



RULES **O**F
PROCEDURE
C R I S I S

2019

**PARIS INTERNATIONAL
MODEL UNITED NATIONS**

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WELCOME LETTER FROM THE DIRECTORS

Honourable chairs, backroom staff, dear delegates,

It is our sincere pleasure to welcome you to PIMUN 2019 Crisis Simulation. As your Crisis directors, we are extremely looking forward to working with you on an exciting topic that can be steered in any direction and will truly **test your skills when dealing with challenging international conflicts and crisis.**

When choosing a topic, we aimed at ensuring the subject of our simulation involves major international players on various domains as testing their interplay can be the core of the crisis. The Crimean Annexation Crisis Simulation also involves a number of smaller, but nonetheless important actors, each of whom can have a special role within negotiations and discussions at the table. Hence we cannot wait to see what outcomes all of you will deliver!

As your Crisis directors, we will work our best to swiftly respond and assist in shifting the direction of the simulation anyway you will try to steer it. However, we expect each delegate to come to the crisis comprehending the state of play while being familiarized how a Crisis functions. It is for this reason that we developed the following Crisis Guide. Here, you should find all necessary information, briefly introducing the situation we are currently in, explaining how it differs from regular MUN committees and establishing guidelines for exercising individual and group directives/decisions. Combined with the Study Guide, we are confident, after analysing both you will swim through Crisis as dolphins.

The three cabinets that will interact with each other are designed to accompany delegates with all kinds of experience. Hence you can be sure the crisis is going to be a challenge for crisis experts and an invaluable experience, for which we will assist to the best of our capacity for the first-timers. One you can be sure, every single delegate, country, cabinet national, each directive, press statement and resolution matters, and even one operative clause can cause chaos or contribute significantly to solving the issue.

So be brave! **Prepare, analyse the subject, get familiar and comfortable with your assigned position and make sure to exercise all privileges that come with your assignment!** Never forget, the Crisis Directors are here to answer any possible question that might arise as we strive for this experience to be as enjoyable and educative as you!
Bon courage and see you soon

Crisis Directors/ Malte Westphal and Rokas Morkūnas



INTRODUCTION TO CRISIS

Crisis operates under a slightly different format than a regular Model UN committee. Here, delegates do not necessarily represent specific countries or organisations, but can **act as specific individuals and characters organised into cabinets, which simulate a historical (or current or hypothetical) event in real time.** In this Crisis, we will have chairs who will act as Heads of Cabinets. For example, the chair of a contemporary French cabinet in a Crisis simulation would take the role of Emmanuel Macron, whilst a delegate would play the role of other important national figures, such as ministers, military commanders, influential businessmen and etc. On the other hand, we will have a United Nations Security Council, that will work in a more traditional MUN way.

The intensity and fluidity of Crisis make it one of the most challenging committees for both chairs and delegates. Not only are the delegates required to have a deeper knowledge of their topic, but they also must be ready **to react quickly to changing circumstances, and have the ability to persuade others to follow their course of action.** This demands not only the possession of the usual qualities of a MUN Delegate, but also requires the ability to accurately assess risks, analyse situations and keep track of various developments.

As for MUN in general, the goal of this crisis is to be an academic simulation, and therefore a high emphasis put on realism in order to give the delegates a deeper insight into:

- The impact of international law and international institutions
- The work and challenges of various branches of government in the 21st century
- The impact of public opinion on political decision-makers and commonly employed ways to shape public opinion
- Intertwining dynamics of economics and politics and global trade

CRISIS ROLES

● FRONTROOMS ●

At PIMUN 2019 there will be two types of frontrooms, one as a normal MUN Committee and two Crisis Cabinets.

COMMITTEE - SECURITY COUNCIL

The Security Council will serve as the primary platform to facilitate a diplomatic solution for the conflict. It allows all relevant players to be represented by delegates instead of being simulated by the backroom. It will run in the same way as a regular United Nations Security Council when it is in an Emergency Session and the delegates will be discussing the situation in Crimea and Eastern Ukraine.



However, it will face an evolving situation depending on the events that are taken by the delegates of the UNSC as well as the cabinets and react accordingly. Furthermore, it should be noted that the delegates can influence the situation with directives.

CHAIRS

The Chairs of the Security Council will act as **regular Chairs**, which are subject to the Rules of Procedure of PIMUN 2019. However, since the crisis simulation requires a great amount of flexibility, the Chair's discretion will be in order and not subject to a motion to appeal if the discretion of the chair is used due to crisis updates.

DELEGATES WITHOUT A CABINET ATTACHED

The delegates seated in the Security Council **will not only play the role as delegates and diplomats, but they are also asked to make decisions, that will be provided through directives, for their respective government.** As such they are not individual characters and instead have the full executive power over their national governments, and can enact kinds of directives. Therefore, they can use Directives for unilateral or multilateral actions, as well as Resolutions if they wish to act as the international community. They will not change their allocated country over the course of the simulation.

DELEGATES REPRESENTING A CABINET

The Delegates Representing a Nation in the UN Security Council that is also simulated by a Cabinet (Ukraine and Russia) **will act as diplomats only**, and engage and negotiate with the other delegates in cooperation and according to the decisions of their cabinets. The Representative of the Cabinet can temporarily be exchanged with an appropriate cabinet official (e.g. Minister of Foreign Affairs).

DELEGATES REPRESENTING OBSERVERS

In UNSC, delegates representing international organizations and/or member states who are under the observer status **do not possess a voting power.** They can initiate directives as mentioned below, however, they cannot serve as a signatory party to a resolution, only express their vocal support. Speaking time and participation in debates is in no way restricted provided the observer status, yet motions referring to changing the topic/subject of the ongoing debate are restricted.

DELEGATES REPRESENTING INTERNATIONAL ORGANIZATIONS

Delegates representing International Institutions will **have the full power of their institutions.** Should they wish to make decisions that require the approval of their members (e.g. the EU) this will be simulated by the approval of all delegates



representing the member states in the crisis, requiring a joint directive.

Additionally, **the backroom will be assuming the position of the member states who are not present during the simulation.** It should be noted that this allows these delegates to utilize joint resources of their member states, irrespective of whether they are simulated by delegates in the crisis. It should be noted that some powers (e.g. Trade Deals) are fully ceded to the EU, so individual delegates cannot make these decisions but need to act unanimously.

Delegates representing International Organizations can generally not act without unanimous approval of their member states and should refrain from conflicting the positions of their Member States.

● CABINET ●

The Cabinets do not follow formal Rules of Procedure and therefore have no strict structure. The Chair of a Cabinet will have full discretion over how the meetings will be conducted. However, the decisions should be taken by the cabinet, and the cabinet should have the ability to decide what issues they wish to discuss if no urgent issues arise.

CHAIRS / HEAD OF STATE

The Cabinet Chair must ask the delegates in the cabinet if they are clear about what a directive is and give further guidance to

inexperienced delegates who struggle to draft a directive.

As Head of State, they will also lead the cabinet, approving any directives that are officially followed through and that would impact the entire cabinet. **The Chairs should guide the debate according to the priorities of the cabinet and may adopt any way of managing debate that they seem fit.**

DELEGATES

The Crisis Delegates of the Cabinets **will usually have the position of Ministers, other Government officials or influential people.** They have the ability to use all executive powers that these positions have and that are within the scope of this crisis. The execution of these powers is simulated via directives.

CABINET RESHUFFLE

Since not all cabinet functions will be simulated, and the crisis may develop in certain ways that require more effort being put in a certain area, **it is possible to voluntarily reshuffle the cabinet at all times.** These reshuffles must be agreed upon by the Chair and approved by the affected delegates and the backroom. This means that Ministers could receive extra powers that are close to their current domains (e.g. Minister for Economy also adds responsibility for social security) or switch domains (e.g. from Minister of Family to Minister of Defence).



It is also possible that delegates agree to swap positions dependent on chair approval.

INVOLUNTARY CABINET RESHUFFLES

Outside of the normal cabinet reshuffles, it is possible that delegates **are being involuntarily forced out of the office for a number of reasons**. The most common would be that a Minister is no longer acceptable in the eyes of the public and is forced to resign, or is stripped of his position due to possible criminal behaviour. Furthermore, Cabinet officials may die. The delegates will be given a new character and brought back into the crisis. Please be aware that in most situations, the involuntary cabinet reshuffle will have no impact on the crisis.

● CRISIS TEAM ●

The Crisis Team at PIMUN 2019 will **strive to provide the most realistic and accurate simulation of the actual impact any of the delegates actions or decision would have on a situation in the real world**. In order to achieve this, the backroom will be looking most closely at comparable real-life events to ensure the response you get is the closest to reality possible.

The Crisis Team has several Functions and Responsibilities:

- Assistant-Secretary General for Crisis

The ASG for Crisis is responsible for all **logistical matters and the point of contact for the Crisis** with the remainder of the PIMUN Secretariat.

- Crisis Director

The Crisis Directors oversee the crisis as a whole and are **responsible for backroom interventions** e.g. to put pressure on the delegates and to implement all decisions that affect delegates from more than one Cabinet.

- Assistant Director

Assistant Directors are **specialists for ensuring an accurate and smooth simulation of a certain aspect of a crisis**. In this crisis, we have an Assistant Director for Military and the Economy. As such, they oversee tools and mechanisms, which are used by backroom staffers to keep track of and to communicate the delegates about the developments and the proceedings of a crisis. Furthermore, they support the Backroom by answering complex directives relevant to their field, and prepare backroom interventions and the implementation of dynamic developments that are not a result of direct delegate actions, but rather take place simultaneously in the global context.



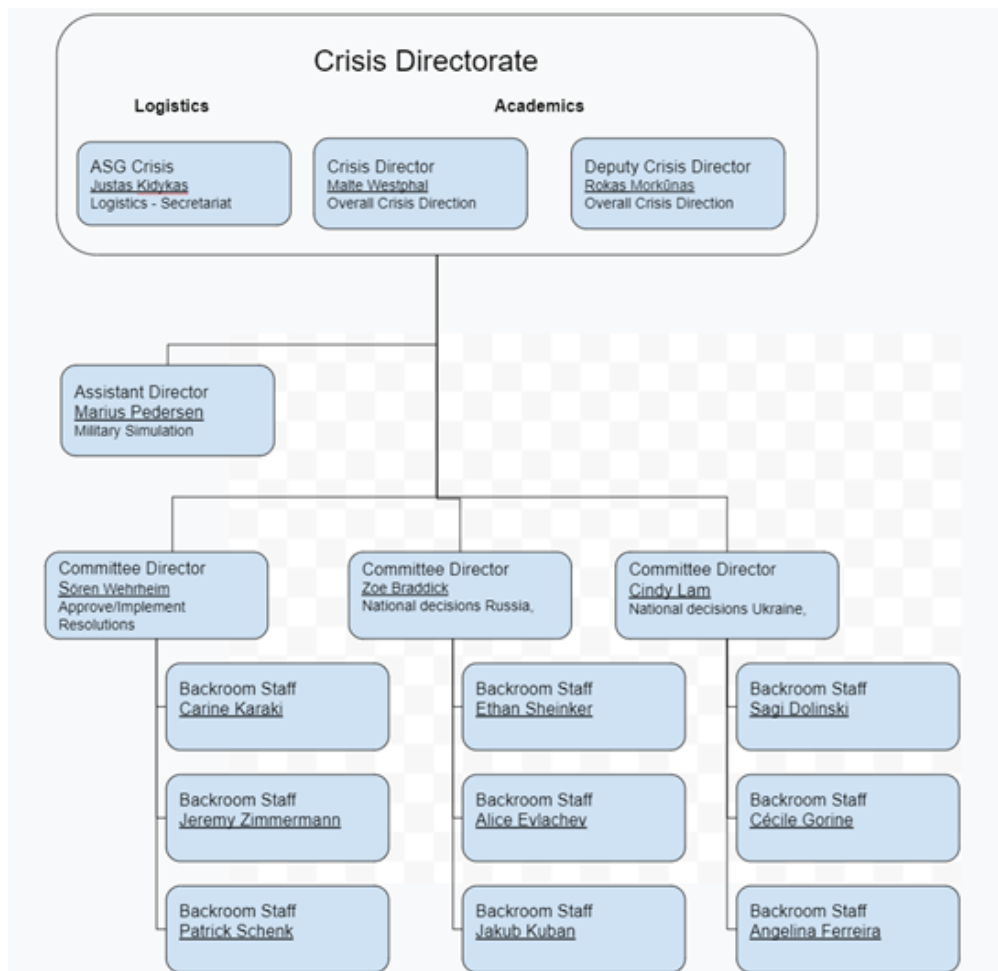
- Cabinet Director

The Cabinet Director is **responsible for organizing the Team of each Cabinet**, which addresses the directives of a specific frontroom, and usually has the decision power on all strictly national matters of the body simulated by the frontroom.

- Backroom Staff

Each member of the Backroom Staff is allocated a number of frontroom delegates, that should be thematically clustered (e.g. all frontroom characters with military background should be assigned to a Staff member responsible for military affairs, or all African countries are sending directives to the Staff member assigned to the respective countries). This way it should be ensured that **directives are answered by the people with the most knowledge of the status quo and previous actions**.

The Backroom Staff decides on the directives only affecting his delegates. If a directive affects multiple delegates managed by different staffers, they are expected to decide together. If **an issue affects the Room or the simulation as a whole, decisions need to get be addressed with the Cabinet and Crisis Directors**. Depending on the activity of the delegates, re-allocations can be made in the process of the conference in order to balance the workload between backroom staffers.



RULES GUIDING THE SIMULATION

● TECHNICAL IMPLEMENTATION ●

All communication that affects the proceedings of the crisis will be done generally **via the Master of Disaster (MoD) Platform**. This includes Announcements, Delegate Communications, and Directives. Additionally, other tools might be used by the Crisis Team in order to illustrate information to the delegates, e.g. Google Maps or Sheets.

INFORMAL COMMUNICATIONS

All 1-on-1 communication between the delegates should **in principle be restricted only to the messaging platform provided by MoD**.

However, the delegates are allowed to use other tools they like for any group collaboration, if they feel it is necessary. It is recommended to add members of the crisis team to all ongoing work to facilitate their awareness of the crisis proceedings. It should, in any case, be noted that communication cannot influence the crisis in any way. So, all decisions which are taken as a result of these communications must be submitted in the form of directives in order to have any effect on the crisis.

Informal Communication is considered to be private communications, and the results of this communication cannot easily be

transformed into government action, but need to be supported by formal Communication or Directives, if the information gained should be used by any government agencies. Also, all agreements made only via Informal Communication will not be considered by the backroom if they are not formalized by directives.

FORMAL COMMUNICATION

All Communication that should be formal (e.g. diplomatic notes, Information exchange between agencies) **needs to be done via explicit directives**.

COMMUNICATION WITH THE BACKROOM

All Communication with the Backroom during the simulation shall be done **via the MoD Platform**. If communication is required, it is best practice to make it clear in the title of the directive. If there are any complicated or sensitive matters, face-to-face meetings can be requested.

MASTER OF DISASTER PLATFORM

Through the duration of our simulation, we will be using the Master of Disaster (MoD) platform for all crisis communications (directives, informal communications, news releases, etc.). The Crisis Staff will be communicating to you by **answering your directives that you submit online via MoD**. Please be aware that this system does not work on a phone. A computer is REQUIRED to participate in this crisis.



● DIRECTIVES ●

A Directive is a **message sent by a delegate to the chairs in order to interact and influence the crisis.**

The overall number and frequency of directives are generally not limited unless stated otherwise. Directives do not need to be written in a specific format or follow certain guidelines. However, the content of a directive should usually answer the following questions:

What is the goal of the directive?

Who should implement the directive?

How should the directive be implemented?

What is the timeline for the directive to be implemented, aka what steps should be taken and how long?

What is the cost of implementing the directive?

However, there are certain limitations on what can be addressed. Since delegates are taking specific roles, **only directives with an appropriate scope will be accepted.** This scope and required level of detail are individual depending on the delegate's position. For example, the orders for a certain military action if given by the Minister of Defence would be not expected to contain operational details but be might be relatively abstract. However, a Chief of Staff would be expected to give further details on the implementation.

Furthermore, it should be noted that the delegates, as political officials, only act by giving orders to their subordinates. **Their subordinates cannot under all circumstances be expected to follow orders,** especially if they feel these orders are dangerous, extremely harmful to themselves or their country, or outright crazy.

In all instances, it should be assumed that all operations that a country has in place, or can be assumed to have in place, are already being conducted without explicit orders from the delegates. However, these "standing orders" can be modified.

Directives regarding the **private life of an office holder/character will generally not be accepted by the backroom** since the private life is generally not within the scope of the simulation.

DIRECTIVE GUIDELINES

Directives are to be presented **as actions authorized by the Cabinet** (if it is a cabinet directive, with the consent of the Head of State).

Directives can originate from various agencies of government as a brief on a particular set of issues and include a variety of approved actions.

Although the Cabinet may respond to a Directive with a customized set of actions, due to social, economic and political constraints, the execution of a Cabinet's customized orders to a Directive is not guaranteed.



Types of Directives include:

- Economic Directives / General Legislative action

The Cabinet has the power to legislate all Laws, which are within the constitutional power of the government.

This includes but is not limited to: Matter of National Budget, Social Security and Welfare, Trade Deals (including Arms Sales), Tax Regulations, etc.

- Domestic Security Action

-The Cabinet may receive Directives which concern any administrative measures, regulations, or directives which entail the authorization of the use of force. Executive decrees may also include censorship of media, emergency legal measures of the removal of officials at, or below, the ministerial level.

Directives of this kind include: police action, crowd control, martial law, conducting investigations, indictments, temporary detainment

- Political Directives

The Cabinet at the behest of local Party organizations, legislative leaders or allies, may issue Political Directives as a method of drumming up the political support internally.

Directives of this kind include: Party Decisions, Constituency Action, publicly mobilizing foreign or local supporters, non-governmental organizations.

- Communication / Publicity directives

The Cabinet may communicate and issue memorandums to all bodies of the government. Internal communication is meant to provide Ministries with specific directives, instructions, reminders, or suggestions

The Cabinet may choose to use external communication to deliver messages to those that are not within in the bureaucratic of your government to be reached such as, the general population, foreign decision makers or foreign public

Directives of this kind include: Ministerial Directives, Diplomatic Directives, Talking Points Memo, Communique, Public Service Announcements, Press Release, Invitations and Requests

- Military Directives

The Cabinet may order any of its armed forces to conduct any specific military operations.

Directives of this kind include: Operation Order, mobilization, strategic redeployments, special training, reconnaissance.

- Intelligence Directives

The Cabinet may direct their intelligence assets to secretly obtain information about another state or specific individuals.



Also, intelligence operations, already undercover in foreign countries can perform a number of tasks other than espionage. Intelligence Directives could either aim at foreign or domestic actors or the public.

Directives of this kind include: Information collection, sabotage, counter-intelligence, surveillance, Cyber Warfare, direct action, clandestine operations/mobilization.

- Other Directives

If the Cabinet feels that there is some action, which could be taken but does not fall within the above listed categories, the various minister may submit the proposal to the Head of State for consideration.

POWERS OF THE DELEGATES

The Delegates will primarily act as diplomats. However, they may not only influence their fellow members of their respective cabinet but also have the ability to directly influence the proceedings of the simulation.

This can be done by **taking collective diplomatic decisions** for the countries they are representing (at the Security Council) on how to **address the ongoing crisis situation**.

These actions are expected to be mostly in line with or justified by, their countries policies or aligned to the background of an individual delegate representing a power figure in the crisis.

The proceedings of the Crisis can be influenced in two ways, either by the cabinet as a whole in passing Resolutions or by the individual delegates who release individual or group directives. It should be noted that **they can only exert influence on the events that are within the scope of this Crisis**. All other world events will proceed as expected, as long as there are no notable indirect effects caused by the situation in the Crimean Peninsula.

GROUP DIRECTIVES

A Group Directive is a declaration by several countries/delegates for a certain kind of action. **It is required whenever these delegates want to work together**, and follow the same rules as regular directives, but are not submitted by a single delegate and instead are sent by at least two of them. It can be assumed that the actions outlined in the directive will be implemented by the submitting nations in good faith.

However, **it is possible that delegates withdraw from these agreements through the submission of an individual directive**. Certain Directives (e.g. the National Budget) require to be group directives submitted by the whole cabinet.

UNITED NATIONS SECURITY COUNCIL RESOLUTIONS

Resolutions from the UNSC will be subject to the same formatting guidelines as provided by PIMUN.



However, **it is allowed to pass an unlimited number of resolutions on the topic.** Furthermore, it is not expected of a Resolution to comprehensively address the topic, as it would be in a regular committee. Instead, a short Resolution, which usually would only be a part of a larger one addressing one specific issue, can be treated like a full accepted Resolution.

When a Resolution passes, its implementation **will be simulated under the assumption that all members of the Security Council who voted in favour will comply with it.** It should be taken into account that the compliance of the UN Member States not represented in the Council, or the ones not voting in favour, cannot be assumed. While the latter will be subject to the individual delegate's decision, the former will be determined by the crisis team.

PRESS RELEASES

The Cabinet may decide to issue a press release or statement to national or international media outlets. **The Cabinet may decide on which media sources a press statement shall be released towards, and directed to which audience.** Press releases can be made public, and if noted, will be available to all the committees in the simulation. Press releases are an effective way of letting the public know of one's policy and intentions.

These statements **may be transmitted through any or all means available to the Cabinet, including the printed press, radio, telephone, and telegraph.** Press releases can be part of both, an internal and an external propaganda campaign.

● TIMELINE AND PROGRESSION ●

The Crisis Simulation will start off on April 15, 2014, right after the launch of the Anti-Terrorist Operation in Eastern Ukraine, and it is intended to take place over the course of several years. This crisis will initially run on the assumption of approximately 1 year ~ 1 day, **though the exact speed is subject to change at the discretion of the crisis team.**

Therefore, Delegates are tasked with keeping track of recent developments.

This **time frame allows various long-term strategies to play out in different manners** and observe the results of the delegate's actions taking shape.

Provided the cabinets are interactive with each other, **specific time-shift might also take place depending on the course of action** and the decisions taken in other cabinets.

The delegates will receive periodic news updates informing them about the latest events, as well as indicating a current point in time. Updates can also be requested via directives.



SCOPE OF THE CRISIS

Since a comprehensive and realistic simulation of all possible actions cannot be achieved with the limited resource of a MUN Crisis, **the scope of a crisis must be somewhat limited to the most relevant aspects.** Given the nature of MUN as a concept that focuses on international politics and diplomacy, a focus should be placed on the following domains.

PUBLIC OPINION

The delegates are **representing the executive branch of their governments.** So huge unpopularity of the government can have several consequences that might lead to a loss of power to the cabinet/delegate representing the executive branch as a whole:

- The Parliament dissolves the government since a significant number of delegates fear they need to stop the government in their actions so they have a chance to get re-elected.
- A government-forming coalition breaks due to divergence in the Policy.

It should also be noted that, as mentioned before, **all directives send by the delegates need willing people within their administration to carry out those directives.**

This also applies to countries who do not follow a democratic system.

So under certain circumstances, when the ordinary people lose trust in their government, this might no longer be the case and might escalate from orders not being implemented into an outright revolution.

DIPLOMACY

The primary focus of the crisis will be the way the delegates interact with each other, simulating the diplomatic interactions of an international community. All interactions with the international entities not represented by delegates of the crisis will be simulated by the Crisis Backroom, if feasible.

INTELLIGENCE AND LAW ENFORCEMENT

This domain **includes everything from regular policing, criminal investigations, the protection of government facilities and personnel, as well as foreign- and counterintelligence operations.** These agencies are mostly civilian, even though in some countries overlap to military organizations exists. Usually, the powers of each agency are limited to a specific domain and must be researched by the delegates.

When determining the feasibility of an intelligence operation, a special emphasis will be put on the precedence for national capabilities, since they are estimated by international experts.



It is important to consider that intelligence services are often specialized, and this will be taken into account. It is important to note that **one domestic security agency which deals with the state's security or counter-intelligence operations might overlap with Law Enforcement directives.**

Given that numerous high-profile cases of intelligence operations (especially of a certain scale) became widely known, it can be assumed that **complete secrecy can never be guaranteed in the crisis.**

Furthermore, the basic concepts of game- and management theory will be applied to determine the feasibility of operations.

MILITARY

Military Operations will be simulated in a **realistic context and to a reasonable level of abstraction.**

Given that the delegates do represent political leaders or high-ranking military officers, only strategic or political decisions regarding which units should conduct an operation and which objectives should be achieved under which rules of engagement will be accepted by the Backroom.

The smallest scale of the unit that can receive orders for combat operations **is a Brigade / Squadron / Ship.** The use of larger formations is encouraged due to the emphasis on strategic decision making.

This is with the exception of Special Forces and other operations that are small-scale in nature, but have certain significance (e.g. evacuation of foreign nationals). All known military assets can be utilized without restrictions.

A military operation will be conducted **according to the current doctrine, equipment, and skills of the units involved.** Changing these parameters is possible, e.g. by training or procurement. However, this would require separate directives and considerable time to implement.

For the simulations of this crisis, **you will, both as delegates and cabinets, possess several military powers.** These involve movement, mobilization, combat, and reorganization strategies. To ensure that your directives are handled smoothly and carried out as accurately as possible, we ask that you follow some fundamental guidelines during the simulation.

Your **study guides and preparation research should have given you an idea of the organizational breakdown of your cabinets' armed forces.** These tend to be divided into regional command centres (for example East, West, North, or South Operational Command, or US CENTCOM, USEUCOM, UPSACOM, etc...).



Within these divisions, you will also usually find further division into brigades and regiments, such as tank, infantry, or mechanized regiments/brigades. **We ask that you mainly refer to these when moving troops**, to make it easier for the backroom to carry out your wishes as accurately as possible. Pages like Wikipedia tend to give an accurate depiction of the command structures of your countries' armed forces, their type, and the rough location of their bases.

Alongside this, **your background guides and personal research should have given you an idea of your countries, approximate overall power**, i.e. active servicemen, reservists, number of tanks and aircraft, naval forces, and rough quality of equipment and personnel. The backroom will know about these, and so you should also be keeping them in mind when issuing military directives.

The **quality of your equipment, training, and abilities to carry out combined arms operations, for instance, will be considered** when military engagements are simulated. While we ask that you mainly refer to the brigades, regiments, and battalions as mentioned above, we kindly ask that you also keep your overall military power in mind when planning and issuing military directives, to avoid any unpleasant surprises.

Example:

Order the 1st Armoured division supported by 16th mechanized and the 34th artillery brigade to leave their position near Blackburn to occupy the city of Manchester against any enemy opposition they might encounter. They should form a firm line with the 33rd Infantry to the west and the 28th motorized to the east. The risk of civilian casualties should be avoided whenever doing so poses no major threat to the life of the soldiers. Air cover will be provided by the 23rd fighter wing, who also will serve in an air-to-ground support role outside of city limits to minimize collateral damage.

ECONOMY

The economic situation of a country has a **major impact on the ability of a government to act and the general situation of the population**. Furthermore, the strive for economic gains is a major driver for international relations, from trade pacts to military intervention or even coups. Therefore, the macroeconomic aspect should also be simulated in a realistic way.

However, given the huge complexity of the issue, some simplifications are necessary. However, it should be taken into account that some economic effects (e.g. an increase in growth after a tax break) require considerable time to materialize.



Therefore, for this simulation the economic aspect should be constrained to:

- National Budget

The government of a country will be able to set and modify a simplified national budget:

- Social Welfare & Pensions
- Education
- Interests
- Healthcare
- Defence
- Internal Security / Law enforcement
- Other

These expenses need to be financed by tax and other state income. Should a government wish to spend more than its revenue, this needs to be financed by debt, where future interest needs to be paid according to the country's credit rating. Furthermore, it might become impossible to lend money on the financial market, should the rating become too low, so the government needs to find other measures, where they can be creative.

- International Trade

International Trade will be simulated within reason, as soon as one of the following conditions with regards to the goods affected is met:

- Goods have a **particular strategic value** (e.g. Arms or dual-use products)
- Goods have an **outsized effect on the local economy** (think: cars in Germany)

- Goods supply security **has an impact on the population** (e.g. energy, oil, food).

Furthermore, the relevance of Ukraine as a transit country for natural gas will obviously be considered.

- National GDP

The national **GDP will be used as an indicator for the general economic development of a nation.** This will develop throughout the crisis and will have an impact on the public opinion as well as the National Budget through the level of taxes that are being generated in the economy, and the expenses needed for social welfare.

OUT-OF-SCOPE DIRECTIVES

Since the Topic of this Simulation is limited, **all actions that are outside of the scope of it will be ruled out of order by the backroom.** This generally includes all directives that:

- Do not have any effect on the Situation in Ukraine
- Do not engage with previous crisis developments
- Do not have a significant strategic effect on the stakeholders of the Ukraine conflict
- Only affect the private domain of the characters
- Have an implementation timeframe of more than 6 years to become effective
- Are outside of the powers / Responsibility of the individual delegate

GOOD LUCK DELEGATES!

