as in the past, or will it always be held at Hogwarts?
 - d. Where will international students be housed during the year?
 - e. Should non-host school students be allowed to take classes at the host school, or participate in their activities/extracurriculars?

6. Audience Participation
 - a. How can we allow the audience to view what's actually happening during each task?
 - b. Should audience members be allowed to have a say in each champion's scores? Taking this into consideration, should "entertainment"/public opinion be another factor included in evaluation of the tournament?

Additional Resources

1. [Triwizard Tournament | Harry Potter Wiki](#)
2. [Harry Potter: The Triwizard Tournament, Explained](#)
3. [Why Harry Potter's Triwizard Tournament Makes No Sense](#)
4. [Harry Potter: 10 Unanswered Questions We Still Have About The Triwizard Cup](#)
5. [8 Weird Rules Competitors Of The Triwizard Tournament Had To Follow](#)

2

Reuniting Magic-Muggle Society



Reuniting Magic-Muggle Society

Topic History

Ever since the early 15th century, where those who practiced magic were imprisoned and often killed for their powers, wizards and witches lived in fear of Muggles. Witch hunts and violent persecution were common throughout much of Europe. Muggles are known to have forced witches to perform magic for them, to teach them magic tricks, and to fix all problems in the Muggle community.

Upon creation of the Ministry of Magic in Great Britain, wizards attempted to liaise with the Muggle Prime Minister, begging for protection of magical beings under British law. However, the failure of this attempt at official recognition and protection has forced the magical community to move into secrecy. In 1692, the International Statute of Secrecy was officially established and enforced by the MoM. The document states that the ministry or council of each country is responsible for controlling magical beasts, curbing public displays of underage magic, and ensuring that magical games and sports are played without risk of discovery. When wizards are among Muggles, they are expected to dress in Muggle clothing.

There is one exception to this law: Each new Muggle Prime Minister receives a visit from the Minister for Magic, who informs them of the existence of the wizarding world. The Minister explains that they will contact the Prime Minister only in circumstances in which the events of the wizarding world may affect Muggles. For example, the Minister has to inform the Prime Minister if dangerous magical artifacts or animals are to be brought into Britain. To prove that wizards exist, the Minister is allowed to perform a small act of magic (ex. Cornelius Fudge performed a transfiguration spell for the British Prime Minister). This is not considered a threat to the magical community because the Prime Minister has no reason to tell the public, and no one would probably believe them anyways.

However, within the magical community, a concept called blood purity has led to prejudices against Muggles. Though almost all wizards have some Muggles in their family trees, many claim not to.

- I. Wizards with Muggle parents are called “Muggle-borns”, though purebloods sometimes refer to them as “Mudbloods” (a highly offensive term). Those who discriminate against Muggle-borns believe that they do not deserve magic and should be excluded from the wizarding world, though they are just as magically talented. During Voldemort’s regime in the Second Wizarding War, a campaign to eliminate Mudbloods was enforced.
- II. Wizards with one magical parent and one Muggle parent are referred to as “Half-bloods”. Some half-bloods also express prejudice against those with Muggle ancestry, despite having it themselves, often clinging to what wizarding heritage they did have (such as Lord Voldemort).

- III. “Pure-bloods” are wizards and witches without known Muggles in their family tree. Some achieved this by removing any Muggles or Squibs from their family trees and pretending they never existed. Many purebloods consider themselves superior to other blood statuses, though the number of true pureblood families is decreasing.

The only real step towards reconciliation between the two worlds is when Arthur Weasley helped the Ministry to create the Muggle Protection Act. The act is designed to protect non-magic people from harmful magical artifacts, such as potions, and often resulted in the Ministry performing searches of dangerous wizarding homes.

Current Situation

Council members, the day we feared has finally arrived—the Muggles know about us.

One simple solution is to obliterate the entirety of the Muggle world. However, they seem far too connected as a society, with incredibly advanced technology, for us to fix everything. Muggle weapons can destroy an entire city with a single bomb. A sniper shot from a mile away can kill even the most prepared wizard. And Muggles outnumber wizards by the billions. As such, it does not seem feasible to keep the magical society a secret forever.

However, they don't have the whole truth yet. All we know is that an excerpt of the Daily Prophet was leaked in London, and the rumors have been confirmed—magic is real, and wizards live among the Muggles. The Minister of Magic and Arthur Weasley are in current communication with the British Prime Minister to negotiate details, and have summoned the rest of the council to make a decision soon.

First, we have the issue of determining which government should prevail (or some combination of the two). Working in the Ministry requires constant spell-use, so Muggles would find it difficult to be in any position besides lower-level administrative divisions. Should they still be allowed access to the Ministry for transparency reasons? And as it turns out, the balance of power is actually tilted towards the magical world because wizards *can* work in the Muggle government. For example, Kingsley Shacklebolt was also a part of the British Parliament while working in the MoM. That brings us to the question of which positions in the Muggle government are viable for magical candidacy, and what charms should be put in place for everyone's protection.

We are quite certain that Muggles will begin to make demands on wizards to perform magic to solve their issues. The problem is that there are not enough wizards in the world to adequately carry out this task, nor does the Ministry believe it's a proper use of magical power. Consider, instead, that wizards can charge money to perform magic, just like any Muggle with a special skill does. This would be good for the wizards to make money and integrate into Muggle society, and equally beneficial for Muggles,

because they would have access to magic. However, should there be limits on what types of magic can be performed for Muggles? Certain spells can be dangerous, such as if a Muggle were to hire a wizard as a hitman using an unforgivable curse (or any hex), which would likely result in civil war.

To what degree should Muggle and magic society be integrated? One issue is that magical currency (knuts, sickles, and galleons) differs from Muggle currency, creating an initial barrier to trade of goods between the two worlds. Each society also has its own job demands, and we must remember that Muggle technology tends to go haywire around magic. To prevent this, the Ministry would likely have to perform multiple charms to allow Muggle technologies to operate as usual. An option is to isolate wizards from Muggles, creating small magical communes, though they would probably still know magic exists. But alternatively, keep in mind that Muggle technology could potentially solve a large number of magical problems. Muggles have the convenience of the Internet, while wizards still have to use a public library to research. Muggles can also call anyone from anywhere in the world at the convenience of a cell phone, allowing them to multitask while communicating on mass platforms.

Muggles and wizards already do trade freely with each other, even if Muggles are not aware of it. The magical community is quite small, and most wizards tend to gravitate towards magical careers, such as at Hogwarts or in the Ministry. Given this, many Muggles produce food, fabric, and building materials for the magical community without even knowing it. As wizards, we do not have the ability to mass-produce agriculture and raw materials. It would be beneficial to strike some sort of trade agreement with the Muggle community, to ensure that our own magical sustenance does not collapse entirely.

Consider the healthcare industry. Many muggle problems, such as broken bones and infectious cuts, take months to heal. With magic, these issues could be solved instantaneously or overnight. Though this would benefit the Muggle population considerably, there are significant issues. First, wizards tend to have longer lifespans than Muggles thanks to their magical healing abilities. If the same principles were applied to everyone on Earth, the planet would be completely overpopulated. Additionally, magical healing completely invalidates the current Muggle healthcare system. This would both drive a wedge between wizards and Muggles, whilst also making people want to seek out exclusively wizard remedies in this case. Currently, there are not enough wizards to keep up with that kind of demand, as they are highly outnumbered by Muggles. On the other hand, the wizarding world has its own unique diseases to deal with, and their bodies may respond differently to non-magical treatments if infected by a Muggle.

Next, is transportation. Almost all means of magical transportation are far superior to Muggle transportation in terms of speed and care for the environment (keep in mind that proper cooperation could suggest a potential solution to climate change!). Wizards can teleport, fly on broomsticks, travel via the Floo network, and portkeys. Reconciliation of the two worlds would require a complete

overhaul of how things currently function. For example, consider the installation of a Floo network in every single Muggle's fireplace. Muggles will need some kind of manageable system in place for everyone to use these systems. We must also ensure that our limited community of wizards does not end up in some kind of inferior service position to make the world function (ex. resetting portkeys, distributing Floo powder, dealing with mishaps).

By the time we reach a consensus, almost all magical institutions will have discovered the news. Will our education systems continue as usual? Hogwarts and international magic academies are few of their kind, but crucial for educating young witches and wizards. Given the magical community's move towards Muggle society, certain subjects might need to be added to the curriculum to ensure a smooth transition. It's important that upcoming wizards are able to comprehend Muggle society, learning from their technology and philosophy. Wizards certainly should be able to "study abroad" from Muggle institutions, but it would still be difficult for a Muggle to attend Hogwarts. On that note, is it possible to teach magic to a Muggle? Are there certain spells that don't require magical blood to be performed?

In terms of society, how can we protect ourselves from xenophobia? Historically, Muggle knowledge of magic has resulted in dangerous witch hunts. Even today, we can see how some countries view immigrants, or how certain religions view "opposing" faiths. We must prevent Muggles from being under constant suspicion of magic, or blaming wizards for things they can not explain. Together, with the British ministry, it is our job to prevent Muggle society from descending into mass hysteria. If wizards were allowed to live alongside Muggle communities and neighborhoods, this lays the potential for forming common friendships. On the other hand, it could also result in danger to both sides if they feared the other.

Questions to Consider

1. Government
 - a. How should the British Prime Minister alert the Muggle public to this situation to prevent mass chaos? To what extent should the truth about magical society be revealed?
 - b. Should magic and Muggle governments remain separate? What type of collaborations should exist between the two to ensure protection of wizards and prevent war?
 - c. Should wizards be allowed to work in Muggle governments, and vice versa?
2. Trade
 - a. How can we prevent wizards from becoming magical slaves to Muggles?
 - b. What are some ways in which magic can benefit Muggle society? In return, how can Muggle technologies help modernize the wizarding world?
 - c. How can we establish systems of trade between magic and Muggle worlds? What goods and labors would be useful to peaceful coexistence?
3. Society
 - a. How can we merge systems of healthcare and transportation? Should they even be combined?
 - b. Should wizards be allowed to attend non-magic schools? Likewise, should Muggles be allowed to learn magic? Is this even possible?
 - c. Should wizards and Muggles be allowed to live in the same neighborhoods?
4. Peace and Conflict
 - a. How do we prevent witch hunts?
 - b. What would be the result if the two worlds were to go to war? Is it possible for wizards to return to a previous state in which another International Statute of Secrecy is enforced?
5. International Relations
 - a. What will happen to Muggle communities outside of Britain?
 - b. Will agreements between wizards and Muggles be on a country-specific basis, or should some international order be created?

Additional Resources

Though we encourage delegates to research the history of Muggles and wizards, this topic is primarily a thought experiment that probes the possibilities of reconciling two drastically different worlds. As such, you shouldn't expect to find much pre-determined research on this scenario.

1. [International Statute of Wizarding Secrecy | Harry Potter Wiki](#)
2. [If Muggles found the wizarding world, what would happen? | VR Goggles](#)
3. [Times The Wizarding World Was Exposed To Muggles And Faced Major Consequences](#)

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