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Disney
PIRATES



CARIBBEAN
ON STRANGER TIDES

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Chair Bios

Head Chair: Buggy ...

Hi I'm Buggy. I am a senior at Foothill High. I do MUN. I like Biology. I like watching basketball. I like Pirates of the Caribbean. This is prolly my 10th time charing? You can reach me at bandigari47@gmail.com see y'all soon.

Vice Chair: Avi Aggarwal

Hey guys, I'm Avi, your vice-chair, and I am a junior at Foothill. This is my second year doing MUN, and also my second time chairing. I love hanging out with friends and playing tennis in my free time. I'm very excited to see how this committee rolls out! Feel free to send any questions to: aaggarwal2929@gmail.com

Tech Policy

This committee is **no tech**. The use of electronic devices is not permitted during all committee sessions. All directives, notes, and other required writing will all be handwritten.

Failure to follow these guidelines may result in consequences for delegates. Please print out any research or materials you will need for committee.

Topic Background

The Beginning - Curse of the Black Pearl

In a world where seas are ruled by greed, myth, and occasional flying Dutchman, Jack Sparrow arrives on the scene — a charismatic, swaggering pirate with questionable navigation skills but undeniable charm. His prized ship, the Black Pearl, has been stolen by his former first mate Captain Hector Barbossa. Jack has one thing on his mind: get back *his* ship, no matter the cost (or how many rum bottles it takes).

Now comes Elizabeth Swann, the governor's spirited daughter, who's secretly fascinated by pirates and daring adventures. Alongside her is Will Turner, a skilled blacksmith with a mysterious path tied to the sea. 8 years ago, the two had first crossed paths as children when Will was washed aboard her father's ship. Around his neck was a mysterious golden medallion with a skull imprinted onto it. Suspecting that Will was a pirate and fearing her father would hang him if he found out, a young Elizabeth took the medallion for herself and saved him from a death sentence.

Things get complicated when the crew of the Black Pearl, led by the backstabbing Captain Hector Barbossa, decides to take Elizabeth captive because she claims her name as "Elizabeth Turner" and reveals the last gold coin. In pursuit of her escape, Elizabeth discovers the crew is under a curse — by stealing Aztec gold from a hidden chest, they've doomed themselves to live as skeletal beings under moonlight, unable to feel or die. Unless each gold coin is returned, the curse will never be broken.

After a decade at sea, Barbossa's crew had managed to retrieve all the stolen gold they took, fulfilling all but one requirement to break their curse. There was one last puzzle piece that they



finally acquired (or at least, they had thought so): the blood of Bootstrap Bill, the only one left to draw blood from, along with the piece of gold that he had stolen. With that last gold coin returned, Barbossa cut open Elizabeth's arm, the "direct blood descendant" of "Bootstrap Bill" Turner. But alas, her blood had no effect and the curse remained in place; they remained undead. Enraged by Elizabeth's (albeit unknowing) deceit, Barbossa knocks her unconscious. Having snuck into the cave and suspecting that Sparrow may betray them as well, Will Turner knocks Jack out and rescues Elizabeth before escaping.

Back aboard the ship, Elizabeth returns the last piece of gold, the medallion, to Will. That's when Will realizes the truth: it was *his* blood that would lift the curse on the Black Pearl's crew. He was the real son of "Bootstrap Bill" Turner.

Jack's wit and Will's swordsmanship clash and combine in a race against time to break the curse, save Elizabeth, and reclaim the Black Pearl. From explosive sword fights to daring escapes, this adventure sets the stage for a pirate saga like no other.

The Adventures Continue - Dead Man's Chest & At World's End

After escaping the curse of the Black Pearl, Jack Sparrow's troubles only multiply — because apparently, the sea doesn't like it when you just walk away from debts. Davy Jones, the tentacle-faced captain of the ghostly Flying Dutchman, who holds the ultimate pirate IOU: Jack owes him his soul.

The hunt is on for the Dead Man's Chest, which contains Davy Jones' heart — the key to controlling him. Jack races to find it first, but he's not alone. Will Turner and Elizabeth Swann, are caught in a tangled web of loyalties, betrayal, and a secret pact that could doom them all.

Meanwhile, the ominous East India Trading Company, led by the ruthless Cutler Beckett, seeks to eradicate piracy forever — because nothing says business like sending entire pirate crews off the plank. The showdown starts with ships, swords, and supernatural forces clashing in the sea's wildest battle. Jack's unpredictability shines, while Will steps fully into his heritage as the son of Bootstrap Bill Turner, tied forever to the ocean's mysteries.

"Not all treasure is silver and gold, mate." - Jack Sparrow

The British Empire and The East India Trading Company

The British Empire in the 1700s was expanding its reach across the seas, aiming to control trade and territory. The East India Trading Company (known as The Company) is a powerful and ruthless corporation backed by the British Crown. They want to wipe out piracy because pirates threaten their profits and control over sea routes.

The Company uses both legal authority and military power, employing warships, soldiers, and even supernatural help (like Cutler Beckett's control over Davy Jones) to hunt pirates. They represent order and colonial control against the chaotic freedom pirates fight for.

The Pirate King's Council

Pirates aren't just wild rogues; they have their own secretive organization called the Pirate King's Council, made up of the Nine Pirate Lords. Each Pirate Lord rules over a part of the seas and

has their own ship, code, and influence. They meet in secret to discuss matters important to all pirates, keeping their existence hidden from the Company and the world.

Jack Sparrow is the Pirate Lord of the Caribbean Sea, which gives him a seat on this council. The Court governs the pirates' interests and enforces a rough code of honor — despite their reputation for lawlessness. This adds layers of politics, alliances, and betrayals to pirate life beyond simple treasure hunting.

The Cursed Aztec Gold

The Cursed Aztec Gold causes the crew of the Black Pearl to become immortal skeletons under moonlight, unable to feel or die. This curse can only be broken by returning all the gold coins and offering blood payment from each pirate who took it. The gold was originally on Isla de Muerta, or “The Island of the Dead” and was given to Hernán Cortés by the Aztecs in a desperate attempt to stop his conquest of their once mighty empire. While the attempt failed with the Aztecs ultimately conquered by Hernán Cortés, their gold remains as a curse to any who dare steal it.

Davy Jones & The Flying Dutchman

Davy Jones is the captain of the Flying Dutchman, who ferries souls lost at sea to the afterlife. He made a deal to protect the seas but was cursed to become a monstrous figure with a tentacle face. While he was in love with Calypso, a powerful goddess, even agreeing to ferry souls for her for 10 years, when she didn't appear as agreed upon, he became furious. Jones revealed how to trap her, taking her powers away, and carved out his own heart.

Jones' heart was locked away in the Dead Man's Chest, making him vulnerable. His ship and crew are supernatural, and he holds terrifying power over the seas — including control over the Kraken, a giant sea monster.

The Code of Pirates

Pirates follow an unofficial set of rules called The Pirate Code — a flexible but respected code of conduct among pirates. It covers things like dividing loot fairly, settling disputes, and respecting the Pirate Lords' authority. It's more guidelines than law, often broken when convenient, but it maintains some order in the chaos of a pirates' life.

Current Situation

After the chase of the *Black Pearl*, Sparrow is gone. Gone to Davy Jones's Locker, Jack's crew is headless and the pirates are sailing aimlessly. The Caribbean is a powder keg running rampant with pirate activity, British scouring the area, and rumors of powerful artifacts floating about.

The *Pearl* is still afloat but morale on the ship is nowhere to be found. Without their captain, the crew fears the Kraken who may or may not be on their tail. They are split: half the crew is with the intention of jumping ship and the rest are committed to their pirate's creed of living and dying by the ship. Sure they want to see Jack again, but they have no means of getting to the Locker. No one person can claim total authority and issue commands to the ship as a whole because of the mutinous chatter that has always loomed over the *Black Pearl*.

Gibbs, quartermaster and captain pro tempore, hears rumors of the Pirate Lord Council gathering. The Brethren Court convenes once again.

Sparrow must be present at the meeting but therein the issue lies: with the pirate king to be elected, Jack stands no chance whatsoever. The council needs to unite to stop Cutler Beckett, Lord of the British East India Company and the *Flying Dutchman*. The British are ruthlessly

dominating the Caribbean, cracking down on every pirate and their affiliations, and taking apart the criminal network that laced the seas for decades.

The nine holders of the *pieces of eight*, the constituent leaders of the Brethren Court, are leading a front against Lord Beckett and his army but Sparrow's forces are not willing to be led into war by other pirate lords, known to be extremely cunning. What do they plan on doing? Joining



together to unleash the beast Calypso who will, hopefully cross your grimy fingers, will give the British her full wrath and hold back nothing. How to release Calypso is a secret bound deep within the Brethren Court, known only to those who ride the high seas.

The crew, knowing all this information, has their first major obligation. Retrieve their dear captain. Elizabeth Swann and William Turner have brought the rumors of the Locker to Gibbs. The Locker is the last place Sparrow exists.



After failing to pay off his debt to Davy Jones, the Kraken chows down on Sparrow as he makes a valiant last stand. The Locker is where he lies. This “Locker” is the purgatory for the victims of Davy Jones and is located at the edge of the world, bottom of the ocean, or whatever supernatural realm the traveler of the seas believe they are sent to. How to reach this realm is the goal of Swann and Turner but this is impossible without the help of the crew. The clock is ticking. Sparrow needs to be found before madness drives him so far into the Locker that Davy Jones is finally satisfied. Strange maps, cryptic compass readings, and guides littered over the Caribbean all point in one direction: nowhere. It just so happens to be that Jack Sparrow is nowhere.

Questions to Consider

1. How would the growing influence of piracy affect the expanding trade, security, and political stability in the region?
2. What systems of governance, law, or maritime codes could be developed to bring order to the region while respecting its diverse interests?
3. In a region shaped by colonial powers, piracy, indigenous resistance, and mystical forces, what long-term vision should guide Caribbean policy? How can supernatural threats (such as cursed objects, mythical sea creatures, or undead sailors) be addressed?
4. What strategies can pirates employ to resist the growing power of the company, while balancing their desire for independence and survival?
5. Should the pirates risk unleashing Calypso to counter British dominance, and how can her unpredictable nature be controlled if needed?
6. With the Brethren Court divided, and a new Pirate King soon to be elected, how can the pirates unite under one banner without sacrificing their freedom to another cunning pirate lord?
7. How can Jack Sparrow be retrieved from Davy Jones' locker, and what resources, maps, and mystical knowledge are needed to make the journey possible.
8. In a region plagued by mutiny, cursed artifacts, and legendary sea monsters, how can pirates craft a long term vision for their survival and legacy?
9. What alliances among pirate crews, colonial powers, or supernatural forces should be pursued to shift the balance of power in the Caribbean?
10. How should the leadership of the Black Pearl be decided in the absence of Jack Sparrow, and what system can prevent mutiny from tearing the crew apart?

Character Descriptions

Davy Jones - Cursed captain of the Flying Dutchman, Jones commands supernatural powers over the seas. He makes deals with sailors in exchange for their souls and service. His loyalty is bound by bargains, not sentiments.

Blackbeard - A master of psychological warfare, Blackbeard uses fear to win battles even before they begin. His intimidating appearance is as calculated as his strategies. Although feared, he doesn't waste time on fights he knows that he can't win.

Hector Barbossa - A cunning and pragmatic captain, Barbossa is willing to negotiate if it means securing power and survival. He has a sharp mind for strategy and an even sharper cutlass. While extremely ruthless, he understands the value of alliances.

Joshamee Gibbs - A loyal friend to Jack Sparrow, Gibbs is full of seafaring lore and superstitions. He often acts as a voice of reason in chaotic situations. Though not much of a brave fighter, he is always dependable in crucial situations.

Angelica Teach - A master of disguise and daughter of the feared pirate Blackbeard, Angelica is a con artist who's razor sharp wit and talent to deceive is not one to be underestimated. They say that she's a woman who often tells lies that are the truth, and truths that are lies. She can get her way, and once she has a goal in mind, she's dead set.

Will Turner - Will is a pirate by blood, and it shows. Being an accomplished blacksmith by trade and a fluid swordsman by pursuit, he embraces his pirate heritage. While remaining humble and selfless as he sails, Will realizes down the road that some rules need to be broken and will do so when necessary.

Sao Feng - Pirate lord of Singapore, Sao Feng is a legendary Chinese pirate whose name was well-known in the Age of Piracy. With his shrewd yet subtle-witted nature, he is not one to shirk away from danger. After all, Sao Feng didn't earn his reputation from benevolence, but from ruthlessness and a fierce loyalty to his own power.

Charles Vane - Hot-headed and brutal, Vane refuses to compromise with the enemies. He believes that fear is the best weapon that a pirate can wield. While a promising and deadly warrior, his temper often causes rifts with allies.

Calico Jack Rackham - Flamboyant and charming, Calico thrives on reputation and theatrics. He prefers intimidation and clever maneuvers over drawn-out battles. His ego often tends to lead him into reckless situations

Bootstrap Bill Turner - Once a free pirate, Turner is now bound to the Flying Dutchman. He struggles between serving Davy, and protecting his son. His expansive knowledge of both the mortal and the cursed worlds makes him a very valuable asset.

Ching Shih - A disciplined and strategic pirate queen who commands vast fleets. Her strict code of conduct keeps her crew loyal and effective. She aims to expand her influence far beyond her home waters.

Bartholomew “Black Bart” Roberts - One of the most successful pirates in history, Roberts is a strict enforcer of the pirate code. He believes that order is the key to long term success. His discipline sets him apart from all other chaotic captains.

Samuel Bellamy (“Black Sam”) - Charismatic and idealistic, Bellamy steals from the rich and shares with the struggling pirates. He believes that piracy should have honor and purpose. His leadership style attracts those tired of needless cruelty.

Madame Cheng - A skilled smuggler and information broker with a vast network of contacts. She manipulates trade routes to her advantage. Her knowledge makes her dangerous to both pirates and the Company.

Anne Bonny - Fierce and fearless, Bonny has proven herself equal to any man on the high seas. She refuses to back down from any fight and commands respect through action. Her loyalty may be hard-earned, but it's unshakable.

Henry Morgan - Once a privateer for the British Crown, Morgan now serves his own ambitions. His political connections give him connections that other pirates lack. He mixes diplomacy with ruthless opportunism.

Edward Low - Known for his cruelty, Low inspires fear in both his enemies and allies. His temper makes him dangerously unpredictable. Even among pirates, he is considered extremely unstable.

Mary Read - Known for her skill in disguise, Read has infiltrated enemy ships and crews with ease. She is a quick thinker and skilled fighter, equally dangerous in close combat and deception. Her loyalty lies only with those capable of winning her trust.

Captain Stede Bonnet - A wealthy landowner turned pirate, Bonnet brings refinement to the rough world of piracy. Though inexperienced, he learns quickly and values negotiation. His charm often earns him unexpected allies.

John “Black Caesar” - An African pirate who escaped enslavement and joined Blackbeard’s crew, rising to become one of his most trusted men. He was feared for his size, strength, and ruthless cleverness. Known for leading raids with ferocity, Caesar commanded both loyalty and fear.

Edward England - Unlike most pirates of his time, Edward was known for his mercy and fairness. He often treated captives with dignity, and avoided unnecessary bloodshed. His democratic leadership style made him popular with his crew, but controversial among harsher captains. His compassion was both his strength and downfall.

Roche Brazilliano - A Dutch-born pirate infamous for his cruelty, Brazilliano was one of the most feared raiders of the Caribbean. Known for wild drunkenness and brutality, he terrorized Spanish ships and settlements. His reckless lifestyle made him unpredictable, both to his allies and enemies.

Howell Davis - A smooth-talking Welsh pirate, Davis was a master of deception. He often posed as a privateer or a diplomat to lure targets into his trap. He believed that wit and trickery could achieve what brute force could not. His charm won allies, but his overconfidence proved his weakness.

Christopher Condent - A cunning navigator, Chris made his fortune by raiding Portuguese and East India ships off Africa. He was highly skilled at ambushes, and preferred strategy over brute force. Condent eventually gained enough wealth and reputation to retire respectfully in France.

Grace O'Malley - Known as the "Pirate Queen of Ireland", Grace commanded fleets and coastal strongholds in the 16th century. She balanced seafaring raids with shrewd negotiations, even parleying with Queen Elizabeth I. Fierce and proud, she challenged the male dominated order of both pirates and monarchs.

Works Cited

“Pirates of the Caribbean Wiki.” Pirates.fandom.com, pirates.fandom.com/wiki/Main_Page.