

# **YONSEI MODEL UNITED NATIONS**

## **Rules of Procedures**

**<January 10-12, 2025>**

## **[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 consenses, 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 espionage. Competing cabinets 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 outlined in a portfolio. 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]

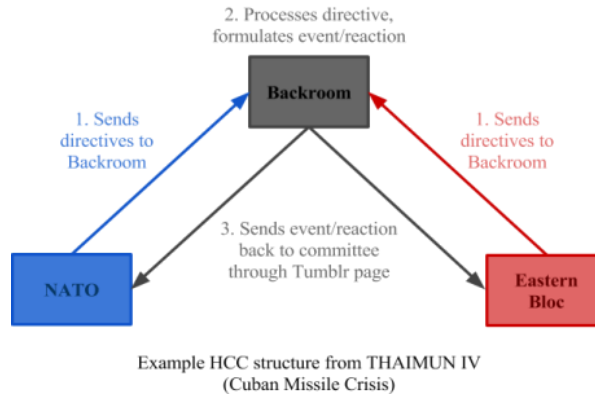
### Rule 3. Basic Structure

Crisis Committees can be divided into two main rooms: the **Frontroom**, where delegates are gathered in a committee room, and the **Backroom**, where directives are passed. 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 and Portfolios). The crisis staff simulates the opposing cabinet.
  - Example: The Royal Court of the Joseon Dynasty during the 1592 Imjin War. The opposing Japanese cabinet is simulated by the crisis staff.
2. **Joint Crisis Committee:** 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 2025, the format of the crisis cabinet will be that of a **single crisis cabinet**.



## The Basic Structure of a Joint Crisis Committee (JCC), based on THAIMUN IV

### 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**

“Crisis Staff” is a term used to describe both the crisis directors in the backroom, the student officers, 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, 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 and Portfolios]**

## **Rule 7. Character VS 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, which together form your Portfolio and Portfolio Powers. 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. Portfolio**

The portfolio (aka Dossier) is a document produced by the crisis staff given to each delegate detailing their character. It contains biographical information as well as information about the character’s current and former positions and experiences. Most importantly, however, the portfolio outlines the goals set out by each character, which are to be executed by the delegates in a series of “win conditions”.

- Example: In a Crisis Committee about the Korean War, one of the win conditions for a character like **Douglas MacArthur** might be to “**eliminate communism from the Korean Peninsula**”.
- Example 2: In a fictional Crisis Committee about **the Avengers**, one of the win conditions for a character like **Thanos** might be to “**bring balance to the universe**”.

The portfolio is meant to be secret, as much of the information within the portfolio is very sensitive and is not meant for viewing by all delegates. The portfolios are sent out individually to each delegate. These are not necessarily historical or fully based on their source material, as

certain elements have been added at the discretion of the crisis staff to make the committee even more interesting.

### **Rule 9. Portfolio Powers**

Possibly the most important feature of the portfolio is the power that you as a character are granted, known as portfolio powers. These powers include your legally-defined power as per your role as well as less orthodox means of exerting your influence. These portfolio powers are, like the rest of the portfolio, intended to be **secret**.

### **[Debate Procedure]**

### **Rule 10. 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.

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 unnecessary. However, a **Motion to Set the Agenda** will be called at the beginning of the committee by all delegates from both cabinets to vote on the Crisis at YMUN (either the Anti-Villain League or Train to Busan).

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

### **Rule 11. 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 2025, 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 12. 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** or prepare any other actions for the crisis.

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

### **Rule 13. Yields and Points**

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 YMUN2025 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.

### [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 15. Personal Directives**

There are the simplest form of directives, which involve you as a character, or a group of characters utilising your portfolio powers to shape the committee dynamics. 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 staff. 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 16. 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 17. 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 18. Cabinet Directives**

Cabinet Directives are actions taken by the entire cabinet, combining the portfolio powers of all members. 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 19. 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 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 20. 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 21. Amendments to Directives**

During the speeches for and against a directive, or if a moderated caucus takes place afterward, 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 22. 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 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.

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, and roll call votes are not used in crisis committees.

### **Rule 23. Espionage**

Certain characters, identified through their portfolios, will be tasked with conducting covert actions. These actions must be submitted exclusively as personal directives. Delegates are

required to clearly label any espionage activities, regardless of the submission method for the directive.

**[Credits and Miscellaneous]**

- Thailand Model United Nations (**THAIMUN**)'s Historical Crisis Committee ROP
- THAIMUN's Historical Special Operations Committee (HSOC) ROP
- Model United Nations of the University of Chicago (**MUNUC**)
- North American Invitational Model United Nations (**NAIMUN**)'s Crisis Committee ROP and guide