HISTORICAL CRISIS COMMITTEE

Guide Book

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Committee Overview

Welcome to the Historical Crisis Committee! This section should act as a primer for the basic concepts of the HCC and how it deviates from typical MUNs you may have attended in the past.

Crisis, as the name suggests, is a far more action-focused format of MUN. It is particularly popular at the university level in the United States and Australia, where entire MUN Crisis circuits exist dedicated to this format. Crises can be historical (as in this case), modern or even fictional/fantasy-based, depending on the conference.

The main objective of Crisis is to, as an individual and as a committee, react to an ongoing series of events which will change based on the passage of time as well as your own decisions and actions. How you react will determine the events which follow. As delegates, you will be representing the key people related to the crisis; the power and authority you wield will reflect those of these people. Information is asymmetrical, not everyone will be working with the same knowledge. This creates the opportunity for intrigue and espionage. Opposing cabinets will be working against each other to try and succeed in their objectives. You will attempt to hinder (or help) one another while working within the framework of the wider world, represented by the Crisis Directors.

Compared to typical MUN committees, as previously mentioned, the pace is greatly heightened. Rather than entertaining rounds of debate, it will essentially be a long unmoderated caucus (where the chairs may choose to tighten the rules on certain aspects at certain times) where delegates will react to dynamic Crisis Updates.

You will represent people, rather than countries. You will have a portfolio outlining your character and his power and the authority he holds. Yes, this means that personal pronouns ARE

allowed. The fact that you are characters in a crisis cabinet, rather than countries at the UN, means that there is a much greater focus on action. You don't have to 'recommend' or 'urge' in Crisis, you can take direct action - if you want something to happen, you can make it happen. Of course, this hinges on two things: being realistic and being detailed. As a military leader, be specific about what forces you use, their compositions, tactics and how this relates to your overall operational and strategic objectives. As a political leader, your focus will be on maintaining not only your position in power but also the general happiness and welfare of your people by issuing specific statements and enacting specific policies to reinforce this.

Treat your committee as being sealed off from the outside world - as political and military leaders, you would likely be isolated from the conflict itself, mediating the crisis from a remote location. The Crisis Directors represent the world at large, reacting to your actions and causing events to take place which you yourselves must react to.

Committee Structure

The Joint Crisis Committee (JCC) is so called because it is divided into two or more rooms which work 'jointly' together to create the crisis. This refers specifically to the committee type (as opposed to a single-room Crisis Committee) rather than the setting. The terms JCC and HCC will be used interchangeably throughout this guide. The structure is as follows:

Committee Rooms

The committee rooms are composed of the key politicians and military leaders who were active during the given crisis. As mentioned in the introduction, your two cabinets will be acting in opposition to one another and will be responding dynamically to the actions taken by the opposing cabinet as well as the outside world. You will have to take actions based on the interests of your cabinet as well as your personal interests - depending on your role, these two things may be at odds.

The two rooms are physically separated and the delegates from the two rooms are discouraged from discussing committee-related topics with members of the opposing cabinet during breaks, given the competitive nature of the committee and the sensitive, often secret, information being discussed in each room. The two cabinets can communicate through communiqués, which will be expanded upon later.

HCC is split into a committee and a backroom. The structure is as follows:

Example HCC structure from THAIMUN IV
(Cuban Missile Crisis)
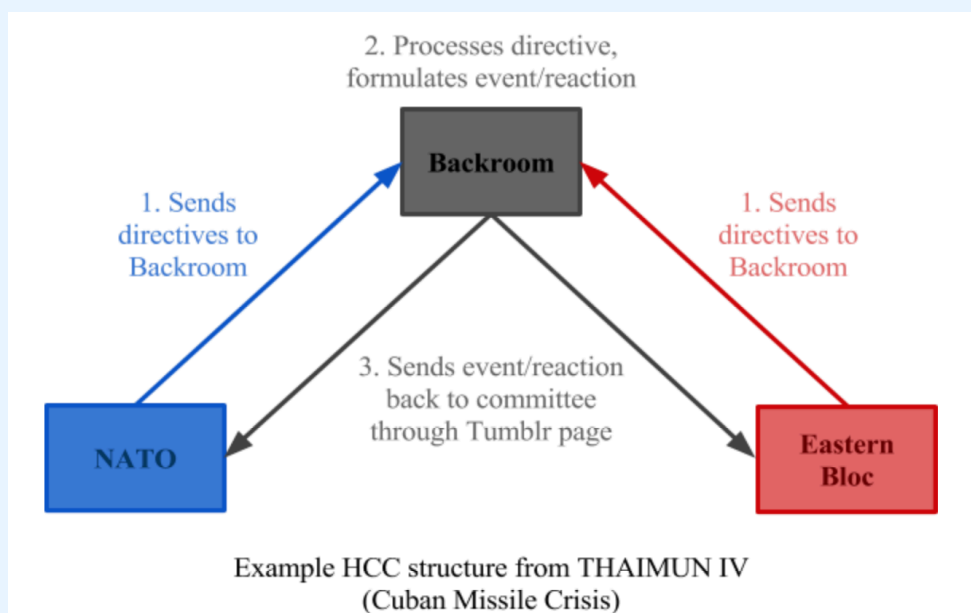
Backroom

The backroom is the third 'room' of the HCC and is always present regardless of the number of crisis cabinets. This room is occupied by the Crisis Directors. If you consider the HCC to be a game, the backroom represents the computer running the game, keeping track of all the information and responding
to the players' (i.e. delegates') actions. The backroom can represent all the countries, organizations and figures not included in the cabinets, so communication and action from within the cabinet is not just limited to the characters represented within the HCC.

The Crisis Directors are, as previously mentioned, the occupants of the backroom and will be the ones deciding on how to respond to the actions taken by each cabinet. How delegates communicate with the backroom and how the backroom translates these into actual events will be expanded on in the 'Procedures and Mechanics' section.

Crisis Staff

"Crisis Staff" is a term that is used to encompass both the crisis directors in the backroom and the chairs in the individual cabinets. Previous experience gives an ideal minimum of six crisis staff in total; two chairs (one per cabinet) and four crisis directors. The reason for the reduced number of chairs in comparison to a typical committee is that, HCC rules of procedure are
much more lax than normal. Thus, only a single chair needs to be present in order to ensure decorum and deliver crisis updates. 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. Two crisis directors should be assigned to each cabinet. While it is theoretically possible to have a single crisis director manage each cabinet, they can quickly become overwhelmed during periods of high activity. Having cabinet chairs who also process directives is highly discouraged.

Key Procedural Differences

Characters and Research

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.

You will have noticed that you are not a country's delegation to the UN, but a person in a specific cabinet.

What this means is that, unlike what you would normally do as a delegation to the UN, you are able to take direct action as your character. Delegates will not be writing resolutions nor recommending ways to deal with the issue, however this ability to have a direct effect on the crisis means that a much greater standard of specificity is required. This will be covered in a later section

The Portfolio Powers

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. The portfolio is meant to be secret - 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, certain elements have been added at the discretion of the crisis staff to make things more interesting.

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.

Procedure and Mechanics

Rules of Procedure

As mentioned in the introduction, the regular MUN rules of procedure will be used sparingly in the HCC. It is essentially a long unmoderated caucus where delegates have to take action as events happen. Moderated caucus (where delegates must speak on a specific topic for a set time, with a speaker's list established at the start of the caucus) can also be called if delegates wish to enter deeper discussion.

Crisis Updates

Crisis Updates are the means through which the backroom translates the directives submitted by the delegates into actions, and then how those actions affect the outside world.

Global Crisis Updates will be delivered to all delegates of both cabinets; this represents the information reported on by the news, and is assumed to be known by the general public.

Crisis Updates can also be on the individual level - if a personal directive is submitted in secret, the results of this will become known only to those it affects. Similarly, if a cabinet directive is submitted detailing a secret operation, the results will only become known to the respective cabinet.

Actions

This sub-section will cover the various actions you can take as delegates.

For Personal Directives, Press Releases and Communiqués, you are not limited to simply taking individual action. If multiple characters (but not the entire cabinet, as in that case a cabinet directive would be appropriate) wish to combine their various portfolio powers to undertake an action, this should be performed under the title of a Personal Directive, Press Release or Communiqué.

Personal Directives

A Personal Directive is an action that you take as your character or group of characters, making use of your portfolio powers.

All directives must be held to a high level of specificity. Given that action, rather than recommendation, is taking place, this specificity is important so that the delegate(s) submitting the directive is on the same page as the backroom staff. This is relevant whether the directive is military (specific instructions for movement of troops, for example) or political (laws, policies or even public speeches must be carefully crafted) in order to ensure consistency

Depending on the extent of the directive, the corresponding Crisis Update can be global, cabinet-specific or individual. This is the most versatile and most commonly-used directive, which should be used to shape the crisis at hand.

Press Releases

A Press Release is a statement released by a character (acting on his own or on behalf of his government) which is 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.

Communiqués

Similar to a Press Release, a Communiqué must be submitted to the form verbatim, as the backroom will pass the message on as it is sent to them. This type of directive is used when an individual or group wishes to communicate privately with another individual or group. The recipient of the message does not necessarily have to be someone represented by a delegate; the backroom can respond on the behalf of any non-delegate entity.

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.

Espionage

Some characters (you will know who you are based on your portfolios) will be responsible for covert actions. These actions, whatever they may be, will be submitted via personal directive only. Delegates should clearly mark their acts of espionage regardless of what method of directive submission is used.

The Military

With most if not all JCC scenarios, regardless of time period, military forces and their use invariably plays a key part of either side's decision-making. Familiarity with the composition, capabilities and limitations of your units is essential, as is an understanding of tactics and strategy and the realistic applications of your forces. In particular, those taking on portfolios relating to the military, such as senior officers or defense ministers, as well as the chairs, require a firm grasp of the intricacies of the armed forces.

Principles of Warfare

Although the face of warfare has changed with the adoption of new technologies and doctrines over time, there are some constants that will apply across all scenarios:

● "No plan survives first contact with the enemy " - Helmuth von Moltke the Elder Being prepared but adaptable is better than rigid adherence to preset plans, as unforeseen circumstances may ruin these plans.

● "If you know your enemy and yourself, you will not be imperiled in a hundred battles" - Sun Tzu Before launching military operations, gather as much information as possible, on both sides. Consider composition of forces, their capabilities and their relative size/strength.

● "War is the continuation of politics by other means" - Carl von Clausewitz Ensure that military actions are aligned with political and diplomatic interests. Threats (or actual use) of military action are valid negotiation tools, but should be used carefully.

● "Forget logistics, you lose" - Frederick Franks Supply and communications are as vital as combat power in deciding victory.

● "Every maneuver must be the development of a scheme; must aim at a goal" - Ferdinand Foch Have a clear aim in mind whenever using your forces; unfocused military action typically results in slaughter, with little to no overall gain.

Basic Types of Military Units

Regardless of the era the crisis is in, there are a few types of military units that remain constant throughout the history of warfare. Obviously you must understand the technological constraints of the time period of your crisis as well as the force your country is assigned to see which unit types apply.

Note that units are very rarely in large homogenous formations. Since the 1930s, militaries have increasingly moved towards "combined arms", a concept involving larger formations consisting of various different unit types and sizes for greater versatility.

Land Unit Types

Infantry (usually basic foot soldiers and transports if applicable), often subdivided as follows:

● **Airborne Infantry -** light infantry trained to parachute from aircraft or use helicopters, generally carry specialized equipment

● **Mountain Infantry -** light infantry trained to traverse difficult terrain (e.g. mountains), generally carry specialized equipment

● **Mechanized Infantry -** soldiers transported in armoured vehicles

● **Motorised Infantry -** soldiers in trucks and other unarmoured vehicles

● **Marines -** infantry trained to land on and seize beaches, often controlled by the Navy

● **Special Forces -** highly-trained specialists for assassinations, sabotage and reconnaissance

Cavalry/Armour - horses in earlier scenarios; otherwise armored vehicles i.e. tanks

Artillery - long-range cannons/rockets

Anti-Tank - gun-and-missile-based systems for destroying armored vehicles

Anti-Aircraft - gun-based and missile-based systems for destroying air targets. Guns are shorter range but faster; missiles are longer range but take time to track their target and fire

Engineers - construction, repair and demolition

Signals - communications

Logistics - supply, maintenance and command

Ship Types

Aircraft Carriers - somewhat self-explanatory; typically used as part of larger naval operations

Ship of the Line/Battleship/Battlecruiser/Heavy Cruiser - big warships with big guns for shooting things

Light Cruisers/Destroyers - lighter vessels for scouting, dependent on era

Frigates - light general purpose warships

Patrol Boats/Gunboats/Missile or Torpedo Boats - small vessels designed for patrol or limited attack roles

Helicopter Carriers/Amphibious Assault Ships - used for coastal support, and carrying marine infantry/sending them ashore

Attack Submarines - torpedo-armed underwater craft for stealthy sinking of enemy ships

Missile Submarines - underwater craft with ballistic missiles for attacking ground targets

Minesweepers - self-explanatory

Supply ships/oilers/tankers - supplies other vessels, important for extended operations

Landing craft - small, flat-bottomed vessels for carrying men and equipment ashore

Aircraft Types

Fighters/Interceptors - small aircraft used for shooting down other aircraft

Bombers - large aircraft used to drop explosives on targets

Attacker - small aircraft used for attacking point targets in support of ground troops

Maritime Patrol Aircraft - large aircraft used to patrol seas, may also attack ships and submarines

Aerial Early Warning & Control or AEW&C - flying radar stations

Tankers - flying petrol stations

Fixed-wing Gunships - converted transport which orbits ground target, engaging with heavy weapons

Transports - self-explanatory; can be used to transport men, materiél or drop paratroopers

Reconnaissance - 'spy planes', equipped to photograph, listen into or generally observe targets

UAVs/drones - remote-controlled aircraft mainly for scouting, with some offensive capacity

Scout Helicopters - self-explanatory; used to scout for information

Gunship/Attack Helicopters - heavily armed helicopters with autocannon, missiles and rockets

Utility/Transport Helicopters - for carrying people and stuff, can be used in other roles

Maritime helicopters - generally used to attack submarines

Military Organization

Armed forces are generally, in the grand scheme of things, organised into commands, traditionally geographically based e.g. US Africa Command (AFRICOM) or by role i.e. Special Operations Command (SOCOM), headed by a general/admiral/air marshal. Each branch (Army/Navy/Air Force) will also have a professional chief, referred to generally as the Chief of Staff, or Commander-in-Chief.

Army Organisation (w/ Commanding Officer ranks)

[XXXXX] Army Group (rare) - General of the Army/Field Marshal (400,000 -1,000,000 personnel)

[XXXX] Army - General (100,000-200,000 personnel)

[XXX] Corps - Lieutenant General (20,000-50,000 personnel)

[XX] Division - Major General (6,000-20,000 personnel)

[X] Brigade - Brigadier (3,000-5,000 personnel)

[III] Regiment - Colonel (1,000-3,000 personnel)

[II] Battalion - Lieutenant Colonel (300-1,000 personnel)

Smaller than this exist the Company, Platoon and Squad, but in most scenarios control of this fine a level should not be required. An exception is the use of special forces, which typically operate in smaller units. A rule of thumb is that three of the smaller unit make one of the larger, although of course variations exist between countries, particularly with Brigades and Regiments. Compositions will also vary by period.

Naval Organisation

Navy - Admiral of the Fleet/Fleet Admiral (entire naval force of a nation)
Fleet (numbered (eg. 3rd Fleet) or regional (eg. Pacific Fleet)) - Admiral/Vice-Admiral (2+ task forces)
Task Force - Vice-Admiral (2+ task groups)
Task Group - Rear-Admiral (2+ squadrons)
Squadron - Rear-Admiral/Commodore (4-8 larger ships)
Flotilla - Commodore/Captain (4-8 smaller ships)
Ship - Captain/Commander

Air Force Organisation

Air Force - Marshal of the Air Force/General of the Air Force (entire air force of a nation)
Numbered Air Force - Air Chief Marshal/Air Marshal/Lieutenant General (2+ Groups)
Group - Air Vice-Marshal/Major General/Air Commodore/Brigadier General (2+ Wings)
Wing - Group Captain/Wing Commander/Colonel/Lieutenant Colonel (3-4 squadrons)
Squadron - Wing Commander/Lieutenant Colonel/Major (7-16 small aircraft, 4-8 large aircraft)
Support (AEW&C, Tankers , Fixed-Wing Gunship, Transport, Reconnaissance) aircraft typically do not fly in formation with other aircraft of the same type, although they are (alongside larger aircraft such as bombers) often accompanied by an escort of fighters. Helicopters of all types are often mixed together, with homogenous units of the same type of helicopter typically no larger than a squadron

The Military Chain of Command

In most nations, militaries are subordinate to their civilian governments, whether it be the President or the Prime Minister. The professional (uniformed) head of the military, variously titled Chief of the Defence Staff, Chairman of the Joint Chiefs of Staff, or Commander-in-Chief of the Armed Forces, is therefore technically subordinate to his Minister/Secretary of Defence. Under him are the "service chiefs", the heads of each branch of the armed forces. In some

scenarios, the commander of an important subordinate command may present. For example, General Curtis LeMay was never head of the US Air Force, he still greatly influenced the Cuban Missile Crisis as the head of the US's strategic bomber force.

The general procedure for a military order is dependent upon the scale of the order, but for the sake of the committee, the highest-ranking military officer shall have full authority to issue orders to the nation's armed forces, not including nuclear weapons as that normally falls to a nation's chief executive.

Generic Military Officer Ranks

Army	Navy	Air Force*
Field Marshal	Fleet Admiral	Marshal of the Air Force
General	Admiral	Air Chief Marshal
Lieutenant-General	Vice-Admiral	Air Marshal
Major General	Rear-Admiral	Air Vice-Marshal
Brigadier General/Brigadier	Commodore	Air Commodore
Colonel	Captain	Group Captain
Lieutenant Colonel	Commander	Wing Commander
Major	Lieutenant-Commander	Squadron Leader
Captain	Lieutenant	Flight Lieutenant
Lieutenant/First Lieutenant	Sub-Lieutenant	Flying Officer
Second Lieutenant	Ensign/Midshipman	Pilot Officer

*Note some Air Forces follow the Army rank system

Nuclear War

Nuclear weapons are almost always a key feature of any post-1945 crisis committee, especially if dealing specifically with nuclear weapons. Feel free to use the Nukemap (https://nuclearsecrecy.com/nukemap/) to give a projection of the effectiveness of your nuclear strikes.

While any nuclear war would almost certainly result in the annihilation of humanity, it is still important to note the two different types of nuclear strikes which can occur so that some planning can take place.

'Counterforce' strikes aim to target enemy strategic installations and resources, with particular emphasis placed on nuclear silos and sites. This type of attack is intended to cripple as much of the enemy's strategic capacity as possible. On the other hand, 'Countervalue' strikes solely target the most populous cities in enemy territory. These attacks aim to cause maximum damage to the enemy's population and morale, with little regard given to a target's strategic value.

All nuclear strikes can be done through either personal or cabinet directives. When a nuclear attack is detected, the opposing counsel will be given time to respond, usually with nukes of their own.

The Use and Limits of Military Force

Whilst the usage of military force in most scenarios is often unavoidable, there exists limitations upon the actions each committee can take.

Capability

The capability of the equipment used by each armed forces, as well as the training level and capabilities of the personnel, must be taken into account and will serve as a limiting factor. These will include such things as the flight range of aircraft or the firing range of a weapon. Such factors as training will also be included, therefore the possibility of the Venezuelan Militia being able to fight US Marines on the same footing will be unlikely. Therefore it is crucial for military characters and the crisis directors to familiarize themselves to a certain degree on the equipment used by the forces involved in a scenario.

Communications & Logistics

With all scenarios, it is important to consider that near-instant communication is difficult to achieve, if not impossible. Messages and orders take time to be sent and received, regardless of era. This means that any directive or order will take time to be received, let alone implemented. Logistics involves the supply and movement of men and equipment. Ordering large formations to move from one part of the world to another is never fast. Units need to organize and ready their supplies for transport, which travel at a certain speed and have their own fuel and maintenance requirements. This multiplies with larger formations or more equipment-heavy formations like Armored units or Bomber squadrons. Therefore there will almost never be an instant movement of troops.

Geography

The geography of a set battleground will affect the way military forces operate there. For example, tanks and heavy vehicles will be of little use in dense jungle or mountains, or soldiers from temperate regions with no preparatory training will suffer in tropical regions. Hence, when making deployments or orders for troops to be massed in a given region, attention must be paid to whether the order forces will be able to effectively operate in the region.

Crisis Staff and Secretariat

This section is not meant for delegates, although those of you who are interested in the inner workings of the GC Committees are welcome to read it. Included are lists of things to consider on both the micro (for the Crisis Staff) and macro (for the Secretariat) level.

Please note that all backroom and front room staff for HCC must go through preliminary training by the secretariat before they begin the committee session.

Organization: Crisis
- Team organization:
    - The backroom should consist of at least one full-time member for each cabinet.
    - The cabinet should require only one chair, with a maximum of two.
    - It is possible to have rotating chairs. For example, two chairs could be assigned to each cabinet but only one is present in the room at a time, with the other in the backroom as an additional crisis director, with the two switching out every break. The permanent backroom staff should NOT move around in order to ensure that at least someone has a complete picture of what's going on.

Example HCC structure from THAIMUN IV
(Cuban Missile Crisis)
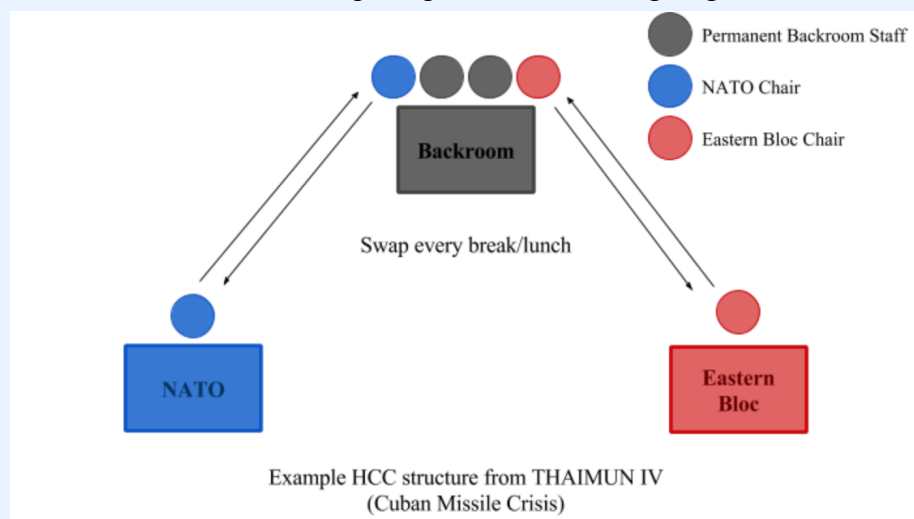
- In the lead-up to the conference, you must prepare the following:
  - ○ Crisis scenario and scope

    You must work out not only what crisis you are facing, but how long it is. This also includes working out how much real time per in-crisis day you are allocating (for example, 10 crisis days over three real days = around three-four real hours per crisis day). It goes without saying that the crisis cabinets should be decided here as well.

  - ○ Characters and Portfolios

    This cannot be stressed enough, as it is probably the most important part of Crisis. The respective cabinet chair(s) should be responsible for producing their cabinet's portfolios, with assistance from the backroom staff. The first version should be completed ASAP so edits can be made.

  - ○ Directive Submission Methods

    Possibly the next most important aspect of Crisis is sending directives. The method by which delegates submit their directives to the backroom must be efficient and easy to track. American conferences favour a paper system, which can work but may result in lost directives. A proven method used in THAIMUN is Google forms, where delegates fill in the type of directive (a multiple choice option) and the content of their directive (a long form answer box). If using a Google form, remember to record the sender's username so you know who it came from.

  - ○ Update presentation method

    Crisis would be pointless if the delegates could not see what effect their actions have on the world. The delivery of both global and cabinet-specific crisis updates must be considered. The most low-tech and usually most amusing option is for crisis staff to act out the crisis update to the cabinets, temporarily taking the role of some other character. Alternatively, an update can be written out by the backroom and read out to the cabinet by the chairs or, as the most high tech option, a webpage set up where delegates can access the crisis updates. Tumblr and google docs have also been used in the past.

Organization: Conference

- Rooms: a Crisis Committee needs as many rooms as it has cabinets, plus one for the backroom. This should be taken into account when doing room allocation. The rooms should be relatively close together and, more importantly, close to the backroom.

● Lunchtimes: ideally lunchtimes should be staggered so that the delegates of opposing cabinets do not have lunch at the same time. This is to ensure secrecy and competitiveness.

● General Assembly: if at all possible the Crisis delegates should not move to GA. Their lack of in-depth research in the modern day (even if the crisis is modern, their research would be focused on the specific area of their crisis, not international relations as a whole) means their participation in GA would not be very productive for them. The Crisis should continue while the GA takes place, only ending with the conference's closing ceremony. The Secretariat should be in communication with the Crisis Staff on the last day to ensure everyone is on the same page regarding movement from crisis rooms to the auditorium for closing.

● Awards: if superlatives/awards are presented at closing, there should be time allocated to each individual cabinet, as though it was its own committee.

Miscellaneous

The final section of this guide, detailing information that does not pertain to the other sections.

Frequently Asked Questions

● What is this based on?
The ruleset for this is based on an American crisis rulebook and guide, with certain elements modified to make the transition from normal MUN to crisis easier.
● Why are we not participating in the GA?
Firstly, as your research will pertain to specific characters from history, the knowledge you have of country policy in the modern day is likely to not be as strong as the other delegates, who will have research on the modern day. Secondly, based on past experience, it has been noted that not enough time has been devoted to the HCC so not enough could be done.
● Are our rooms separate?
Yes, as much as possible. Chairs are encouraged to coordinate so that the two cabinets stagger their break times and lunchtimes. This is to ensure the secrecy and competitiveness of the HCC.

Creditories:

Much thanks must go to the following people, without which the development of this Handbook and the committees would not have been possible.

The original HCC Guide Book

- The THAIMUN IV Secretariat:
- ○ Secretaries General: Punn Siwabutr (SHB) and Smile Damrongmanee (RIS)
- ○ Parliamentarians: Putt Punyagupta (BPS) and Eliz de los Santos (CIS)
- THAIMUN IV HCC (Cuban Missile Crisis) Staff:
- ○ Tanya Tanyarattinan (YSB)
- ○ Ploy Jantarasombat (RIS)
- ○ Alessandro Prügel (NIST)
- ○ Purvaansh Lohiya (WIS)
- ○ Jack Tye (BPS)
- ○ Thai Beckers Kasemsant (CIS)
- Special Thanks To:
- ○ Mr. John Wood, THAIMUN Director
- ○ Richard Sathirathaya (SHB), for compiling the military section
- ○ Jing Jing Piriyalertsak (HIS), for additional edits and checking

The modified rules of procedure and edits from Thai MUN X:

- The THAIMUN X Secretary-Geneals:
- ○ Sara Pimmada Landry (ISB)
- ○ Jeremy Kim (ICS)
- Special Thanks To:
- ○ Mr. John Wood, THAIMUN Director