



GATORMUN XXIII

**Zoo Wee Mama!: Diary of a Wimpy Kid,
Rodrick Rules Background Guide**

Hazel Parent

Diary of a Wimpy Kid, Rodrick Rules

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Letter from the Director:

Hello delegates!! Welcome to GatorMUN XIII!

My name is Hazel Parent, and this is my fifth year involved with GatorMUN- two years competing as a delegate, and three years staffing! I'm beyond excited to welcome you all to Zoo Wee Mama!: Diary of a Wimpy Kid, Rodrick Rules.

As I'm sure is the case with many of you, I grew up reading each new Diary of a Wimpy Kid book and spending summers watching the movies with my siblings. Greg Heffley and his misadventures certainly seemed to shape our generation. They were a cultural moment that every single person our age knew about. Even now, nearly twenty years after the release of the first book, Jeff Kinney is still publishing new novels, and the series seems to have no ending in sight. I love to see that even kids in elementary school nowadays are still being impacted by the same characters and antics that helped to raise me and my peers back in the day.

Ultimately, I decided to create this committee for a simple reason: I thought it would be super fun. While I typically go for competing in more serious or historical committees myself, I knew that bringing something goofy and lighthearted like this to GatorMUN as a director was what I wanted to do. In this crisis committee, delegates will relive the nostalgia of their childhoods and revisit the events that had them on the edge of their seats growing up. However, you all have the chance to rewrite what happens to Greg and his friends, taking them down paths unexplored and finding out what would happen if the characters made different decisions than the ones in the books. Each of you play a character that has a role in the Diary of a Wimpy Kid story, and your actions (or lack thereof) will culminate to make this weekend what it is.

During committee sessions, I expect a high level of collaboration. GatorMUN is a chance for you to work on your interpersonal and diplomatic skills, and it is very important to me that you are all respectful and open to the ideas of your fellow delegates. As such, it is imperative that you work together with others both in unmoderated caucus and when writing directives. I hope that committee strikes a good balance of honing your productive debate skills while also allowing all of you to have fun, and be just as wacky as this subject matter calls for. I want to work with you all and your own personal debate styles to achieve your goals and make committee what you want it to be.

I'm excited to see you at GatorMUN! If you have any questions about this committee or prep, feel free to email me at hazelparent@ufl.edu. If you have questions or concerns about the conference, you are also free to email gatormun@gmail.com to get in contact with our secretariat!

Thank you,
Hazel

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Rules of Procedure

Quorum

A majority of voting members answering to the roll at each session shall constitute a quorum for that session. This means that half plus one of all voting members are present. Quorum will be assumed consistent unless questioned through a Point of Order. Delegates may request to be noted as "Present" or "Present and Voting."

Motion to Suspend the Rules for the Purpose of a Moderated Caucus

This motion must include three specifications

- Length of the Caucus
- Speaking Time
- Reason for the Caucus

During a moderated caucus, delegates will be called on to speak by the Committee Director. Delegates will raise their placards to be recognized. Delegates must maintain the same degree of decorum throughout a Moderated Caucus as in formal debate. This motion requires a simple majority to pass.

Motion to Suspend the Rules for the Purpose of an Unmoderated Caucus

This motion must include the length of the Caucus. During an unmoderated caucus, delegates may get up from their seats and talk amongst themselves. This motion requires a simple majority to pass. The length of an unmoderated caucus in a Crisis committee should not exceed fifteen minutes.

Motion to Suspend the Meeting

This motion is in order if there is a scheduled break in debate to be observed. (ie. Lunch!) This motion requires a simple majority vote. The Committee Director may refuse to entertain this motion at their discretion.

Motion to Adjourn the Meeting

This motion is in order at the end of the last committee session. It signifies the closing of the committee until next year's conference.

Points of Order

Points of Order will only be recognized for the following items:

- To recognize errors in voting, tabulation, or procedure
- To question relevance of debate to the current Topic
- To question a quorum.

A Point of Order may interrupt a speaker if necessary and it is to be used sparingly.

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Points of Inquiry

When there is no discussion on the floor, a delegate may direct a question to the Committee Director. Any question directed to another delegate may only be asked immediately after the delegate has finished speaking on a substantive matter. A delegate that declines to respond to a question after a formal speech forfeits any further questioning time.

Points of Personal Privilege

Points of personal privilege are used to request information or clarification and conduct all other business of the body except Motions or Points specifically mentioned in the Rules of Procedure. Please note: The Director may refuse to recognize Points of Order, Points of Inquiry or Points of Personal Privilege if the Committee Director believes the decorum and restraint inherent in the exercise has been violated, or if the point is deemed dilatory in nature.

Rights of Reply

At the Committee Director's discretion, any member nation or observer may be granted a Right of Reply to answer serious insults directed at the dignity of the delegate present. The Director has the ABSOLUTE AUTHORITY to accept or reject Rights of Reply, and the decision IS NOT SUBJECT TO APPEAL. Delegates who feel they are being treated unfairly may take their complaint to any member of the Secretariat.

Directives

Directives act as a replacement for Draft Resolutions when in Crisis committees, and are the actions that the body decides to take as a whole. Directives are not required to contain operative or preambulatory clauses. A directive should contain:

- The name(s) of the author(s)
- A title
- A number of signatories/sponsors signatures' necessary to
- introduce, determined by the Director

A simple majority vote is required to introduce a directive, and multiple directives may be introduced at once. Press releases produced on behalf of the body must also be voted on as Directives.

Friendly Amendments

Friendly Amendments are any changes to a formally introduced Directive that all Sponsors agree to in writing. The Committee Director must approve the Friendly Amendment and confirm each Sponsor's agreement both verbally and in writing.

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Unfriendly Amendments

Unfriendly Amendments are any substantive changes to a formally introduced Directive that are not agreed to by all of the Sponsors of the Directive. In order to introduce an Unfriendly Amendment, the Unfriendly Amendment must be the number equivalent to 1/3 of Quorum confirmed signatories. The Committee Director has the authority to discern between substantive and non-substantive Unfriendly amendment proposals.

Plagiarism

GatorMUN maintains a zero-tolerance policy in regards to plagiarism. Delegates found to have used the ideas of others without properly citing those individuals, organizations, or documents will have their credentials revoked for the duration of the GatorMUN conference. This is a very serious offense.

Crisis Notes

A crisis note is an action taken by an individual in a Crisis committee. Crisis notes do not need to be introduced or voted on, and should be given to the Crisis Staff by sending the notes to a designated pickup point in each room. A crisis note should both be addressed to crisis and have the delegate's position on both the inside and outside of the note.

Motion to Enter Voting Procedure

Once this motion passes, and the committee enters Voting Procedure, no occupants of the committee room may exit the Committee Room, and no individual may enter the Committee Room from the outside. A member of the Dias will secure all doors.

- No talking, passing notes, or communicating of any kind will be tolerated during voting procedures.
- Each Directive will be read to the body and voted upon in the order which they were introduced. Any Proposed Unfriendly Amendments to each Directive will be read to the body and voted upon before the main body of the Directive as a whole is put to a vote.
- Delegates who requested to be noted as "Present and Voting" are unable to abstain during voting procedure. Abstentions will not be counted in the tallying of a majority. For example, 5 yes votes, 4 no votes, and 7 abstentions means that the Directive passes.
- The Committee will adopt Directives and Unfriendly Amendments to Directives if these documents pass with a simple majority. Specialized committees should refer to their background-guides or Committee Directors for information concerning specific voting procedures.

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Roll Call Voting

A counted placard vote will be considered sufficient unless any delegate to the committee motions for a Roll Call Vote. If a Roll Call Vote is requested, the committee must comply. All delegates must vote: "For," "Against," "Abstain," or "Pass." During a Roll Call vote, any delegate who answers, "Pass," reserves his/her vote until the Committee Director has exhausted the Roll. However, once the Committee Director returns to "Passing" Delegates, they must vote: "For" or "Against."

Accepting by Acclamation

This motion may be stated when the Committee Director asks for points or motions. If a Roll Call Vote is requested, the motion to Accept by Acclamation is voided. If a delegate believes a Directive will pass without opposition, he or she may move to accept the Directive by acclamation. The motion passes unless a single delegate shows opposition. An abstention is not considered opposition. Should the motion fail, the committee will move directly into a Roll Call Vote.

Tech Policy

Technology will not be allowed throughout the course of the committee. Delegates are prohibited from using their technology inside the committee room. However, they are encouraged to do research before and during assigned breaks.

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Committee Mechanics

For this committee, we will be following the traditional crisis structure. Delegates will give moderated speeches, and work together during unmoderated caucus to produce directives dealing with the issues addressed in this background guide. Directives will then be voted on and implemented into crisis updates accordingly. We will also be utilizing a typical two-pad system for the backroom, where delegates can develop their personal crisis arcs. JPDs will be accepted each crisis cycle starting in session two, unless stated otherwise, with the current limit being one JPD turned in per delegate. However, feel free to collaborate with as many delegates as desired, following these guidelines. The length of each crisis cycle will be determined by the staff and delegates at the time of committee, according to the wishes of each party. If anyone is confused or unsure about the rules of procedure for this committee, we will gladly go over any questions and clarify any information at the beginning of the first session.

Committee will follow the events of the first two books in the Diary of a Wimpy Kid series. Elements that happened in the movie adaptations may be incorporated into committee as well, but other details that happen exclusively in the movies may be omitted. However, there is generally wide overlap between the two mediums. As long as you know the general plot of either the two movies or the two books, you should have all the background knowledge you may need for this committee. Of course, we will go over the most essential components in this background guide to brush up on any knowledge you may be missing going into debate, and to have a general idea of how committee will be oriented.

This committee will make use of a special Mom Bucks mechanic, starting in session two. Throughout committee, delegates will be able to propose "family bonding activities" (e.g., "mandatory trust fall exercises," "scrapbook time") via directives that earn Mom Bucks if passed. To moderate, the crisis director and backroom staff will keep a simple Mom Bucks ledger via Excel sheet. The committee will be periodically updated on "Mom's feelings" about the group throughout the sessions, along with an ongoing digital money tracker for delegate reference. In order to get rid of any unfair advantage this resource would give Susan Heffley (who is a position in room), this "Mom" entity will be a mysterious body representative of the coalition of neighborhood moms, rather than being attributed to one specific person.

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Committee Mechanics

Mom bucks can be spent on backroom arcs, used in directives, or could be employed to give yourself advantages in room. There will be a tier system with a corresponding chart that states certain privileges Mom Bucks can be used to buy. All privileges could be subject to limitation by chair/director discretion if necessary to avoid disrupting the flow of debate.

- 5 MB – Play a sound effect of choice during debate
- 10 MB – Get a sticker
- 15 MB – Get to DJ one (school-appropriate) song for 30 seconds
- 20 MB – Unlock “Diary Privilege”: write one embarrassing line into a directive about another delegate
- 25 MB – Force another delegate to speak in a funny voice for one speech
- 40 MB – Declare a “Cheese Touch” on another delegate (they have to keep one hand up until they pay 25 MB to get rid of it)
- 50 MB – “Manny’s Privilege”: override the chair and give yourself the floor immediately
- 75 MB – Challenge another delegate to a battle of your choice; winner will move up in the popularity meter, and loser will get moved down
- 100 MB – Choose a “snow day”: suspend debate for a fun committee-wide game for 5 minutes

This committee will also have a running popularity meter mechanic. The general popularity of each delegate will be represented in a meter, and you will be moved up and down throughout committee according to the actions you take. If you do something that increases your popularity in some way, it will be reflected for all to see, and vice versa. Your goal is to try and maintain as high of popularity as you can, and try to stop others from being more popular than you. For purposes of equality, all delegates will start at the same base level, and the meter will be updated in each crisis update.

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Background

The Diary of a Wimpy Kid series originated as an online project by American author and cartoonist Jeff Kinney, first appearing on the educational website Funbrain in 2004. Following its rapid popularity, he published the first full book in 2007, which quickly became an international bestseller. The series chronicles the life of Greg Heffley, a middle school student navigating the challenges of adolescence, peer relationships, and family life, with humor drawn from both the text itself and the iconic accompanying illustrations. Over time, the franchise has expanded to include more than a dozen sequels, spin-off titles, film adaptations (both live-action and animated), and a wide global readership.

Character Relationships

Heffley Family

The Heffley family serves as the central household of the Diary of a Wimpy Kid series. Greg's parents, Susan and Frank Heffley, represent contrasting approaches to parenting. Susan is energetic, overinvolved, and often implements unconventional systems of discipline, while Frank is more practical but frequently frustrated by Greg's behavior. Greg's older brother, Rodrick, is a rebellious teenager and aspiring musician whose antagonism creates ongoing conflict within the household. His younger brother, Manny, is the spoiled youngest child who often escapes facing any consequences for his actions. Together, the Heffleys provide a dynamic backdrop for Greg's misadventures.

Friendship with Rowley

Greg Heffley's closest friend throughout the series is Rowley Jefferson, whose cheerful and naïve personality often contrasts sharply with Greg's self-centered outlook. Their friendship is central to the narrative, driving much of the plot. While Greg frequently takes advantage of Rowley's good nature, Rowley's kindness and optimism balance Greg's more cynical tendencies, making their relationship both unstable and enduring. This dynamic reflects broader themes of adolescence, including shifting loyalties, peer pressure, and the struggle to maintain meaningful friendships during middle school.

Greg and His Peers

Greg Heffley's interactions with his peers are marked by his ongoing attempts to gain social status within the rigid hierarchy of middle school. He often strives to be seen as popular or influential, yet his efforts frequently backfire, leaving him embarrassed or marginalized. Greg's classmates tend to view him with indifference or mild disdain, and his social standing is unstable at best. He tends to view others through a fairly biased lens, deeming people as "good" or "bad" according to how well they can serve his own interests.

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First Book Events

We will now go through a synopsis of the main events of the first two books, which we will be reimagining in committee. This means that how things canonically panned out in the books is not necessarily what will happen in this committee, as events will change and morph as a result of delegate actions. However, it is still important to understand what happens in the books for us to build off of in room.

The series quickly establishes Greg as a middle school student, who has started writing in his dairy for future audiences to read once he is rich and famous. He is not particularly popular, and is not a good student or athlete either, and so school is mostly a drag for him.

The Cheese Touch

There is a local myth at Westmore Middle School surrounding a moldy piece of cheese that has been left on the school's basketball court for a long time. If someone touches the cheese, they have the curse-like "Cheese Touch", which makes them repellent to others. The victim is stuck with it until they pass it on by touching someone else. The last victim of the Cheese Touch has moved away to California, and everyone hopes nobody starts it up again.

Halloween

Greg and Rowley decide to build their own haunted house in Rowley's basement and charge admission. They only have time to make two parts: the Hall of Screams (a bed) and the Lake of Blood (a pool of ketchup). A few kids show up, but when one crawls under the bed and refuses to come out, the boys get caught by Rowley's father, who shuts the whole enterprise down and grounds Rowley for a week. Greg feels jealous of Rowley's store-bought knight costume, but he is delighted when his mother gives him a pirate costume. The trouble is, Greg's mother wants him to take Manny trick-or-treating. Later that evening, Greg and Rowley go trick-or-treating alone. They collect lots of candy, but they also get soaked by high schoolers in a truck. When Greg and Rowley threaten to call the cops, the teenagers chase them. Greg and Rowley hide in Greg's Gramma's house and call Greg's mother to say they want to spend the night there. Greg's mother, however, insists they come home. When they do, Greg's dad soaks them with water in the driveway by mistake. Greg says that next Halloween, he will stay home.

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School Play

Greg's mother forces him into auditioning for the school play, The Wizard of Oz. Greg lands the role of a tree, while Patty Farrell is cast as Dorothy, the protagonist of the play. During the show's performance, Greg becomes too nervous to sing due to Rodrick filming him, confusing the other trees. Patty gets frustrated, and Greg starts throwing apples at her. The other trees join in, and the play eventually has to be shut down after Patty's glasses are broken. Greg's mother is disappointed, but Greg enjoyed getting back at Patty.

Safety Patrols

Greg decides to join the Safety Patrols at his school, hoping that he will be able to use it to have authority and control the other kids. He gets Rowley to sign up as well and enjoys the benefits of being a Safety Patrol, such as getting free hot chocolate. After an incident where Greg chases some kindergartners with a worm on a stick and is mistaken for Rowley, Rowley gets suspended from the Safety Patrols for a week. However, after it is cleared up that Greg was the real culprit, Rowley is reinstated and promoted while Greg is dismissed.

Zoo Wee Mama!

Greg tries to get a spot in the school's newspaper as a cartoonist and teams up with Rowley. Greg comes up with a strip called Zoo-Wee Mama!, and he and Rowley produce a number of strips. Eventually, Greg starts wanting to do other strips, but Rowley wants to continue with Zoo-Wee Mama!. Greg submits his separate comics to the teacher and ends up getting the cartoonist job. However, the teacher completely changes Greg's comic, even making his character a "curious student" instead of a "cretin", causing him to give up on the endeavor. Later on at lunch, he gets an issue of the school newspaper and learns that Rowley is the new cartoonist, with his Zoo-Wee Mama! strip left completely unchanged. Greg confronts Rowley for not even listing him as co-creator and hogging all the fame. Rowley retaliates by saying that the Zoo-Wee Mama! comic was his idea and that Greg "had nothing to do with it."

Second Book Events

Greg's Summer Secret/Rodrick's Blackmail

The book starts with Greg explaining how bad his summer vacation was, as it was spent with his annoying brother Rodrick, who knows a secret that Greg is trying to keep. At Leisure Towers, the retirement home where their grandfather lives, Rodrick took Greg's diary to read and ran for it, but tripped on a board game. Greg grabbed the diary, ran to the toilet, and tried to destroy it. However, he accidentally went into the women's bathroom, where he was forced to hide until some women noticed and security forcibly removed him.

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Avoiding the Cheese Touch

While Greg starts the year with the Cheese Touch (after ending the past year with it, per the first book), he ends up quickly passing it onto another kid, who is new and didn't know about the Cheese Touch yet. After this, he manages to avoid getting it again for the rest of the year.

Rodrick's Party

Rodrick later gets the flu, and after Susan, Frank, and Manny leave the house for the weekend, he calls every friend he knows and has a party. After Thanksgiving, Rodrick's party is uncovered by a photo, and despite denying that he had it, he is grounded for a month. Greg is accused of being an 'accomplice' to Rodrick, and is banned from playing video games for 2 weeks, even though he had been locked in the basement the whole time and had nothing to do with the party. Rodrick then starts preparing for the talent show despite being grounded.

Talent Show

Löded Diper (pronounced "Loaded Diaper") is the name of Rodrick's rock band, which Rodrick works hard on in hopes of getting big. Rodrick insists on doing the talent show so that he can send the footage to record label companies, getting Löded Diper noticed and allowing him to drop out of school. After Greg hurts Rowley by putting a dumbbell in a pillow that Rowley kicks during a sleepover, Greg must perform in the talent show with a 1st grader, Scotty Douglas, who Rowley was partnered with originally. They do not end up qualifying, but Rodrick's band does. During the talent show, Rodrick has his band's performance taped. The video is rendered essentially useless after it is found that Susan (who was taping it) had talked the whole time, and everything she said was heard on the tape. Rodrick accuses Greg, and they fight, with their parents sending both to their rooms. The story ends with Greg helping Rodrick with his science project because he feels sorry for the video uploaded of Löded Diper at the talent show, which became a worldwide internet hit due to Susan dancing in it.

Questions to Consider

- How will you interact with the Mom Bucks system? Try to accumulate as much personal wealth as possible, introduce a countercurrency, create an artificially inflated economic collapse? Something else?
- How are you going to move up in the popularity meter? Are you going to try to sabotage others and bring them down, or focus solely on your own success?
- How will you navigate the intensity of middle school drama? Is your goal to become the next top dog of the school, rebel against traditional systems, or try to dispel and condemn all signs of chaos? Something else?
- What will you do about the cheese touch? Do you think it's a big issue? How do you feel about its influence and stronghold over the community?
- Do you have any unique ideas you can enact on the greater Plainview community? Try to think outside of the strict walls of Westmore Middle School!

Diary of a Wimpy Kid, Rodrick Rules

Positions

Greg Heffley

Greg Heffley, armed with his ever-growing journal (not diary), is a self-proclaimed future legend navigating the chaos of middle school with a sharp tongue, big dreams, and questionable ethics. As the middle child in the Heffley household, Greg is often caught between his overbearing mother's "family values" and his older brother Rodrick's delinquent influence. He is loyal to his best friend Rowley Jefferson, but only when it's convenient. He is not afraid to throw anyone under the bus if it means boosting his social status. Greg's motivations are driven by a desperate need for popularity, putting in minimal effort for maximum reward, and his want to stay out of any real trouble. Cunning, lazy, and occasionally brilliant, Greg often finds himself at the center of school scandals and family meltdowns, using manipulation and half-baked schemes to stay afloat. While his greatest obstacle might just be himself, he's certainly influential with lots of potential.

Rodrick Heffley

Rodrick Heffley is the eldest Heffley sibling and the chaotic force behind the band Löded Diper. Known for his laziness, poor hygiene, and general disregard for authority, Rodrick thrives on creating disorder, especially when it annoys his parents or humiliates his younger brother, Greg. Though he appears apathetic, Rodrick is fiercely loyal to his bandmates and will back up Greg when it serves his own interests or provides leverage. He tries his best to avoid responsibility, undermine family rules (especially Susan's Mom Bucks system), and achieve fame through his questionable musical talent. Rodrick's resources include access to the garage (a.k.a. band HQ), a loyal if delusional fanbase of misfits, blackmail material on Greg, and years of experience outsmarting adult supervision. He's sarcastic, cunning, and surprisingly strategic when it comes to sabotage. In a crisis, Rodrick is an unpredictable agent of anarchy with the potential to disrupt even the most orderly plans.

Rowley Jefferson

Rowley Jefferson is Greg Heffley's cheerful and well-meaning best friend, known for his innocence, unwavering enthusiasm, and strict moral compass. Raised in an overly protective household, Rowley is deeply loyal to Greg, though that loyalty is often tested by Greg's selfish behavior. He genuinely wants to make the world a nicer place and is motivated by friendship, fun, and adult approval, often becoming the accidental hero or scapegoat in Greg's schemes. Rowley has wealthy and doting parents, an ability to win over authority figures, and an inexplicably high social standing with adults and classmates alike. Though not traditionally strategic, Rowley's sincerity and charm make him a wildcard in any crisis, capable of swaying opinions or derailing plans without even realizing it. Kind-hearted but unpredictable, Rowley operates in a moral universe of his own: one where friendship bracelets, "Zoo-Wee Mama," and integrity might just win the day.

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Positions

Manny Heffley

Manny Heffley is the youngest member of the Heffley family and a deceptively powerful force within the household. Often dismissed as nothing more than a toddler with a lisp and a love for plush animals, Manny is, in reality, manipulative, hyper-intelligent, and frighteningly observant. He enjoys near-total immunity from consequences thanks to his status as the baby of the family and his parents' unwavering favoritism. His loyalties lie solely with himself, though he may align with others if it benefits his own mysterious agenda. Motivated by attention, control, and an insatiable curiosity, Manny has access to a surprising number of resources: parental protection, hidden gadgets, blackmail material, and an uncanny ability to sabotage electronics. Known to speak multiple languages and override household systems, Manny is unpredictable and calculating beneath his innocent facade. In a crisis, he is a silent puppet master, quietly shifting power dynamics while keeping his hands squeaky clean.

Susan Heffley

Susan Heffley is the well-meaning but overbearing matriarch of the Heffley family, fiercely devoted to family bonding, personal improvement, and traditional values, whether her family likes it or not. A firm believer in structure, positive reinforcement, and community involvement, Susan is the architect of the controversial Mom Bucks system and a driving force behind "family fun" initiatives like the Reading Is Fun Club and mandatory talent shows. She has with her a vision of the perfect family, and she's motivated by a deep desire for control, order, and public approval. She commands a powerful arsenal of resources: PTA influence, a sprawling network of neighborhood moms, emotional guilt tactics, and total control of household privileges. Though she presents as cheerful and nurturing, Susan is relentless when enforcing her ideals and can steamroll opposition with a smile. In crisis, she is both a stabilizing presence and an unstoppable ideological machine.

Frank Heffley

Frank Heffley is the long-suffering patriarch of the Heffley family, a well-intentioned but easily exasperated man caught between his wife's idealism and his sons' nonstop chaos. A civil servant with a passion for discipline, American history, and old-school values, Frank is loyal to his family but often finds himself at odds with Susan's parenting style and Rodrick's rebellion. His motivations are rooted in a desire for peace, structure, and respect, particularly from his sons, who rarely deliver it. Frank's resources include a meticulously maintained Civil War battlefield diorama in the basement, limited but strategic authority in the household, and an underrated ability to intimidate when pushed too far. He is practical, tightly wound, and prone to explosive outbursts when pushed past his limit. In a crisis, Frank may initially try to stay out of the fray, but once involved, he is a formidable force of logic, discipline, and dad-powered retribution.

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Positions

Fregley

Fregley is an eccentric, socially misunderstood classmate of Greg's with a penchant for bizarre behavior, unsettling honesty, and unpredictable outbursts. Living just down the street from the Heffley's, Fregley is often avoided by his peers due to his hygiene issues, erratic energy, and unsettling hobbies. However, beneath the weirdness lies a surprisingly resourceful and oddly loyal wildcard. His motivations are unclear even to himself, driven by impulse, curiosity, and the occasional need for attention or friendship. Fregley's resources include an alarming collection of homemade inventions, questionable "medicines," a secret backyard lab, and a surprisingly extensive knowledge of school gossip and anatomy. He is a master of chaos and thrives in unpredictability, often shifting allegiances on a whim. Though frequently dismissed by others, Fregley's unpredictability makes him a dangerous player in any crisis, capable of swinging outcomes simply by showing up with a whoopee cushion, a grappling hook, or unsolicited medical advice.

Holly Hills

Holly Hills is one of the most popular girls at Westmore Middle School, known for her charm, polished image, and effortless social influence. Often admired from afar (especially by Greg Heffley) Holly navigates the middle school hierarchy with poise, though she's not as shallow as people may assume. Coming from a well-off family and used to being in the spotlight, Holly is loyal to her inner circle but savvy enough to switch alliances when needed to maintain her status. She's motivated by reputation, subtle power, and staying on top of social trends, though she occasionally reveals genuine empathy and leadership skills. Her resources include access to exclusive events, influence over large swaths of the student body, and the ability to make or break someone's popularity with a single comment. Beneath the polished exterior is a strategic thinker who knows how to play nice, until she doesn't. Never underestimate the power of her smile.

Heather Hills

Heather Hills is the older sister of Holly Hills and a high schooler who exudes confidence, popularity, and a complete disinterest in anything that doesn't serve her. A former babysitter of Rowley Jefferson and a local teenage icon, Heather is known for her sharp tongue, social dominance, and ability to manipulate those around her with minimal effort. Her loyalties are fleeting, centered mostly on herself and her social standing, and she's motivated by image, influence, and getting what she wants, often at the expense of others. Heather's resources include a wide network of high school allies, her car which she uses as a status symbol and power play, and a reputation that allows her to intimidate or charm with equal skill. Though she presents as aloof and dismissive, Heather is highly strategic when her interests are threatened. In a crisis, she's not just a queen bee, she's a tactical operator with a killer instinct.

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Positions

Chirag Gupta

Chirag Gupta is a sharp, competitive, and occasionally smug student at Westmore Middle School, known for his academic success and flair for theatrics. Once the target of Greg Heffley's infamous "invisible" prank, Chirag has since become more calculating, using his intelligence and memory for petty details to gain leverage over his peers. He is fiercely loyal to his own reputation and takes great pride in being right, often seeking recognition from both students and teachers. Chirag is motivated by a desire for respect, revenge against those who underestimate him, and a deep need to outshine his rivals, especially Greg. His resources include excellent grades, teacher favoritism, a vast mental archive of embarrassing secrets, and a talent for public speaking. Charismatic when it suits him and petty when crossed, Chirag is a cunning operator who blends brains, ambition, and drama into a powerful force in any crisis scenario.

Patty Ferrell

Patty Ferrell is a fiercely competitive and high-achieving student at Westmore Middle School, known for her no-nonsense attitude, leadership skills, and deep commitment to academic and extracurricular dominance. A classmate of Greg Heffley and his nemesis in the school play, Patty is assertive, opinionated, and unafraid to either challenge authority, or enforce it herself. She is loyal to order, rules, and her own ambition, often clashing with less serious classmates and taking charge when adults fall short. Motivated by control, recognition, and the desire to prove her superiority, Patty commands respect through fear and competence alike. Her resources include a long list of academic accolades, influence with teachers, and a well-organized network of fellow overachievers. In a crisis, Patty is the ultimate enforcer: relentless, disciplined, and always two steps ahead. Cross her, and you can expect swift, decisive retaliation with perfect grammar and a clipboard in hand.

Bill Walter

Bill Walter, a full-grown adult who inexplicably hangs out with Rodrick Heffley and his teenage crew, is the oldest member of the band Löded Diper. A washed-up aspiring rocker clinging to the remnants of his musical dreams, Bill is technically the band's most experienced member, though he's also the least reliable. His loyalties lie with the band (when it suits him), his outdated rockstar fantasies, and whatever will get him free pizza or gas money. Motivated by nostalgia, low-key fame, and avoiding real responsibilities, Bill often acts as the chaotic adult wildcard in any situation. His resources include access to music equipment, a barely running van, vague connections in the local music scene, and decades of poor life decisions. Laid-back but wildly inconsistent, Bill can flip from chill mentor to liability in an instant. In a crisis, he's either a wildcard asset, or the reason there's even a crisis to begin with.

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Positions

Bryce Anderson

Bryce Anderson is the undisputed golden boy of Westmore Middle School: popular, effortlessly cool, and perpetually at the center of attention. Admired by students and teachers alike, Bryce enjoys the perks of his social status without ever having to try too hard. His loyalties lie with his own image and maintaining the hierarchy that keeps him on top, though he rarely gets his own hands dirty. Motivated by popularity, admiration, and preserving the status quo, Bryce is a master of passive influence: rarely saying much, but always being noticed. His resources include a loyal following of peers, influence over school trends, and the ability to sway opinions with a single glance or casual comment. While he may seem shallow or aloof, Bryce is highly aware of his position and subtly strategic when it's threatened. In a crisis, he operates behind the scenes, pulling strings with a smirk and letting others do all the heavy lifting.

Grandpa Heffley

Grandpa Heffley is the eccentric, unpredictable elder of the Heffley family, known for his old-school outlook, spotty memory, and tendency to cause chaos with a smile. Having lived through decades of questionable parenting decisions, particularly with Frank, whom he often criticizes, Grandpa is more interested in enjoying life than enforcing rules. His loyalties are loosely tied to family, though he mostly looks out for himself and whoever brings him pudding. Motivated by nostalgia, entertainment, and mild mischief, Grandpa often stirs the pot just to watch what happens. He is vastly equipped with decades of confusing stories, outdated wisdom, and a knack for slipping away when things go south. Despite his age, he can be unexpectedly spry, with a long list of old friends, strange hobbies, and possibly a few secrets. In a crisis, Grandpa is a wildcard, one moment ineffectual, the next shockingly insightful, always a step offbeat but rarely irrelevant.

Scotty Douglas

Scotty Douglas is a younger, overly enthusiastic kid who wormed his way into Greg and Rowley's lives (much to Greg's annoyance) through sheer persistence and an alarming love for magic tricks and ukulele music. Though only a first grader and often overlooked, Scotty is fiercely loyal to anyone who shows him the slightest kindness, especially Rowley, whom he idolizes. He's motivated by friendship, attention, and a desire to be included, even if it means tagging along uninvited. Scotty's resources include an endless supply of oddly specific talents, from balloon animals to amateur sleight-of-hand, and an obliviousness that makes him immune to most insults. While many see him as a harmless pest, Scotty's cheerfulness and unpredictability make him a surprising presence in any situation. In a crisis, he's eager to help, impossible to shake, and often ends up being more useful than anyone expects, usually by accident.

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Positions

Leland Baumgardner

Leland Baumgardner is Rowley Jefferson's next-door neighbor, and replaced Heather Hills as his babysitter. He is classmates with Rodrick, and gets commonly dubbed by his peers as "the biggest nerd at school". However, Leland is happy as long as he can continue playing Magick and Monsters and practicing his ventriloquism, and these nicknames don't seem to bother him too much. Motivated by his helpful and easygoing nature, niche interests, and a desire to spread his passions to others, he makes a great mentor to anyone willing to sit through his geeky antics with enthusiasm. Leland isn't afraid to go against the grain and unashamedly do what he likes, rather than trying to conform to what's popular. In a crisis, he tends to stick to himself and tries his best to avoid causing conflicts, but has the potential to be a great asset to anyone willing to be his friend.

Mr. Huff

Mr. Huff is the no-nonsense history teacher at Westmore Middle School, known for his dry wit, sarcasm, and little patience for student nonsense, especially from Greg Heffley. He is loyal to academic rigor and the integrity of his classroom, assigning projects such as the "Hundred years ago" poem, and is often frustrated by his students' lack of interest in history's "lessons." Motivated by a passion for teaching and a desire to prepare students for real-world challenges, Mr. Huff demands respect and effort, though he occasionally shows a begrudging sense of humor. His resources include full control over classroom curriculum, disciplinary authority, and a wealth of historical knowledge he uses to assert his position. Mr. Huff is pragmatic, authoritative, and occasionally sharp-tongued, often serving as a voice of reason amid middle school chaos. In a crisis, he is a grounded, if somewhat sarcastic, figure who enforces rules with a stern glare and pointed comment.

Ward

Ward is one of Rodrick Heffley's older friends and the former security guard for Löded Diper, eventually becoming an official band member. He is loyal to his friends, Rodrick, and the band above all, motivated by a desire for belonging and the thrill of excitement that comes with their rock-band antics. Ward is confident, eager to prove himself, and sometimes a little gullible, believing even the most absurd or outlandish claims about the world. With his insider access to Löded Diper's shows, authority as a self-appointed security guard, and a reputation for physical presence and comic relief, he tends to have a presence in all of Rodrick's best schemes. In a crisis, Ward is dependable in following orders, physically assertive when needed, and unpredictable due to his enthusiastic but sometimes clueless loyalty. He's a minor muscle at first glance, but often ends up playing a surprisingly pivotal role due to his strong influence with others.

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Positions

Collin Lee

Collin Lee is a classmate of Greg Heffley and one of Rowley Jefferson's closest friends, especially bonding with him after Greg and Rowley have a falling out due to the Safety Patrols incident. He is known for unintentionally driving further wedges between the two with his overbearing enthusiasm and awkward charm. Often oblivious to social cues, Collin is loyal to those who accept him and is motivated by a desire for inclusion, fun, and being part of something, whether it's a sleepover, a group project, or a minor school scandal. He has a reputation for being overly talkative, emotionally intense, and prone to embarrassing overshares, but he means well and is always eager to help. His resources include social access through Rowley, an almost encyclopedic knowledge of random niche topics, and a tendency to show up exactly when not expected. While people may not take him seriously, Collin's persistence and emotional intelligence make him more influential than people assume. In a crisis, he's unpredictable, loyal, and surprisingly effective, often by accident.

Mr. Jefferson

Mr. Jefferson is Rowley's overprotective and highly particular father, known for his strict parenting style, passive-aggressive tendencies, and deep distrust of Greg Heffley. A firm believer in structure, safety, and moral decency, Mr. Jefferson is loyal to his family's carefully curated image and is motivated by a desire to shield Rowley from the "bad influences" of the outside world. He often inserts himself into school and neighborhood affairs, using his position on the homeowners' association and his meticulous nature to enforce rules and monitor behavior. He has financial stability, pretty firm control over Rowley's schedule, and influence within the community's parent network. Mr. Jefferson is uptight, controlling, and prone to melodrama, but he genuinely believes his actions are in Rowley's best interest. In a crisis, he is a stubborn and vocal presence, quick to write a letter of complaint or shut down any activity that doesn't meet his high standards for safety and propriety.

Mrs. Jefferson

Mrs. Jefferson is Rowley's cheerful but equally overbearing mother, known for her obsession with manners, clean fun, and keeping her son's childhood "wholesome." Often working in tandem with her husband, she is loyal to traditional family values and is motivated by the desire to preserve Rowley's innocence at all costs. Mrs. Jefferson is quick to host parent-approved activities like puppet shows and sugar-free parties, often inserting herself into situations to ensure everything remains "appropriate." Her resources include an extensive supply of craft materials, a direct line to the school and other parents, and a well-maintained network of like-minded moms. Though outwardly friendly and upbeat, she can be passive-aggressively intense when something threatens her carefully controlled environment, especially when Greg Heffley is involved. In a crisis, Mrs. Jefferson is a stealth enforcer of suburban order, using kindness, guilt, and homemade snacks as weapons in her crusade to keep chaos and bad influences far away from her son.

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Positions

Mr. Ira

Mr. Ira is the quirky and enthusiastic newspaper advisor at Westmore Middle School, known for his awkward energy, unwavering school spirit, and tendency to take his job far more seriously than anyone else. Passionate about journalism, layout design, and capturing “timeless memories,” Mr. Ira is loyal to the success of the school newspaper above all else, often inserting himself into school events with a camera in hand and a questionable sense of what students actually want to remember. He is motivated by perfection, student involvement, and the dream of producing a newspaper that leaves a legacy. His resources include control over student publications and comic submissions, archival material, and access to gossip through overheard conversations and candid snapshots. Mr. Ira is well-meaning, overly earnest, and socially oblivious, but his access to information and control of public image give him unexpected power. In a crisis, he brings the receipts, literally.

Coach Malone

Coach Malone is the intimidating, no-frills health and P.E. teacher at Westmore Middle School, known for his booming voice, commanding presence, and absolute intolerance for nonsense. With a background in high school athletics and a passion for discipline, Coach Malone is loyal to routine, physical fitness, and enforcing his own strict standards of behavior. He is motivated by a belief that kids need structure, hard work, and fewer excuses, often clashing with students like Greg Heffley, whom he views as soft and lazy. He has access to gym facilities, authority over student fitness scores, and an arsenal of grueling activities like the Presidential Fitness Test and “Gladiator”. Gruff, humorless, and always watching, Coach Malone runs his class like a boot camp and expects total compliance. In a crisis, he brings order, intimidation, and muscle (whether it’s needed or not) and is more than ready to “whip this place into shape,” one push-up at a time.

Mr. Winsky

Mr. Winsky is the strict and perpetually stressed Safety Patrol supervisor at Westmore Middle School, responsible for managing student hall monitors and ensuring order during the chaos of daily school life. He is deeply loyal to the school’s rules and reputation, placing immense trust in his student volunteers (until that trust is broken). Motivated by a desire to maintain order and discipline, Mr. Winsky takes his role seriously, often treating minor hallway infractions like federal crimes. He is known for his no-nonsense demeanor, clipboard obsession, and tendency to lecture students with exaggerated gravity. His resources include authority over Safety Patrol appointments, access to disciplinary records, and the ability to remove students from their positions, an action he doesn’t hesitate to take when he feels betrayed, as Greg Heffley learns the hard way. In a crisis, Mr. Winsky is a watchdog figure: rule-bound, high-strung, and always on the verge of writing someone up.

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Positions

Nasty Pants

Nasty Pants is a local terror in Greg and Rowley's neighborhood, known for his unpredictable behavior, constant harassment, and general disregard for peace and civility. Despite being only in kindergarten, he is not afraid to harass kids (and adults) much older than him, often giving them a run for their money. He is not affiliated with any formal group, but seems loyal only to causing trouble and asserting dominance over other kids. Motivated by a desire for control and mischief, he frequently targets Greg and Rowley with petty attacks, intimidation, and sabotage. While he lacks formal resources, Nasty Pants wields a terrifying amount of street-level influence, using fear and brute force to get what he wants. His personality is volatile, confrontational, and unapologetically bold, making him an interesting figure in any crisis. Unpredictable and unwilling to negotiate, Nasty Pants thrives in chaos, and is always looking for the next person to pick on.

Angie Steadman

Angie Steadman is a sharp, independent thinker who attends Westmore Middle School and prides herself on staying above the chaos of typical adolescent drama. Cynical about popularity and the social hierarchy, Angie prefers to observe from the sidelines, often found sitting alone under the bleachers and offering dry commentary on her peers' behavior. She is loyal to her own principles and is motivated by a desire to expose truth, challenge conformity, and maintain her personal integrity in a world full of posers. Though not interested in popularity contests, Angie holds soft power through her intellect, media access, and ability to influence others with her insight. She is resourceful, socially aware, and unafraid to speak her mind, even when it ruffles feathers. In a crisis, she operates like a strategist, quietly watching, analyzing, and making moves that protect her autonomy while subtly shifting the narrative in her favor.