



AMUN XXIII

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**GUIDE TO
CRISIS**

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Table of Contents:

General Assemblies Versus Crisis Committees.....	4
What is a JCC?.....	4
The Crisis Update.....	4
Directives.....	5
Writing a Crisis Note.....	5
Crisis Arcs.....	5
How You are Evaluated.....	6
Ways of Increasing Your Power.....	6
Dealing With a “Crisis”.....	6
What NOT to do.....	7
Crisis Features.....	7
Acknowledgements.....	9

General Assemblies Versus Crisis Committees

- Crisis committees do not begin with a speaker's list, nor do those even exist in this wonderful world of crisis. Instead, you either start with a moderated caucus, a crisis update followed by a moderated caucus, or a Round Robin where each delegate introduces themselves and their position.
 - What you as a committee do is either based on what you motion to do or on the discretion of your chair if you cannot pass the vote.
- Instead of working papers, you write shorter and more descriptive directives, which will be explained in more detail later in this guide.
- Debate will occasionally be interrupted by a crisis update- this could either be a virtual update (a news article or a picture of some sort), or somebody barging into the Zoom room screaming bloody murder with information pertinent to the current situation. Please do not be alarmed if the second happens- it's totally normal.

What is a JCC?

A JCC is a Joint Crisis Committee, which means that there are two rooms working in the same "universe". Delegates in a JCC are simultaneously working to keep the situation in their room stable and react to the actions of the delegates in the other room. The committee rooms are "joined by", that is they share a backroom (where directives are processed).

In a JCC, you can also communicate with delegates from the other room, which opens up the possibility for live negotiations and moles, as well as a simulation of war.

The Crisis Update

Sometime into the start of a crisis committee everyone will receive a "Crisis Update", in which the chairs will provide updated information on the events of the crisis. It is during this time that information relating to the advancement of the crisis arc will be relayed along with the information relating to any directives that might come to pass. The Crisis Update will prove to be one of the most crucial parts of committee as it is during this time you can see what effect, if any, your actions will have on the crisis.

How You are Evaluated

- **Debate skill** - How well are you speaking? Are you speaking with a purpose in mind? Are people listening to your speeches?
- **Coalition building** - Are people willing to work with you? Can you get support?
- **Arc/crisis note making** - How many well-written crisis notes are you sending? Do they actually have an influence on the committee?
- **Directive writing** - Are you an active force in committee? Is your influence allowing your committee to accomplish its goals?
- **Advancing your cause** - Are you completing your character goals?

Ways of Increasing Your Power

Crisis, although different from General Assemblies in a lot of ways, still relies on some of the same principles for advancing one's own agenda, whether that be coup d'états to assassinations. You're still going to need to amass power bases, strike your opponents down, and build yourself the high ground. Form alliances and/or coalitions with your fellow delegates, and always seek out ways to put yourselves in control of new positions.

Dealing With a "Crisis"

- Take a deep breath - a crisis is often a complicated matter, so your knee-jerk response is not always the best action to be taken
 - Chances are, a bad response WILL come back to haunt you in the future
- Having said that, respond in a timely manner
 - Trust me, your crisis team probably put a bit of thought into that update, so chances are, it is important
 - Ignoring a crisis will often result in it getting worse
 - For example, doing nothing about a famine for long enough will result in riots, which (if not taken care of) will result in a military coup and your committee just got a whole lot harder
- Crises should really be addressed using a committee directive
 - Remember, this is the course of action that holds the most power behind it!
 - However, if there's something your character can do, then do it
 - Powers can still be referenced in directives, and being specific will help the crisis be resolved faster and, more importantly, better
- If a crisis isn't properly addressed the first time, just remember that it may come back in the future.

Academy Model United Nations XXIII

Special Committee Mechanics

These are functions of the crisis specific to your committee. Look to your committee-specific topic guide for further specifics

What NOT to do

- Prewrite
 - We're procrastinators. Don't do any actual work until committee begins. So that means, leave your directive-writing for committee.
 - The heart and soul of MUN is the in-flight action, which is easy to spoil by prewriting. But this doesn't mean to leave all your research, ideas, and stuff to be thought up in committee. Just don't spend your time scripting out entire directives overnight, get yourself some quality rest so that you'll be fresh and peppy for committee.
- Steal other people's documents
 - Play nice. Be original. Use your common sense to be a diplomatic delegate.
 - If anything like this happens, trust me, the chairs know and consequences will be had...
- Forget how to be a decent person
 - Crisis can be very fun and heated, in both cases people tend to say stupid stuff...
 - Don't say stupid stuff.
- Be stagnant
 - Work with the Crisis directors, not against them. If you're told you don't have a certain power or can't do a certain thing, don't keep sending directives about it, you're just wasting ours and your own time.

Crisis Features

- To Kill a MUN Delegate(-bird)
 - When considering to kill a MUN delegate, consider the following: it's kind of hard, it's pretty hard, and try to NOT do that. In the case that you decide to end the further existence and livelihood of one of your fellow delegates, be as precise as you can possibly be in the execution of your directives. And no, you can't quietly assassinate a fellow delegate, it's a guarantee that killing one of your fellow delegates will grab the attention of everyone around the room (and this includes the chair!). There are two way an assassination by committee can be interpreted by the chair
 - 1.) the victim was too powerful/influential and everyone was afraid of them
 - 2.) they are really irksome and poor diplomat.
 - Be careful then about killing your fellow delegates - it may increase the chairs' opinions of them

Academy Model United Nations XXIII

- Kidnapping someone/Disenfranchising someone
 - If kidnapping/disenfranchising another delegate or an unconnected character will do some good to your cause, go for it
 - The former involves a delegate being “kidnapped” and removed from committee for what is usually a brief time
 - The latter removes someone’s voting ability, which can only be done by committee-wide directive. This rarely lasts, however, because chairs like to intervene.
 - Just remember, be specific and make it clear WHY you’re doing this to someone to the crisis staff, and they will be more than happy to assist you and provide tips
- Hiring bodyguards/detectives
 - If you feel that you are in danger, make an effort to protect yourself!
 - If you want to get dirt on somebody or find out what another delegate is doing, hire a PI to follow them. Who knows, if they’re not careful with their crisis notes, you may just uncover a plot of theirs.
- Reincarnating in committee
 - You will get a new character if you do manage to get yourself killed off in committee, which also means that everything you’ve been doing up to now? Yeah, that’s gone.
 - If the Chairs killed you off, improvise and adapt: this is a test of your skills! So own it!
 - If the Committee killed you off, you dun goofed son: You must have went wrong somewhere. Take a careful look at the people around you, and try to figure out what someone could have gained by killing you. Usually Chairs are very resistant to killing delegates by assassination - 99% of the time attempts fail unless it is the last committee session. However, if a committee wide directive votes to execute/imprison you, consider changing your stance and/or try to be more diplomatic. In many committees there are those who simply don’t know when to pick their battles and they end up alienating everyone else - that does not look good in front of the chairs!
- “Trials by Fire”
 - Occasion, the chairs will allow for duels, usually through directives and some other requirements determined by the chair

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