



CRISIS BOOKLET

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Introduction

Crisis committees are much less formal and, in many respects, much more complex than the General Assembly and other more conventional MUN models. A committee is usually made up of between 10 to 20 delegates, with two co-chairs or one chair in charge. The moderator is in charge of the debate.

Delegates can interact with one another and within the Crisis Room by written notes in addition to debating. These are mostly kept private, but there is still the risk of them being published. The crisis should be centred on a single committee of delegates from all over the world. Internal power struggles, or a series of committees called Joint Crisis, in which committees fight for dominance of a region or a state.

The emergencies themselves are by far the most entertaining part of crisis simulations. Crisis, unlike most groups of committees, marches ahead in time and can be influenced by developments in the outside world. During debates, relevant facts can be presented. Wars could erupt, natural disasters could strike, and controversies or corruption could emerge. Delegates must be able to think fast because a single crisis will change the direction of the conversation and introduce new issues that must be addressed right away.

The majority of a crisis committee's time is usually spent in either a moderated or unmoderated caucus, debate styles that are suitable for the limited number of members and the fast-changing nature of the situation.

Before the Conference

Instead of representing nations, each delegate is given a character to play in the meeting. Prior to the event, delegates are given information about this character, and they are encouraged to support and behave in accordance with their position. Delegates' portfolio powers, or the duties and roles they will assume in the committee, may also be outlined in the dossier. The Head of Intelligence, for example, is in charge of establishing a spy network for intelligence collection and has the authority to dispatch undercover agents to hunt down and potentially apprehend terrorists or political enemies.

Before going to conference, look through your character description to make sure you know not just what your abilities are, but also what they aren't. Those who attempt to function outside of a character's capabilities would be refused, preventing the delegate from carrying out the action order. It's critical to understand the differences between the powers of a Minister of Intelligence and those of, say, the Defence Minister, and to request relevant action orders.

Writing a Good Crisis Note

A good crisis note should answer the following questions:

1. Who are you writing to?
2. What do you want to accomplish?
3. When do you want it accomplished?
4. Where do you want it to happen (if applicable)?
5. Why do you want to do this?
6. How do you intend to accomplish it?

If you do not properly cover these questions, crisis directors will give you follow-up questions, which may cause you to waste time, particularly if you are attempting to stop an assassination attempt or obtain highly compromising information about an enemy, or they would initiate your given directive in an unfavourable way. The most critical topic, and therefore the one that you can spend the most time worrying about and writing about, is "How do you want to achieve it?".

Crisis attendees will be confronted with both chances to kill other characters and threats to their own person during the meeting. The latter theoretically assumes that the more you master assassination's "orders," the more you'll be able to defend yourself.

1. Timing:

An order for assassination made within the first few sessions of a meeting is unlikely to be granted. In the end, it's up to the crisis team to determine if the moment is right.

2. Selecting Target:

The basis for an assassination is essential to crisis staffers; otherwise, they can refuse to grant it.

3. Ability of Power:

Make sure your assassination proposal is based on the authority that your position provides. The Finance Minister may not have access to an elite force of special police, but he would have enough money to recruit an assassin or mercenary. It further demonstrates the value of enlisting the help of other committee members, as this would certainly broaden the range of options used to initiate successful assassination attempts.

The Crisis Team

As delegates argue in their committee rooms, team members in the Crisis Centre are hard at work designing new situations. These staff members are also in charge of creatively and innovatively delivering crisis reports to delegates, as well as responding to any notes that delegates can submit at any time. There are four categories of records that may be issued by a single member or the whole commission.

Directive: A legislative decision made by the full commission that must be approved by a majority vote.

Press Release: A declaration made by a commission or a representative and intended to be shared with the general public. Press releases submitted by the committee must first be approved by a vote.

Individual Action Order: Person delegate actions are taken in compliance with their portfolio powers. A Minister of the Interior, for example, can send a note to the Crisis Room asking that police officers be stationed in front of another delegate's house to investigate who enters and exits.