



**THAIMUN XIII**  
**Historical Crisis Committee (HCC)**

**Rules of Procedures**

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## Structure and General Mechanics of HCC

This paper will cover the general rules and mechanics of HCC as this committee will not be run by the standard rules of procedure.

### 1. Committee Room

- a. The Committee room will be separated between 2 cabinets in accordance with the allocation.
- b. The Backroom which will also serve as the Arbitration Council will be in a separate room which will be used for backroom operations and Arbitration meeting sessions.

## The Chairs of HCC

Commonly, referred to as Chairs. The Chair, referring to all members of the Frontroom and Backroom, are part of the body that runs the procedural operations within the committee. During the duration of the committee, the chair is the highest authority in the room and their decisions are final. The Chair of HCC should include no less than 4 members but no more than 5 members.

### 1. The Frontroom Chair

The Frontroom heads the operations within each committee room and to ensure the smooth operations and functions of the committee both within the delegates cabinet and that of the Backroom. The Frontroom, other than heading the committee, acts as the messenger to pass along messages to the Backroom chair, be it meeting requests to the Arbitrator or others. The Frontroom consists of 2 Frontroom Chairs.

### 2. The Backroom Chair and Arbitration Council

The Backroom represents the outside world and keeps track of situations, crises and directives made by delegates. The Backroom would occasionally be the “Arbitration Council” should delegates wish to initiate meetings and negotiations between different parties. The Backroom is headed by the Crisis Director and 2 Backroom Chairs.

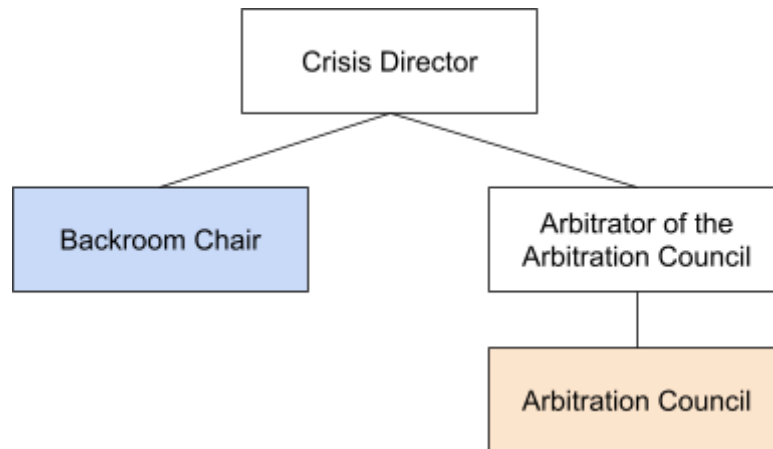
- a. One Backroom Chair is to be designated as Crisis Director, in charge of supervising the operations of the Backroom and to always communicate with the Frontroom to ensure smooth operations of the committee.
- b. One Backroom Chair is to be designated as Arbitrator, in charge of the Arbitration Council and serve as moderator during all meetings conducted under the Arbitration Council.

## The Arbitration Council

The **Arbitration Council** serves as an official mode of communication between the 2 Cabinets and the neutral party. Any communications, treaty, memorandum of understanding or agreement done outside of the Arbitration Council will be nullified and won't be taken into account in committee dynamics.

- a. The Arbitration Council is led by one of the Backroom Chair who will be the 'Arbitrator' in the meeting and will serve as a moderator and keep the meeting in check as well as log all the communications and treaty made during the session.

### STRUCTURE OF THE BACKROOM

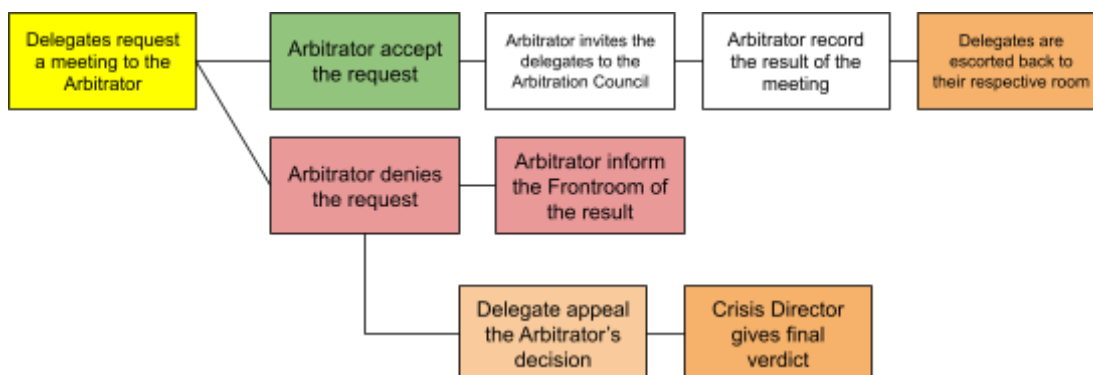


#### 1. Mechanism of the Arbitration Council

- a. The sole member of the Arbitration Council shall be the designated Arbitrator of which is a member of the backroom chairs.

- i. The Arbitrator has the authority to agree or deny requests for negotiations and meetings requested by the delegates.
  - ii. The Crisis Director may override the Arbitrator's decision as Head of the Backroom.
  - iii. The delegates may appeal the Arbitrator decisions and the Crisis Director shall render the final verdict.
- b. Delegates are to request a meeting through the Frontroom chairs or through directives to ask for a meeting between delegates of their designated cabinet. The Arbitrator would then arrange the meeting and bring the delegates in the Arbitration Council Room.
- i. Only during the 'Deliberation and Arbitration phase' are meetings and negotiations will be entertained by the Arbitrator.
  - ii. Delegate(s) who request for the meeting will be asked to provide the reason for seeking the Arbitration Council to set up the talks and the attendees that will be present in the meeting.
  - iii. Emergency Arbitration Meetings are to be allowed at the discretion of the Arbitrator and the Crisis Director to move the committee forward.
- c. Delegates are allotted 15 minutes for each Arbitration session of which will be moderated by the Arbitrator. The Arbitrator will note down points of each delegate in a document file.
- i. The meetings are to be conducted only in the presence of the Arbitrator or members of the Chair.
  - ii. The Arbitrator, Crisis Director or member of the Chair have the authority to increase or decrease the time allotted as they deem reasonable.
- d. After the allotted 15 minutes, the Arbitrator will ask if the delegates have come to an agreement if so the delegates are to sign their names and ratify the agreement of which will be promulgated by the Arbitrator and Crisis Director.
- i. If delegates have yet to reach an agreement, the Arbitrator will only record down the meeting.
  - ii. If delegates have reached an agreement, the Arbitrator will ask both parties to affix their signature and ratify the agreement and notify them that their agreement will have an impact on the committee dynamics.

### OPERATIONS OF THE ARBITRATION COUNCIL



## Procedures of HCC

This part will cover and explain all phases within HCC of which will be included in the schedule. As we have amended and inhibits the use of “motions” from this Rules of Procedures, the committee will follow a set of schedule through “phases” which will include as follows;

### 1. Roll Call & Opening Speeches

- a. The roll call is used to ascertain which delegates are present and their voting status in the committee. When their nation is called by the frontroom chair, delegates are required to raise their placards and declare their voting status as either "present" or "present and voting".
- b. Delegates who declare "present and voting" will not be able to abstain from substantive voting (draft directives). Those who declared "present" can, on the other hand, abstain from substantive voting.
- c. There will be no abstentions or vetoes entertained for procedural voting (motions and other procedures), and only a simple majority is needed for a motion to pass.
- d. Observers can only say "present".
- e. After the end of Roll Call, the Frontroom chairs will invite delegates in alphabetical order to give an opening speech for 1 minute but extendable to up to 1 minute and 30 seconds.

### 2. Deliberation and Arbitration Phase (20 - 30 minutes)

After roll call and opening speeches have been completed, the Frontroom Chair will then send the delegates to their designated Cabinet Room. Delegates are to use this time to formalize and strategize plans for their directives and topic as well as lobbying and negotiating with neutrals or other cabinets.

- a. Neutral Cabinet members are to stay in the starting committee room that will be the ‘Arbitration Council’ and may strategize among themselves or initiate negotiations between other parties.

- b. Members of each Cabinet are encouraged to lobby and enter into dialogue with the Neutral Cabinet members through the 'Arbitration Council'.
- c. The Arbitrator will formalize and promulgate the joining of Neutral members to each Cabinet once they have reached an agreement.

### **3. Action Phase (30 - 45 minutes)**

In this phase, After deliberation and Arbitration. The delegates will now be pushed into actions by sending directives of their plan of which will be processed by the Backroom. During this phase, Communications between each cabinet is permissible through note form as meetings will now be allowed further.

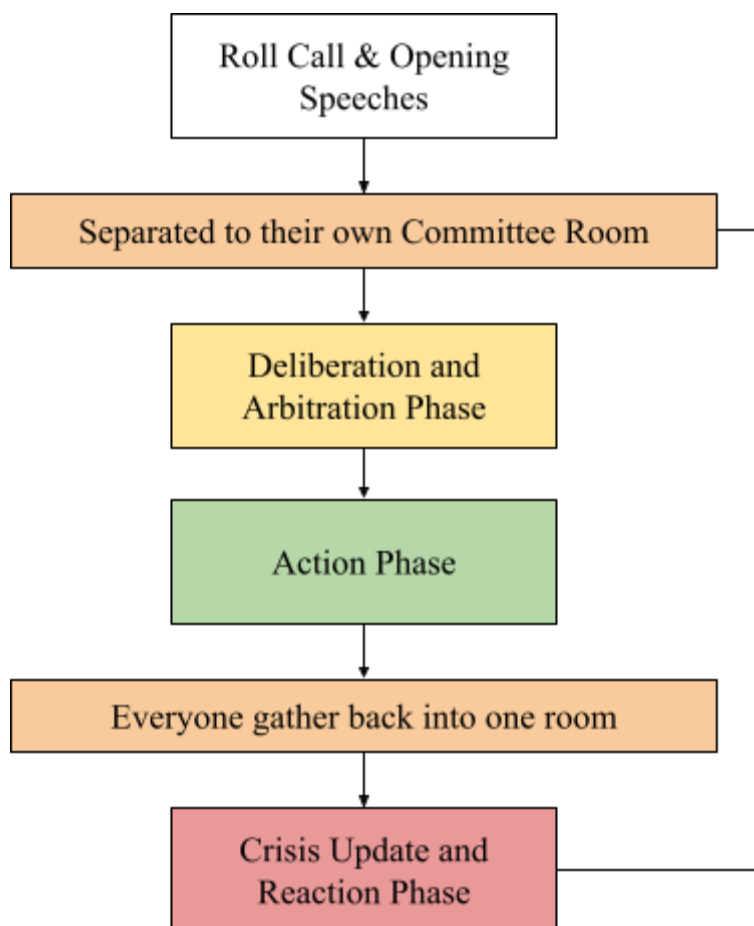
- a. The Arbitrator and Crisis Director may permit an 'Emergency Arbitration Meeting' as a means to move the committee forward. Delegates may request for an 'Emergency Arbitration Meeting' to their Frontroom and provide the necessary reasoning.

### **4. Crisis Update and Reaction Phase (25 - 30 minutes)**

Delegates will be brought back to the main committee room and will be briefed on the result of the directives through Press Release or Crisis Update. The Frontroom chair, if permitted, will allow reactionary speeches and this phase will allow for floors to be open to 'motion'

- a. This is the only phase that 'Motion' will be used and the list of 'motion' permitted will be Moderated Caucus, Unmoderated Caucus and Consultation of the Whole.

## **COMMITTEE CYCLE AND OPERATIONS**



\*The Committee will follow a set of planned schedules of phases set forth by the Secretariat

## 5. Motions

- a. Motions are to allow for delegates to express their opinion and react to the crisis. The frontroom chair will periodically open the floor to delegates to propose points and motions during the committee session. This section will cover the different types of motions. Unlike other Traditional and Special Committees, Motion will only be allowed during a specific phase and will be disabled throughout the conference.
  - i. Proposing motions are allowed only during the Crisis Update and Reaction Phase.
  - ii. Proposing moderated and unmoderated caucuses can only be done through motioning.
  - iii. Motions go through procedural voting to determine if they pass or fail. If multiple motions are proposed in one round, then they will be voted on from the most to least disruptive. This means that motions which are longer in duration will be voted on first.
  - iv. Once a motion acquires a simple majority of votes from the delegates, all other motions in that round automatically fail. Delegates may propose failed motions

again when the frontroom chair opens the floor for another round of points and motions.

b. Moderated Caucus

- i. The moderated caucus is a formal debate on a specific topic proposed by the delegate. The delegate proposing the motion must concisely explain the topic, set the time limit for the entire caucus, and the time limit per speaker. The frontroom chair would then add the caucus to the voting list.
- ii. Once a moderated caucus has passed, the frontroom chair will ask the delegate who proposed the motion whether they wish to speak first or last. Then, other delegates wishing to speak in this caucus must raise their placards until recognized by the president.
- iii. There is no yielding in a moderated caucus. Once a delegate has finished their speech, the frontroom chair will immediately invite the next delegate up to the podium.

c. Unmoderated Caucus

- i. The unmoderated caucus is an informal debate session in which delegates can move around freely as well as engage in direct conversations with other delegates.
- ii. Delegates who motion for an unmoderated caucus must state the session's time limit.
- iii. During the unmoderated caucus, senators may form blocs with other senators who hold similar views, lobby other senators, and work on their draft directives.

d. Consultation of the Whole

- i. This motion incorporates features of both the moderated and unmoderated caucuses. Consultation as a whole is still a formal debate format as delegates must take turns making speeches and remain seated throughout the session. The overall period for the consultation will be determined by the delegate who proposed the motion. They will also have the opportunity to speak first, and once finished, the delegates can yield the floor to another senator of their choice without having to refer back to the frontroom chair. There is no time limit for each speaker during the consultation of the whole.

## 6. Point System

- i. Unlike the motion system, which is utilized for the committee's collective progress, the point system is used when a delegate wishes to address an issue.
- ii. When the frontroom chair opens the floor to points and motions, all points can be raised. However, points of order and personal privilege can also be raised whilst another delegate is speaking.
- iii. 4 Types of Points:
  1. Point of Order: Used when a delegate believes that the chair's behavior is seriously incorrect and detrimental to the committee and wishes to correct

them. To raise a point of order the delegate must raise their placard and state "point of order", followed by stating the wrongful conduct of the presidents. If the chair recognizes their conduct as improper, the chair will state "the chair remains corrected" and then proceed to amend their conduct.

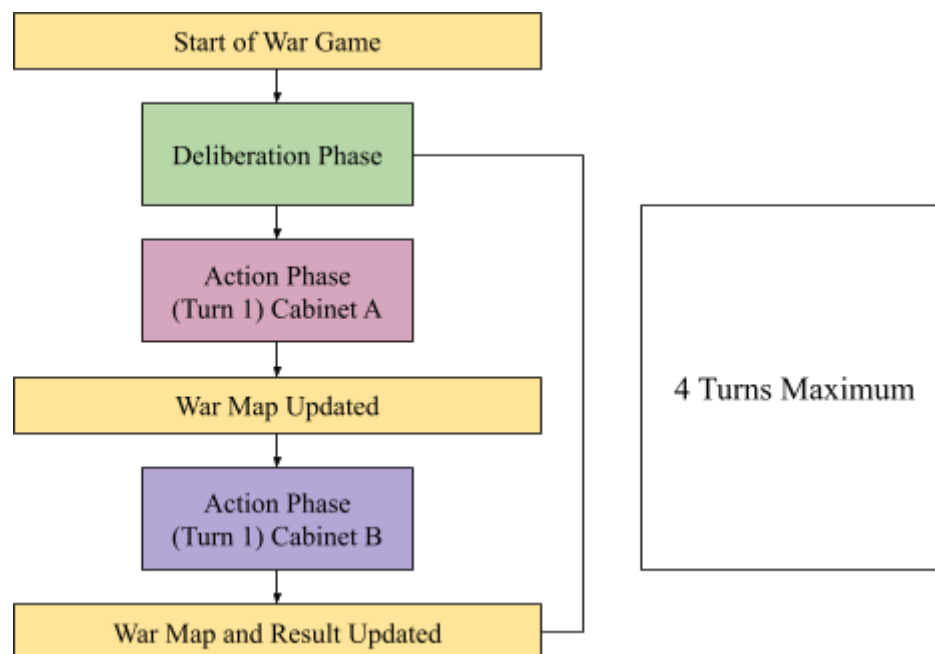
2. Point of Personal Privilege: Used to address personal discomfort of the delegate, such as regarding the room temperature or use of the lavatory. Delegates are urged to communicate points of personal privilege in note form to the chairs without disrupting the committee. However, if the issue is an emergency or interferes with the senator's ability to participate in the committee session (e.g., audio difficulties), the delegate may raise their placard and announce "point of personal privilege," followed by stating their difficulty.
  3. Point of Information: To ask the chair or other delegates questions concerning the committee's topic, and draft directives. This point may only be raised when the frontroom chair opens the floor to points and motions. As verbal communication between delegates is not permitted except during an unmoderated caucus, delegates must ask and answer "through the chair".
  4. Point of Parliamentary Inquiry: Used when a delegate wants to ask the president a question regarding the rules of procedure.
- iv. Right to Reply
1. Used when the integrity of the represented character is impugned by another delegate.
  2. The delegate may ask the chair for the right to reply to defend their character if the character's name is mentioned directly in the speech.
  3. Indirect mentions do not invoke the right to reply.
  4. The delegate who attacked another character cannot answer the right to reply speech.
  5. The right of reply is also stringent on the chair's discretion. Appeals to the chair's decision will not be entertained in the case of a right to reply.

## 7. War Game

Over the course of HCC, the Committee will break from the cycle and enter into a session of “War Game”. In each War Game, delegates will be given a “Military Resource Booklet” for their respective cabinet and will be engaging in military operations which will have an impact on the committee dynamic itself and a way to move the Committee forward.

- War Games in itself will consider 2 main phases “Deliberation” and “Action” Phase, during war games there will be no Arbitration meeting. Arbitration meetings will only be allowed at the end of the War game after the result has been finalized, The Arbitrator will allow a meeting or an Emergency Arbitration Meeting at his/her discretion.
- The War Game will be conducted in ‘turns’ each cabinet will go in ‘turns’ to announce their actions to the Backroom Chairs of which will be put on the War Map
- Delegates will be allotted 10 minutes for the ‘Deliberation Phase’ and 5 minutes for the ‘Action Phase’
- The War Game will continue on for 4 turns and at the end of turn 4, the Chair will announce the winner of the War game and the ramifications it had on the committee.

### OPERATIONS OF HCC WAR GAME PROCEDURE



## 8. War Game Mechanism

In War Game, the delegates will immerse themselves in military operations and strategy planning. In this section, delegates will go over the mechanism of War Game and the operations and rules within it.

- a. At the beginning of the day delegates will be given their cabinet respective 'Military Resource Booklet', Delegates are encouraged to familiarize themselves with the content within. Delegates that are members of the Neutral will get a separate booklet.
  - i. The content within the 'Military Resource Booklet' will cover the military units at their disposal, their manpower, their type and their specialty for delegates to be able to utilize them.
  - ii. Each member of the neutral cabinet will be given their own personal booklet unless they are from the same faction.
- b. After the 'Deliberation Phase' has elapsed, the Backroom chair would ask for '3 representatives' of the Cabinet to come up and present their plans and input their strategy i.e. troops movement, deployment of units etc.
- c. In each War Game, A cap of unit deployable is set at 10 units per each cabinet excluding the neutrals that have the ability to deploy separately with a maximum of 3 units deployable per each neutral to aid the cabinet that they align with.
- d. After both Cabinets have taken their turn to present their plans to the Backroom, the Backroom would then calculate the result of the turn and will inform the delegates of both committees regarding the troops movement and deployment as well as any battle.
- e. At the end of turn 4, the Backroom will announce the winner of the War Game and the impact and ramifications it had on the committee. Delegates may request through the Arbitrator or the Crisis Director for an 'Emergency Arbitration Meeting'

## 9. Crisis Updates

- a. 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.
- b. The backroom can choose whether to accept directives and respond to them.
  - i. Directives considered unrealistic, will not be responded to, and therefore the action outlined in the directive will not occur.
  - ii. For example: Nuking the entire world or starting an alien invasion
- c. Global Crisis Updates will be delivered to all delegates (of both cabinets if applicable); up this represents the information reported on by the news, and is assumed to be known by the general public. The updates also represent events taking place in other relevant sections.
- d. 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.

## 10. Actions

- a. Delegates can take a variety of actions such personal directives, press releases, and communiqués
  - i. For Personal Directives, Press Releases and Communiqués, delegates 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 undertake an action, this should be performed under the title of a “Personal Directive”, “Press Release” or “Communiqué.”
- b. Personal Directives
  - i. A Personal Directive is an action that you take as your character or group of characters.
  - ii. All directives must be held to a high level of specificity. Given that action, rather than a 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.
  - iii. Depending on the extent of the directive, the corresponding Crisis Update can be global, cabinet specific or individual. Personal Directives are the most versatile and most commonly-used directive, which should be used to shape the crisis at hand.
- c. Press Releases
  - i. A Press Release is a statement released by a character (acting on their own or on behalf of their government) which is available to the public.
  - ii. 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.
- d. Communiqués
  - i. 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.
  - ii. The recipient of the message does not necessarily have to be someone represented by characters in the committee; the backroom can respond on the behalf of any entity outside of the committee.
  - iii. For example: communications to an influential figure
- e. Cabinet Directives
  - i. Cabinet Directives are actions taken by the entire cabinet. These can result in global crisis updates.

- ii. For example with a joint press conference, policy change or a major operations or crisis updates delivered specifically to the committee for example, secret operations and internal affairs changes.

## 11. **Suspend Debate**

- a. Motions to suspend the debate are used for breaks in between committee sessions. Suspension of debate will be done by chairs once the time has elapsed in accordance with committee proceedings.

## 12. **Adjourn Meeting**

- a. The motion to adjourn the meeting is used to end the committee once the chairs have announced the result of the final directives and the end result of the topic as well as the promulgation of the last Treaty by the Arbitrator. This would mean the committee has completed the agenda, and delegates will not be returning for further deliberation.

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