Crisis

What is a crisis committee?

If you prefer smaller and faster paced committees, then Crisis is the place for you. Unlike more traditional MUN committees, in Crisis committees delegates will take on character roles based on more historical/fictional/literary events. Moreover, delegates can work both within the committee and through back room crisis notes to shape the events that unfold in the committee. Crisis committees are far less structured compared to general and specialised committees so be prepared for an exhilarating and perhaps at times outlandish time!

Private Directives

Private directives are your number one tool to use your character's unique position and power to try and influence the crisis committee behind the scenes. Unlike committee directives, these directives do not require any signatories or sponsors other than yourself and will be processed by Crisis.

If you wish to write a private directive that involves actions outside of your positions power, you can include other consenting delegates, to create a joint private directive. For example, if you wish to overthrow the president of a country and then launch a coup, you must get the support of other dissenters if you wish for your private directive to succeed!

Pro tip: if you want the actions in your crisis notes to succeed, make sure all the actions are within the power of your character, be creative in your writing and make sure to have a memorable title!

Public Directives

These types of directives are actions you wish to take to address the events arising in the committee. They are similar to working papers in that they include sponsors and signatories and must be approved by the dias before being presented. Unlike crisis notes/private directives, public directives require a simple majority to pass.

*For more information please refer to the UTMUN Rules of Procedure PDF