



The European International Model United Nations 2016

Rules of Procedure

Historical Crisis

Part 1 - General Rules

1. Language

English is the only official and working language of TEIMUN 2016. It should be used at all times during council sessions, and as far as possible during social events.

2. Delegates

- a. Delegates are obliged to attend all sessions.
- b. Delegates are expected to have carefully read these rules of procedure, and to have thoroughly prepared for every session.
- c. The dress code for the conference is business attire. In the event of a delegate wearing inappropriate attire, the Chair has the right to take appropriate measures.
- d. Delegates are expected to use courteous and respectful language towards the Chair and their fellow delegates at all times, and to refrain from using slang and offensive language during debate.
- e. In order to receive a certificate confirming their participation at the conference, each delegate must attend at least 80% of all sessions; this includes the excursion that will be organized during the week.

3. Secretariat

- a. The Secretariat is comprised of the Secretary-General, who takes precedent, and the Under-Secretary-General. Any reference to the Secretariat hereafter refers to either member of the Secretariat.
- b. The Secretariat may attend sessions and make written or oral statements at any time and cannot be excluded from the proceedings.
- c. Proposals of the Secretariat, although non-binding, are considered of high importance and delegates are kindly requested to abide by them.

4. Electronic Devices

It is expected that all delegates bring an internet-capable electronic device such as a laptop to TEIMUN 2016. Directives will be submitted to the Chairs over the Internet. The usage of electronic devices during parts of the sessions may be prohibited at the discretion of the chair.

Part 2 – Format

1. Dual Cabinet Historical Crisis

At TEIMUN 2016, you will be taking part in the dual cabinet Historical Crisis, the first such Crisis committee ran at TEIMUN. This year, we will be simulating the First World War, which raged from 1914-1918 and transformed from a regional crisis into a truly global event.

You will each start out representing a character in one of two cabinets: the Allied Powers, or the Central Powers. Each of your characters will be able to carry out certain actions depending on their abilities, resources, country and situation. Over the course of the conflict, don't be surprised if other countries get drawn in on one side or the other – and don't be surprised if your character gets killed and you find yourself having to represent someone new!

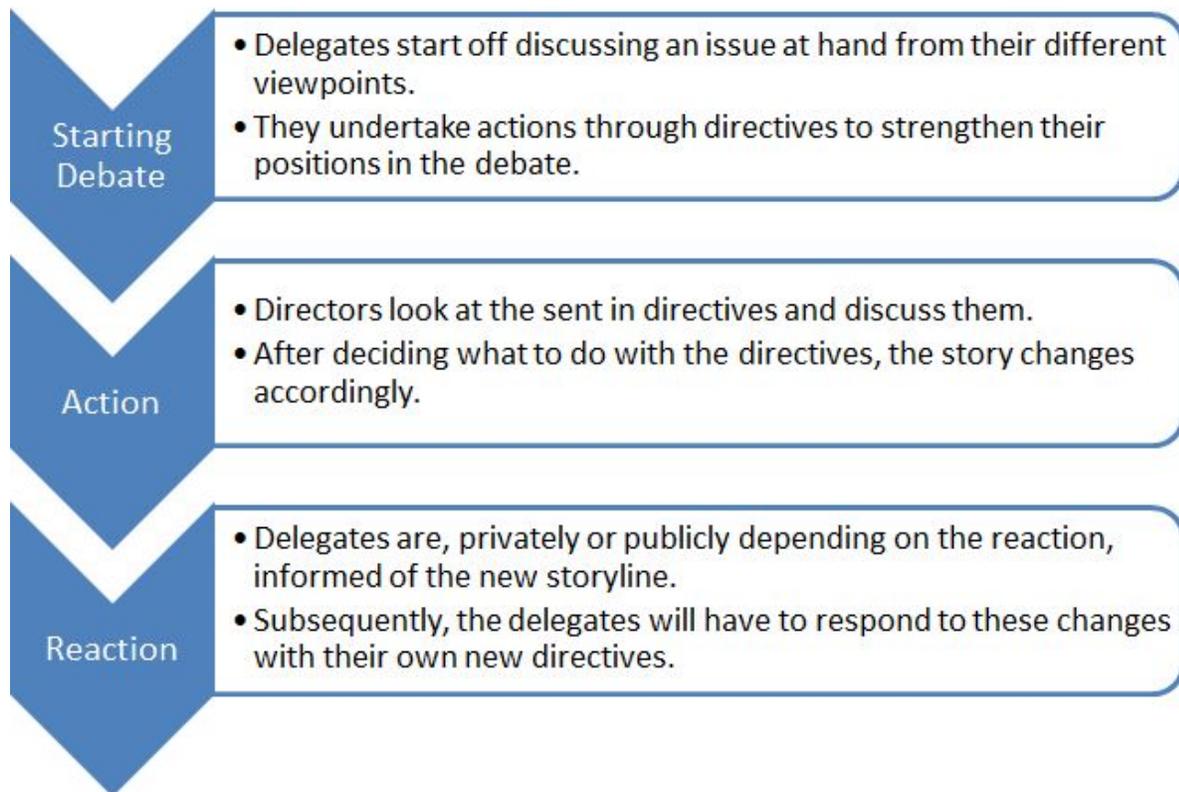
Your aim: To win the war, in whatever way you can. Whether you rely on brute military strength, cunning espionage or careful diplomacy, history as it happened will soon be supplanted by the history you make in session.

2. Structure of the Debate

Debates in a dual cabinet Crisis differ significantly from a regular MUN session. A crisis cabinet is, in contrast to a regular MUN committee, more dynamic, and this translates into a continuous, ever-changing debate. The underlying factors are the directives delegates can send in to the chairs.

Chairs will still moderate debate, invite speakers to the floor and try to ensure everyone is equally involved and engaged. However, instead of focusing entirely on actively upholding the rules of procedures, chairs are more focused on telling an interactive story through responding to the directives or creating scenarios for the delegates to respond to.

In practice this looks like the following:



Part 3 – Directives

During a simulation of any crisis, directives are the main tools for a delegate to influence the debate. A directive ideally should consist of answers to the following questions: *what do I want to do* and *how do I want to do this*. Once a directive has been given, it is up to the chairs to decide on its result. Below are some examples of good and bad directives.

Example of a bad military movement:

“I want to move my fleet from the United Kingdom to Israel”

Why is this bad?

It does not explain which fleet, or whether you mean the entire fleet or just two ships. What kind of ships? Where are you moving them exactly and when? And what are they going there to do: Attack Israel, defend Israel, etc.?

Possible results:

The United Kingdom moves its entire fleet into the Mediterranean Sea, with all resulting logistical issues. The UK will be weakened in other now defenseless areas. Subsequently this information is publicly disclosed removing any doubt about who is to blame or what is going on. Germany invades the UK by sea and wins the war.

Example of a good military movement:

"In the coming days I want to commandeer two British transport ships – the crews are to be immediately detained for the period of the operation, after which the ships will be returned. If the ships are lost they will be compensated accordingly. The ships are to be filled with as many soldiers as covertly possible while marines are to steer/sail the ship and act as regular crew. Harbor agents which attempt to check the cargo are to be given a significant amount of money to ensure their silence and distract them. During the night 100 soldiers will slowly in small groups leave the ship in an attempt to take over the defenses of the city and take control over the choke points. The moment they are revealed the remaining soldiers are to immediately move into action and join the 100 troops already present in fighting off the units stationed in the city."

Possible results:

They might all get killed, or it might work. (Just because it's clear doesn't mean it's guaranteed to work!)

Example of bad espionage:

"I want to spy on the president of the French Republic"

Possible results:

Not going to happen.

Example of mediocre espionage:

"I want to send an MI6 agent to infiltrate in the French presidential guard to spy on his moves"

Possible results:

Might work depending on the counter-espionage actions taken by the French delegate, or the agent might be revealed to the French government.

Example good espionage:

"Before the visit of the French president two agents, dressed as newlyweds, are to rent the same room and place several small microphones in the cushions of a chair, beneath the bed and behind a painting. The brand is, if possible, to be from a different country to remove any potential blame on the UK."

Remember: Detail is key!