

The TJMUN Ultimate Guide to Crisis 2015
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- How to win crisis: be better than everyone else.
 - Small group, more experienced delegates, dynamic; on your feet
 - Issues of contingency constantly change throughout committee
 - MUN is FUN
 - Parliamentary procedure is pretty much the same but check with your chairs; more relaxed and things go more quickly; don't get bogged down in formalities!
 - Debate is more of a discussion rather than formal speeches, can speak multiple times even in a moderated caucus
 - In most cases (with the exception of UNSC, EU, etc.), you represent a person and not a country
 - Start with a general topic; most likely to generally stick to issues in background guide; crisis will stem from these base issues, at least initially
 - They come in with a crisis that you have to solve
 - Short term goal: bring committee together to address the immediate issue
 - you want to be the leader!
 - "writing directives with one hand, raising placard to speak with the other"
 - write DETAILED action plans to address the issues at hand
 - Explanation of Committee Documents:
 - Three Types (each can be personal or committee)
1. Directive: these can be thought of as abbreviated resolution papers; there are no preambulatory clauses, and operatives are used to detail out action plans
 - a. all plans must be fleshed out in order to convince crisis staff to go with your plans (especially important w/ personal directives)
 - i. Put numbers and specific steps. Don't say "Build a secret steel factory to produce arms for our illicit drug trade." Say "Build a high capacity (produces 1000 guns a day) factory on the river bank hidden behind a forest using the funds from this particular drug trade."
 - b. Signatories and sponsors are determined by chair/committee size
 - c. Committee directives are introduced and then voted upon before being passed on to Crisis, but personal directives are immediately sent to Crisis (they are private, no one else has to see your personal directives)
 - d. Personal Directives must draw upon personal portfolio powers. They can be co-sponsored as well, to take advantage of multiple sets of powers. (These terms are further explained later)
 2. Communique: in the form of a letter to a person or group
 - These can be used to request information, set up in-person meetings, communicate with delegates in opposite JCCs and broker deals. It's not an action plan but rather a communications device.
 3. Press Release: used to divulge information to the "public"
 - Used to influence constituents' opinions, stock market outcomes, manipulate public information
 - a. Note: some chairs like them and some chairs hate them; figure out which early on
 - b. Remember, to get anything DONE, you need to do pass directives
 - ex. campaign or business committees will require directives which imply press releases
 - What happens with these directives? They go to Crisis Staff.
 - Crisis staff is the team behind the scenes: they simulate the real world. They play the characters and determine the outcomes of every action that is taken by committee members
 - Ex. as a committee you decide to go to war; crisis staff decide whether or not you win the war, and will therefore shape the direction in which your committee will go

- Staffers play any characters that may come in to speak to the committee
 - Personal directives and passed committee directives are sent to Crisis Staff, at which point they are reviewed and an action is taken.
 - For personal directives, crisis will usually send a note back to you explaining the result, unless the result is ground-breaking or controversial, in which case information may be leaked to the committee.
 - The results of committee directives are given to delegates in the form of crisis updates, news releases or in-person acting.
 - Crisis is more likely to react with an outcome favorable to you or the committee the more detailed, realistic and creative the directive is.
- Differences in Parliamentary Procedure:
 - (Henceforth, “directive” will be used, as it often is, as an umbrella term for directives, press releases and communiques.)
 - Rolling/Perpetual Moderated Caucuses (sometimes used):
 - The chair calls on delegates to speak without having to motion for a new caucus every ten minutes. There is no topic for the agenda and debate moves quickly. You can motion to change the speaking time or for a round robin (where every delegate speaks for a set amount of time) intermittently. With that said, however, most chairs have their own preferences so check with them.
 - Don’t motion to enter the rolling moderated caucus! (Except possibly at the very beginning of committee). It is the default option and the committee will enter one if no other motions are passed.
 - Introducing and Voting on Committee Directives:
 - Once several directives are on the floor, delegates can motion to “Introduce the directives on the floor,” at which point either the chair reads each directive out loud or the sponsor of each directive reads each out loud, depending on handwriting ability.
 - Subsequently, the committee can return to the rolling moderated caucus to debate the directives, enter an unmod to merge or hectically debate the directives, enter a two-for-two-against for each directive followed by voting on each, or move directly into voting procedure. Each of those has to be motioned for except the rolling mod, and the one used depends on how controversial the directives are, how much they overlap and the number of directives on the floor.
 - Sponsors and Signatories:
 - Most committee directives have one sponsor, but occasionally collaborations result in more than one.
 - Personal directives are also usually one, unless your grand plan requires the portfolio powers of another delegate, in which case, they are co-sponsored.
 - Some chairs require signatories on committee directives if a large amount are submitted, but this is mostly a hassle, so it doesn’t happen often and the chair should always let you know.
- Is there an overall goal for the committee? Is this like a GA where we try to save the world every time?
 - Depends on the type of committee. Boards of Directors may not have an overall goal, but war committees will.
 - General Terms:
 - JCC: Joint-Crisis-Committees. Two committees/bodies which will interact with each other, so directives passed in one can affect the

- outcome of the other. (two candidates campaigning, two parties at war)
 - Historic: set in a previous time period. Important to note what resources and historical figures are available (ex. don't send emails in a WWII committee)
- War Committees
 - The committee has a common goal (victory!), but delegates often feud for power amongst themselves.
- Boards of Directors
 - Most often delegates represent business executives of a famous company
 - Actions are often more unified and committee directives are more common
 - The committee grapples with less tangible entities in addition to people (ie the stock market, public opinion, mass media)
- Diplomatic Bodies
 - Examples: UN Security Council, US National Security Council
 - Topics are related to diplomatic issues (war, food shortages, etc.)
- Fantasy/TV Shows
 - Depends on how far from reality the fantasy universe is, but issues and directives tend to be less concrete but also allow more room for creativity.
- Research tips:
 - Background guides are much more broad and detailed
 - Look at each subtopic as is related to your character or country so you can best understand how to use your portfolio powers in possible crisis committees
 - Portfolio powers and actions the committee must take are usually provided in detail
 - Portfolio powers: what your character/country has the ability to do
 - ex. Finance ministers have control over the money but don't have control of the Army
 - Depends on the chair, but powers are usually flexible, so you can use your given powers to create new ones (i.e. if you are the Minister of Energy and have a discretionary fund, you can hire a private army!)
- Why would you need a private army? Your personal crisis plan.
 - While flying by the seat of your pants may work in some situations, think like an Eagle Scout and Be Prepared!
 - An outstanding delegate has a personal mission; generally it involves gaining more power for themselves (ex. becoming the president, the leader, the richest person in the committee, etc.)
 - You should know how you want the committee to proceed and how you plan to influence it with your personal mission
 - You should have a detailed action plan as to how you will achieve your personal mission, which should be flexible to adjust to the unpredictable committee dynamics
 - Come prepared with detailed information with which to craft directives, but **DON'T PRE-WRITE THEM!**
 - The best delegates (haha), however, know when to stick to their crisis plan and when to amend or retool it.

- Inevitably, committee won't go exactly as according to plan (you get assassinated, crisis didn't like your central idea, aliens invade, etc.), so you should be prepared to adapt to the present situation
 - In this case, you may not have everything planned to the letter, but make sure to keep your directives detailed and use breaks or nights to research for the new situation. (This may also be a good time collaborate with other delegates or to go rogue, depending on your style.)
- Crisis likes plans should be fleshed out early on in committee; if you tell Crisis early on what your ultimate goal is, they're much more likely to help you because they will know how to time your plan to their plans for the committee. Don't send vague notes - even if you know what you want, they don't, and they won't do the things you're asking for in the hope that you'll pull through
 - A subtle way to send a message like that might be through a communique to a "partner" rather than telling crisis directly that you want to be the President
 - Maintain a balance between submitting a twenty-page directive with your entire plan in it (no one wants to read that) and submitting twenty directives that are each a sentence long (choppy and uninteresting). In a way, it operates like a novel: hook crisis staff initially and reel them in with your creativity and detail. It depends on the magnitude of what you are trying to do, but a reasonable number of directives is usually best.
- If crisis is telling you that your plan got "hijacked" for some reason, it's their way of telling you that they don't like your plan and that it won't match with what they're looking for in the committee. Go for something radically different, and try to gauge the direction of the committee. Don't bug crisis by continuing to send in directives on a subject they don't like!
 - Some crisis staffs are more flexible with their crisis plans than others (yes, they have plans too! (or at least they should)). Some will adapt to the flow of committee and the ideas of the delegates quickly. Others, however, will only consider directives that fit with their personal visions, and if this is the case, don't get discouraged, just change tactics.
- Tips:
 - Getting pulled out of committee or singled out for something "bad" is almost always a good thing. You WANT to be pulled out for meetings, or get arrested, or get put on trial, or even get assassinated. (You can also engineer these things to happen to yourself.) Why? Because the attention is all on you and everyone realizes you have things going on under the table. And then they'll spend hours just talking about you!
 - If that happens to someone else though, it can also be an opportunity for you to unify committee opinion against them! Broker a deal, vote them off the board, assassinate them, shame them in mass media, or anything else, just make the most of the situation from either side.
 - Its good to have a "protection" system of spies or something set up - a good line of defense!!
 - Make partners in the committee - you want to be able to have them co-sponsor personal directives and use their powers.
- War Strategy?
 - No one actually knows what they're doing in a war committee, so confidence is key (no matter if they say they're going to a military academy or not)
 - BRING A MAP!!! USE IT!!! ("If you have to request a map in committee, you're a scrub" (Weiss, 2015).)

- It's more than just where you move your troops! First, use more detail: exact numbers of troops, different types like cavalry and infantry, exact locations. Also, get into how you are training and equipping your troops and if crisis lets you, a weapons research program can pay off later (developing tanks, for example, can be quite an advantage, though PLEASE don't be the person who tries to develop a nuke in the Civil War).
- Style of war will depend on whether you're a formal army, a rebel organization or terrorist group
- If you aren't a general, a president or in charge of an intelligence agency, don't be discouraged! You can still both lead in committee and direct your sphere of influence. Also, gaining some political or military power is always an option, because you should always be expanding your portfolio powers!
- REMEMBER!
 - This is still MUN! You still have to lead in committee, speak well and confidently and write in detail. Don't get so absorbed in directive-writing that you forget to speak or lead, but also don't neglect your personal and committee directive pursuits while in a lengthy argument. To reiterate, you should always have "one hand holding your placard in the air ready to speak and the other hand writing your next directive."
 - Some conferences emphasize committee over crisis, and some are the opposite. To avoid the guess work, be the best at both!!
 - But, ILMUNC is 60% committee and 40% crisis, WAMUNC is 50-50, although it depends on the chairs and crisis directors. From experience, WMHSMUN is more committee-focused as well.
 - Learn to speak without notes - if you want to speak often, you won't have enough time to write anything down about your speech.
 - Crisis moves quickly - don't fill your speeches with jargon. Get to the point and be reasonable; there is a shocking lack of people who actually get things moving and suggest realistic options. Be the "voice of reason."
 - Find a balance between fully resolving each crisis and dwelling too long on a few while letting others fester.
- Good luck, have fun and remember to lead graciously and deceive cunningly!