



**LONDON INTERNATIONAL
MODEL UNITED NATIONS**

CRISIS GUIDE



The following Rules of Procedure was originally written by Sam Willis, adapted by Tomas Kesek and modified for LIMUN by Daniel Gindis and Aaron McPherson.

Welcome to the LIMUN Crisis

How Crisis Committees at Model United Nations conferences work

What is a crisis committee?

A crisis is a simulation of the world, with a focus on a specific issue or area of the world.

They are a few different types:

- 1. United Nations (normally Security Council) Crises:** Delegates represent a country as in normal MUN.
- 2. Single Cabinet Crises:** Delegates represent individual people and interests smaller than a country with everyone in one room, in one committee.
- 3. Joint Cabinet Crises (JCC):** Delegates represent individual people and interests smaller than a country with everyone in multiple rooms, in multiple committees. Typically there will be two cabinets with each cabinet being some aspect of a government and individuals are ministers or the like within the cabinet.
- 4. Alternative Crisis:** Delegates represent people in a committee or cabinet of some sort. This can range from re-enacting the Council of Elrond from Lord of the rings to the war between the Three Kingdoms of China in 220 to American the robber barons fighting for economic dominance in the America of the 1890's.

Aims of each delegate in a crisis (Not in any particular order)

1. Faithfully act as your character would
2. Make your cabinet prosper
3. Make your character prosper- subtly distinct from points 1 and 2
4. Have fun



Who is in a Crisis?

1. The Crisis Staff

The Crisis Staff are the people who run the conference. They have a number of roles of which the principle role is arbitrating 'truth'. They decide what has and hasn't happened, they initiate the crisis by introducing events that have occurred and then keep charge of what occurs.

If the Crisis Staff do not know an event has occurred and if the crisis staff do not agree that it has happened then in broad terms it hasn't. In this way in a well-run crisis any disputes can be settled by the crisis staff.

The Crisis staff are in charge of choosing the crisis and assigning character biographies. They also begin the crisis through initial events and maintain it by adding new twists. They should be committed to overseeing not only well organized, logical crises but also one that is fun and interesting for all participants.

2. The Delegates

You are a character; you have a position and responsibility for your cabinet and your family. As such you have authority to wield, some of your decisions are however subject to being overruled by the head of your cabinet or family or a similar figure, if that's how your cabinet operates. The crisis staff is also able to decline or misinterpret any request they see fit. They won't however in general make you do anything you don't choose to do but messenger's being killed or underlings misinterpreting orders are a common so try to be as specific as possible in your instructions.

Delegates are supposed to use the powers given to them as much as possible

This is done mainly in 3 ways:

1. **Writing a note / sending a request on the electronic crisis form** to the Crisis Staff requesting actions to be undertaken. For example "Cardinal Della Rovere like to enlist 500 more soldiers from to act as his personal bodyguards. Two of these soldiers is to be dressed in civilian clothing and stay close by crowds close to him in order to find people preparing malevolent acts". The more detail that is given the better.

2. **Passing a document collectively** as a cabinet. This can be written in any format you choose. This too must be sent to the Crisis Staff for approval.

3. **Diplomacy.** Deciding between delegates' actions or policies that have been jointly agreed. Initially there is a gentleman's agreement that actions will be done, however they are not really binding until again the Crisis Staff has been informed and all parties have signed it. For all of these things a note is sent to crisis in one of two ways: by paper or online. At LIMUN we will mainly utilize online notes and keep paper notes to a minimum.

Different conference policies vary, but for the LIMUN Cabinet Crisis nothing happens until the document has been returned to the delegate who sent it with an official Crisis signature approving it or via an email approving it.



3. Chairs

At LIMUN the chair is halfway between the Crisis Staff and being a delegate. The chairs have a character like the delegates, typically an emperor, business mogul or some other form of head of the cabinet, and acts as that character with personal motivations and desires.

However they also have 5 further responsibilities:

1. **To help the cabinet to work well**, enabling everyone to speak and be heard and in general make sure everyone feels involved in the crisis. To this end they will decide the rules and format of debate within their cabinet and typically chair as well as participate in debate.
2. **To communicate with the Crisis Staff** what it is happening to enable the Crisis Staff to know what is going on and stay ahead of the game- they are part of the Crisis Staff's eyes and ears.
3. **To pass on messages** regarding logistical announcements of the conference
4. **To help the Crisis Staff choose delegate awards** (this varies from conference to conference) and as such are ineligible to win themselves (varies from conference to conference)
5. **To keep track of the agenda** and remember things that need to be addressed. Since a lot happens during the Crisis it is easy to forget something. It is up to everyone to remember but ultimately the chair will often end up having to turn the debate to important topics. If something is forgotten then the consequences can be disastrous; the loss of a strategic advantage or even a war and several members of the cabinet dead. The chairs and cabinets at LIMUN are encouraged to bring up topics that haven't been addressed in the crisis yet, this way they can gain an advantage in a way that the other committee won't expect.
In the struggle for dominance between the Three Kingdoms coming up with a key strategy involving new untapped resources can be very successful.



4. The Rest of the World

Anyone, be they a person, city state or empire who is not represented by a delegate is instead run by the crisis staff. The Crisis Staff then have them act as they see fit, within realistic boundaries.

Time

Crises operate in faux real time whereby time in the simulation moves forward as time in reality does but not necessarily mean one second = one second. Time will progress depending on how well the cabinets deal with the crisis. The whole crisis is likely to take place over the course of less than a year. Sometimes crisis will jump forward in time, you should be informed of this when it occurs by crisis staff and typically takes place over breaks.

Normally everything that happened in reality in the past has happened in the simulation in the past. However if a crisis is set in the future it is up to the Crisis Staff what has happened between Now and the Future Date and how much of this they tell you.

Communication

Communication is key and in the crisis occurs in various ways:

1. Within Each Cabinet

Just talk to each other whether through formal debate or otherwise.

2. Between Cabinets

All communication between cabinets is at the discretion of the Crisis Staff. For realism and ease of management we will be insisting that communication is minimal, the allowed mechanisms will be explained at the weekend, but note passing, emailing, one on one meetings and interviewing members of the other cabinet are available at the discretion of the Crisis Staff and your chairs.

3. From the Crisis Staff

The Crisis staff will communicate by visiting in person, through notes to individuals and information to all of the cabinets, these can be through both electronic and physical means.

4. To the Crisis Staff

Similarly send notes or electronic communication.

5. From the Rest of the World

Media reports and your intelligence will tell you many things about the state of the world. Also a whole cabinet you can invite a specific person to come in and ask questions about events. For example you could invite an expert on a subject, a representative of a different cabinet or anything you can think of. It is at the crisis staff's discretion whether they grant these requests and what form they take.



Awards

The chairs and the crisis staff will together decide the awards. There will be one best delegate award and one honorable mention for each cabinet.

When Crisis staff go bad...

The Crisis Staff in an ideal world are omnipresent and omniscient as I have outlined. But in practice they often won't be. They may miss notes that are sent, choose not to factor them in, forget to keep people informed of the 'truth', generally not make the crisis very exciting or many other negative things. When this happens it is easy to get annoyed. Don't.

Instead you have a few options depending on the situation:

1. **Obtain more information.** Directly ask crisis staff for clarification of 'truth' and remind them of orders you have sent. (Be wary that as they aren't perfect and may get annoyed if they are not given a reasonable amount of time to do things)
2. **When nothing is happening make your own events happen**- waiting for the crisis staff to do something can be frustrating.
3. **Get on with it** - If you sent an order that would have stopped something going wrong and they didn't read it then get on with some other aspect of the crisis.



General Tips

Know some things about your cabinet and in particular what your character has power over. Also read up on the current or historical events relevant to the time period. Knowing what has happened before gives you powerful tools to deal with events that happened at the time or provide resources that could be utilized.

Think about things that the Crisis has not brought up. The ultimate topic is influence your immediate soundings and the rest of the world so if you know a way you can increase your influence then do so. You are ultimately competing against the other cabinets, if one cabinet is more proactive the other committees will have to deal with things the most proactive committee caused. Don't let this happen and give them something to deal with.

Have fun no matter what role you are.

Crisis needs concentration. The more concentration you put in the more you will get from it, in fact in general the more you put into it the more you will get from it.

Get allies. Some people will be competent, some won't be. Co-operate with the competent, coerce those less so.

Gather power as much as you can, if someone is in your way bribe them, kill them or do anything else to achieve your goals.

Finally, the main problem with 90% of all requests is lack of specificity. The more detail you give the more likely the plan is to succeed. Poorly thought out plans with brief descriptions are likely to backfire and cause results that might be the opposite of what you wanted in the first place. If you are unsure of how to improve your instructions then ask, both the chairs and the crisis staff is there to help.

Enjoy it.

Good luck and let's make history!

Daniel, Aaron and Jesse