YONSEI MODEL UNITED NATIONS

Rules of Procedures - Crisis Committee

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[Introductory Remarks]

Welcome to the official Yonsei Model United Nations Crisis Committee! This section will serve as an official introduction to Crisis, and how it compares to previous committees in the past.

Rule 1. Definition of Crisis

Crisis can be defined as a far more action-focused format of MUN, with a Crisis Committee in particular being a decision making body that has more power than a traditional committee. Whilst General Assembly-based committees recommend and build consensus, creating resolutions and refining frameworks for nations to align their actions and ideas, crisis is based on producing action. This means that the main goal of a Crisis committee is to respond to evolving events as both an individual and as part of a group.

The scenario will change based on time and participants' decisions, impacting future developments. Delegates represent key figures in the crisis, wielding their power and authority. Information isn't equally distributed, creating chances for intrigue and mystery. Individuals will pursue their own objectives, potentially obstructing or assisting each other, while navigating the broader context overseen by the Crisis Directors.

Crises can be historical, modern or even fictional/fantasy-based, depending on the conference.

Rule 2. Difference Between General Committees and Crisis

Unlike traditional MUN committees, the pace in a Crisis committee is significantly faster, resembling a series of continuous unmoderated caucuses and fast-paced moderated caucuses rather than formal rounds of debate. Delegates represent specific characters, not countries, and have defined powers and responsibilities depending on their position. This means that personal pronouns are permitted as the focus is on direct action rather than diplomatic recommendations, and delegates can actively execute decisions, such as military operations or political strategies. This is, however, provided they are realistic and detailed.

The committee operates in a simulated environment, isolated from the real world, with delegates making decisions remotely. The Crisis Directors control the external world, responding to delegates' actions and triggering events that the committee must address.

[The Structure of a Committee]

Rule 3. Basic Structure

Crisis Committees can be divided into two main rooms: the **Frontroom**, where delegates are gathered in a committee room, and the **Backroom**, where directives and crisis notes are

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evaluated and responded to. Directives, to put it simply, are policy documents which enact the will of the committee. Directives use the resources that the committee controls and can create military actions, policy proposals, press releases, and more (see Section 5, Directives).

Regarding crisis structures, there are typically two types in which they are manifested:

1. **Single Cabinet Committee (SCC):** Delegates are placed within a single frontroom cabinet as part of the crisis. This cabinet usually includes people who are technically on the same 'side', but this is not always the case, as characters may have opposing motivations (see Section 3, Characters).

○ Example: The Royal Court of the Joseon Dynasty during the 1592 Imjin War.

2. **Joint Crisis Committee (JCC):** The delegates are divided into two frontroom cabinets based on their bloc or character, where they will interact in opposition to each other. ○ Example: In a Joint Crisis Committee with the agenda: "The Cuban Missile Crisis", delegates will be divided between the Western Bloc (USA and Allies) and Eastern Bloc (USSR and allies) respectively.

In YMUN 2027, the format of the crisis cabinet may change depending on how the situation develops.

Rule 4.The Frontroom

Within the Frontroom, or the main committee room, the committee consists of key figures involved in the specific crisis at hand. The cabinet will react to the actions of the crisis staff (and in the case of a joint crisis committee, the opposing cabinet). Delegates must balance their cabinet's interests with their personal objectives, which may conflict depending on their roles. In a Joint Crisis Committee, the two rooms are physically separated, and delegates are discouraged from discussing committee matters with the opposing side during breaks due to the sensitive and competitive nature of the committee.

Rule 5. The Backroom

The backroom is the third essential component of the Crisis Committee and is always present, regardless of the number of crisis cabinets. It is managed by the Crisis Directors and functions like the "computer" of a game, tracking all information and responding to delegates' actions. The backroom can represent any country, organization, or figure not directly included in the cabinets, allowing for interaction beyond the characters represented in the committee. Crisis Directors, who run the backroom, decide how to respond to the cabinet's actions, and can create updates which they, or the student officers will act out in the frontroom. The Backroom is physically separated from the main committee room(s).

Rule 6. Crisis Staff

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“Crisis Staff” is a term used to describe the crisis directors in the backroom, the student officers, the dais, and the chairs in the individual cabinets. As many of the procedures which apply to a general committee do not completely apply to the Crisis, at least one chair will be present within the Frontroom to ensure decorum, deliver crisis, and maintain order in the committee. Conversely, the large amount of information coming from each cabinet in the form of directives means that the crisis directors will have a lot to work through.

[Characters]

Rule 7. Character v.s. Delegation

One of the key differences between Crisis Committee and regular MUN is that you are representing a character, not a country. You have specific roles, power and responsibilities related to your character. As you are a specific person in a cabinet, this means that, unlike as a regular delegation to the UN in a general committee, you are able to take direct action as your character.

Rule 8. Detainment, Removal, and Reassignment of Characters

A character may be detained, arrested, incapacitated, or killed as a result of actions taken during the Crisis. In such cases, the Crisis Directors may restrict the delegate’s movement, communication, access to information, or use of portfolio powers according to the circumstances of the scenario.

If a character is no longer able to reasonably participate in the committee, the character may be removed from active play and treated as a Non-Player Character (NPC). In the case of death, the character will be permanently removed from active play.

A delegate whose character has been removed may be reassigned to a new character at the discretion of the Crisis Directors. All decisions regarding detainment, character removal, NPC status, and reassignment shall be determined by the Backroom and Crisis Directors based on the development of the Crisis.

[Debate Procedure]

Rule 9. Beginning Debate

The Committee will begin with a roll call. However, unlike General Assemblies, a formal motion to open debate is not necessary, and motions do not need to be seconded by another delegate.

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The largest difference between traditional and crisis parliamentary procedure, however, is the lack of a Speaker's List in crisis committees. As such, a **Motion to Set the Speaking Time** is generally unnecessary.

In YMUN 2027, a **Motion to Set the Agenda** will not be called. Each crisis scenario will begin at the Chair's discretion.

In place of the Speaker's List, crisis committees use three primary tools for discussion about the topic at hand: moderated caucuses, unmoderated caucuses, and round robins.

Rule 10. Moderated Caucuses

Moderated caucuses are the most common form of debate in crisis committees, and if no other motions are on the floor, the Chair will default to this format. Debate typically proceeds through a series of rolling moderated caucuses. Similar to traditional committees, a delegate proposing a moderated caucus must specify the topic, total duration, and speaking time for each delegate. Like general committees in YMUN 2027, the maximum time of moderated caucuses will be limited to 20 minutes in crisis as well. The Chair will call on delegates individually, and delegates may speak more than once during a single caucus.

● Example: "Motion for a six-minute moderated caucus with a 30-second speaking time to discuss the latest crisis update."

Rule 11. Unmoderated Caucuses

In crisis committees, unmoderated caucuses function similarly to those in traditional committees, allowing delegates to leave their seats and discuss topics freely. However, they are primarily used for merging directives or beginning discussion to form a cohesive **cabinet directive** rather than forming blocs. Moreover, delegates may also use this time to create **Personal Directives/Crisis Notes** or prepare any other actions for the crisis.

● Example: "Motion for a ten-minute unmoderated caucus to merge directives on the table."

Rule 12. Round Robins

Round Robins are similar to moderated caucuses in the sense that they consist of speeches in a set amount of time. Nonetheless, while only those who wish to speak participate in moderated caucuses, all delegates have to speak in a round robin. The order is alphabetical.

● Example: "Motion for a round robin with a 30-second speaking time to reveal each character stances."

Rule 13. Yields and Points

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In crisis committees, speeches are typically brief, lasting less than a minute, so yielding time to questions or another delegate is usually not practical. However, should the case come in which time is to be yielded, it follows the rules of general committees (refer to YMUN2027 ROP). Depending on the Chair's preference, delegates may or may not need to yield their remaining time back to the Chair. Points operate similarly to those in traditional committees; however, due to the smaller committee size, delegates can raise points directly when no one else is speaking, without waiting for the Chair's recognition.

Rule 14. Crisis Updates

Crisis Updates are the means by which the Backroom and Crisis Directors communicate with delegates, generally used to convey the outcomes of directives submitted by delegates and their impact on the outside world. These can be distinguished into three categories:

- **Global Crisis Updates:** Shared with all delegates from both cabinets, representing information that is publicly reported and known to the general public.

- **Cabinet-Specific Updates:** Shared within a singular cabinet, representing updates for a specific bloc or the outcome of their actions without external interference.

- **Personal directives submitted in secret** will have their results disclosed only to those involved, and cabinet directives detailing covert operations will be revealed only to the respective cabinet members.

Rule 15. End of Crisis

A crisis scenario may be concluded at the discretion of the Chair and Crisis Directors when they determine that the scenario has reached a sufficient conclusion or major turning point and no longer requires further debate.

Upon the conclusion of a crisis scenario, the Chair will announce its end and the committee may proceed directly to the next crisis scenario or phase. No motion or vote is required to end a crisis scenario.

[**Directives and Actions]**

As aforementioned, directives serve as policy documents or the means by which delegates or a cabinet can execute specific actions based on their portfolio powers. Directives are generally written in response to a specific crisis update and can be as short as two or three clauses.

Rule 16. Crisis Notes/Personal Directives

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There are the simplest forms of directives, which involve you as a character or a group of characters utilising your powers to shape the committee dynamics and complete your personal goals, as part of ***your crisis arc*** (refer to Rule 14.) Because these directives involve direct action rather than mere recommendations, they must be detailed and precise to ensure clarity between the delegate(s) and the backroom chair. Whether the directive involves military actions (e.g., troop movements) or political decisions (e.g., enacting laws, policies, or public speeches), specificity is crucial for consistency. Depending on its nature, the resulting Crisis Update could be global, cabinet-specific, or individual. Personal Directives are the most versatile and commonly used tools to influence the unfolding crisis.

These are submitted directly to the Backrooms without having to enter a procedural vote, unlike cabinet directives.

Rule 17. Crisis Arc

As a delegate representing a specific individual, you will have to achieve a personal long-term goal that demonstrates a substantial growth in power in comparison to the beginning point of the committee. This long-term goal will be achieved on a step-by-step form through your crisis notes/personal directives. It is worth emphasizing that the role of crisis arcs is not to contribute to the committee and collective efforts, but to attain as much personal power as possible.

Example: In the case of a committee about World War 2, the crisis arc, or plan for power growth, for a soldier could be to become general. However, depending on the delegate's creativity, the goal could be extended to a position such as "king," "president," or "emperor."

Rule 18. Press Releases

Press Releases are statements released by characters (acting on their own or on behalf of their government) which are available to the public.

All press releases must be submitted **verbatim** (i.e. it must be written in the way you mean it to be published) with a title, and will be released as a Global Crisis Update.

Rule 19. Communiqués

A Communiqué, like a Press Release, must be submitted exactly as intended because the backroom will deliver the message **verbatim**.

This directive is used for private communication between individuals or groups. The recipient doesn't have to be represented by a delegate; the backroom can respond on behalf of any non-delegate entity.

Rule 20. Cabinet Directives

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Cabinet Directives are actions taken by the entire cabinet. These can result in global crisis updates - for example with a joint press conference, policy change or major operation - or crisis updates delivered specifically to the committee - for example secret operations and internal affairs changes.

Cabinet Directives follow a set of procedures, as outlined below:

Rule 21. The Role of Cabinet Directives

Any member of the cabinet can propose a cabinet directive. It should be drafted with clear, specific actions that involve the roles of each cabinet member as applicable. These are conducted throughout the unmoderated caucus. The directive must collect the required number of signatories from cabinet members before submission to the Frontroom. The required number typically constitutes a majority of cabinet members unless otherwise specified by committee rules or the chair's discretion.

Once the directive has the required number of signatories, it is sent to the Frontroom for consideration. The Frontroom will then prepare the directive for introduction to the committee.

Rule 22. Introduction and Debate

A delegate may motion to introduce the directive to the committee. Upon approval of the motion, the Frontroom will present the directive for discussion. The debate will follow a structured format, allowing members to discuss the directive's contents, implications, and any potential amendments. Delegates may motion for a moderated or unmoderated caucus to facilitate in-depth discussions. The Chair may also elect to set a maximum number of directives that can be on the floor at any given time. In such cases, an unmoderated caucus may be necessary to merge similar directives, ensuring efficient use of committee time.

Rule 23. Amendments to Directives

During the speeches for and against a directive, or if a moderated caucus takes place afterwards, a delegate may raise an objection that the sponsoring delegate can address through an amendment. Amendments function similarly to those in traditional committees but are more flexible—if all sponsors verbally agree, it's deemed a friendly amendment. In contrast, an unfriendly amendment requires a vote before it can be included in the directive. The Chair may also decide to vote on the amendment prior to voting on the directive itself, though this is subject to the Chair's discretion.

Rule 24. Voting Procedure

Once a cabinet directive is introduced, a delegate can propose to enter the voting procedure. If the directives have strong support, they may also motion to introduce all directives and proceed to vote immediately afterward. However, unlike traditional committee resolutions, there is no

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question-and-answer session for POIs. Instead, the motion to enter voting will include provisions for two speeches in favour and two against, along with specified speaking times. These speeches are called **FOR & AGAINST.**

The Chair selects two delegates to advocate for the directive and two to oppose it, typically the sponsors will speak in favour. If no one opposes, the directive passes automatically. If there are opposing speeches, delegates will then vote on the directive. Voting follows the traditional format: delegates can vote in favour, against, or abstain. Voting can either be placard voting or through a roll call.

Rule 25. Division of the Question

A delegate may choose to raise a motion to do a “division of the question” for a singular clause. This motion is meant to initiate a voting procedure for a specific clause, and is usually utilized when a delegate is in favor of a clause but against all the other clauses in the directive. It should be raised before a motion to vote on the directive as a whole.

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