

Haileybury MUN

HMUN19 Joint-Cabinet Crisis Committee

The Third Crusade

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Introduction

Joint Cabinet Crises differ vastly from General Assembly and other more traditional MUN committees; they are less formal and, in many ways, far more dynamic. The crisis revolves around two committees called Joint Cabinets, where delegates battle each other for the control of a territory, state or the final outcome of the crisis.

By far the most exciting aspect of crisis simulations are the crises themselves. Unlike other types of committees, JCC moves forward in time and can be affected by events that occur in the outside world. In sessions, debate may be interrupted with important news or information. Wars may break out, natural disasters can occur, and scandals or corruption can be revealed. These crises may be things which actually happened, adapted versions thereof, or entirely fictional. Delegates must be able to think quickly, for a single crisis may alter the course of the debate and create new problems. These must be responded to immediately by means such as mobilization, declarations of war or peace, sending peaceful troops and the formation of alliances.

Typically, most of the time in a crisis committee is spent in un-moderated caucus, appropriate to the small number of participants and the rapidly changing nature of the situation. While delegates may interact verbally with each other in a committee, either across the whole committee, or in a small group, they can only contact the opposing cabinet through their chair by writing an official note. The Director may be contacted only through the chair and after the message had been approved. These are generally kept secret, although there is always a chance that they may be leaked...

The Situation

JCC will comprise of 13 delegates across two cabinets, the Crusaders and the Muslims, each headed by a chair, who represent the Pope and the Da'i al-Mutlaq¹ respectively and are responsible for moderating debate. The Director of JCC is responsible for the flow of general crisis, cooperation between the cabinets and to make decisions based on character actions.

The committee will begin on 29th October 1187, when, in response to the recapture of Jerusalem by Saladin, Pope Gregory VIII issued the Bull Audita Tremendi calling for the Third Crusade. By this point, all Christian Kingdoms apart from Tyre had fallen to Saladin and the Christian occupants had either been ransomed or sold into slavery. For the Crusaders, the aim is to recapture Jerusalem and restore the Christian Kingdoms to allow safe passage of pilgrims into the Holy Land. The Muslim forces need to defend their new territory from the zealous Crusaders and capture the last remaining Christian strongholds.

Preparation

Rather than representing countries, each delegate is assigned a character to play for the duration of the conference. Information about this character is to be researched prior to the event, and delegates are

¹ The Da'i al-Mutlaq is the vicegerent of the hidden Imam. He will play a similar role to the Pope and will be referred to as the Imam.

encouraged to embrace and act according to their position. The delegates should also be aware of the powers and responsibilities that they may assume in the committee.

For example, this year's JCC takes place in the 12th century and a hierarchy of nobility is in place. Ensure you are well versed on what you are entitled to do in your position. Another area of research should be your character and countries opinions of others within your cabinet. Both the Crusaders and the Muslims have been brought together for religious reasons not political ones and previous quarrels have not been forgotten.

Before committee, make sure you go through your character's position to fully understand what your powers are, but also what they are not. Being aware the position yourself in relation to other characters and the war itself is crucial. Knowing how your character acted in "real life" means that you will have a good idea how they would be likely to react to the situations presented within the simulation. Each character will also have their own ambitions which you will need to research such as growing their territories or gaining more personal power.

A particularly good timeline of events can be found on this website to help you get your head around the years before the crisis and get an idea of what your character has been up to:

<http://www.umich.edu/~marcons/Crusades/timeline/detailedtimeline.html>

Official notes

A good crisis note should answer the following questions:

1. Who are you writing to?
2. What do you want to accomplish?
3. When do you want it accomplished?
4. Where do you want it to happen?
5. Why do you want to do this?
6. How do you intend to accomplish it?

Your chair will send follow-up questions if you do not adequately cover these questions, which could make you lose precious time, particularly if you are urgently trying to avoid an assassination attempt or trying to get highly compromising information on an opponent. The most important question, and hence the one which requires that you spend the most time thinking about and writing, is the second one. This asks for a detailed and realistic scenario explaining the plan of action you wish to see put in place in order to meet your goals. While in GA you only had power to suggest and recommend; crisis committees give you power to take action.

Coded messages

It is your responsibility to code a message in a way that only the recipient is able to understand. Otherwise, your enemies may intercept the letter, decode it and use the information to their advantage. Likewise, during the conference you may gain access to someone else's message and it is your duty then to decode it as soon as possible, before the enemies have time to build their suspicion and take action.

Official documents

There are four types of documents which will be released by an individual delegate or by the committee as a whole.

1. **Directive:** A formal action taken by the entire committee, which must be signed by at least half of the committee.

2. **Communiqué:** A formal message from a committee or delegate to be communicated to other bodies (either part of the simulation or not). If sent from the committee, communiqués must be signed as above.
3. **Public Declarations:** A statement from a committee or a delegate that they want expressed to the general public. If sent from the committee, press releases must be signed as above.
4. **Individual Action Order:** Action taken by an individual delegate in accordance with their powers. Keep in character when sending your notes.

The Joint Security Room

During the debate, delegates occasionally have an opportunity to make face-to-face contact with the opposing cabinet. The personal contact is only allowed in the Joint Security Room, which is situated away from both committee rooms and serves as a room for negotiations between delegates from different cabinets. The request for a meeting is made through the Motion for the Conference of Ministers and must be approved by the Director of JCC. When making the request, you must specify who you wish to be in the JSR and explain the grounds of the request, i.e. the reason a meeting is necessary and what is to be discussed.

Be aware that such meetings are explicitly rare due to their dangerous nature and may be declined without explanation. You should only use this motion in critical situations when a personal meeting is absolutely necessary. Note that during the meeting the rest of the committee is still at work and you may miss important news or events while you are in the JSR. Moreover, although the Room is situated outside of the cabinets, it is not secure, and your enemies may use this fact to their own advantage, for example using the fact that you are absent from the committee or even attempting your assassination.

The Crisis Room

While delegates debate in their committee room, The Director of JCC will be hard at work in the Crisis Room creating further scenarios. The Director of JCC is also responsible for presenting crisis updates to delegates in creative and innovative ways and for responding to the notes that delegates may send at any time. It is extremely important to bear in mind the authority of the Director; the crisis room is not to be approached by the delegates. Decisions made by the Director should not be questioned unless you feel a detail has been missed.

Be aware that some of the letters you receive may contain deceiving information. The Director of JCC may deliberately guide a committee in a way that is opposite to that of the other committee, forcing you to make different choices to those if you had the true information.

Quick Tips during the debate

- Always be active – whether by note passing or by contributing in caucuses.
- Always be as detailed as you can in your notes; this will increase the chances of seeing it succeed, as well as make sure you do not lose time responding to the chair asking for more detail afterwards.
- Chairs and the Director of JCC will seek to exploit weaknesses in a note. Specify every detail in an important directive and try thinking of possible loopholes before sending any request.
- Receiving intelligence plays an important role in the debate, so be cautious about your notes. Leakage of information is extremely common and the best way to protect the information is to code it, especially if you are trying to send a note to another cabinet.
- Don't forget that Crisis moves forward in time rapidly. Take into account all the circumstances of the time period in which the Crisis is set – the technology available, culture and traditions, geopolitical situation etc.

- Depending on your character, try building compromise and suggesting workable ideas in the cabinet, for which you will gain credit. Remember: being in a crisis committee is all about being logical, analytical and flexible.
- Have fun! It is important not to get too wrapped up in the seriousness of warfare and enjoy the experience, engaging with the Director, other delegates and security in a friendly and enthusiastic way.