



**The Doon School
Model United Nations 2026**

16th to 18th August

Crisis Committees Rules and Procedure

*'Between Endings and Beginnings,
We Stand'*

What is a Crisis Committee?

A crisis committee is a fast-paced, interactive Model UN format in which delegates represent ministers, diplomats, or influential individuals responding to an urgent and evolving situation. These committees often take place in historical, fictional, or futuristic settings, and are not traditional UN bodies but rather cabinets, summits, or crisis councils. Delegates assume the roles of characters with distinct agendas and powers. For example, a crisis on the Cuban Missile Crisis might assign delegates roles within President Kennedy's cabinet, each with decision-making authority over a specific domain.

Crisis Overview

In a crisis simulation, each delegate is given a role that typically comes with specific responsibilities and powers. These roles determine what actions a delegate can take and how they respond to updates. Each action taken by a delegate can shift the direction of the committee's simulation timeline. For instance, in a simulation of JFK's Cabinet during the Cuban Missile Crisis, delegates may represent key figures like the Secretary of Defense or National Security Advisor, each bringing their portfolio influence to the table.

Joint Crisis Committee (JCC)

Joint Crisis Committees consist of two or more crisis rooms that operate within the same fictional world. These committees represent opposing sides or factions in a conflict and interact with each other through crisis notes or communiques. Although in separate rooms, both are impacted by each other's actions. Coordination happens via the dais and backroom staff, allowing for strategic communication and multi-room interaction. An example would be a JCC on the Vietnam War, where one room represents the USA and South Vietnam, and the other represents North Vietnam and the Viet Cong.

How is a Crisis Committee Different from a Standard Committee?

Crisis committees differ in three key ways: time, debate, and output. Time progresses faster within the simulation than in real life. For example, 30 minutes of real debate may represent a full day in the committee's timeline. Debate usually takes place in a perpetual moderated caucus rather than structured speeches and motions. Most importantly, instead of producing resolutions, delegates create deliverables like directives and communiques in response to constant crisis updates. These updates reflect how the fictional world changes due to committee actions, which may diverge from historical reality.

Rules of Procedure

Crisis committees are less rigid than standard MUN committees, allowing more freedom and creativity. The dais decides the flow of the committee, including speaking time and when votes occur. Delegates primarily interact with the dais and crisis staff through crisis notes, and actions are often carried out individually rather than collaboratively. As such, formal motions and resolutions are replaced with direct actions.

Delegate Communication

Delegates use crisis notes to communicate with the dais. These may be questions about the fictional world (e.g., "What is the current morale of the public?") or directives (e.g., "Deploy 5,000 troops to the border"). Notes are submitted to the dais for approval, and responses are incorporated into the ongoing story. Organization is key, and some committees may use a "crisis pad" or docket system for managing submissions.

Debate

In a crisis committee, the main format of debate is a perpetual moderated caucus. This means that instead of using formal motions to set the agenda or speaking time, the dais continuously calls on delegates to speak for short intervals, usually around one minute. This allows the discussion to stay fast-paced and reactive to new developments in the crisis. Delegates raise their placards, and the dais selects speakers based on the flow of debate.

Other formats may be introduced depending on the situation. A Round Robin is a structured speaking format where each delegate is given a chance to speak once, in a set order, on a specific topic for a set time period. This helps ensure that all voices are heard, especially at the beginning of a session or after a major update.

A Moderated Caucus is used when the dais wants to focus the debate on a particular issue or aspect of the crisis. In this format, delegates speak for a fixed amount of time (e.g., 30 seconds or 1 minute) in a set order chosen by the dais.

An Unmoderated Caucus is a break from formal debate, where delegates can leave their seats, move around, and talk freely. This is used for informal negotiations, alliance-building, or planning joint actions. It often happens after a major development or when delegates need time to prepare crisis notes or draft directives.

Overall, these formats are flexible and chosen by the dais to suit the needs of the moment. Delegates are expected to adapt quickly and stay engaged throughout.

Voting

Crisis committees vote not on draft resolutions, but on public deliverables such as directives, communiques, or press releases. These votes are quick and informal. A motion to introduce or vote on a directive takes precedence over debate. If passed, the directive is read aloud and enacted within the crisis simulation.

Role of Delegates

Each delegate plays a character with unique responsibilities and goals. Unlike standard committees that prioritize collaboration, crisis encourages individual action and strategy. Your goal is to fulfill your character's objectives, which may or may not align with others in the room. This may involve manipulation, alliance-building, or even betrayal.

Goals

The goals of your role are based on the character or office you represent. While some characters aim to preserve peace or rebuild institutions, others may seek to gain power or promote ideology. You should tailor your directives and actions to achieve your role's specific objectives.

Portfolio Powers

Portfolio powers are the specific abilities tied to your role. A general may command troops; a finance minister may impose tariffs or control the treasury. These powers allow delegates to write and enact private directives without needing committee approval. When in doubt, you can ask the dais to clarify what your role permits.

Deliverables

Deliverables are how delegates take action in a crisis. These include:

- Directives: Plans of action written in response to crises. Can be public (voted on) or private (individual or joint, not voted on).
- Communiques: Formal messages to other figures, organizations, or committees.
- Press Releases: Public announcements to influence public opinion within the crisis world.

Each deliverable should include a title, type, sponsor(s), and—if public—signatories.

Public Directives

These are committee-wide actions proposed by delegates and voted on by the whole committee. They must be realistic and within the committee's power. Public directives need at least one sponsor and a set number of signatories (typically 1/5 of the committee). Once passed, they shape the crisis world through the dais's updates.

Private Directives

These are individual actions submitted privately to the dais. Only the sponsor and dais are aware of their contents. Private directives often relate to a delegate's portfolio powers and allow secret maneuvering, sabotage, or personal strategy.

Joint Private Directives

Joint private directives are written and signed by small groups of delegates (usually no more than three). They combine the portfolio powers of their sponsors and enable complex actions that require collaboration without revealing plans to the full committee.

Communiques

A communique is a message sent to another character or entity, either within or outside the committee. These can be public or private and require a recipient and message body. In a JCC, they may also be used to communicate with delegates in the opposing room. Responses are provided by the dais or recipient delegate.

Press Releases

Press releases are public communications meant for the fictional general population. They are used to influence opinion, justify actions, or spread propaganda. These are visible to the entire committee and must be carefully crafted for political impact.

Preparing for Committee

Before the conference, thoroughly research your character, role, and historical context. Understand what powers you hold and how you might expand them through directives and alliances. Your position paper should outline your character's goals and strategy. The best delegates enter committee with a clear plan, creative ideas, and the flexibility to adapt as the crisis evolves.



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