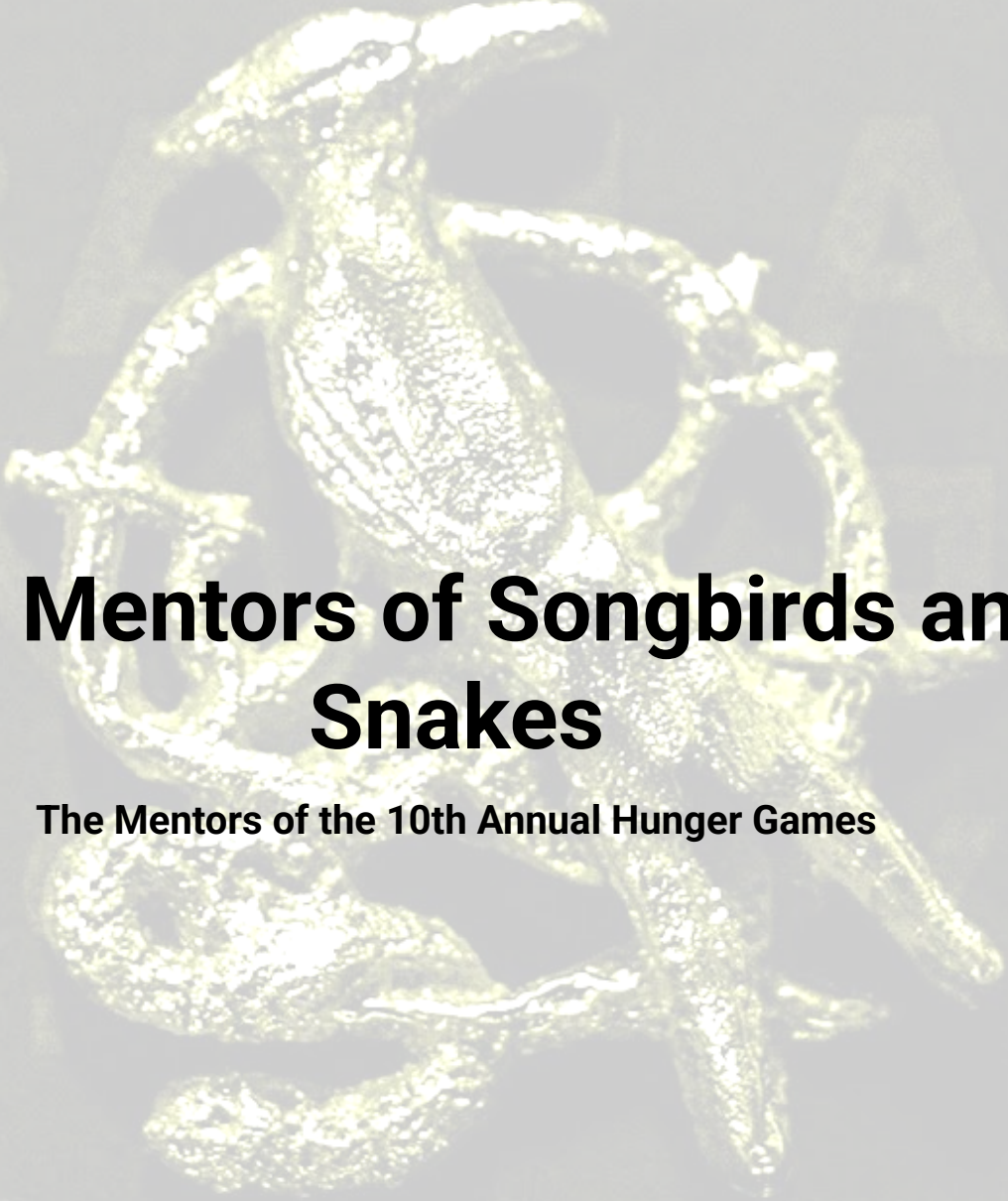


TUMUN IX 2025

March 7-9, 2025

Olivia Ribeiro and Reece Christian



The Mentors of Songbirds and Snakes

The Mentors of the 10th Annual Hunger Games

Letter from the Directors

Dear Delegates,

Welcome to TUMUN IX and to our committee, The Mentors of Songbirds and Snakes, based on *The Ballad of Songbirds and Snakes* by Suzanne Collins, the fourth book in the Hunger Games franchise. We're so excited to dive into this topic and this committee with you and hope it's a fun and rewarding MUN experience!!

Reece Christian is a sophomore at Tufts originally from Denver, Colorado, and majoring in International Relations and Economics. This is his second year in Model UN and first time as a crisis director.

Olivia Ribeiro is a sophomore at Tufts from Georgetown, Massachusetts. She is majoring in Computer Science in the School of Engineering and minoring in physics. Olivia was the USG of Logistics for TUMUN during her freshman year and was a crisis director during Tufts' in-house conference for new members.

The Hunger Games is one of the most iconic series of our generation, inspiring countless imitators and spin-offs. The original trilogy sparked a fever of young adult dystopian books (to varying degrees of quality), as well as a highly successful film adaptation. *The Ballad of Songbirds and Snakes* was published 10 years after the final book in the trilogy, as a prequel to the times of Katniss Everdeen and the Mockingjay Rebellion. A fifth book, *Sunrise on the Reaping*, will be released later this year.

As long-time Hunger Games fans, we're so excited to explore this unique and impactful universe with you all, and hope you feel empowered to be creative with the direction you take this committee in. Please feel free to reach out with any questions or concerns prior to the conference, and see you in March!

Best,

Reece Christian and Olivia Ribeiro

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Note on Accuracy and Sensitivity

As our committee is based on pre-existing source material, we've tried our best to make the contents of this background guide cohesive with in-universe content. Delegates are permitted and encouraged to bring in additional information from the universe or their own creativity to advance the committee. However, in the event that information from the Hunger Games universe contradicts information contained in this background guide, we will default to the background guide, in order to ensure delegates are on a level playing field.

The Hunger Games is an inherently political and violent piece of media. Because of this, delegates are expected to conduct themselves with sensitivity and care for the content of the committee and their fellow delegates. Any kind of sexism, racism, or other derogatory or discriminatory behavior, towards other delegates or within the world of the committee, will not be tolerated. Please refrain from being excessively graphic within your personal arcs and remain on topic with the storyline. If you see behavior of this nature, please report it to a Crisis Director, Chair of the Committee, or any Secretariat member.

Background

History

Years after war and disease destroyed what we know of modern civilization, a new society arose from the ashes. The nation of Panem, positioned in what's left of North America, is formed by thirteen districts and the Capitol. The Capitol reaps the products of the district's labor by living in luxurious and futuristic conditions, while they allow the districts to starve and live in significant poverty. These conditions resulted in a massive uprising by the districts, deemed by the Capitol "The Dark Days". The scars of the destruction, loss, and deprivation that the Capitol faced during the rebellion are still felt by many. In retaliation, the head of the Academy, the most elite and exclusive school in the Capitol, proposed The Hunger Games, where twenty four "tributes", a randomly chosen boy and girl from each district, are shipped to the Capitol against their will to fight to the death. The Games are intended to both act as punishment to the districts for

their rebellion - a reminder that the control the Capitol holds over their lives is total - as well as be a source of entertainment for the Capitol's citizens.

Government and Military



Panem remains divided into twelve districts, each with distinct production specialties and cultures.

District 1 produces predominantly luxury and lifestyle goods.

District 2 produces weaponry and military technology. It and District 1 are the wealthiest districts, as the unique value of the things they produce somewhat endears them to the Capitol.

District 3 produces electronics and other advanced technology. Many of their residents have grown up around technology and have basic engineering skills

District 4 specializes in fishing and providing seafood to the Capitol.

District 5 specializes in energy generation.

District 6 specializes in transportation technology, such as the trains that can transport tributes between districts and the Capitol.

District 7 produces lumber, many of its residents are skilled with an ax.

District 8 produces textiles and clothing,

District 9 specializes in growing grain.

District 10 specializes in livestock, producing meat and poultry.

District 11 produces most of the agricultural output of Panem, such as fruit and non-grain crops. It, 9, and 10, are responsible for the majority of food production in the Capitol.

District 12 produces coal, and is among the poorest districts in Panem.

Each tribute will draw unique skills and connections from their Districts' lifestyle and culture, and mentors are encouraged to use this to their advantage.

The primary military force of Panem comes from Peacekeepers, violent and heavily armed soldiers that are primarily sourced from District 2. Disgraced or desolate Capitol citizens are sometimes also made to serve as Peacekeepers in undesirable districts. There is little known civilization outside of Panem, so Peacekeepers function primarily to keep the citizens of the districts in line with the Capitol's desires, rather than protect them from external threats.

The Games

The Games are broadcast live from an arena every year, but camera views are limited and a tribute's status is not always known if they are consistently in hiding. Mentors will not be able to directly communicate with their tributes while in the arena. There will be lethal weapons provided in the arena, though

mentors are not informed about what these weapons will specifically be. However, it can be assured that a wide range of knives, axes, bows and arrows, and other brutal instruments will be available. New this year is the sponsorship program, where wealthy Capitol citizens can donate funds for mentors to send resources to their tributes remotely in the arena. These resources can range from relatively cheap items like bottles of water or scraps of food, or far more expensive things like additional weapons, that will require extremely generous sponsorship. Mentors will have to not only keep their tributes alive, but promote them to citizens of the Capitol who have the ability to grant them new lifelines.

Current Situation

The Capitol, ten years after the Dark Days, is continuously fortifying its power following the failed rebellion. The districts are held tightly within the grip of the government and any semblance of resistance is quickly crushed. The Hunger Games have evolved from a way to show the districts their failure and

weakness into a Capitol tool to keep their overbearing power. This year's Hunger Games will introduce a new change: students from the Capitol's most elite school will be assigned as mentors to each tribute.

Mentors are tasked with preparing their tribute for the most brutal, and likely last, fight of their life. Mentors will succeed based on their ability to nurture their tribute but will gain so much more than bragging rights. They will form powerful connections with members of the capitol and will receive tremendous rewards: scholarships to the Capitol's finest educational institutions, increased status, and most importantly, power. But with such large rewards come dangerous pitfalls. While mentors are not fighting in the arena, do not be mistaken, they are still fighting. Mentors are engaged in a high-stakes political game, filled with backstabbing and manipulation.

The elite members of the Capitol will be watching the mentor's every move. The violent display pressures the mentors to

play the Capitol's game, lest they fall victim to the violence themselves. As the games progress, the mentors are pressured to choose between their personal success, the safety of their tribute, and their loyalty to the Capitol and each other. While tributes navigate the treacherous arena, mentors must navigate the political battle occurring within the Capitol.

This political battle is largely controlled by the head Gamemaker, Dr. Volumnia Gaul. She is in charge of creating the deadly spectacle for the viewers, controlling the environment and all of the deadly traps and tricks hidden in the arena. Dr. Gaul's creations are dangerous and sadistic. Her loyalty lies with the Capitol and her own ambition. She takes pleasure from the control she holds over the tribute's lives and deaths, and can also interfere in the mentor's actions to further her own agenda and wishes.

Another important player in this world is Cascia Highbottom, the head of the Academy. Highbottom is credited with the creation of the Games, introducing this fight to the death as a way to keep

the Capitol in power. The mentors of the games are chosen from the top performing students of The Academy, but this will not necessarily provide the opportunity for future success.

The mentors will have the opportunity to have their life turned around with their success in the games. The mentor winner of the games will receive the Plinth Price, a full scholarship to a university, awarding them a bright future. However, the mentor winner of the games is not necessarily determined by the winner of the physical games. The mentor that makes the biggest spectacle of their tribute and wins the hearts of the elite and powerful will be declared the victor of the games. The mentors have just received their tribute pairings and a basic bio on their tributes (see Roles), and all other specific details, as well as initial meetings with tributes, will emerge imminently. These initial meetings will be crucial to build a trusting relationship. Best of luck with your tribute mentors, and may the odds be ever in your favor...

Questions To Consider and Committee Topics

1. How far are you willing to go to secure your own personal success?

What sacrifices or compromises would you make to achieve your goals? Are you willing to cross moral or ethical boundaries to come out on top?

2. How will you balance the Capitol's demands with pressure from your rivals and the Games themselves?

How do you plan to navigate the dynamics of the Capitol's control while managing the challenges posed by your opponents?

3. Will you form alliances, and if so, with whom?

How do you approach collaboration in such a cut-throat environment? Who do you believe would be beneficial to form alliances with?

4. Who do you aspire to become throughout these challenges?

What is your end goal for personal and external growth? What kind of person do you want to be by the end of the Games?

5. Where do your loyalties ultimately lie: with the Capitol, with your own success, or with your tribute?

What loyalty matters most to you and how far will you go to protect it?

Topic #1: Relationship to Tributes

The relationship between tribute and mentor is delicate. You have been chosen to guide a tribute to a hopeful victory, but more realistically, their death. This tribute determines your success. Winning may not necessarily bring you the most fortune. You must ensure that your tribute will win you the hearts of the rich and elite, who have the capability to catapult you into success outside of the games. Your tribute must be showstopping, grabbing their attention and keeping it. As a result, your tribute may have the potential to survive from the gifts sponsors can give. It is your responsibility to ensure that your tribute provides the best entertainment to the Capitol's elite members, and it is your choice on how you do it.

Topic #2: Relationship with other Mentors

The relationship between you and the other mentors is a complex web of deceit and manipulation. These people have been your friends, but they are now your competition. Your success may depend on their failure. You must decide whether these friendships are worth giving up your success. But be careful, their expertise may have the opportunity to help you, and betraying them outright may lead to your own demise. You must toe the line between camaraderie and competition to ensure your own success.

Topic #3: Relationship with the Capitol

Your relationship with the Capitol will only be what you make of it. Will you choose to comply with their demands, allowing you to move up in the ranks and make political alliances, or will you choose to defy the Capitol and their cruel ways? The games are no doubt a cruel and sadistic event, so it is up to you how you will act. You are a Capitol puppet, but you have the possibility to become one moving the strings.

Roles

Coriolanus Snow: Hailing from the once elite and prestigious Snow family, Coriolanus lost most of his fortune during the Dark Days, as his parents' investments in the Districts were destroyed during the uprising. This remains a secret to many in the Capitol however, and many still view him as wealthy and powerful. He desperately needs a scholarship to the University in order to lift his family back out of abject poverty. In a hyper superficial society, he is weakened by his secret impoverishment, but is strengthened by a strong relationship with Dr Gaul. His tribute is Lucy Gray Baird from District 12, who comes from a nomadic musical family called The Covey.

Sejanus Plinth: Sejanus was born in District 2, but his family profited greatly from weapons sales during the Dark Days and emigrated to become a powerful family in the Capitol. Sejanus still considers himself from the Districts rather than the Capitol, and is largely treated like an outsider by the older elites in the Capitol. He also has disdain

for the Games, he is essentially forced to mentor due to power plays by his father. His tribute is Marcus from District 2, a childhood friend of Sejanus' who is humiliated to be sent to slaughter by his old friend and withdrawn as a result. However, he is also one of the largest and strongest of the tributes, and could win if he chooses to try.

Festus Creed: Festus is a wealthy Capitol citizen whose familial wealth largely came from District 7 lumber. He is a longtime friend of Coriolanus Snow, and is close with many of the other mentors as well. He is a creative and cunning mentor with a soft spot for his friends, but he prioritizes results over emotions. His tribute is Coral from District 4, her aquatic experience has given her skill with a trident and made her a surprisingly nimble and resilient fighter.

Clemensia Dovecote: Clemensia is another wealthy Capitol citizen and a friend and ally of Festus and Coriolanus. She views the Games as sickening but is willing to play along with the mentorship

for personal glory. Her tribute is Reaper Ash from District 11, a large and defiant man who holds a passionate hatred for anyone associated with the Capitol, including the mentors. It is rumored he killed a Peacekeeper back in District 11, though it's never been proven.

Lysistrata Vickers: Lysistrata is the daughter of the President's doctors, and is a compassionate and sensitive individual as a result. She is unsettled by the concept of the Games and eager to form a real relationship with her tribute, Jessup of District 12, as well as her fellow District 12 mentor Coriolanus Snow.

Domitia Whimsiwick: Domitia is heiress to a dairy fortune based in District 10. She is uniquely bubbly and friendly, but does not share some of the other mentors' disdain for the morals of the Games. She believes in the importance of preserving Panem, stating in her entrance essay that she enjoyed being a part of saving her country. Fittingly, her tribute is Tanner from District 10, who she may be able to forge a connection with due to their shared knowledge of livestock. His experience with the

quickest and simplest ways to slaughter cattle may be handy in the arena.

Io Jasper: Io is a scientifically-minded Capitol citizen, coming from a middle-class but extremely intelligent and resourceful family of scientists. She is minimally combative with the other mentors and instead uses her knowledge to tackle problems intellectually, and has good relations with most of the other mentors as a result of this. Her tribute is Circ of District 3, a similarly resourceful boy who is averse to violence but extremely skillful with technology and science. He may be able to utilize more creative methods in the arena than brute force.

Livia Cardew: Livia is the daughter of the head of the largest bank in the Capitol, making her one of the wealthiest and most out of touch mentors in the Capitol. She frequently gloated and mocked her biggest rivals, including Coriolanus whom she made fun of for losing his parents during the Dark Days. Potentially due to her wealthy influence, her tribute is Facet from District 1, who is considered an

early favorite due to the relative comfort and nutrition that District 1 citizens receive from the Capitol compared to the other districts.

Vipsania Sickle: Vipsania is a very competitive and cunning mentor whose aunt was in charge of safety for the students of the Academy during the Dark Days. She has inherited much of this militant and competitive spirit. Her tribute is Treech, from District 7, a resourceful and cheerful boy who is willing to play the emotions of the Capitol to enhance his chances.

Hilarius Heavensbee: Hilarius comes from one of the most powerful and wealthy families in the Capitol. In fact, the mentors will monitor the status of the Games from Heavensbee Hall, an Academy building that was constructed after the Dark Days with the support of Hilarius' family. He is displeased to be paired with Wovey, from District 8, a

small and thin girl who seems more suited for hiding than direct confrontation.

Felix Ravenstill: Felix is the son of Panem's President Ravenstill, and has a close relationship with the dean of the Academy and inventor of the Games Casca Highbottom. His tribute is Dill from District 11, a sickly and malnourished girl who is highly distrustful of the Capitol and its citizens.

Pliny Harrington: Pliny is the son of a Capitol Naval Commander, and was raised in a military-like environment that he now resists. His tribute is Lamina, from District 7, who has been emotionally impacted by her participation in the Games, but has a large and sturdy build and is skilled with an ax.

Resource for Delegates

All details for role and background facts were taken from the Hunger Games fan Wiki, delegates are welcome to check that wiki or any other resources for inspiration for committee arcs. However, as stated under the accuracy policy, any information that is contradictory between this background guide and any other resource will default to the background guide.

https://thehungergames.fandom.com/wiki/The_Hunger_Games_Wiki