

- Introduction

- Hello, my name is Matthew Robin and I will be your Chair for this committee. I graduated from the University of Central Florida last year double majoring in Political Science and Economics. I am currently attending the Florida State University Masters of Applied Economics program. I spent three wonderful years in college participating in Model UN. I have won three awards, two of them in crisis, chaired a crisis, and directed a crisis. I also ran many of the mock crisis sessions for the University of Central Florida's Model UN team last year. I am probably the biggest fan of crisis committees you will ever know. What I am going to stress to each and every one of you is that crisis is completely different from traditional MUN. The point of this background guide is to get you guys to be in the right frame of mind for crisis. First we will go over procedure

- Modes of Debate

- Perpetual Moderated Caucus
  - This is the default mode of debate. There is no specific subject that must be debated. This type of moderated caucus is called perpetual because if no motions are made throughout the entire committee then we stay in this moderated caucus. This moderated caucus runs similarly to traditional MUN moderated caucus. There will be a speaking time and you raise your placard to indicate that you want to speak and I call on the speakers
- Specified Moderated Caucus
  - You can move to enter this type of debate. This moderated caucus runs like a perpetual moderated caucus but there is a total time limit and there is a specific topic being discussed.
- Unmoderated Caucus
  - This is the most informal mode of debate. There are no rules in an unmoderated caucus except for the time limit. You can walk around, talk among yourselves, write personal as well as group directives, and basically do what you think is necessary.
- Motioning to Change Debate

- To motion for a moderated caucus with a specific subject say, “I move for a moderated caucus for X minutes, with a Y second speaking time to discuss Z.”
- To motion for an unmoderated caucus say, “I move to suspend the rules of the meeting for the purpose of an X minute unmoderated caucus.”
- Directives
  - Personal Directives
    - This represents the most importance difference between traditional MUN and crisis committees. Personal Directives are directives that you complete by yourself or with one other member. These directives are sent to the chair which is then sent to crisis staff. Crisis staff will read you directive and decide what happens. Later in the document I will detail the personal power of each position.
    - Be creative and specific with your personal directives. I cannot stress that enough. Assume crisis staff knows nothing about what you are doing. I have been part of many crisis staffs and I will promise you that they will mess with you if you are too vague. For example do not say mover army over there. I promise you crisis staff will just move the entire army. Instead say move units X, Y, and Z of the 44<sup>th</sup> armored division to a secured position in (insert city). You cannot be too specific with your personal directives.
  - Group Directives.
    - Group Directives are directives passed by the entire group. This is incredibly broad because it includes battle plans, press statements, and at times even motions to put someone on trial. Basically anything that the committee wants to do that is not within your personal powers needs to be passed by Group Directive. To pass a Group Directive place the directive on my desk and when I call for motions you should motion to enter voting procedures. If that motions passes then we vote on the Group Directive by placard vote.
- Research
  - Overview

- Research for crisis is different than researching for traditional MUN. There are three aspects to research you need to remember.
  - Time Period
    - First, understand the time period you are playing out. This crisis will span two year, 1979-1981. You should have a good understanding of events pertinent to the Soviet Union that took place during the 1970's and 1980's. All good crisis changes history. In order to be effective you need to know what the Soviet Union has done and will do in the future, who are our allies and enemies, and what the United States has done and will do in the future. Armed with this knowledge you should be able to be creative and come up with ingenious plans.
  - Person
    - Second, you are representing a person, not a country. I like to think of it as acting. While researching your person try to find out distinct characteristics about him. For example, are they peace oriented or thirsty for war and who are their allies and enemies in the committee? Sometimes it is hard to find sources on some members of the Politburo but I expect each and every one of you to try incredibly hard to find as much information as possible about your specific character.
  - Power
    - Third, while you are representing a person you also have specific positions within the Politburo. These positions contain both powers and limitations. It is up to you to exploit your powers as best as possible while keeping in line with the limitations. If you have soldiers, spies, police, or special operators under your command try to find out the exact number of assets under your command. Also research weapons used by the Soviet Union if it pertains to your positions, and don't forget about military bases. Also look up foreign policy, who do we have treaties with, who are our allies and enemies?
- Positions
  - Leonid Ilyich Brezhnev – General Secretary of the CPSU Mikhail
    - Committee Director

- Andreyevich Suslo – Second Secretary of the CPSU
  - Committee Assistant Director
- Dmitriy Ustinov – Minister of Defense
  - Role - Responsible for coordination between the various armed forces.
  - Personal Power – receiving and distributing the funds of the armed forces and negotiating weapon transfers and overseas sales.
- Sergey Leonidovich Sokolov – Marshal of The Soviet Union
  - Role - In charge of all the ground troops in the Soviet Union. This means infantry, tanks, artillery, etc.
  - Personal Power - You can unilaterally command any asset under your authority
- Pavel Stepanovich Kutakhov – Chief Marshal of Aviation
  - Role - In charge of the Air Force of the Soviet Union.
  - Personal Power - You can unilaterally command any asset under your authority
- Georgiyevich Gorshkov – Admiral of the Fleet of the Soviet Union
  - Role - In charge of the Navy of the Soviet Union
  - Personal Power - You can unilaterally command any asset under your authority
- Yuri Vladimirovich Andropov – Chairman of the State Committee for State Security (KGB)
  - Role - Gather civilian intelligence domestic and foreign. You also have some special operators under your control.
  - Personal Power - You can unilaterally command any asset under your authority
- Pyotr Ivashutin – Chairman of the GRU
  - Role - Gathering military intelligence. You also control Spetnaz
  - Personal Power - You can unilaterally command any asset under your authority
- Andrei Andreyevich Gromyko – Minister of Foreign Affairs
  - Role - Responsible for the foreign relations of the Soviet Union
  - Personal Power – You are the only member allowed to contact other countries regarding non-economic diplomacy (Dobrynin is allowed to contact the US and Shcherbytsky can contact Warsaw Pact states )

- Anatoly Fyodorovich Dobrynin – Ambassador to the US
  - Role - Main point of contact with the US
  - Personal Power – You are the only committee member allowed to go into the US committee room
- Vladimir Ivanovic Terebilov – Minister of Justice
  - Role – Managing the police force, prisons, and courts
  - Personal Power – Appointing and dismissing all personnel regarding police, prisons, and courts.
- Vasily Fyodorovich Garbuzo – Minister of Finance
  - Role – Distributing the money allocated to the government by the Chairman of the Council of Ministers
  - Personal Power – Distribution of funds to other agencies. You also decide where to invest money overseas and the negotiation and implementation of trade agreements
- Andrei Pavlovich Kirilenko – Member of the Politburo
  - Role – You are a loyalist to Leonid Breshnev. You implement his will on the committee
  - Personal Power – You control various contacts/personell which can help you achieve your goals
- Alexei Nikolayevich Kosygin – Chairman of the Council of Ministers
  - Role – Developing the domestic and economic policy of the Soviet Union
  - Personal power – You author and revise the economic policy of the Soviet Union
- Volodymyr Vasylyovych Shcherbytsky – Leader of the Communist Party of Ukraine
  - Role – Main point of contact between the Soviet Union and members of the Warsaw Pact
  - Personal Power – You are the only member with an open line of communication with all leaders of Warsaw Pact countries
- Arvīds Pelše – Chairman of the Party Control Committee
  - Role – Head of proganda
  - Personal Power – Creation of propaganda activities which will support the goals of the Soviet Union