

Western Model United Nations

Crisis ROP Amendments



CAUCUSING

As this committee is a constant crisis, there will be no setting of the agenda. Instead, the committee will operate in a perpetual moderated caucus. In the absence of any points or motions, the chair will immediately proceed to a moderated caucus with a 45-second speaking time. Delegates may motion for a moderated or unmoderated caucus on a specific topic or directive. It is also acceptable for delegates to motion for round robin or round table-style caucuses.

PAPERS

1. Directives: Formal actions taken by the entire committee, which require a simple majority to pass. They are the equivalent of working papers, but do not require a preamble section.
2. Communiqué: Messages sent from either a delegate, or an entire committee to another body. If sent on behalf of the entire committee, the communiqué requires a simple majority to pass.
3. Press Release: Messages addressed to the public from the entire committee. Press releases require a seconder and a simple majority to pass.
4. Private Directive: An action taken by a delegate *in accordance with their portfolio powers*. Private directives are actioned through a note to crisis.

AMENDMENTS

Delegates may wish to make an amendment. *Friendly Amendments* entail having the support of the delegations presenting the paper. *Unfriendly Amendments* are opposed by the delegations presenting the paper and are voted on by the committee in its entirety.

VOTING

Once a resolution has been presented, the committee may move into voting.

- A) Votes are typically passed by a simple majority; however, this is not always the case.
- B) If a delegate votes for a resolution that seems to contradict their foreign policy, the chair may inform them of the infringement, or they may vote with rights.
 - a. Delegates voting with rights typically have the opportunity to present a speech lasting thirty seconds following the conclusion of voting procedure.

Should you have any questions about crisis rules of procedure, please speak with your chair