



What is Crisis?



Back to the Basics and Beyond

Overview



Delegates write the committee themselves

- Reactionary and fast-paced
- Delegates represent a character, not a country
 - Specialized Assemblies combine elements of both crisis and assembly committees
 - Generally, they still follow strict parliamentary procedure, but incorporate another element such as a historical setting or character representation
- Focused around an event or a group
- Delegates write *crisis notes*, *press releases*, and *directives* instead of resolutions
- Still has debate
 - More focused around moderated caucuses
- Still follows parliamentary procedure
 - More relaxed

Settings



- **Historic**
 - Accepts the past up to a certain date, delegates determine the future from that point
 - *Example:* The Hungarian Revolution
- **Futuristic**
 - Set in the (somewhat near) future, based on both real and imaginary events
 - *Example:* The International Omnic Defense Summit
- **Fantasy**
 - Can incorporate magical or fantastic elements
 - *Example:* The Looking Glass Wars
- **Current Events**
 - Based on current events, grounded in realistic actions
 - *Example:* National Parks Service

Crises



Events designed to place delegates into a situation needing to be resolved.

- Staff-created
 - Pre-planned
 - Helps to further the “arc” of the committee
 - Major actions aligning with the subject of the committee
- Delegate-created
 - Based on crisis notes and the actions delegates take through them

Mediums: Newspaper articles, reenactments, videos, guest speakers, etc.

Positions



- Delegates represent a *character's* individual interests
- Each position has its own *portfolio powers*, its resources at hand (number of troops, available spells to cast, etc.)

Crisis Notes or Communiques



- Written like a letter from the delegate to someone else
 - Other person can be real or imaginary
- Responses
 - The crisis staff takes on the character of the person the delegates is writing to and responds as them (in first person)
- Private
 - Actions taken by the individual, not known to the other delegates (unless they impact the committee, as is often the goal)
 - Joint crisis notes can be written from multiple delegates, if they are signed off on
- Who, What, When , Where, Why
 - Should cover all of these points, to help the crisis staff understand what the delegate is trying to accomplish
- The more detailed the note, the more likely the crisis staff will let the plan come to fruition

Press Releases



- Announcements to large groups of people
- Can be sent by
 - Committee, to inform the public of issues or make a statement to another party
 - Delegates, to inform the committee of aspects of their “behind-the-scenes” work (at the discretion of the crisis staff), if they have not already done so in a speech (

Directives



- Instead of a resolutions, delegates write *directives*
- Equivalent to short working papers that focus on a specific topic
 - Passed as a whole by the committee
- These are more hasty plans to immediately address an issue and hopefully solve a crisis. “*In order to ...*”
 - Who
 - What
 - When
 - Where
 - How

Note: They usually have a catchy or punny title, to lighten the mood of committee

Parliamentary Procedures



- Moderated Caucus
 - Runs just like a GA
- Unmoderated Caucus
 - Shorter than those of GAs
 - Used to quickly write directives
- No Speaker's List
- Special Actions
 - Round Robin
 - Every person in the room goes around and speaks
 - Flashbattle
 - High-intensity, where every delegate action has an immediate effect
 - A set-aside period of time in committee
 - Many different varieties and situations

Tips



- **RESEARCH**
 - The more you know about your delegate, the more you can do
 - If you impress the staff with your knowledge, they are more likely to let you do an action because you can back it up with ... research
- **PLAN**
 - Know what your character would want to achieve, both personally and in committee
 - Delegates should create their own crisis arc and have personal plans and goals to complete
- **IN-COMMITTEE** - Because these committees are so small, every person is extremely influential
 - Directives should have meaning
 - Delegates should be both team players and leaders
 - Delegates should speak often in committee
- **CREATIVITY**
 - THAT is why these committees are so high in demand - they ask for more from a delegate
 - Be prepared for crisis to tell you no, and be flexible about what you plan to do

Educational Benefits



- Demonstrates
 - How personal actions have consequences and can make a difference in the world and lives of a great range of people
 - How personal motives influence the actions of world leaders and diplomats
- Teaches
 - Immediate problem solving in real time settings
 - Learning to think on their feet
 - Closer interpersonal interactions
 - Research skills
 - Debate skills
- FOSTERS CREATIVITY

Find more at the [GatorMUN Youtube](#) or [Best Delegate](#)