

OSUMUN

Delegate Training Guide

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Introduction

Hello Delegates!

This is the OSUMUN Delegate Training Guide. This document contains everything you need to know about how Model U.N. works and how to succeed in committee. Whether you are a brand new delegate with no prior experience or a seasoned veteran looking to sharpen your skills, this guide will have something to offer for everyone. The Guide will cover different committee types, parliamentary procedure, document types, award criteria, and tips and tricks that delegates can use to boost their performance. We hope that you utilize the information in this guide at OSUMUN and at future conferences. If any questions arise about the content in the Delegate Training Guide, please do not hesitate to contact the Secretariat. We wish everyone the best of luck, and we can't wait to see all of you in April!

Best,

The OSUMUN Secretariat

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What is Model U.N.?

Model U.N. is a simulation-style debate competition in which students are tasked with collaborating to draft solutions to ongoing issues. Students take on this task as representatives of either countries or individuals, debating within a committee of other representatives (A.K.A. other students) comprising some form of executive body.

Before the start of a Model U.N. conference, delegates will receive information in a Background Guide outlining the issues their committee is facing and how they might go about solving them. Delegates typically research these issues at length in preparation for the conference, arriving at the first session of committee with ideas to discuss and implement with their fellow delegates. The basic goal of the committee is to successfully draft, negotiate, and ultimately pass resolutions containing these ideas; however, Model U.N. is an individual competition. The (very basic) goal of the individual is to be the most influential delegate in the room with respect to that process. Delegates attempt to do so by giving speeches, presenting unique and strong solutions, negotiating with other delegates, and advocating for their favored positions.

There are two main types of Model U.N. committees, General Assemblies (GAs) and Crisis committees, each with their own procedures. GAs are larger committees in which students represent countries in an organ of the United Nations (e.g., the United Nations Environment Programme). In GAs, delegates work together to address a real global issue, drafting long resolutions over the course of the entire conference weekend in blocs and voting on these resolutions near the end of the conference. General Assemblies are typically what students imagine Model U.N. to be like before getting involved in it. Crisis committees are very different; instead of representing countries, students assume the roles of individuals. These roles may be of real people from the past or present, characters from popular culture, or individuals in entirely made up scenarios. Crisis committees are much smaller and much faster-paced. Instead of one or two set topics of debate, delegates in crisis committees deal with ongoing calamities (hence the name “crisis”), drafting and passing smaller directives in a cyclical fashion while adapting to an ever-changing situation throughout the conference. At the same time, delegates in crisis committees have the ability to utilize their own personal “portfolio powers” (powers, resources,

or leverage that they alone possess) independently of the rest of the committee to accomplish their own agendas behind the scenes.

There are also committees that deviate from the traditional forms of Model U.N., add extra elements for delegates to navigate, and/or blend characteristics of both GAs and Crisis Committees. For example, a double-delegate GA is a GA in which delegates compete in pairs instead of individually (OSUMUN 2027 will host a double-delegate GA). More information on these committees will be contained in their background guides (at OSUMUN and elsewhere).

In the next section, we will provide a list of terms that you will need to know to understand parliamentary procedure (the rules that Model U.N. committees are governed by) for both GAs and Crisis committees. Then, we will break down the flow of debate and document types for both committee types.

Key Terms

Committee Staff

Chair: In-room committee manager and (for GAs) author of the background guide. Directs all parliamentary procedure, counts votes, steers the flow of debate, enforces the Code of Conduct, evaluates delegate in-room performance. Sat at the front of the committee with a gavel.

Co-Chair: Assists the Chair in managing the committee in-room. Sat next to the chair.

- May also be referred to as "Vice Chair"

Dais: Full lineup of in-room staff (i.e., Chair + Co-Chairs)

Crisis Director (CRISIS ONLY): Out-of-room committee manager and author of the background guide. Oversees the reading and evaluation of crisis notes, drafting of crisis updates, and evaluation of delegate out-of-room performance. Answers questions regarding background guide content before the conference and ongoing committee events during the conference.

Crisis Staffer (CRISIS ONLY): Assistant to the Crisis Director. Reads and evaluates crisis notes, drafts crisis updates, evaluates delegate out-of-room performance.

- Most crisis committees have several Crisis Staffers assisting a single Crisis Director

Parliamentary Procedure

Motion: Proposal by a delegate to advance the flow of debate in some form. Accepted in batches by the Chair and voted on individually by the whole committee. Requires a *simple majority* (50% + 1) to pass.

Basic Motions

Open Debate: Proposed and passed as a formality at the beginning of each session to start debate.

- *"Motion to open debate"*
- pro tip: don't accidentally skip it

Suspend Debate: Proposed and passed as a formality at the end of all sessions except the last

- *"Motion to suspend debate"*

Adjourn/Close Debate: Proposed and passed as a formality at the end of the last substantive session

- *"Motion to adjourn"*
- *"Motion to close debate"*

Moderated Caucus: Motion to allot [x] minutes of committee time to allow delegates to give speeches of length [y] on some topic [z].

- Basic Formula: "Motion for a [x]-minute, [y]-second moderated caucus on the topic of [z]"
- Examples
    - *"Motion for a 5-minute, 30-second moderated caucus on the topic of climate change"*
    - Shorthand → *"Motion for a five-thirty mod on climate change"*

Round Robin: Special type of moderated caucus in which every delegate gives a speech of length [x] on some topic [y]

- Basic Formula: "Motion for a [x]-second Round Robin on the topic of [y]"

Unmoderated Caucus: Motion to allot [x] minutes of committee time for delegates to talk freely amongst themselves, discuss ideas, and draft resolutions/directives anywhere in the room.

- Basic Formula: "Motion for a [x]-minute unmoderated caucus"
- Examples

    - *"Motion for a 10-minute unmoderated caucus"*
    - Shorthand → *"Motion for a 10-minute unmod"*

Gentlemen's Unmoderated Caucus: Blend of mod and unmod, motion to allot [x] minutes of committee time for delegates to talk to each other one at a time while remaining seated

- Basic Formula: "Motion for a [x]-minute gentlemen's unmoderated caucus"
- Examples
    - *"Motion for a 10-minute gentlemen's unmoderated caucus"*
    - Shorthand → *"Motion for a 10-minute gentlemen's unmod"*
- Often used in situations where the committee is waiting on something (i.e., a crisis update or absent staffer), rarely used for real debate

Open the Speaker's List: Opens a running list of delegates wishing to speak, each for [x] seconds at a time (for more information on the Speaker's List, see "Flow of Debate: General Assemblies")

- Basic Formula: "Motion to open a [x]-second Speaker's List"

Set the Agenda (GA ONLY): Declare which of the two Topics from the Background Guide the committee will focus on for the duration of the conference

- *"Motion to set the agenda to Topic A/B"*

Right of Reply: If a delegate directly insults another *delegate* (not a delegate's stance on something, the delegate themselves) in a speech, that delegate may petition the Chair to respond

- The Chair has discretion on whether or not to grant this right
- Technically not a motion, but functionally similar to one

Motions Regarding Submitted Papers

Introduce Working Papers/Directives/Resolutions…: Motion to have all papers submitted to the dais introduced to the rest of the committee

- Rarely introduced on its own

- Basic Formula: "Motion to introduce all working papers/directives/resolutions on the dais…"
    - Delegates can specify the order in which they want papers introduced (i.e., in order submitted, in reverse order, etc.)
    - Delegates can motion only to introduce a specific paper by mentioning its name (rarely done)

Q&A: Motion to allow a certain selection of delegates (directives → sponsors, working paper/resolution → delegates selected by bloc, see "Flow of Debate" sections for more information) [x] minutes of speaking time to answer questions based on a paper they contributed to from the rest of the committee

- The [x] minutes of speaking time (traditionally) only accounts for the time spent answering questions, not the time spent asking questions
- Basic Formula: "A [x]-minute Q&A period"

For/Against: Motion to allow [x] delegates to speak for and [x] delegates to speak against passing a paper, each for a set length of time [y]

- Basic Formula: "A [y]-second [x]-for [x]-against"
- [x] is almost always equal to 1 or 2

Amendment Period: Motion to allot time for delegates to suggest changes to a paper (amendments)

- Friendly Amendment**:** Amendment favored by all sponsors of a paper (passes by default)
- Unfriendly Amendment: Amendment not favored by one or more sponsors of a paper (passes via ⅔ majority of committee)
- Chairs have some discretion about the exact procedure for amendment periods, so clarify how amendments will work in your committee with your Chair!

Move into Voting Procedure: Motion to vote on the submitted papers

- If you motion to introduce a paper without explicitly motioning to move into voting procedures afterwards, the Chair will assume that you do not wish for the committee to vote, so do not forget this part!

Example Introduction/Voting Motions:

- *"Motion to introduce all directives on the dais with a two-minute Q&A, a 30-second two-for two-against, and a two-minute amendment period, then move into voting procedure"*
- *"Motion to introduce directives in reverse order of submission, then move directly into voting procedure"*
- *Motion to introduce directives followed by a one-minute Q&A and a one-minute one-for one-against, then move into voting"*

Points

Point: Announcement made or question asked by a delegate to the dais to alert them to an issue or seek clarification

- To make a point, simply raise your placard and say "point of [insert point type]"
    - Make sure you aren't interrupting a speech!

Point of Order: Alerts the Chair to a possible procedural error

Point of Inquiry: Asks a question about the rules of debate or something pertaining to the committee

Point of Personal Privilege: Indicates some personal discomfort that a delegate wishes for the Chair to resolve

Terms Relating to Papers

Sponsor: Contributor to (or strong supporter of) a paper

Signatory: Delegate who signs a paper out of interest in hearing it presented to the committee

- Being a signatory does not indicate intention to vote for a paper!

Terms Specific to General Assemblies

Bloc: Group of delegates who have aligned on their stances and chosen to collaborate on a single working paper together

- Blocs are informal bodies and are not involved as entities in parliamentary procedure

Working Paper: Draft of a resolution made and introduced by a bloc

- Working papers are introduced well before the end of the conference and are not voted on

Merger: Agreement by the members of two or more blocs to combine working papers to form a resolution

Resolution: Final draft of a paper (typically completed after mergers) introduced to and voted on by the committee

Preambulatory Clauses: Short phrases included at the beginning of a working paper/resolution to highlight the intent of the actions outlined in the paper

Operative Clause: Substantive clause in the body of a paper outlining a particular action to be taken by the committee upon its passage

Terms Specific to Crisis Committees

Frontroom: All activity carried out by delegates in the actual committee room (i.e., drafting directives, giving speeches, negotiating, voting), overseen by the dais

- Also referred to as “in-room”

Backroom: All activity carried out by delegates behind the scenes (i.e., via crisis notes and JPDs), overseen by the Crisis Staff (the Crisis Director and their Crisis Staffers)

- Also referred to as “out-of-room”

Portfolio Powers: The unique abilities/resources/leverage accessible by each individual delegate in a Crisis committee, usable in directives/crisis notes/JPDs/etc.

- Found in the committee’s Background Guide (typically at the end)

Directive: Short clause-style document drafted and voted on by the committee in frontroom to take action on the current issues at hand

- Typically 1 page long

Crisis Note: Letter-style document written by a delegate to an individual OUTSIDE OF THE COMMITTEE detailing actions the delegate wishes to take on their own (using their portfolio powers) and/or requesting resources that they plan to use in the future

- Typically 1 page long

Crisis Arc: Private agenda that a delegate wishes to carry out via crisis notes over the course of the entire conference independently of the rest of the committee

Joint Personal Directive (JPD): Crisis note written AND SIGNED by two or more delegates

- Also referred to as “joint crisis note”

General Assemblies: Flow of Debate

The vast majority of General Assemblies go through several key phases over the course of the conference weekend. While the amount of time spent in each phase may differ between conferences, the events that occur within and between each phase remain mostly consistent for all GAs. The following section characterizes these phases, explains each phase's purpose, and guides delegates on how to participate in the proceedings of the committee at every step along the way.

Throughout this section, terms that are defined in the previous section are written in **bold** at their first appearance.

Phase 0: Pre-Conference

Delegates typically begin to prepare for conferences 2-3 weeks before they start by making use of the committee's Background Guide. The Background Guide contains basic information on the issue at hand and outlines two potential Topics (typically referred to as Topic A and Topic B) that delegates could choose to discuss for the duration of the conference. Delegates will read the Background Guide and conduct their own research on both Topics, looking into their country's history on the issue, studying actions their country has taken to combat the issue into the past, gathering information on the resources their country has available, and identifying potential solutions that they can bring to the table.

Phase 1: Introductions

Intro Speeches and Setting the Agenda

After the **Chair** introduces themselves and the committee, he/she will ask the committee, "Are there any points or motions on the table?" Delegates will hear this question many times throughout the conference, and it signals to the committee that they should raise their placards and propose a **motion** or **point**. The first time around, someone will put up a **motion to open debate**, which will pass unanimously.

After debate opens, the most common next step is for delegates to give opening speeches. Typically, a delegate will motion to **open the Speaker's List**, typically with a speaking time of 30 seconds to 1 minute (someone may also motion for a **moderated caucus** or a **round robin**). Once this motion passes, the Chair will ask the following: "all those wishing to speak, please raise your placards". Delegates will raise their placards and be called on by the Chair, placing them on the Speaker's List. Delegates chosen to speak will take turns giving speeches introducing their country's position on the issue, the ideas they bring to the table, and their preference for which of the two Topics they wish to discuss. After every few speeches, the Chair will interrupt the Speaker's List to take motions. At this time, delegates will either motion for a moderated caucus on setting the agenda (typically, delegates who have not had to chance to speak on the Speaker's List will favor this) or to **set the agenda** for one of the two Topics.

While all of this is happening, delegates will pass notes to each other, introducing themselves and their ideas and forming connections early on. Note-passing will occur throughout the conference while the committee is in moderated debate.

This portion of the debate ends when a motion to set the agenda passes and the committee decides which Topic to focus on.

The First Unmoderated Caucus

After the agenda is set, the committee will typically go through one or two more moderated caucuses to discuss the ideas delegates have for resolutions (e.g., which aspects of the Topic to focus on and why, potential ideas for clauses, etc.). Eventually, the committee will pass a motion for an **unmoderated caucus**. The first unmod is typically one of the most important

events in a GA, as the interactions that unfold during this time will likely shape the dynamics of the committee for the entire weekend.

Immediately following the start of the unmod, delegates will form their own small groups around the room and begin to discuss their views on the Topic with each other. Typically, delegates will group based on which issue within the Topic (subtopic) they wish to focus on, discussing what each country in the group brings to the table and how delegates' thoughts can be put to paper. Delegates will look to lead the conversation within their group, and the dais will observe the dynamics of each group to see who is succeeding in this effort and what ideas are emerging.

Phase 2: Writing Working Papers

Mod/Unmod Cycle

After the first unmod, delegates will start to go back and forth between mods and unmods. During mods, delegates will give speeches mainly on the events of the previous unmod, giving speeches on the ideas they discussed, who they spoke with, and why the ideas they and their group have come up with are viable and important. During the unmods, delegates will attempt to strengthen the ties they have with their group members and solidify the groups into **blocs**.

At some point during this phase, each of the blocs will have decided on the ideas they wish to present to the committee and begin to draft **working papers**. Bloc members will work together to draft their **operative clauses** and **preambulatory clauses** during unmods and promote the content of the paper to the rest of the committee during mods.

Bloc Roles

Once a bloc has almost finished drafting, its members will need to decide who takes on the roles of **Sponsor**, **Q&A**, and Presenter (Presenters summarize the content of a paper to the committee upon introduction, while delegates chosen for Q&A answer questions on the content

of the paper from the committee). How this process unfolds will vary heavily from committee to committee and from bloc to bloc. For example, the Chair may set a maximum number of Sponsors for each paper, which will lead to debate over who should be recognized as a Sponsor. On the other hand, the Chair may set a minimum instead, allowing every delegate who contributed to the paper to be a Sponsor. Q&A and Presenter are (almost always) the most coveted roles within a bloc (Q&A more so than Presenter), so it is typically those delegates who display the most leadership within the bloc or contribute most to the content of the paper that are agreed upon for those roles. Bloc members will also go around to other blocs to collect the **Signatories** necessary for a paper's introduction before submitting the working paper to the Chair.

Phase 3: Introducing Working Papers

Introduction Process

Introducing working papers is a long process with many parts: presentation, Q&A, and **For/Against**. Delegates will come up with several motions to **introduce working papers** with unique allotments of time for each part of the process and introduction orders (see "Motions Regarding Submitted Papers" in the "Key Terms" Section for more information on what these motions look like). Once a motion has been passed, each working paper will be introduced. Presenters will introduce the main ideas of their bloc's paper and advocate for them in the time they are given while the audience looks for potential questions to ask the Q&A panel. Then, the Q&A panel will answer those questions in the time they are given. Finally, the Chair will recognize speakers for and against the ideas in the working paper (typically, bloc leaders will be called to speak for the paper).

The Goal of Introducing Working Papers

Working papers are not voted on after their introduction, so one may wonder what the point of introducing them in the middle of the conference actually is. There are several things delegates achieve through this process with respect to both their bloc's papers and the other papers.

During the presentation & Q&A, Presenters, the Q&A panel, and proponent speakers are ultimately aiming to display their paper in a positive light to the other blocs. Presenters and speakers advocate for the paper's content, and the Q&A panel looks to dispel the committee's doubts and concerns. Should a valid concern arise, however (either from a good question or an opponent speaker), bloc members will be able to make changes to the relevant clauses after introduction.

Delegates from other blocs will not just be looking for thoughtful questions to ask their fellow delegates; they will also look to see which among the other papers (or which delegates in the room) is/are most compatible with their own papers/bloc. This information, and the choices delegates make, will decide the dynamics of the next phase.

Phase 4: Mergers and Resolutions

In this phase, the exact structure of moderated and unmoderated debate will vary between committees. This phase is mainly defined by **mergers**, which is often where the competitive aspect of GAs reaches its peak.

After working papers have been introduced, the Chair will likely set a cap for the number of final **resolutions** the dais will accept. Bloc leaders will make decisions on which other blocs to merge with and negotiate with their leaders. Members will combine and consolidate their working papers to form coherent resolutions, while leaders will negotiate the number of Sponsors, Presenters, and Q&A panel members each former bloc will receive. Once both processes are completed, the new larger blocs will submit their resolutions to be reintroduced.

Phase 5: Introducing and Voting on Resolutions

This is usually the final phase of a General Assembly. Here, the process of introducing papers is repeated with the final resolutions, with two major additions at the end: **amendments** and voting. Amendment procedures will vary from committee to committee.

Once the last resolution has been voted on, the Chair will typically accept a motion to **adjourn** or close debate, signaling the end of the conference. Sometimes, the committee will briefly discuss the second Topic, but this is very rare.

General Assemblies: Award Considerations

This section outlines how most General Assembly Chairs will evaluate individual delegate performance over the course of a conference. Please keep in mind that the final decisions regarding awards are up to the committee's dais, and, at other conferences, the criteria they value may differ from those detailed here. However, at OSUMUN 2027, the information presented here will serve as a benchmark for evaluating performance in all of our General Assemblies.

Understanding the skills Model U.N. attempts to instill in students is crucial to visualizing an award-winning delegate performance. Model U.N., ultimately, is about leadership, collaboration, problem-solving, and communication, so the delegates that excel above the competition will display these skills very strongly in committee. This section will go through each of the phases from "General Assemblies: Flow of Debate" and describe what delegates should aim to achieve.

General Points

In general, strong delegates look to participate as much as possible. Every delegate should raise their placards consistently to propose motions and give speeches, and delegates are encouraged to pass notes to each other to converse during moderated debate and build connections.

Among the most important characteristics of a strong delegate is overall decorum. Model U.N. is a space for inclusion and respect, and any act that infringes on either will not be received well by the dais. Delegates should look to collaborate as much as possible and maintain a level of friendliness at all times.

Phase 1

Successful delegates open with a strong intro speech that clearly introduces their country's preference among the two Topics, explains why, and potentially hints at the ideas they

wish to implement in their operative clauses. While other delegates are giving their intro speeches, strong delegates typically pass notes to other delegates to build connections early on.

In the first unmod, successful delegates will actively participate in and lead a conversation with a group of delegates. Every delegate will have their own great ideas to present to the group, and leaders will look to include and organize those ideas while presenting strong, unique ideas of their own. Every delegate will have their own "style" for this, but Chairs will typically recognize different forms of leadership INSOFAR AS THEY DO NOT MAKE OTHERS FEEL LEFT OUT AND/OR MISTREATED IN ANY WAY.

Phase 2

In phase 2, successful delegates will solidify the groups they have been leading into blocs and continue to give quality speeches on the ideas their bloc has come up with, often shouting out the individuals they have worked with and mentioning their bloc's name. They will play a major role in the drafting of their bloc's working paper, be that by contributing a large portion of the writing itself or by organizing everyone's ideas (or a combination of both! Again, different delegates will bring their own style of leadership to the table, so don't feel like you need to lead in a specific way!)

When it is time to decide the Q&A panel, Presenters, and Sponsors, successful delegates will typically look for a spot on the Q&A panel or the list of Presenters. If there is a maximum Sponsor count, they will typically vie for the distinction of Sponsor as well.

Phase 3

Successful delegates will attempt to make the most of the role they have assumed within their bloc. If they are presenting their paper, they will not only clearly articulate the content of the paper, they will highlight the paper's advantages. If they are on the Q&A panel, they will display their knowledge of the paper as they answer questions, looking to dispel any possible doubt the committee may have on the efficacy of the paper's clauses. If they are speaking for the working paper, they will again look to paint the paper in the best possible light.

Strong delegates will also take advantage of the opportunity to view the other papers. They will look for thoughtful questions to ask their fellow delegates, pinpointing clauses that appear unclear or problematic. If they choose to speak against a paper, they will point out relevant weaknesses they find while remaining diplomatic in their delivery. They will also look to set up potential mergers in the future.

Phase 4

This phase is where delegates can shine the brightest with their individual performances. Mergers are among the most competitive parts of a General Assembly, so bloc leaders will need to make accurate decisions on who to merge with and advocate well for both their bloc and themselves, again while being respectful. Delegates should aim to still be viewed as a leader in their merged bloc and maintain their role on the Q&A panel or list of Presenters.

Phase 5

Phase 5 is very similar to Phase 3, so delegates should look to repeat the things they did during the introduction of working papers. However, resolutions are much larger than working papers, so delegates will need to be knowledgeable about much more information regarding their bloc's ideas and be even more prepared to speak on them.

Crisis Committees: The Note Cycle

Crisis committees have two separate components that run simultaneously and each impact the other. They are known as **frontroom** (or in-room) and **backroom** (out-of-room). Debate operates in a cyclical fashion, where each cycle lasts (ideally) 45-75 minutes. This section details frontroom and backroom in isolation, explains how they combine within a single cycle, and touches on certain events that may disrupt the traditional flow of debate.

How does Frontroom Work?

Frontroom is where delegates work together to solve the issues the committee is confronted with at the moment. Delegates give speeches in **moderated caucuses** to present ideas for actions the committee could take and come together in **unmoderated caucuses** to draft **directives** that are introduced to the committee and voted on. The current situation will be constantly changing, so delegates need to be quick and adaptable in frontroom.

How does Backroom Work?

**Backroom is, admittedly, far more difficult to visualize than frontroom, so if this section leaves you with any questions, do not hesitate to contact the OSUMUN Secretariat.*

In crisis committees, delegates represent individuals, not countries. Each individual in the committee has their own **portfolio powers**; these powers may be utilized by the committee collectively in directives, but each delegate also has the opportunity to use their portfolio powers to their own advantage through backroom. In backroom, each delegate attempts to fulfill their own agenda independent of the goals and actions of the committee by implementing **crisis arcs** via **crisis notes** over the course of the entire conference.

At most conferences, each delegate will attempt to implement two crisis arcs simultaneously over the course of the conference that combine towards the end of the weekend

and both look to accomplish some end goal. This is done through their crisis notes, where they reach out to another individual outside of the room to solicit resources or take some sort of action using their portfolio powers. What a delegate chooses to set as their end goal is mostly up to them (though the Background Guide may give hints in the role's description as to what the character may be looking for); however, the actions a delegate takes within their crisis arcs should impact the committee in some way.

Every time a delegate submits a crisis note to their **Crisis Staff**, a **Crisis Staffer** will read it and evaluate it based on how well the note is written, whether the action or request contained in the note is feasible given the delegate's portfolio powers/the current situation/the abilities of the note's "recipient"/etc., whether the "recipient" would be inclined to allow the action or fulfill the request, and how relevant the action/request is to the goings-on of committee. After evaluating the note, the staffers will write a response to the note acting as the "recipient", notifying the delegate that the note either passed (i.e., the action/request was carried out/fulfilled) or failed. If the **Crisis Director** believes the content of the note is highly relevant to the committee, it will be mentioned in a **Crisis Update** and the committee will learn about it. Usually, the Staff will conceal the identity of the delegate in the Update to add mystery and (oftentimes) to keep that delegate from facing backlash.

A delegate's backroom agenda does *not* have to benefit the goals of the committee whatsoever; in fact, it can do the exact opposite! The *only* person your crisis arcs need to benefit are *you*, so do whatever you can to benefit yourself, even (especially) if it's at the committee's expense!

The progression of your crisis arc does not need to follow a set pattern, but there are a few general guidelines to keep in mind. In most cases, your two arcs should start out completely independent of each other and build up on their own. Then, once you are ready, the arcs should combine in some way and culminate in a climactic action that heavily impacts the committee and brings you very close (or all the way) to your end goal.

Another backroom document that delegates can utilize is the **joint-personal directive (JPD)**. These can be written at any time and submitted concurrently along with a crisis note (though the Crisis Staff will typically limit delegates to one JPD per note cycle). Delegates are not required to make use of these, but they can be surprisingly useful in certain situations, so keep your options open!

Progression of a Single Note Cycle

As stated previously, Crisis committees operate in a cyclical fashion. Each iteration of this cycle is called a "note cycle" (or a "directive cycle"), and each note cycle follows a similar progression of events.

The start of a note cycle is marked by a Crisis Update. At the start of the conference, the Update will contain information made up by the Staff to get the ball rolling in frontroom; after the first cycle, the Update will be made from the notes collected in the previous cycle. After the Update, delegates will typically enter a moderated caucus (or a **round robin**) to discuss the information presented in the Crisis Update (at the start of the conference, delegates may first give speeches introducing themselves either before or immediately after the first Crisis Update) and present ideas for directives. Once delegates feel ready to start drafting, the committee will pass an unmoderated caucus to write directives and submit them to the dais. The **Chair** will typically set a cap on the number of directives the **dais** will accept at a single time and the number of delegates that can **sponsor** a single directive, and a minimum number of **signatories** for submission. Once directives have been submitted and the unmod is over, delegates will motion to **introduce directives**, potentially adding **Q&A** (sponsors will answer questions asked by the rest of the committee), **For/Against** speeches (sponsors will typically be called to speak for a directive), and **amendments** to the process. Throughout all moderated parts of the cycle, delegates can pass notes to each other to discuss ideas.

While all of this is happening in frontroom, delegates will find time to write a crisis note. In most Crisis committees (and all Crisis committees at OSUMUN 2027), backroom will operate under a *two-pad system*. Delegates will be provided with two notepads on which to write crisis notes. Everyone will write notes for one of their two arcs on one single pad and notes for the other arc on the other pad. Every cycle, delegates will write a single crisis note; at the end of the first note cycle, the Crisis Staff will enter the room and collect the pad containing that note. From that point on, delegates and Staff will simply swap pads every time note collection occurs, going back and forth between the first and the second pad. This way, delegates always have a pad to write on and can progress both of their arcs at the same time (this is why we recommend starting your arcs in such a way that they can progress independently of each other; this way, if one of your notes fails early on, you won't have both of your arcs thrown off at once).

After note collection occurs, the Crisis Staff will deliver another Crisis Update, and the cycle will repeat. With each cycle, things will get progressively more unpredictable as delegates' arcs develop and clash, so be prepared for anything!

Disruptions to the Cyclical Flow

There are two events that can occur in a Crisis committee that would disrupt the default note-cycle flow of debate: timed crises and trials. A *timed crisis* occurs when an event occurs in the backroom (triggered by one or more delegates' crisis arcs and/or the discretion of the Crisis Director) that requires immediate frontroom attention on the part of the committee. In a normal cycle, delegates are met with several issues at once through a Crisis Update which they can choose to solve now or later (the decisions delegates may have consequences down the road, but said consequences will not be immediate); in a timed crisis, delegates are required to tackle a single problem within a set amount of time or face dire consequences. Timed crises almost always come with a *crisis note freeze*, or a suspension of all backroom-related activities until the timed crisis has been resolved. Delegates resolve a timed crisis by passing a directive to tackle the issue at hand within the amount of time given by the Crisis Staff. Most Crisis committees will have at least one timed crisis.

A *trial* is a prosecution of a member of the committee for actions that they have taken during the conference. Trial procedure will vary greatly from conference to conference and is largely up to the discretion of the Chair and the Crisis Director, and not every committee will have a trial.

Crisis Committees: Award Considerations

In a Crisis committee, the primary goal of an individual delegate is to have the greatest possible impact on the events of the committee throughout the conference and to manipulate the ever-changing situation to their advantage as effectively as possible. The Chair evaluates frontroom performance with the help of the dais, while the Crisis Director and their Staffers evaluate backroom performance. Delegates are judged on both frontroom and backroom relatively equally (though this may vary based on the dynamics of the committee and the discretion of the Crisis Director and Chair in making awards decisions), so one should aim to put their best foot forward in both departments.

Naturally, the criteria used to evaluate performance in frontroom and backroom are very different, so this section will cover each individually. However, one critically important trait of strong Crisis delegates is common to both: consistency. Because Crisis committees operate cyclically, the dynamics of the committee essentially reset with each iteration of the cycle; to succeed in a Crisis committee, one will need to continuously display the qualities of a strong delegate across cycles.

Frontroom Performance

In frontroom, a strong delegate will look to lead discussions on directives and get their ideas passed consistently. They will give compelling speeches advocating for unique and effective solutions to the issues presented in the Crisis Update, write and sponsor solid directives, and negotiate among their fellow delegates to get those directives passed in unmods and via note-passing. Strong delegates will always have an opinion and an idea ready for the room to hear.

While doing this, one will need to consider their own crisis arcs when coming up with an idea for a directive. Most of the issues that come up in frontroom arise from someone's crisis note, and delegates will naturally get curious as to who's doing what. A strong delegate will need to keep track of whether their arcs are close to being discovered, whether or not that would be detrimental to them (it might not be!), and what actions they should take.

Strong delegates take full advantage of timed crises by displaying leadership. In such a high-pressure situation, getting an entire room of students to agree on an idea (that too, quickly) is incredibly difficult, and the dais will be certain to take note of a delegate who can make that happen. Trials are another great opportunity to grab the committee's attention, whether you are the one on trial or among the rest of the committee.

Backroom Performance

Evaluation of backroom performance is more elaborate, as Crisis Staff have to analyze individual crisis notes, each of every delegate's arcs, how well delegates utilize portfolio powers, and how effectively delegates accomplish their end goals. Each of these aspects can be viewed individually.

Notes

When deciding whether or not to pass a note, a Crisis Staffer will look at several things. First, does the crisis note contain an action or a request that they can allow or fulfill? If not, there's nothing the Staff can do with it. Next, is the note written to someone outside of the committee? Notes can be written to made-up characters, but finding a "real" person (i.e., someone that exists in the "world" that the committee takes place in) can grant a delegate greater access to resources. Then, does the note contain adequate detail for why the action/request is feasible, why it is necessary or useful, and why the recipient of the note should assist in the way the delegate is requesting? Keep in mind, most crisis notes fill up a full page on a notepad, so you'll need to think through all of the basic details of how you want to enact your plan to get your note passed. If your note passes all of the above tests (and does not violate the Code of Conduct in any way), it will have a high chance of passing. This is not the end of the evaluation, however; now, the Crisis Staff needs to determine if the content of your note will appear in the next Crisis Update. This depends on various factors (e.g., if you want what you are doing to remain completely unknown by the committee for whatever reason, the Crisis Staff can purposefully avoid putting your note in the Update), but typically those notes whose contents

have the biggest potential to impact frontroom debate will be included in the Crisis Update. If the Crisis Director thinks someone's note could cause a lot of chaos, they may choose to make a timed crisis out of it.

Arcs

Crisis arcs are evaluated based on uniqueness, creativity, impact, and cohesiveness. Every note you write should seem purposeful within the context of your overall arcs, and the actions within them should flow into each other and culminate in a large action that helps you achieve some goal. Those actions should get your fellow delegates talking about the things you are doing (whether or not they know that you are the one doing them) and allow you to steer the committee in the direction you wish. Your arcs should also be interesting and out-of-the-box. Keep in mind, you have extremely high creative freedom with backroom, so use it and do something no one else would do!

Tips and Tricks

Below are a few tips and reminders that you can apply at OSUMUN 2027 (or any conference) to excel in your committee.

General Reminders

1. Use all of your speaking time!

Speeches are incredibly useful for grabbing the whole committee's attention, displaying confidence, and presenting your ideas, so ending your speech well before your time runs out wastes valuable seconds that you could have used to say something meaningful. Of course, sometimes you may end up speaking a little faster than you wanted to or get through all of your talking points a few seconds early, but aim to be within 2-3 seconds of your total allotted speaking time every speech (and don't be afraid of going a second or two over time!).

2. Pass notes to other delegates!

Note-passing is a great way to communicate with your fellow delegates during moderated debate. This can help you form connections, share ideas, draft papers faster, and write JPDs.

3. Always have your placard up!

Participating at every opportunity is essential for success in Model U.N. Make sure to propose motions, ask questions during Q&As, and speak every chance you get. If you're new to Model U.N. and feeling nervous, don't worry about not having everything thought out before your placard goes up! Repeated participation is the best way to get used to the feeling of giving speeches and proposing motions, so you'll get the hang of it in no time!

General Assembly Tips

1. Make an identity for yourself!

GAs are much bigger than Crisis committees, so it can be hard to keep track of everyone, especially when everyone's discussing the same exact topic the entire weekend. Coming up with interesting hooks for your speeches and unique ideas for your clauses can help make yourself memorable. Bonus points if you can connect your speeches and clauses under a common theme or "brand".

2. Mention other delegates in your speeches!

This does several things. First, it makes the other delegates in your bloc feel included and recognized for the work they're putting in, which will lead them (and the dais) to respect you more. Second, it can help to portray you as a leader if you can make it seem like you are the one bringing your bloc's ideas together to write a strong working paper (that being said, make sure you are actually contributing significantly to the organization of your bloc's paper before you do this). Third, it brings more attention to your bloc in general; when the time comes for mergers, it's essential that other blocs know who's in your bloc and what your bloc's about, and mentioning your peers in your speeches helps with both.

3. Go over your bloc's paper in its entirety before going up for Q&A or presentation!

Being prepared is essential to a good performance on presentation or Q&A. If you are on Q&A, try to anticipate potential questions you could be asked and come up with talking points to answer those questions. If you are presenting, think about the best ways to market the actions outlined in your paper (e.g., what they will accomplish, why they are feasible, what might happen if they do not pass, etc.) the committee and implement those as you go through the clauses. Working papers are long and resolutions are even longer, so it's always good to give it a read over to make sure you're not missing anything!

Crisis Tips

1. Own your ideas!

If you have a great idea to solve one of the issues in the Crisis Update, tell the committee that you're going to write a directive in a speech and find delegates who want to help you out. If you've contributed significantly to a directive, advocate for that Sponsor spot. Decisiveness is key in the fast-paced environment of Crisis committees, so appearing confident in the ideas you bring to the table is essential for success.

2. Bring elements from the Crisis Updates into your own notes!

Everyone's crisis arcs and the directives passed in frontroom are all part of the same "world", and you need to make the actions in your notes fit within that world. Mentioning events that have occurred previously in the committee and using them to improve your own arcs is sure to grab the Crisis Staff's attention and boost your chances of getting your notes passed.

3. Work with as many delegates as possible!

If you've noticed that you have written a directive with the same three delegates the past two cycles, reach out to someone new! Working with people who hold different viewpoints and bringing different perspectives together is a great way to display leadership, and the connections you form in frontroom can help lead to assistance in backroom through JPDs.

Conclusion

Thanks for taking the time to read the OSUMUN 2027 Delegate Training Guide! For those of you who are new to Model U.N., we hope that this document has helped you break down the admittedly complex terminology and procedure that comes with learning Model U.N., and that you feel more prepared to come to OSUMUN and give your best. To the seasoned veterans, we hope you have found something new to take away. Again, if you have any questions about Model U.N., please reach out to the OSUMUN Secretariat.