


# Crisis Guide



McGill University Delegation  
Team

2017-2018 Season



## **How to be a Crisis Delegate - McGill Model United Nations Delegation Team**

### **What is a Crisis:**

A Crisis committee, is a committee that is fast paced, high stakes and requires quick reactions from the delegate, whether in their notes and directives, or in their speeches and quality of them. It could range from a US Cabinet committee to a Spartan War Council to a Fantasy Harry Potter committee or science fiction spin off. In essence a Crisis Committee could literally be anything you could possibly fathom, and it relies on how the delegates interact with what is going in the storyline created by that Crisis Committee.

### **Crisis Committee Staff:**

**Chair:** Responsible for organizing the flow of debate in committee, choosing speakers, accepting motions and votes related to caucuses and directives

**Vice-Chair:** The primary assistant to the Chair.

**Crisis Director:** The Crisis Director (CD) is the one orchestrating the world outside the committee room and providing the groundwork for committee wide story-arcs and progressing crisis updates and events that will take place in which the delegates must respond to. Responsible for taking directives passed by the committee and individual crisis-arcs into account when building the world's story-arc

**Assistant Crisis Director:** Responsible for aiding the CD in running the committee smoothly, as well as aid in the crisis response to crisis notes and directives.

**Crisis Staffers:** The general helpers to the entire staff, serving in a role of paging (brining notes between delegates, the dais and crisis) as well as acting out Crisis updates and responding to crisis-arcs and providing inspiration for the CDs/ACDs crisis updates and story-arcs.



## **Key Additions and Differences of Crises:**

**Who the delegate represents:** In a Crisis you are not necessarily going to be representing a Nation or NGO. In Crises, while you may be representing the aforementioned, you may also represent a character, for example the President of the United States, a local blacksmith of a small village, the main character in a fantasy novel, or even a Jedi.

**Speakers List:** While a speaker's list is not usually seen, it is up to the chairs discretion. The Way in which debate flows in a committee may vary from committee to committee, but usually is restricted to Moderated caucuses, unmoderated caucuses, For and Against speeches before a directive is voted upon, and at times Q&A Periods.

**Pace of Debate:** In a crisis committee, the debate is fast paced and hard hitting, often changing topics swiftly from one crisis update to the next. Be prepared to drop what you are doing and quickly come up with potential solutions the moment a crisis update begins.

## Directives

**Directives:** As opposed to other UN Bodies, a Crisis Committee's broad actions will typically revolve around Directives instead of resolutions or working papers. The formats of directives are concise and to the point, and usually fall anywhere between one sentence to upwards of a detailed full page. Directives are usually not refused to be re-worked on by committee directors or the dais, and are typically accepted as written, barring the committee wishes to make amendments. Directives do not have preambulatory clauses and are usually straight to the point. While there is no strict format on a Directive, later on we will delve into the world of Directives, and the most seen formats.

Committee: Advisory Council to Cleopatra VII: Egypt

Crisis update: *Our priests and magicians whisper of a famine and drought that will plague our lands for the next three years. Rumours from the North-east indicate crops have been turning to dust with vast swarms of insects and death following in their wake.*

Directive: Egypt will prevail! Sponsored by Chief Physician Patulmac

- 1: Begin construction post-haste on six public granaries, one in each major province closest to a waterway.
- 2: These granaries will be funded by our national treasury.
- 3: All farmers will be required to donate 10% of their produce to their closest granaries
- 4: Logisticians in our military will be responsible for performing the collection and escorting the crops to their closest granary
- 5: The granaries are to be opened to the people in the event of a famine, to ensure our people do not starve.
- 6: Each granary will have a detail of 150 men guarding it both during and after construction

Signatories: Bob the Pharaoh, General Cultak, High-Priest Doscaltik, Chief of the Blacksmiths Guild Talak.

### Key Components of a Directive:

- All directives need a name, could be explanatory, a play on words, humours, serious, or even deceptive where it appears to advocate for the exact opposite of what is written.
- Within its contents, specific actions to be undertaken as a result of the directive
- Your end state of the directive
- A sponsor (Yourself or and any co-sponsors you enlist)
- Signatories: a number of delegates to sign on to see the directive debated, note: A signatory does not have to support the directive, it simply means they wish to see the directive debated.

### Goals of a Directive:

- To get your directives to pass in committee and influence the story-arc



- Utilize key aspects of your characters portfolio within the directive
- To have your idea directive, de facto placing yourself at the center of debate allowing you to have a larger noticeable room presence.
- Remember: *If you believe your directive will fail it is usually better to compromise and see your directive pass, than have it voted down outright.*

### **Written Style of Directives:**

- Point Form
- Paragraph forms (Not recommended)
- Press Release (Usually a paragraph with the sentiments of the committee towards a given update)
- Communiqué

Below is the example of a Press Release, not all conferences or crises will have them. This can be modified for a medieval context by ordering clergy to speak of it, or posting it to public town-square boards.

***Committee:*** National Security Council – Nixon’s Cabinet

***Sponsored by:*** White House Press Secretary Jim Rand

***Crisis Update:*** Breaking News: CNN Reports that the 17 June 1972 break in of the Water-Gate complex, the Democratic National Committee Headquarters, was potentially performed by staffers of President Nixon. We have yet to hear a response from the White House towards the allegations.

***Press Release:*** The White House Press Secretary will announce to the media that:

*“This administration unequivocally condemns the actions these burglars took towards breaking into the Water-Gate Complex. It was a third-rate burglary conducted by outright criminals. This Administration has no connection to these criminals and will pursue their prosecution to the fullest extent of the law.”*

***Signatories:*** Vice President Ford, Attorney General Hernandez, Secretary of State Smith.

In the end, the style you choose to assume for your directives should be one you are comfortable with, efficient in writing out and that is easy for the Crisis Staff and committee to read. Nothing can end a directives life span faster than illegible handwriting.



## Crisis Notes

**Crisis Notes:** A crisis note is a note written from you, the delegate, and what you represent, to anyone who is not in the committee room. It could be one of your staffers, the Queen of England, or an old friend back in your days at the academy. In a Crisis, if you are representing a nation, you may in the background be responsible for the major functions of your country, if you are the Minister of Agriculture, you may have the responsibility for overseeing the subsidization of corn within your nation, and you may be able to manage this and other areas of your portfolio through Crisis Notes. Overtime a Crisis Arc will be created, as the Crisis room will respond to your note with a Yes/No or a narration back to you of what took place, and this essentially creates a storyline or a story arc, representing yourself, and what your character is doing in the background outside of the committee room.

### A crisis note requires the following:

- Addressee (Your Aid, a Friend, An Individual you are reaching out to, (Then in brackets Crisis))
- Specific direction you want carried out
- How this action will be carried out
- What you would like to see happen
- Sign your name and title.

**Remember:** Try your best to fulfill the 5 W's and 1 H: *Who, What, When, Where, Why, How?*

*Who: The addressee*

*What: What action will you or your staff be taking, utilizing what resources or powers?*

*When: When will this happen?*

*Where: Where will this action take place?*

*Why: What is your end state to help Crisis understand your goal.*

*How: Most importantly, how will you fulfill your action?*

For Example, a simple note to reduce the chances of assassination:

To: Hugo, the Head of my Honour Guard (Crisis):

1. I would like for you to approach our local blacksmith within our City of Telous and commission the creation of chainmail armor for myself to wear, they will be paid handsomely for doing so.
  - a. Once created, I will wear this chain mail at all times to reduce the chance of injury or death in combat.
2. Out of your men, immediately I want you to select the most loyal and have them become my taste tester before every meal to ensure I am not poisoned by my enemies. This is a very prestigious role.

Signed: Baron Geoffrey



## Crisis Arcs

**Crisis Arcs:** A Personal Crisis Arc can take place over several notes, and usually has a beginning middle and end state/goal, the more creative the individual is while still maintaining a sense of realism, typically the higher the rate of success. A Crisis arc will take place over several notes similar to the buildup in a novel, with escalation until the end-state is attempted and it either succeeds or fails. It will become the story of your character. You may have multiple crisis arcs simultaneously.

To illustrate an Example by Rutgers University<sup>1</sup>:

*Arc for Creating a Factory to Forge Money:*

*Note 1: Purchase a Warehouse*

*Note 2: Search for and hire expert in forging documents*

*Note 3: Purchase out of service printer from a minting company*

*Note 4: Hire a chemist to identify the composition of a \$100 bill*

*Note 5: Produce counterfeit \$100 in large quantities*

You begin with setting the ground for your crisis-arc, begin thinking of a tangible goal you wish to achieve, perhaps taking the position of your higher-up within committee or eliminating a rival delegate or their assets, or setting up a spy network within a region. If you were to write a note simply trying to assassinate another delegate it would be immediately refused by crisis, you must build up towards that point slowly and logically, while maintaining a sense of creativity. Have a loyal subject infiltrate their staff, acquire a poison when ingested proves fatal, have the spy build up trust with the cooking staff and secretly plant it then; at this time you may have a contingency plan, what do you do if it fails? Will the spy use a cyanide capsule on them self, still try and maintain their cover or seek another route?

### Goals of a Crisis Arc:

- To have your Crisis Arc be featured in a Crisis Update
- Be responsible for moving the committee forward and supplying the CD with the Arc that will fit into their greater story-arc
- Further increase your influence within committee

Remember: *Do not become lost in the sub-plots of your Crisis-Arc. Yes, it may be creative arc, but if it affects you and only you, no one else in the committee and does not increase your influence in committee it largely will amount to nothing but wasted time.*

*Furthermore, always cover your tracks, CDs are openly looking for holes within your plans and will openly betray you to the committee or set you back if you are not careful. Encryption, contingency plans and fail-safes will save you a headache later on when the committee is accusing you of treason.*

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<sup>1</sup> Rutgers University Association of International Relations



## Committee

### **In Committee:**

Walking into committee, all of your preparation has led you to this moment: you now need put on a performance and maintain it for the entire conference. You are no longer yourself, you are now the embodiment of everything your character represents. Are you a hardline imperialist, a passionate communist fighting for the proletariat, a noble Baron ruling your lands, or a powerful clergy advocating for the church?

When you walk into the committee, it is best to have decided on a persona you will represent for that committee to accomplish:

- Standing out in committee in the eyes of the delegates and your peers. *They know exactly what you represent.*
- Establishing dominance over a given subject matter that your character embodies.
- Provides personal motivation and inspiration for creative idea. *It is not what you would do, but what your character would do.*
- Noticed for following your character's position.

If the committee is of the variety where individual research on your character is difficult, or there are blanks in their ideology you can establish that within the first session of who your character will begin to mould into and represent.

### **Speeches:**

If you are not raising your placard and speaking in committee, you will not go very far as a delegate and will quickly be cast aside in the thoughts of the other delegates. However, speaking alone is not enough. You must be willing to project your voice and be willing to showcase to all that you are capable of taking it to the next level.

### **Speaking:**

- Project your voice, the dais and the room must hear you clearly.
- Avoid Umm's and Uhh's within your speech, in lieu of these, opt for dramatic pauses.
- Look around the room.
- Stand up, take a small step back, shoulders back, strong posture and then begin.
- Watch your timing, end your speech before the dais cuts you off.

There are different styles of speaking and debating, you must find one that is agreeable and comfortable for you that is equally effective, depending on your character's opinion towards a directive or a given subject of debate, you may alter your style. Diplomacy and friendly speeches towards characters you are favourable towards will build amicable relationships.

### **Diplomatic/Friendship building Style:**

- Defend their Directive
- Attack ideas of those attacking the Directive or character
- Asking favourable questions during a Q&A
- Merging Directives





### Oppositional/Confrontational Style:

- Attack the Directive
- Dismiss the relevancy of the Directive
- Ask difficult pointed or leading questions

### Conclusion

If delegates have any further questions about the way crisis committees will be run during the conference, or simply want to find out more about crisis committees, general MUN, and McGill, you can forward your questions to me. I can be reached at [crises@ssuns.org](mailto:crises@ssuns.org) at any point before or during the conference.

Happy MUN'ing!

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