

1) Directives

a) Specificity

i) Directives better be specific, they should have:

- (1) For military orders → Where the troops are coming from, rough troop numbers (it is perfectly reasonable if they are unsure and ask about the exact numbers as crisis often likes to move it around to fit their needs unless it is a simulation where the numbers are well known and easy to find [this seems to be less common actually], but they **MUST KNOW OR ASK**), where they are going to (we want cities or small regions), and what strategies and or tactics they will use when their (ie assault fortified positions, damage flanks, fortify to prevent further advance, mobilize for conflict, etc)
- (2) For Covert orders → Who is carrying out the action (ie agency or person being paid off), if it is not someone/thing that naturally does cover actions (ie not MI6, CIA, Assassins) then how they will be able to accomplish it, and when and where the order will be carried out (again dates, times, and you don't sabotage the german army you undermine the structural supports of the fortifications)
- (3) For Diplomacy → Easiest of them all, who you want to talk to, maybe what you're talking about if appropriate, and when you will meet

b) Factual accuracy

i) if you get your facts wrong three things may happen:

- (1) The Good → the Directive is returned and they have to rewrite it
- (2) The Bad → the Directive is thrown out and has no effect
- (3) The Ugly → Crisis staff has you attempt to carry out the botched directive and you are screwed

2) How to Talk

a) Control that passion

- i) You know you come to hate your favorite song b/c you listen to it over and over and over and over and over and over and over and over and over and over and over again (or that's probably just me b/c it's one of my analogies)
- ii) Well that's constant passionate speeches in a crisis, you do not need to grab people's attention in a crisis they are probably at most like 3 meters away and will hear you whether they want to or not
 - (1) Also you could be talking about something that could lead to them dying so they all tend to always pay attention just in case

b) Outline clear plans

- i) Rhetoric is all fine and good, but when you are trying to actually solve something, bureaucratic model UN rhetoric will not get you anywhere (the one possible exception is the Security Council and there it is wishy washy but this rule will not hurt you there)
 - (1) No one cares too much about human rights when they actually have to represent their nations, b/c people don't actually care about human rights... (Well that's debatable but the first part stands, lot more selfish opinions are held in crisis, which is great!)

c) Recognize Disagreement and resolve it

- i) Disagreement matters a good deal more thanks to portfolio powers and size of committee, you cannot just ignore a position when they do not agree with you when there are 15 people in the committee, thus one can either:
 - (1) Fake it till you make it
 - (a) Lie through your teeth with real lies, leaving out info, and bending the truth until it seems like your goals are actually aligned and there is no disagreement (different than GA's but cannot place how exactly)
 - (2) Compromise
 - (a) Everyone loses, but hey at least no one dies and we can get what we want later. This often takes extra knowledge of the topic to come up with a solution no one will like, but is good enough to satisfy and will help keep things alive when lack of decision could be dangerous
 - (3) Pick Fights Wisely

- (a) Realize what you can lose and what they can lose, and compromise so you each can gain what you want more and lose what matters less.

Cannot work for everything

(4) Out Politik Them

- (a) Being alone is a bad place in a crisis mostly, so if you can make them alone you've won

(5) Separate into Factions, and make yours the strongest

- (a) Gather the powerful people around you (literally powerful not necessarily power delegates), and use weight and influence to get what you want (or votes if you really have to)

(6) Kill the Dissenters

- (a) Sometimes it's the only option

(7) Secession and Treason

- (a) As a last resort

(8) Lose

- (a) It's okay, you cannot win them and it is important to maintain political capitol as the crisis role out

3) Crisis

- a) There are four words that are all that matter, and there is no good substitute for them:

*i) Respond **Quickly**, Respond Effectively*

- b) There are many ways to be effective, some better some worse, but you have to be effective or you won't actually achieve anything, this ain't no GA with their pointless ineffective resolutions
- c) As you can see quickly is the most important part of that, but DO NOT forget the rest