



CRISIS COMMITTEE

Crisis committees deeply differ from traditional MUN committee simulations as they are less formal and, in some way, far more dynamic. A Crisis committee is generally composed up to 20 delegates and is headed by either two co-chairs or one chair responsible for moderating debate.

Besides debating, delegates may communicate with one another and, with the Crisis Room through written notes that are generally kept secret, although there is always a chance that they may be leaked.

The Crisis can revolve around one committee in which members struggle for power internally, or several committees called Joint Crisis, where committees will battle each other for the control of a territory or a state.

By far, the most exciting aspect of crisis simulations are the crises themselves. Unlike other types of committees, Crisis actually moves forward in time and can be affected by events that occur in the outside world. In sessions debate may be interrupted with important news or information. Wars may break out, natural disasters can occur, and scandals or corruption can be revealed. Delegates must be able to think quickly, for a single crisis may alter the course of the debate and create new problems that must be responded to immediately.

Typically, most of the time in a crisis committee is spent in either moderated or un-moderated caucus, debate formats appropriate to the small number of participants and the rapidly changing nature of the situation.

I. Before the simulation

Rather than representing countries, each delegate is assigned a character to play for the duration of the conference. Information about this character is sent priori to the event, and delegates are encouraged to embrace and genuinely act according to their position. The dossier will also detail delegates' portfolio powers : the powers and responsibilities that they may assume in the committee.

Before committee, make sure you go through your character-profile to fully understand what your powers are, but also what they are not. Notes that try to work outside the range of what a character can do will be rejected and will not allow the delegate to go through with the action request.

II. Writing a good Crisis Note

A good Crisis Note should answer the following questions :

- Who are you writing to ?
- What do you want to accomplish ?
- When do you want it accomplished ?
- Where do you want it to happen (if applicable) ?
- Why do you want to do this ?
- How do you intend to accomplish it ?



Crisis directors will send follow-up questions if you do not adequately cover these questions, which could make you lose precious time, particularly if you are urgently trying to avoid an assassination attempt or trying to get highly compromising information on an opponent. The most important question, and hence the one which requires that you spend the most time thinking about and writing, is the « How do you want to accomplish it ? » question. This asks for a detailed and realistic scenario explaining the plan of action you wish to see put in place in order to meet your goals. While in General Assembly you only had power to suggest and recommend, Crisis committees give you power to take action.

Throughout the course of the conference, crisis delegates will be faced both with opportunities to assassinate other characters, and threats against their own person. The latter logically supposes that the more you master the « rules » of assassination, the better you will be able to protect yourself from them.

1. Consider the timing: an assassination request within the first few sessions of a conference is not likely to get approved. Ultimately your crisis staff decide whether the time is appropriate.
2. Select your target carefully : Crisis staffers like to know the justification for an assassination, otherwise they may not grant it.
3. Use your powers : make sure that your assassination request employs powers that your position actually confers. For example, a Minister of Finance would not have an elite force of secret agents at his disposal, but he would have access to funds to hire an assassin or mercenary. This also shows the importance of getting the support of other committee-members, as this will likely increase the spectrum of resources at your disposal to launch effective assassination attempts.

III. The Crisis team

While delegates debate in their committee room, a whole host of staff members is hard at work in the Crisis Room creating further scenarios. These staff members are also responsible for presenting crisis updates to delegates in creative and innovative ways, and for responding to the notes that delegates may send at any time.

There are four types of documents which be released by an individual delegate or by the committee as a whole.

- **Directive: A formal action taken by the entire committee, which must first be voted upon.**
- **Communiqué: A formal message from a committee or delegate to be communicated to other bodies (simulated or un-simulated). If sent from the committee, communiqués must first be approved by a majority vote.**
- **Press Release: A statement from a committee or a delegate that they want expressed to the general public. If sent from the committee, press releases must first be approved through a vote.**



- **Individual Action Order: Action taken by an individual delegate in accordance with their portfolio powers. For example, a Minister of the Interior may send a note to the Crisis Room requesting to place police officers on patrol in front of the house of another delegate to investigate who enters and leaves.**

Work with the crisis team; not against it. Keep in character when sending your notes, and try asking questions about what the crisis team seems to be hinting at and building as a new storyline for the committee.

IV. Quick tips during Committee

- Always be active – whether by note passing or by contributing in caucuses.
- Always be as detailed as you can in directives; this will increase the chances of seeing it succeed, as well as make sure you do not lose time responding to the crisis directors asking for more detail afterwards.
- **Warning** : crisis staffers often seek to exploit weaknesses in a note. Specific every detail in an important directive, and try thinking of possible loopholes before sending any request.
- If directors tell you there is nothing suspicious about a delegate, this does not mean you should clear this delegate of any suspicions. Rather, this could mean the directors do not wish to have the person uncovered yet.
- Depending on your character profile, try building compromise and suggesting actually workable ideas in the cabinet, for which you will gain credit.
Remember : being in a crisis committee is all about being logical, analytical, and flexible.