

Session September 15 2006

Attached to this document you will find 10 project descriptions. Each of these projects makes a request to be funded to the Intergovernmental Agency of Bilawawa County; all project will be located in the Upper Marshala Mountain region (see map). The money from the IABC will be a loan from the World Bank. To secure enough transparency, international support and enable projects to be financed by international funds, the project decision making process is followed closely by regional representatives of the Food and Agricultural Organization and the World Health Organization. ***IABC-UMM has to make the final decision.*** The total budget available is 3,000,000 US \$. Half of this sum is available through IABC-UMM funding; the other half is made available by the World Bank if a sound agreement is reached.

List of actors involved

Intergovernmental Agency of Bilawawa County	IABC
Three representatives of the main cities in the UMM-region	City-UMM
World Bank	WB
Food and Agricultural Organization	FAO
World Health Organization	WHO

Time schedule

- 8.45** Introduction to the session
- 9.00** UN institutions are explained by student teams who prepared one of them
- 10.00** Round 1
Four meetings: **IABC** meets with cities of UMM region
WB meets **FAO** and **WHO**
- 10.25** Teams have internal meetings
- 10.45** Round 2
One meeting: **IABC** meets **WB**
Other teams observe
- 11.10** Teams have internal meetings
- 11.20** Round 3
One meeting: **IABC** meets **WB**
Other teams observe
- 11.40** Meetings are over, **WHATEVER THE DECISION!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!**
- 11.45** Teams evaluate their performance
- 12.15** Plenary evaluation

Results for assessment

- Each UN-institution preparation team prepares a powerpoint-presentation of maximally 10 slides to be delivered at the session.
- Each roleplay-team prepares a report of the morning, to be handed in before Monday 18/9 on Blackboard.
- Each team member gives a personal impression on Blackboard.

Map of Bulemeniaannana Country

