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**CRISIS  
COMMITTEE**



# Chapter I – Introduction to the Crisis Committee

It can be noted without a doubt that the Crisis Committee can be described as “something else entirely”. In this chapter we will try to enlighten you on what that “something else” entails. The Crisis Committee is quite different from any other Committee within MUN.

For starters, its Diplomats will not receive any information as to what they can expect: all they will know is what country they will be representing- about which they are expected to know as much as possible- and the general area in which the crises are to take place. Usually, there are three different kinds of crises: the Diplomatic Disturbance, the Stock Market Nosedive and the Ecological Nightmare. Some crises will be more prominent than others, but you as a Diplomat shall still be put in a position to “fix them all”. Diplomats are expected to research and gain an understanding of their assigned country and government in order to know how it hypothetically respond to any given crisis.

Not only does the Crisis Committee deal with one arising disaster, it deals with arising *disasters* – meaning, the next disaster will not politely wait until you are finished with the previous; it will come at its own discretion, which will more likely than not be at exactly the wrong moment. You, as Diplomats, are to prioritize, juggle and cajole until your nation’s interests are the ones first served. Therefore, the code of conduct within Crisis Committee is quite different than the ones followed throughout the rest of Model United Nations. To further clarify Crisis Committee’s unique code of conduct, an explanation is provided in Chapter Four. Crisis Committee, to put it simply, is unsuitable for the faint of heart. It demands a quick thinking, extensive research, and a reasonable amount of MUN experience. We recommend having 5 previous MUN conferences under your belt, or at the very least 3. If you do not have this experience, you will almost certainly find it too difficult to maintain the Rules of Procedure of MUN while also keeping up with the incredible workload on your plate. If you are a first-time delegate or have less experience than five MUN’s, we appeal to you to ask your MUN director for a different assignment. After all, you can always come back next year!

## Chapter II – The Powers That Be

The powers at work within the Crisis Committee can be described as a triad. The three in question are the following: The Diplomats of the Crisis Committee, the Chairs to the Crisis Committee, and the Crisis Committee Headquarters.

A Crisis Committee Diplomat is, in essence, an upstanding citizen and a responsible emissary. In reality, you are to lie, cheat, stab backs and plot your way to the top with an engaging smile on your face. You are to persuade other countries to participate with you in creating treaties and special arrangements, while simultaneously plotting their downfall.

The Rules of Procedure differ within the Crisis Committee. Logically, it follows that the tasks and responsibilities of its chairs differ, too. Next to their regular chair duties, first and foremost on a Crisis Committee Chair's task list is "keep the immediate peace". To avoid any and all confusion, allow us to state the following: **War is not a solution.** It is a tragedy. You are in session to avoid tragedy. By declaring war you've lost whatever game you were playing – because clearly you weren't a good enough diplomat to achieve your goal through any other means. If, however, this still remains somehow unclear, the chair is justified to put you in your place within Committee, or send you out of Committee to be disciplined by the Crisis Committee Headquarters.

The Chairs are also responsible for something we like to call "apportioning participation". If it is felt that one delegation in particular is not jumping into the fray as often as they ought to be, the chairs have the right to encourage them through any means they have at their disposal, and if that turns out to be unsatisfactory, they can (and will) call upon the Crisis Committee Headquarters to provide some extra incentive.

Finally, the Chairs act as the Crisis Committee Headquarters' eyes and ears within Committee. They monitor the goings-on, keep track of the ebb and flow of power and influence within Committee, and turn informant "for the greater good" when they consider it necessary.

As for the Crisis Committee Headquarters: "We are a rumor, recognizable only as déjà-vu and dismissed just as quickly. We don't exist; we are not part of the System. We are above the System." We, its members, are the power behind every throne, the mad scientist in every lab, the little pebble that caused every avalanche. We are cause and effect. We try not to let it go to our heads.

When you receive information from the outside world, we are the ones providing it. When you send a note to your President/King/Head of National Security, we are the ones answering it. We hold all the strings, and we lord over everything.

To conclude, there's one thing you must remember; it is not the CCHQ and Chairs against you, the Diplomats. If you play your cards right, it might very well be us, the CCHQ, the Chairs and you, against them, the other Diplomats.

## **Chapter III - Job Description of a Crisis Committee Diplomat**

As has been stated previously, the participants of Crisis Committee are to be Diplomats, not Delegates. There is in fact a key difference between the two. A Delegate has a very clear script to follow: do research, write resolutions, make some amendments, and happiness ensues. Such a script does not exist for a Diplomat.

Essentially, a diplomat gets handed a mission, a list of problems to solve, and then will get shoved off a proverbial cliff. A successful diplomat within the Crisis Committee, as previously stated, is to be a conniving, backstabbing snake with a smile on his or her face.

We strive to have the most intelligent and driven Diplomats making up our delegations, but when we have them we encourage them to be causelessly evil? "It makes no sense", many have cried. No, **you are not to perform causeless acts of evil.** They're to be with a very specific cause; for the betterment of your person, and the good of your country. This is also the reason we discourage war. In the

last few decades, we've seen that even a country as rich and powerful as the United States of America can't keep up a war on any scale for more than a few years. Therefore, starting a war in Committee will not have any beneficial results for you. The entire point of the Crisis Committee is that a selected international community has to deal with earth-shattering developments popping up with regularity. Basically what that means is that the balance of power – which, in the real international community, is pretty much set in stone - is constantly shifting as a new drama unfolds. Your job is to make sure it shifts your way... which sometimes means *not* solving a crisis, **or even making sure it doesn't get solved at all.**

However, the Crisis Committee does not just provide you with a challenge to outwit your fellow diplomats and become the cleverest monkey in the tree. The Crisis Committee gives you a challenge to think in different directions than the norm, to prove that you can think outside the box (and quickly). You must prove that whatever gets thrown at you, you will confront with your head held high. We have tasked you to solve the unsolvable. It's up to you how you deal with that.

Now that we've got the motivational speeches out of the way, there's room for a rough play-by-play of what life within Crisis Committee might look like moment-to-moment. We would like to take this moment to remind you that this is not a classroom. Hiding behind your placard won't help you avoid answering questions. The best way to make sure that you're not going to mess up is by making sure someone else is. Therefore, *you* should ask the questions, *you* should raise the important points, and *you* should try your hardest to stump others in order to not get stumped. As soon as the first Crisis has been released, the game, as they say, is afoot, and all bets are off. So make sure you use the story to your best advantage!

Crises in this year's crisis committee will take one of two forms: the first one being the written crisis where you, as a Diplomat, will annotate, highlight, quote and use specific research to your advantage. The second type of crises is the acted crises, which involve CCHQ members acting out a crisis, allowing all diplomats to visualize the events. As the debate on the matter grows and the crisis progresses, more and more information will steadily stream in. A statement from an expert in a field pertaining to the developing crisis might pop up. If you have done your research well, you should be able to come up with a solid policy right after reading, but it's certainly no crime to do more research on the computers kindly provided to you before becoming loud about something. Besides, nobody said you had to play fair – you can ask another Diplomat very nasty questions while having no idea how you would answer those yourself!

The final message is really “knowledge equals power”. What'll be handed to you is information. Your job, in three words, is **to process it.**

## Chapter IV – A Diplomat's Tools

As has been alleged to before, due to the rather more immediate nature of the crises the Committee gets to deal with, the normal MUN modus operandi – writing resolutions – can only be described as obsolete. How, then, is a CC Diplomat to take arms against a sea of troubles?

### Things a Crisis Committee Diplomat Can Do

There are several ways you can make your sentiments known. Of course, ***placard waving and speeches*** are still integral parts of the debate in-committee, and we encourage you all to do as much of that as possible. There is also the option of giving ***a Written Statement***, which is a speech containing actions your government is considering taking. In order to receive a written statement form, request one from an admin. Once you are finished writing, give it back to an admin to be sent to CCHQ, where its fate will be decided. It will be approved, either completely or with modifications, or denied (you will receive confirmation from the CCHQ on its status). If it is accepted, it will be sent to the Chairs, where it will be announced to the committee, as all written statements must be made public to the committee. You will then explain your statement with a short speech and receive questions from diplomats. In short, a written statement can be defined as the “official announcement of (unilateral) action”.



Sagesse High School



Written Statement Form

The Government of:

Argentina

Announces to the world that it shall immediately and unilaterally undertake the following action(s):

- Offer Full diplomatic and certain military support to its ally, Brazil, in its fight against drugs:

1) Support to the Brazilian government with all requests, desired negotiations, and possible treaties welcomed for discussion

2) 50 Argentinian intelligence officers will be made available to the Brazilian government, specifically in the cities of Rio de Janeiro and Sao Paulo

Sample Written Statement

A *treaty* is also an option. You may enter negotiations with other diplomats, secretly or publicly, to unite your efforts for a particular goal. Request a Negotiation Chamber Request Form from an admin and fill it out. Send it to CCHQ and you and the other countries' governments via admin. If approved by all the countries' governments, separate negotiation chambers will then be made available to you. Thanks to the dual nature of a Crisis Committee delegation, one member can even remain a participant in the debate while another is off conspiring. Members of CCHQ will be present during all negotiations, and a set time limit will be enforced. When and if your government approves of the happenings of the negotiations, the involved parties are to sign a treaty to that effect, which will be considered ironclad when signed. A treaty can best be described as a set of arrangements between two or more countries that become legally binding after signing it. Keep in mind that a treaty can be signed in secret and in-committee depending on what each delegation's plan is. In short, a treaty can be defined as "legally binding agreements".

Sageesse High School

Treaty Form

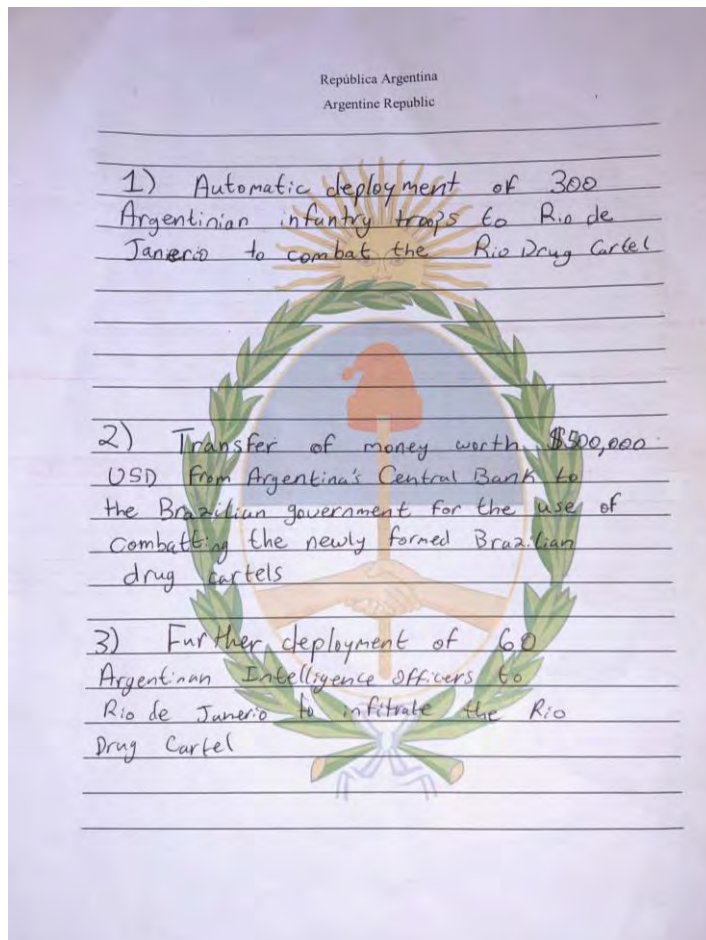
The parties signing below agree to the attached treaty:

Country	Name	Signature
1. <u>Argentina</u>	<u>Christy Saade</u>	<u>Christy</u>
2. <u>Brazil</u>	<u>Olivia Nakhle</u>	<u>Olivia</u>
3. <u>Colombia</u>	<u>Ray Keirouz</u>	<u>Ray</u>
4. <u>Chile</u>	<u>Jeff Saber</u>	<u>Jeff</u>
5. _____	_____	_____
6. _____	_____	_____
7. _____	_____	_____
8. _____	_____	_____
9. _____	_____	_____
10. _____	_____	_____
11. _____	_____	_____
12. _____	_____	_____

Sample Treaty Form



More powerful than a treaty is an **action plan**. An action plan is powerful as it is definitive. Whereas a written statement or a treaty are simply what your country plans to do or has made an agreement towards, an action plan contains actions your country will most definitely take. Request an action plan form from an admin. Fill in the actions your country is willing to take in order to solve the crisis at hand, and give it to an admin to send it to your government for their approval. If it is accepted by CCHQ, you send the approved action plan to at another country (or countries) which is relatively connected to the crisis at hand and will aid you in executing your actions. This country, in their turn, will also have to seek their country's approval. When the action plan is agreed upon, it can either be announced to the committee or sent back to the government of the host country with the approved stamp of the other countries where it will be absorbed into the turn of events, all in secret. In short, an action plan can be defined as "joint immediate action".



Sample Action Plan

Remember: A written statement must be published in Committee for it to take effect. A treaty and an action Plan can be announced, but they can also be made in secret and submitted to the CCHQ; they will still take effect that way!

## **How to Accomplish the Things a Crisis Committee Diplomat Can Do**

Unlike the rest of MUN, money with Crisis Committee is a finite resource, and should be treated as such. It has been established in previous conferences that, however well Diplomats have prepared themselves for Committee, one cannot prepare oneself for every eventuality: additional research will have to be done on occasion. Providentially, a Crisis Committee Delegation consists of two diplomats, and you are heartily encouraged to research upon the topic of the conundrum you're presently facing. You may take your position within the international community and use it to exact pressure upon other diplomats, or do them favors which you can cash in at their considerable cost on a later date. **Make sure you get government approval for your plans**, and make sure to have all of it documented!

The things that have been detailed to you on this page are, of course, quite minimal. However, they do outline the rough possibilities within Crisis Committee, and we trust that with this basic information you are adequately set up to learn more on the job.

## **The cards up your sleeve**

As a diplomat in the Crisis Committee, your influence over your government is generally limited to the power of suggestion. We're not saying that that isn't quite a powerful tool, but during every crisis there will be moments that you absolutely have to get something done straight away. Therefore, we introduce two different types of cards: the spy-cards and the favor cards. These represent your (limited!) ability to call upon the resources of your government apparatus to perform services for you. They are explained in greater detail below.

At the start of the conference, you will receive a one-use only **spy card**. You can play this card by sending it to your intelligence agency c/o CCHQ, with a note attached detailing a specific mission. Your intelligence agency will then undertake a mission to follow your instructions. If their mission is successful, they will get back to you after some time with the information – or situation – that you requested. That seems easy enough, but it is amazing how many things could go wrong. Here are some things to keep in mind.

- Be sure to include a note with specific instructions as well as the kind of mission you have in mind. For example, "Send a spy to Japan" might result in a discovery of the best sushi in Tokyo or a keen observation on the average height of a Japanese, but nothing more specific than that. On the other hand, "Please send a spy to Tokyo University of Science, second Engineering Division, to copy, steal or otherwise obtain the information and technology required to access the newly discovered mineral layers in the ocean crusts" is very likely to yield a set of blueprints and insightful calculations on structural integrity.
- Trying to contact your spy after he has been sent will sharply increase the chances of his cover being blown, which will, in turn, result in a painful set of negotiations for his freedom. Sending further instructions after the first set is therefore highly discouraged and will be taken at your own risk. Be sure to get it right the first time!



- Any note which is even vaguely in the spirit of “I sent a spy some time ago but I haven’t heard from him yet – is he going to deliver or what?” will result in the immediate cancellation of your agent’s mission. If you feel your spy is not delivering, the most probable cause is your lack of patience. There is a complicated, complex and convoluted system in place to ensure every mission yields results at some point.
- There are no guarantees. Every mission has a small chance of failure. Some missions have a very high chance of failure (“Assassinate President Trump”). Keep in mind, the results of a botched mission are often yours to deal with! Though it would be wise to think well before using your precious resources, don’t hold on to your spies indefinitely! You can count upon new resources being allocated periodically – this spy card will certainly not be the only one you will have this conference.

The second type of card available at this conference is the **favor card**. Like the spy card, you must attach a note to it containing a logical request, and it must also be approved by CCHQ. CCHQ is not forced to accept illogical requests. Again, this card is used by sending it to the CCHQ, but its use is rather different from the spy card. Where the spy card gives you a completely new possibility (namely to send an agent on a mission), the favor card enables you to add extra weight to a ‘regular’ request.

In most cases, the favor card represents your head of state putting his/her diplomatic weight behind one of your requests – but that doesn’t mean (s)he will solve your problems for you! For example, if you sent the CCHQ a favor card with a note “Please get me that ocean drilling information”, you can expect an annoyed response from a secretary or an out-of-office reply. On the other hand, if you found out yourself that this valuable piece of information is in possession of the Tokyo University of Science, you could send the directorate of said university a letter c/o CCHQ in which you ask for the information to be disclosed to a delegation of scientists from your country, with your favor card attached. The card would in this case represent, for example, a phone call between your head of state and the president of the university, which would greatly increase your chances of getting the information.

Like the spy card, the favor card is one-use only. However, unlike the spy card, you should not expect your head of state to start owing you favors again after the first! Then again, past experience has shown us that most delegations still haven’t used their favors by Sunday afternoon, which is of course a waste of a valuable resource. Don’t be wasteful, but saving up for later isn’t always the best solution either!

Again, there are no guarantees. There are things that even a head of state can’t achieve. No matter how hard he might try, his majesty the prince Alois von Liechtenstein won’t be able to convince the United Kingdom to relinquish their claim to the Falkland Islands.

We consider creativity and ingenuity the highest forms of human accomplishment, and any diplomat showcasing such traits will be rewarded accordingly.

# Chapter V – The Preparation of Champions

We've been shouting "do your research" for quite some time now, all the while pointing out that the Crisis Committee is fundamentally different from any other Committee you might encounter. Reasonably, it would follow that research done for the CC would be fundamentally different as well. Since we are feeling magnanimous, we have decided to give you some hints as to what makes a great preparation.

## Primary Phase:

First, you should cover the basic principles. For instance: \_\_\_\_\_

- Who is my prime minister/president/leader/figurehead?
- Is there a monarchy in my country, and if yes, does the royal family have any power?
- What political party is currently favored? What are their policies?
- Has my country got a noteworthy secret service?
- What sort of military can my country muster?

With only this information, you can already make an educated guess on how your country would react to a potential crisis. This sort of information also tends to contain rather a lot of numbers and percentages, so we would strongly recommend you to have a copy of this information with you in the committee. The CIA World Facebook is an extensive and reliable source.

## Secondary Phase:

The second step to a solid research is actualities. Find a local newspaper – most countries have an English version online these days. The BBC and CNN websites also tend to provide a wealth of information. Read up on your Prime Minister's behavior, whether there have been any major scandals recently, and note the amount of accidents that have happened or whether there have been any major disasters recently. If you encounter anything interesting, make notes and take down dates – if you have this sort of information ready, you could compose a perfect speech within five minutes.

It is important to know that we tend to start off with crises that are actually plausible; in fact, they tend to be so plausible that we have used actual BBC news reports, virtually unedited, as our own because they fit so perfectly into our hypothetical story!

## Tertiary Phase:

Now that you know what's going on in your country and who's in charge, it's time for a little more in-depth research. You should answer questions like:

- What is your country relying on financially?
- What are the demographics in your country?
- Is there a history with a neighboring country that could come back to bite you? Has your country had a problem with terrorism in the past?
- How would your government be evacuated should disaster strike directly?

It's considerations like these that'll keep you from sitting slack-jawed when an unimaginable horror unfolds in front of you, especially if you're the one who's supposed to fix it.

## **Quaternary Phase:**

If you've gone through all these steps, it's time to broaden your horizons. Take note of what other nations will be in Crisis Committee (a country list is provided at the end of the handbook). Note whether you've got any neighbors in the Committee, and look up whether or not you already have trade agreements with them. It's also wise to take a quick look at other countries' basics: Have they got a larger military than you? Are there any significant differences between your policies? Could you strike a deal with them?

Basically, what you're doing is finding your allies before Committee even starts. If you know which countries roughly align with yours, policy-wise, you know with which Diplomats you have a greater chance of negotiating with. The sooner you can pick out who your friends are in-Committee, the better your country will do!

## **Quinary Phase:**

If, after all this, you still have a preparatory itch to scratch, you could start running "hypotheticals" – you come up with disaster situations, and think of a way your country would handle them.

For instance: your country suddenly has to deal with major flooding. Which parts of your country would be hit the hardest? How would you deal with the problem? Would your infrastructure hold?

Perhaps a debilitating disease sweeps through your capital city. Have you got the manpower to maintain a quarantine zone? Have you got enough physicians to provide aid for the population? Can you airlift your government out?

Another option is that a swashbuckling criminal has emptied the proverbial safe of your nation's largest bank. Could the other financial institutions handle the strain? Would your country's economy collapse? Are you great friends with Germany?

These, of course, are relatively mild situations; "our" crises tend to be a little more imaginative. Still, it's always a good idea to come up with some basic evacuation and/or disaster plan; it'll ensure you won't have to cook everything up in-committee. Of course, we tend to be of the opinion that there is no such thing as "enough research". But if you have gone through all these phases and are sitting pretty on top of several pages of notes, we suppose we could consider your research "adequate".

# **Chapter VI – How to deal with the CHAIRS and the CCHQ**

Dealings with the Crisis Committee Chairs are rather similar to dealings with any other Chair: you are polite, smile, follow each and every rule they present you with and you keep your head down. It's also a clever idea to bring them cookies on occasion. The Crisis Committee Headquarters, however, is an entirely different case. Since entering the Headquarters is strictly forbidden until specifically instructed otherwise, most communication you'll be having with its members will go via note. After several years of watching the ramifications of this reasonably innocent statement unfold in horrified fascination, we now provide three "iron rules" that will hopefully clear up any confusion the words "communication will go via note" may cause.

### **Rule 1**

Notes will be written on notepaper.

### **Rule 2**

Your note is to be addressed to CCHQ and its intended recipient. For example, "To CCHQ and President Lopez-Obrador of Mexico, From the Delegation of Mexico".

If a note has not been addressed properly, it will be tallied and promptly returned to sender. When your tally reaches three, your notes henceforth will be shredded unopened until you send us a formal letter of apology.

### **Rule 3**

If you send us a draft of your yet to be government approved written statement, treaty, or action plan, we will either approve it partially or completely, or deny it and send it back.

These three rules cover the most basic things you should keep in mind while in dialogue with CCHQ. While addressing them, however, there are some other things you really should keep in mind:

Please approach us with politeness and formality. Attempted familiarity when in conversation with the Crisis Committee almost always ends badly; lack of respect will result in minor sanctions. Blatant disrespect will be met with the full force of the CCHQ's ingenuity.

Notes will be answered in order of priority. Especially during "rush hours", notes can pile up and remain unattended for quite some time. Please be advised that sending us notes about why your previous notes has not been answered yet can have only three possible outcomes:

1. We had actually forgotten it and will send you an answer forthwith
2. We have been buried under a mountain of paperwork and your note only served to further swamp us
3. We were about to get to your note due to a recently vanquished mountain of paperwork but are now too annoyed with you to do so.

Please note that the majority of these outcomes are not in your personal favor

## **Chapter VII – The More Interesting Fallacies**

### **Frequently Asked Questions:**

Q. Can we invade country x?

A. Have you got permission from your government? No? No.

Q. Can I set up a private meeting with Delegation X?

A. Please fill in the Negotiation Chamber Request Form provided to you by your Admin. Also, yes.

Q. Am I allowed to nick other Diplomats' top secret documents?

A. NO.

Q. Should I answer the phone if it rings?

A. Do you value your career?

Q. Can I bring my laptop?

A. No, desktops are available.

Q. Can I make a decision in Committee that hasn't been ratified by the CCHQ?

A. That really depends on the decision.

Q. Can I go to the bathroom?

A. Yes.

Q. Can I give Country X all my resources?

A. No.

Q. Can we actually physically be removed from Committee?

A. Yes. It has happened before. Please help us in making sure it doesn't happen again.

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# Country List

Croatia

Denmark

Finland

France

Germany

Greece

Hungary

Ireland

Italy

Latvia

Lithuania

Poland

Portugal

Romania

Spain

Sweden

The Netherlands