

# Leiden Model United Nations



## Crisis Committee Instructional Booklet

Written by the honourable members of the  
Crisis Committee Headquarters

## A Preliminary Word

Honourable, Righteous and Most Esteemed Future Diplomats of the Crisis Committee,

We, being the members of the Crisis Committee Headquarters, would like to extend to you our heartfelt congratulations on “making it” as a Diplomat to the Crisis Committee this year.

It is our privilege to present to you the Crisis Committee Instructional Booklet.

Within these pages, you will find information on a large variety of topics, such as for instance what kind of responsibilities you’ll be burdened with as a Crisis Committee Diplomat, an introduction to the Crisis Committee’s unique form of debate and many of the other little facts and snippets that make up the Crisis Committee’s Rules of Procedure.

We do very much recommend you read this before Committee starts. Preferably twice, since there *will* be a test.

## Some Bureaucratic Details

Before we go any further, some nitpicky nonsense needs to be taken care of.

For starters, we *need* your email address, so please do us a kindness and send an email to “[rotteveelmansveld@lemon.org](mailto:rotteveelmansveld@lemon.org)” titled “*bureaucratic information of (your country)*” and containing the following:

1. your name,
2. the amount of MUN-experience you have,
3. which school you are from,

We implore you – do that *right now!* It won’t take very long, and it’ll make us very happy!

Then, as previously mentioned, there will be a test at the start of the conference.

This test will be at 13:00 sharp in the Crisis Committee. It’ll take roughly 15 minutes (depending on how fast you write), and it will contain questions pertaining to what we consider “basic information” – in essence, what we consider the most important information imparted on you in this booklet.

Attendance is *absolutely mandatory*.

We *will* start without you.

We will also come up with an imaginative punishment should you be late or fail the test.

Be warned.

Now, on to the real thing!

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# Table of Contents

<b>A Preliminary Word</b>	<b>2</b>
<b>Some Bureaucratic Details</b>	<b>2</b>
<b>Table of Contents</b>	<b>3</b>
<b>Chapter I – Introduction to the Crisis Committee</b>	<b>4</b>
Rumours and Facts	4
Diplomatic Experience	5
<b>Chapter II – The Powers That Be</b>	<b>6</b>
Profile of a Crisis Committee Diplomat	6
The Student Officer's Trade	7
The Crisis Committee Headquarters	8
<b>Chapter III - Job Description of a Crisis Committee Diplomat</b>	<b>9</b>
Who are you?	9
A Diplomat's Mission	10
A Day in the Life of a CC Diplomat	11
Debate and Lobbying	11
<b>Chapter IV – a Diplomat's Tools</b>	<b>12</b>
Things a Crisis Committee Diplomat can Do	12
How to Accomplish the Things a Crisis Committee Diplomat can Do	13
The Cards up your Sleeve	14
Cloak & Dagger	14
Ghillie Suit & Rifle	15
Trump!	16
Wild Cards	17
<b>Chapter V – The Preparation of Champions</b>	<b>18</b>
Primary Phase	18
Secondary Phase	18
Tertiary Phase	19
Quandary Phase	19
Quintessential Phase	19
<b>Chapter VI – How to deal with the StOff and the CCHQ</b>	<b>21</b>
<b>Chapter VII – The More Interesting Fallacies</b>	<b>23</b>
Frequently Asked Questions	23
Do's and Don'ts	24
<b>Chapter VIII – Addendum</b>	<b>25</b>

# Chapter I – Introduction to the Crisis Committee

*“There is nothing more difficult to take in hand, more perilous to conduct, or more uncertain in its success, than to take the lead in the introduction of a new order of things.” – Niccolo Machiavelli*

It can be noted without a doubt that the Crisis Committee can be described as “something else entirely<sup>1</sup>”. In this chapter we will try to enlighten you a little bit what that “something else” entails.

## Rumours and Facts

*“Rumours are like ripples in a cornfield. They are ephemeral, but they do indicate which way the wind is blowing,” – Susan J. Palmer*

Let us begin with addressing some of the rumours floating about concerning the Crisis Committee itself.

Leiden Model United Nations’ Crisis Committee, one of the first of its kind, was created nine years ago by the venerate Mr. Yuri Robbers, who holds the position of Evil Overlord to this day. Having noticed that there was a rather distinct number of Very Experienced Delegates<sup>2</sup>, who quite understandably were getting a wee bit bored with sitting through detailed instructions on how to hold a proper debate *again*, he sought to create a Committee catering to their more specific needs.

Therefore, the Crisis Committee is quite different from any other Committee within an MUN. For starters, its Diplomats<sup>3</sup> will not receive any information as to what they can expect: all they will know is what country they will be representing (of which they are expected to know as near to everything as is possible<sup>4</sup>) and the general area in which the crises are to take place.

But not only does the Crisis Committee deal with an arising disaster. It deals with arising *disasters* – meaning, the next disaster *will not* politely wait until you are finished with the previous; it will come at its own discretion, which will more likely than not be at exactly the wrong moment. You, as Diplomats, are to prioritize, and of course to make sure that your nation’s interests are the ones first served.

Therefore, the code of conduct within Crisis Committee isn’t quite the same as the one followed throughout the rest of any Model United Nations. To apprise you of differences and possibilities, we have compiled a short clarification in Chapter Four.

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<sup>1</sup> Especially if you want to be overly dramatic about it.

<sup>2</sup> VEP’s for short – Delegate with an MUN-experience exceeding 15 conferences. May also be referred to as “Dinosaur Delegate”. The Medal of Honour is still in development.

<sup>3</sup> Indeed: Diplomats, not Delegates – the difference will be explained in Chapter 3

<sup>4</sup> Note the absence of the word “humanly” in this sentence

## Diplomatic Experience

*“Euphemisms are unpleasant truths wearing diplomatic cologne.” – Quentin Crisp*

By now, esteemed reader, you must have realized that the Crisis Committee is not only unsuitable for the faint of heart. It demands, also, a reasonable amount<sup>5</sup> of MUN experience.

If you do not have this experience, we entreat you to inform your MUN director of this. We truly believe that you are courageous and confident enough to attempt being a Crisis Committee Diplomat. However, not having a solid amount of experience behind your belt will mean that you will not have as much fun as you could have – and despite the repeated assurances to the contrary that you will receive from us, we do in fact want you to enjoy yourself.

So if you are a first-time delegate or even if you have less experience than five MUN's, we appeal to you to ask your MUN director for a different assignment.

After all, you can always come back next year!

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<sup>5</sup> We prefer at least 5 previous MUN's, and require at least 3

## **Chapter II – The Powers That Be**

*“I feel convinced that any political picture can be changed to suit the needs of the powers that be.” – Thor Heyerdahl*

As history, religion and the CIA have taught us, a triad of powers has some sort of mystical attraction to the human race.

It encourages us to believe that if a force consists of three components, there will always be a majority... and as we all know, the majority is always right.

Since we are always right<sup>6</sup>, logic dictates that the powers at work within the Crisis Committee must also be described as one such triad. The three in question are the following: The Diplomats of the Crisis Committee, the Student Officers to the Crisis Committee, and the Crisis Committee Headquarters.

### **Profile of a Crisis Committee Diplomat**

*“There’s lies, damned lies and politicians,” – Partially Mark Twain*

A Crisis Committee Diplomat is, in essence, an upstanding citizen and a responsible emissary. In essence, what this means is that you are to embody Captain Jack Sparrow’s motto of “Take what you can, give nothing back” while making everybody believe that you are the mild-mannered reincarnation of Mother Theresa.

You are to plot your way to the top with an engaging smile on your face. You are to create treaties and special arrangements and make the world believe you consider them holy, even though you know that they’re not worth the paper they’re printed on until signed. You are to make sure that everybody else likes your country in particular so much that they will fall over themselves to help you – while knowing that everybody else is trying to do that exact same thing.

A list with several ways as to how you may rise to this fine ambition is prepared for you in Chapters 3 and 4. Some suggestions on how to better prepare yourself before Committee are put forward in Chapters 5 and 7b.

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<sup>6</sup> Even when we are less right, it is important to remember that we are always right.

## The Student Officer's Trade

*"No-one is above the law. Not a politician, not a priest, not a criminal, not a student officer. We are all accountable for our actions." – Almost Antonio Villaraigosa*

As has been stated previously, the Rules of Procedure differ within the Crisis Committee. Logically, it follows that the tasks and responsibilities of its Student Officers differ, too.

Next to their regular Student-Officery duties, first and foremost on a Crisis Committee Student Officer's task list is "keep the immediate peace". It's amazing how many of your predecessors thought that being in the Crisis Committee essentially meant playing Risk with notepaper.

To avoid any and all confusion, allow me to state the following: *War is not a solution. It is a tragedy.* You are in session to avoid tragedy<sup>7</sup>. If, however, this still remains somehow unclear, the Student Officer is justified to take you to task within Committee, or send you out of Committee to be taken to task by the Crisis Committee Headquarters<sup>8</sup>.

The Student Officers are also responsible for something we like to call "opportunizing participation". If it is felt that one delegation in particular is not jumping into the fray as often as they ought, the Student Officers have the right to encourage them through any means they have at their disposal<sup>9</sup>, and if that turns out to be unsatisfactory, they can (and will) call upon the Crisis Committee Headquarters to provide some extra incentive.

Finally, the Student Officers act as the Crisis Committee Headquarters' eyes and ears within Committee. They monitor the goings-on, keep track of the ebb and flow of power and influence within Committee, and turn informant "for the greater good" when they consider it necessary.

To repeat the words of a Mr. Mycroft Holmes – we could make some sort of threat, but we're sure your situation is quite clear to you.

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<sup>7</sup> In essence, by declaring war you've lost whatever game you were playing – because clearly you weren't a good enough diplomat to achieve your goal through any other means. *Threatening* war, however...

<sup>8</sup> The third option – because of course it exists – is "the Crisis Committee Headquarters marches into Committee in full force to take you to task". Hilarious, yes. Pleasant, not so much.

<sup>9</sup> A great plenty

## The Crisis Committee Headquarters

*“We are a rumour, recognizable only as déjà-vu and dismissed just as quickly. We don’t exist; we were never even born. We are not part of the System. We are above the System. Over it. Beyond it. We’re “them”. We’re “they”. We are the Crisis Committee Headquarters.” – Not Quite Men In Black*

The Crisis Committee Headquarters is most easily described by its motto: “*Omni potens, male volens*<sup>10</sup>”. We, its members, are the power behind every throne, the mad scientist in every lab, the little pebble that caused every avalanche. We are cause *and* effect.

We try not to let it go to our heads.

The Headquarters is presently comprised of a fluctuating number of members<sup>11</sup>. Amongst us currently are a biologist, a lieutenant with a penchant for historical facts, a chemist, a lawyer, a forensic analyst specialized in digging up bodies, a public administrator and a concert pianist for some reason.

When you receive information from the outside world, we are the ones providing it<sup>12</sup>. When you send a note to your President/King/Head of National Security, we’re the ones answering it. We hold all the strings, and we lord over everything.

But we do play by the rules.

There’s one thing you must remember; it is not *us*, the CCHQ and StOff, against *you*, the Diplomats. If you play your cards right, it might very well be *us*, the CCHQ, the StOff and you, against *them*, the other Diplomats.

For the rules and regulations that will keep *us*, the CCHQ, on *your* good side, turn to page 19. Print them a few times and sleep with them under your pillow. It might very well win you an omnipotent ally.

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<sup>10</sup> For those of you without Google Translate or a Latin education: “All powerful, evil willing”

<sup>11</sup> Plus an infinite number of Administrative Staff Spies. The younger they start, the better they get.

<sup>12</sup> There have been several humorous situations in which people thought there had been *actual* outbreaks of a mutant Ebola virus.

## **Chapter III - Job Description of a Crisis Committee Diplomat**

*"We are not interested in generals who win battles without bloodshed. The fact that slaughter is a horrifying spectacle must make us take war more seriously, but not provide an excuse for gradually blunting our swords in the name of humanity. Sooner or later someone will come along with a sharp sword and hack off our arms."*

- Carl von Clausewitz, in "Von Krieg"

As has been stated previously, the participants of Crisis Committee are to be Diplomats, not Delegates. There is in fact a key difference between the two<sup>13</sup>. A Delegate has a very clear script to follow: do research, write resolutions, make some amendments, and happiness ensues. Such a script does not exist for a Diplomat.

Essentially, a Diplomat gets handed a mission, a list of problems to solve, and then will get shoved off a proverbial cliff, only to find out on the way down whether a. there's any water at all at the bottom, b. the depth of aforementioned hypothetical water, and c. whether there are likely to be any piranhas.

### **Who are you?**

In the Crisis Committee, we will have delegations representing Member States in a diplomatic caucus. Delegates will therefore represent the interests of the government of a specific Member State. This is not dissimilar to other MUN-debate.

There are, however, a number of important differences, which will be discussed below.

The most important difference between a regular MUN-delegate and your role in the Crisis Committee is that a regular MUN-delegate<sup>14</sup> takes a role that is effectively similar to the role of a low- to mid-level diplomat in the service of the Member State they represent.

Such representatives often have relatively little input on policy, and rather act as the mouthpiece of the government, which takes all the important decisions back in the capital.

This is effectively represented by the delegate doing research into the policy of the country they're representing, and participating in the debate at the conference in an attempt to move the committee closer to that policy.

You, on the other hand, take the role of a much higher-ranking diplomat, such as a minister or secretary of state. Where a 'regular' delegate is only expected to implement policy, you are expected to give advice on the creation of policy, and at times, make the policy yourselves.

This means that you have a little more room for manoeuvring, but it also means that you cannot just look up your opinion on all topics online: you must instead learn to understand the interests of your country, and base your policy on that.

A second important difference is that, since you are such a high level diplomat, you must also take into account domestic politics: after all, if the people back home take to the streets, your government falls, or a new election is called, you might lose your job!

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<sup>13</sup> Other than us trying to be fancy, that is.

<sup>14</sup> except perhaps for those that participate in Security Council simulations

## A Diplomat's Mission

Right before conference, every Diplomat will receive a sealed envelope containing some extra information, the first international press release, and a set of orders from their ultimate superior – the President, the King, MI6, you name it. The final ranking of the Delegates<sup>15</sup> will be based in a very large part on how well you execute those orders.

So, you are in the Committee with a very specific reason; for the betterment of your person, and the good of your country<sup>16</sup>.

This is also the reason we discourage war. In the last few decades, we've seen that even a country as rich and powerful as the United States of America can't keep up a war on any scale for more than a few years. War is good for some businesses, true<sup>17</sup>, but in no case in recent history<sup>18</sup> has it had long-term beneficial results for the country's economy.

Therefore, starting a war in Committee will not have any beneficial results for you.

The entire point of the Crisis Committee is that a selected international community<sup>19</sup> has to deal with earth-shattering developments popping up with amazing regularity.

Your job is to make sure it shifts your way... which sometimes means not solving a crisis, or even making sure it doesn't get solved at all.

However, the Crisis Committee does not just provide you with a challenge to outwit your fellow delegates to become the cleverest monkey in the tree.

The Crisis Committee gives you a challenge to think in different directions than the norm, to prove that you *know* there isn't a box to think out of and to show the world that whatever it comes up with, you will confront it with your head held high. We have tasked you to solve the unsolvable.

It's up to you how you deal with that<sup>20</sup>.

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<sup>15</sup> Because of course we're keeping track of everything you do

<sup>16</sup> In that order.

<sup>17</sup> Which really gets more depressing the more you think about it

<sup>18</sup> We've conveniently decided to disregard Genghis Khan, Augustus Caesar and Alexander the Great, in case you were wondering

<sup>19</sup> In this particular case, the western world– or rather, you and your fellow Diplomats

<sup>20</sup> This is probably the noblest excuse to be mean to people for three days straight ever dreamed up anywhere.

## A Day in the Life of a CC Diplomat

Now that we've got the motivational speeches out of the way, there's room for a rough play-by-play of what life within Crisis Committee might look like moment-to-moment.

The first thing that will happen after you've entered Committee<sup>21</sup> and have had sufficient<sup>22</sup> time to read your Secret Information, you will receive a Press Release. An example of one such is added in Chapter Seven.

This Press Release will contain just enough information to raise both some questions and some eyebrows – in the sense that you, as a Diplomat, might have some questions for your government<sup>23</sup>, you most likely will have some questions for some other Diplomats<sup>24</sup> and you will definitely be trying to make sure nobody will try and ask *you* any uncomfortable questions<sup>25</sup>.

We would like to take this opportunity to point out to you that this is *not* a classroom, and the best way to make sure the rest doesn't think to ask you any questions is *not* to hide behind your placard.

The best way to make sure that you're not going to get in trouble is *by making sure someone else is*. As soon as the first Press Release has been released<sup>26</sup>, the game, as they say, is afoot, and all bets are off. So make sure you use the story to your best advantage!

The message is essentially “knowledge equals power<sup>27</sup>”. What'll be handed to you is information. Your job, in three words, is to process it.

## Debate and Lobbying

Because all Diplomates are mostly on their own<sup>28</sup> and debate is not the most efficient way of building the large coalitions needed to get things done, the CC will alternate between lobbying and open debate at regular intervals.

Don't use lobbying time as some sort of break. It is where all the actual work gets done.

Open debate can be used to make statements, like announcing some action, or declaring that you want to work on something and asking all those who agree to get together during the next lobbying session to prepare a proposal to solve crises.

Open debate can also be used by the Chairs to call on Diplomats to clarify their positions. Student Officers in the CC tend to take a more proactive role than in regular committees. They do not know what is going to come, so they will try to help you to come up with solutions.

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<sup>21</sup> after the standard “let's all introduce ourselves to each other” happy families approach, of course

<sup>22</sup> In our opinion, which as stated might differ from yours – read fast.

<sup>23</sup> Generally along the lines of “which part of this am I to deny *specifically*”

<sup>24</sup> Like, for instance, “why are you denying that part specifically?”

<sup>25</sup> See footnote 26.

<sup>26</sup> Word joke! We are really quite hilarious, aren't we.

<sup>27</sup> Equals energy equals matter equals mass – we've got an anti-black-hole-device in CCHQ for just this eventuality

<sup>28</sup> At first, at least

## Chapter IV – a Diplomat’s Tools

*“A Diplomat is a person who can tell you to go to hell in such a way that you will actually look forward to the trip”, -- Caskie Stinnett*

As has been alleged to before, due to the rather more immediate nature of the crises the Committee gets to deal with, the normal MUN modus operandi – writing resolutions – can only be described as obsolete. How, then, is a CC Diplomat to take arms against a sea of troubles?

### Things a Crisis Committee Diplomat can Do

*“In order to attain the impossible, one must attempt the absurd.” - Miguel de Cervantes*

There are several ways you can make your sentiments known. Of course, placard-waving and speeching are still integral parts of the debate in-committee, and we encourage you all to do as much of that as possible<sup>29</sup>. There is also the option of giving a Written Statement– it’s rather like a speech, but with a bit more force behind it; if a Written Statement turns out to be bogus, you can actually be held accountable for it.

For example, if there has been a disaster in a country and you would like to help out with humanitarian aid, you can propose a plan on how to do so to your government, get approval, and make a Written Statement to help mitigate the crisis in the direction you wish.

**In short, a Written Statement can be defined as “unilateral immediate action”.**

A treaty is also an option. You may enter negotiations with other diplomats to unite your efforts for a particular goal, and – when your government has agreed to back you up on it – sign a treaty to that effect, which will be considered ironclad when signed<sup>30</sup>. Separate negotiation chambers will be made available to you, and thanks to the dual nature of a Crisis Committee delegation you can even remain a participant in the debate while you’re off conspiring.

**In short, a Treaty can be defined as “joint long-term action”.**

More powerful than a treaty is an action plan. When that has been dreamed up, considered from several angles and signed by at least three nations significant to the current crisis<sup>31</sup> it may be considered as “turn of events” and absorbed into the crisis development. This is, of course, as dangerous as it sounds, so we advise you to adopt this measure with caution.

**In short, an Action Plan can be defined as “joint immediate action”.**

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<sup>29</sup> Read: the StOff will be counting how many speeches you give.

<sup>30</sup> But *not*, take note, before.

<sup>31</sup> Because it's all very well for, say, Nepal, Spain and Eritrea to decide they're going to help upgrade Argentina's infrastructure by blasting tunnels through half the Andes, if Argentina doesn't agree with that brilliant plan (because really, what could possibly go wrong?) it won't actually count.

A Treaty must be announced before Committee for it to take effect. An Action Plan and a Written Statement *can* be announced, but they can also be made in secret and submitted to the CCHQ; they will still take effect that way!

A diplomat can also influence events while “going solo”; if your proposed plan of action has convinced the Crisis Committee<sup>32</sup> and your Government, it may also be considered as “turn of events”, after which the situation will develop as stated previously.

## How to Accomplish the Things a Crisis Committee Diplomat can Do

*“Everything is theoretically impossible until it is done.” – Robert A. Henlein*

Most of the previous, of course, is to be accomplished in a convincing, accurate manner. Unlike with the rest of MUN, within Crisis Committee money is a finite resource, and should be treated as such.

It has been established in previous conferences that, however well Diplomats have prepared themselves for Committee, one cannot prepare oneself for every eventuality: additional research will have to be done on occasion. You are always allowed to ask the Student Officers to leave the committee for doing research.

You may take your position within the international community and use it to exact pressure upon other diplomats, or do them favours which you can cash in at their considerable cost on a later date – make sure you get government approval for your plans, and make sure to have all of it documented!

You have also at your disposal a duo of spies. You may send these spies out with specific instructions to a specific location, upon which – after a certain amount of time has passed – you will receive a missive with whatever additional information they have managed to uncover from General Intelligence<sup>33</sup>. Of course, if the location you’ve sent them to wasn’t a very relevant one, you won’t be getting very relevant information...

A more detailed instruction on spies and how to use them will be provided to you in the next segment.

The things that have been detailed to you on this page are, of course, quite minimal. However, they do outline the rough possibilities within Crisis Committee, and we trust that with this basic information you are adequately set up to learn more on the job.

We consider creativity and ingenuity the highest forms of human accomplishment, and any diplomat showcasing such traits will be reacted upon.

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<sup>32</sup> Read: if you have a reasonable way of performing your proposed action without the help of any other nations AND without pissing anybody off a little too much

<sup>33</sup> Salute

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## The Cards up your Sleeve

*“The supreme art of war is to subdue the enemy without fighting.” - Sun Tzu*

As a diplomat in the Crisis Committee, your influence over your government is generally<sup>34</sup> speaking limited to the power of suggestion. We're not saying that that isn't quite a powerful tool, but during every crisis there will be moments that you absolutely have to get something done straight away.

Therefore, we introduce two different types of cards: the spy-cards and the favour cards. These represent your (limited!) ability to call upon the resources of your government apparatus to perform services for you. They are explained in greater detail below.

## Cloak & Dagger

*“Once is happenstance. Twice is coincidence. The third time it’s enemy action.” – Ian Fleming*

At the start of the conference, you will receive a one-use only spy card. You can play this card by sending it to your intelligence agency c/o CCHQ, with a note attached detailing a specific mission. Your intelligence agency will then undertake to follow your instructions. If their mission is successful, they will get back to you after some time with the information – or situation – that you requested. That seems easy enough, but it is amazing how many things could go wrong. Here are some things to keep in mind.

**Be sure to include** a note with *specific* instructions as well as the kind of mission you have in mind. For example, “Send a spy to Japan” might result in a treatise on the merits of sushi or a keen observation on the average length the Japanese, but nothing more specific than that. On the other hand, “Please send a spy to Tokyo University of Science, second Engineering Division, to copy, steal or otherwise obtain the information and technology required to access the newly discovered mineral layers in the ocean crusts” is very likely to yield a set of blueprints and insightful calculations on structural integrity.

- **Trying to contact** your spy after he has been sent will sharply increase the chances of his cover being blown, which will, in turn, result in a painful set of negotiations for his freedom. Sending further instructions after the first set is therefore highly discouraged and at your own risk. Be sure to get it right the first time!

- **Any note** which is even vaguely in the spirit of “I sent a spy some time ago but I haven’t heard from him yet – is he going to deliver or what?” will result in the slow and painful death of a dozen puppies and the immediate cancellation of your agent’s mission. If you feel your spy is not delivering, the most probable cause is your lack of patience. Trust me, there is a complicated, complex and convoluted system in place to ensure every mission yields results at some point.

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<sup>34</sup> Salute

- **There are no** guarantees. Every mission has a small chance of failure. Some missions have a very high chance of failure (“Assassinate President Biden”, “Infiltrate the CCHQ”). Keep in mind, the results of a botched mission are often yours to deal with!
- **Though it would be wise** to think well before using your precious resources, don’t hold on to your spies indefinitely! You can count upon new resources being allocated periodically – this spy card will certainly not be the only one you will have this conference.
- **Creativity** will be rewarded!
- Did I mention being **specific**?

## Ghillie Suit & Rifle

*“Bravo six, going dark.”* – Cpt. John Price, *Call of Duty: Modern Warfare*

Besides the spy card, you will receive a special forces-card at the start of the conference. The special forces card can be played by addressing it to the relevant department of your armed forces to the CCHQ with a note detailing the mission you would like to send a squad of your nation’s most elite troops on. The generals will then get to planning the operation. Depending on the mission, they might report back to you in a month, or you might read about their spectacular success - or failure - on the news. The above instructions on sending spies on a mission apply to your special forces as well - with the below additions:

- **Remember the capabilities** of your armed forces. US Navy Seals might be capable of successfully completing missions that even the best men available to the armed forces of Lesotho might not dare undertake in their wildest dreams. Before coming up with a plan, consider whether you might be sending men and women in your nation’s uniform to certain death. Which leads us to...
- **Keep in mind the risks** to your servicemen and -women. Like with spies, a dangerous mission might see them fall into enemy hands or return home in caskets. However, unlike with spies (whose cover tends to supply plausible deniability) your special forces getting caught red-handed behind enemy (or even worse: friendly...) lines is liable to start a war if one is not going on already. Before doing anything rash, consider whether that is what you’re after.

## Trump!

*“Each player must accept the cards life deals him, or her: but once they are in hand, he or she alone must decide how to play the cards in order to win the game.”* – Voltaire

The third type of card available at this conference is the favour card. Again, this card is used by sending it to the CCHQ, but its use is rather different from the spy card or special forces-card. Where these give you a completely new possibility, namely, to send an agent or special forces on a mission, the favour card enables you to add extra weight to a ‘regular’ request. Though this concept might seem a bit abstract, we are sure the examples provided below will help you understand. Here are some things to keep in mind:

- In most cases, the favour card represents your head of state putting his/her diplomatic weight behind one of your requests – but that doesn’t mean (s)he will solve your problems for you! For example, if you sent the CCHQ a favour card with a note “Please get me that ocean drilling information”, you can expect an annoyed response from a secretary or an out-of-office reply. On the other hand, if you found out yourself that this valuable piece of information is in possession of the Tokyo University of Science, you could send the directorate of said university a letter c/o CCHQ in which you ask for the information to be disclosed to a delegation of scientists from your country, with your favour card attached. The card would in this case represent, for example, a phone call between your head of state and the president of the university, which would greatly increase your chances of getting the information.
- Like the other two cards, the favour card is one-use only. However, unlike the other cards, you should not expect your head of state to start owing you favours again after the first! Then again, past experience has shown us that most delegations still haven’t used their favours by Sunday afternoon, which is of course a waste of a valuable resource. Don’t be wasteful, but saving up for later isn’t always the best solution either!
- Again, there are no guarantees. There are things that even a head of state can’t achieve. No matter how hard he might try, his majesty the prince Alois von Liechtenstein won’t be able to convince the United Kingdom to relinquish their claim to the Falkland Islands.
- Again, creativity will be rewarded!

## Wild Cards

*“Last night I stayed up late playing poker with Tarot cards. I got a full house and four people died.”* – Steven Wright

During the conference, there is the possibility to ‘earn’ new favour cards and additional spy or special forces-cards. Generally<sup>35</sup> speaking, exceptional feats of diplomacy or extraordinary actions might earn you special attention – but keep in mind that these cards are a means, not an end!

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<sup>35</sup> Salute.

## Chapter V – The Preparation of Champions

*“A true champion can adapt to anything,” – Floyd Mayweather, Jr.*

We've been shouting “do your research” for quite some time now, all the while pointing out that the Crisis Committee is fundamentally different from any other Committee you might encounter. Reasonably, it would follow that research done for the CC would be fundamentally different as well. Since we are feeling magnanimous<sup>36</sup>, we have decided to give you some hints as to what makes a great preparation.

### Primary Phase

First, you should cover the basics, like for instance:

1. Who is my prime minister/president/leader/figurehead?
2. Is there a monarchy in my country, and if yes, have they any power?
3. What political party is currently favoured? What are their policies?
4. Has my country got a noteworthy secret service?
5. What sort of military can my country muster?
6. Where is my country on a map?<sup>37</sup>

With only this information, you can already make an educated guess on how your country would react to a potential crisis. This sort of information also tends to contain rather a lot of numbers and percentages, so we would strongly recommend you to have a copy of this information with you in-committee.

### Secondary Phase

The second step to a solid research is actualities. Find a local newspaper – most countries have an English version online these days. The BBC and CNN websites also tend to provide a wealth of (sometimes humorously misspelled) information.

Read up on your Prime Minister's behaviour, whether there have been any major scandals recently, note the amount of accidents that have happened or whether there have been any major disasters recently. If you encounter anything interesting, make notes and take down dates – if you have this sort of information ready, you could technically hold a perfect speech inside five minutes.

You may also assume *we've* read it all, and draw your own conclusions as to whether you should<sup>38</sup>. It is important to know that we tend to start off with crises that are actually plausible; in fact, they tend to be so plausible that we have used actual BBC news reports, virtually unedited, as our own because they fit so perfectly in our story!

---

<sup>36</sup> A very rare occurrence

<sup>37</sup> One could argue this is such basic information, every Diplomat would know this. One would be wrong.

<sup>38</sup> As you may have noted, we are quite good at passive-aggressive recommendations.

## Tertiary Phase

Now that you know what's going on in your country and who's in charge, it's time for a little more in-depth research. You should answer questions like:

1. What is your country relying on financially?
2. What are the demographics in your country?
3. Is there a history with a neighbouring country that could come back to bite you?
4. Has your country had a problem with terrorism in the past?
5. How would your government be evacuated should disaster strike directly?

It's considerations like these that'll keep you from sitting slack-jawed when an unimaginable horror unfolds in front of you, especially if *you're* the one who's supposed to fix it.

## Quandary Phase

If you've gone through all these steps, it's time to broaden your horizons.

Look up what other nations will be in Crisis Committee. Note who are your neighbours in-committee, and look up whether or not you already have trade agreements with them. It's also wise to take a quick look at other countries' Basics: have they got a larger military than you? Are there any significant differences between your policies? Could you strike a deal with them?

Basically, what you're doing is finding your allies before Committee even starts. If you know which countries roughly align with yours, policy-wise, you know with which Diplomats you have a greater chance of negotiating. The sooner you can pick out who your friends are in-Committee, the better your country will do!

## Quintessential Phase

If, after all this, you still have a preparatory itch to scratch, you could start running "hypotheticals" – you can come up with disaster situations, and think of a way your country would handle them.

For instance – your country suddenly has to deal with major flooding<sup>39</sup>. Which parts of your country would be hit the hardest? How would you deal with the problem? Would your infrastructure hold?

Or a debilitating disease would sweep through your capital city. Have you got the manpower to maintain a quarantine zone? Have you got enough physicians to provide aid for the population? Can you airlift your government out?

Another option is that a swashbuckling criminal has emptied the proverbial safe of your nation's largest bank. Could the other financial institutions handle the strain? Would your country's economy collapse? Are you great friends with Germany or Switzerland?

These, of course, are relatively mild situations; "our" crises tend to be a little more imaginative. Still, it's always a good idea to come up with some basic evacuation

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<sup>39</sup> Salute.

---

and/or disaster plan; it'll ensure you won't have to cook everything up in-committee.

*Of course, we tend to be of the opinion that there is no such thing as "enough research". But if you have gone through all these phases and are sitting pretty on top of several pages of notes, we suppose we could consider your research "adequate".*

## **Chapter VI – How to deal with the StOff and the CCHQ**

*“When life gives you lemons, don’t make lemonade. Make life take the lemons back! Get mad! I don’t want your damn lemons! What am I supposed to do with these?! Demand to see life’s manager! Make life rue the day it thought it could give Cave Johnson lemons! Do you know who I am? I’m the man who’s gonna burn your house down! With the lemons! I’m gonna get my engineers to invent a combustible lemon that burns your house down!”* – Cave Johnson

Dealings with the Crisis Committee Student Officers are rather similar to dealings with any other Student Officers: you are polite, smile, follow each and every rule they present you with and you keep your head down<sup>40</sup>. It’s also a clever idea to bring them cookies on occasion.

The Crisis Committee Headquarters, however, is an entirely different case.

Since entering the Headquarters is strictly forbidden<sup>41</sup> until specifically instructed otherwise, most communication you’ll be having with its members will go via note.

After several years of watching the ramifications of this reasonably innocent statement unfold in horrified fascination, we now provide three “iron rules” that will hopefully clear up any confusion the words “communication will go via note” may cause.

**Rule 1.** *Notes will be written on notepaper.* Paper with a few lines on it as its only defining quality will not be accepted as notepaper. Any and all notes written on such paper will be disregarded. Please turn to page 27 for some examples of notes and notepaper. Please bring enough copies of said notepaper – roughly one tree’s worth would be adequate.

**Rule 2.** *Your note is to be addressed to the Crisis Committee Headquarters and its intended recipient.* Crisis Committee Headquarters a place, not an institution. It does not constitute a full address. If a note has not been addressed properly, it will be tallied and promptly returned to sender. When your tally reaches three, your notes henceforth will be shredded unopened until you send us a formal letter of apology.

**Rule 3.** *You will not get your note back.* If you send us a draft of your treaty or action plan, to be approved by your government before being signed by your collaborators, we will keep your note for filing purposes and send our approval on a different note. Keep copies of your work, and again please note there are printing and copying facilities on the premises!

These three rules cover the most basic things you should keep in mind while in dialogue with CCHQ. While addressing us, however, there are some other things you really should keep in mind:

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<sup>40</sup> Mostly, of course, so that when you do break all the rules in a way so spectacular it is hard to put into words, when the Student Officers are looking for the culprit they’ll never even consider suspecting you because you’re always so well-spoken and have been fetching coffee for them, too.

<sup>41</sup> On pain of singing a Justin Bieber “song” whilst wearing only a pair of underpants on one’s head and one sock on the anatomical area of personal choice in front of the General Assembly

Please approach us with politeness and formality. Attempted familiarity when in conversation with the Crisis Committee almost always ends badly<sup>42</sup>; lack of respect will result in minor sanctions. Blatant disrespect will be met with the full force of the CCHQ's ingenuity.

Notes will be answered in order of priority. Especially during "rush hours"<sup>43</sup>, notes can pile up and remain unattended for quite some time. Please be advised that sending us notes about why your previous notes has not been answered yet can have only three possible outcomes:

1. We had actually forgotten it and will send you an answer forthwith
2. We have been buried under a mountain of paperwork and your note only served to further swamp us
3. We were about to get to your note due to a recently vanquished mountain of paperwork but are now too annoyed with you to do so.

Please note that the majority of these outcomes are not in your personal favour. However, if you decide to change it, there is no regulation to stop you.

It must also be noted that while the CCHQ's collective intelligence is of a level that can be described as super-genius we only have a finite pair of hands<sup>44</sup>. Any correspondence you are looking forward to receiving – be it a governmental press statement, a report on your collaborative effort with regards to a to-be-signed treaty or an update from one of your spies – will get there either when we have decided it's high time you had it, or when we have time to deal with it for you.

We cannot describe to you the importance of staying on our good side any further.

We will, however, provide you with a humorous anecdote of a few years ago.

The Delegation of the Russian Federation decided that, considering they were Russia and had to their theoretical disposal one of the larger military mights on the planet, it was a reasonably safe bet to declare war on the Crisis Committee Headquarters<sup>45</sup>.

Minutes after this occurrence, every other delegation had received a missive containing the humble suggestion for them to declare war on the Russian Federation<sup>46</sup>.

Within five minutes they begged us for help.

Which we gave, of course.

After a while.

---

<sup>42</sup> It has happened before.

<sup>43</sup> Which can crop up out of the blue and last more than half a day

<sup>44</sup> Though our resident neuroscientist and concert pianist are both working on that

<sup>45</sup> See page 25.

<sup>46</sup> See page 26

## Chapter VII – The More Interesting Fallacies

*“We are most often inspired and motivated by fallacy rather than logic”, - M. F. Moonzajer*

Every year we experience something in conference that makes us despair for the future of the human race.

You, dear reader, are probably familiar with the term “there are no stupid questions”. After having read some several of the same questions year after year, regrettably, we have had to amend that<sup>47</sup>. Therefore, here follow two lists: one of “frequently asked questions” we have frequently had to deal with<sup>48</sup>, one of extra reading, watching or listening material that may give you an insight to our personal thought processes and may therefore very well better prepare you in dealing with us for a weekend.

### Frequently Asked Questions

Q. Is my country in the possession of nuclear weapons?

A. *(We didn't even know how to answer this one. Why do you want to know? How can you not have looked that up? We opted to remain silent in horrified fascination.)*

Q. Where is the Panama Canal?

A. *This one we didn't reply to on paper, either. We simply walked into Committee, said “In Panama” and walked out again.*

Q. Can we invade country x?

A. *Have you got permission from your government? No? No.*

Q. Can I set up a private meeting with Delegation X?

A. *Please fill in the Negotiation Chamber Request Form provided to you by your Student Officer. Also, yes.*

Q. Am I allowed to nick other Diplomats' top secret documents?

A. *NO.*

Q. Am I allowed to read other Diplomats' top secret documents?

A. *Absolutely. What's more, pictures count as evidence. Printing facilities are available.*

Q. Should I answer The Phone<sup>49</sup> if it rings?

A. *Do you value your career?*

Q. Can I bring my laptop?

A. *On your own head be it – we will not be held responsible for any theft or broken equipment. You are incidentally not allowed to use the Internet in-committee. There*

---

<sup>47</sup> Perhaps to “A question in itself can never be considered stupid; however, the one posing the question can, depending on situation and personal background, be considered not at his or her personal peak when opening his or her mouth on a specific occasion”. Never let it be said that we won't insult you politely.

<sup>48</sup> Some of which we hope to never have to deal with again

<sup>49</sup> You'll know it when you see it.

*are perfectly good computers available, too. Essentially the answer is “Sure, but why?”*

Q. Will any alliance I sign that has not specifically been ratified by the CCHQ be valid?

A. *The answer is kind of implicit in the question, isn’t it... No.*<sup>50</sup>

Q. Can I make a decision in Committee that hasn’t been ratified by the CCHQ?

A. *That really depends on the decision. Can I go to the loo? Yes. Can I give Country X all my resources? No.*

Q. Can I make a promise in Committee that hasn’t been ratified by the CCHQ?

A. *Yes, please, and while you’re at it add cream and strawberries*<sup>51</sup>!

Q. Can we actually physically be removed from Committee?

A. *Yes. It has happened before. Please help us in making sure it doesn’t happen again.*

$$Q. \frac{\int_0^3 2x + 11dx + \prod_{i=0}^{\infty} \frac{1}{2}^i}{-e^{i \times \pi}}$$

A. 42.

## Do’s and Don’ts

### Do:

- Research
- Keep up appearances
- Read the Prince questions
- Read the Picture of Dorian Grey
- Read 1984
- Be creative
- Be Machiavellian
- Further your country’s interests
- Bring us chocolate chip cookies
- Be patient
- Be dominating
- Watch House of Cards (the original BBC)
- Make an irrelevant situation pivotal on your country’s support
- Look carefully at information
- Live the day as if it were your last
- Watch V for Vendetta
- Watch the Game
- Watch Sherlock (BBC)

### Don’t:

- Be a Good Samaritan
- Be Attila the Hun
- Refrain from asking intelligent
- Stop debating
- Be a wallflower
- Feel threatened
- Stop bringing us coffee
- Forget it’s all in good fun!

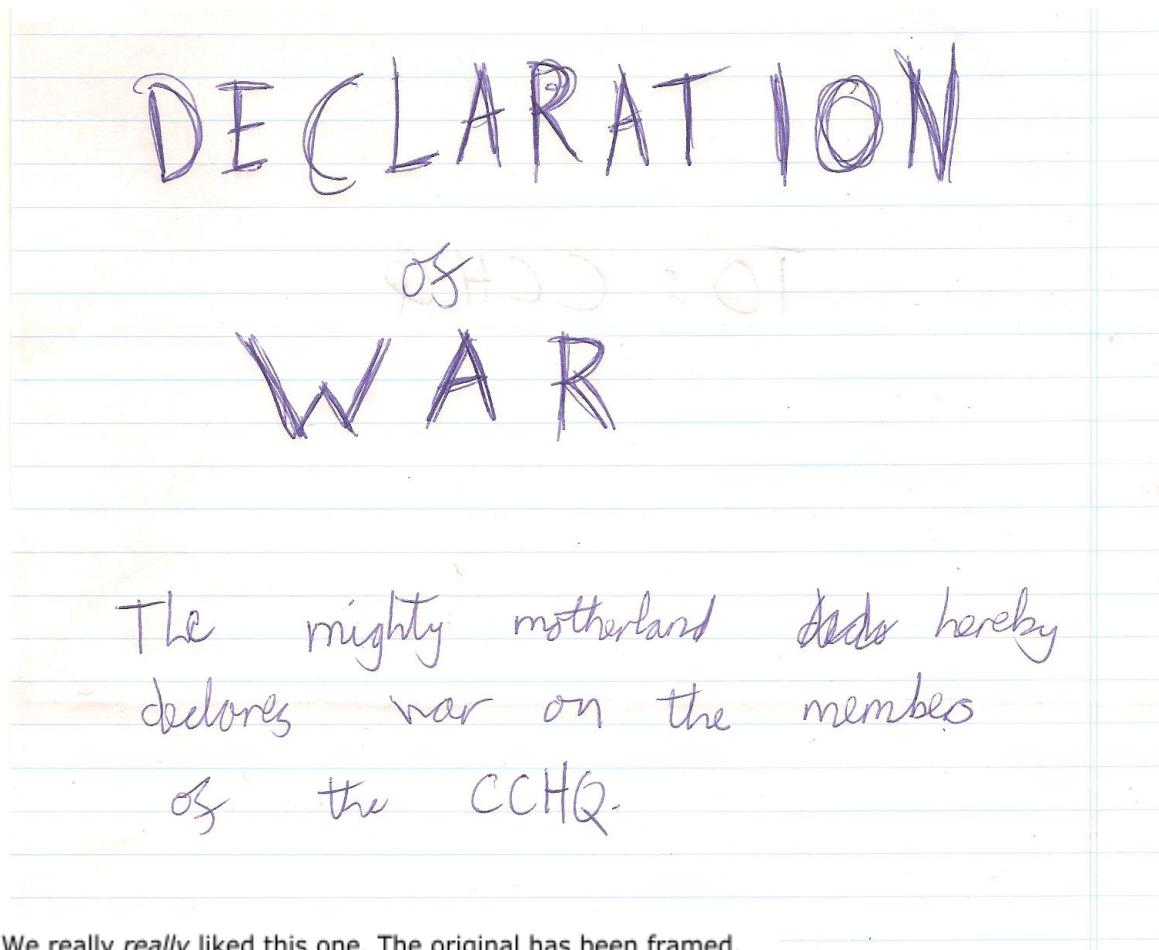
<sup>50</sup> If such a situation does occur, the Diplomat will be held personally responsible for upholding “their” end of the alliance, without any backing of their government. Life expectancy is about five hours.

<sup>51</sup> We mean that literally, there’s a corner store two blocks away

## Chapter VIII – Addendum

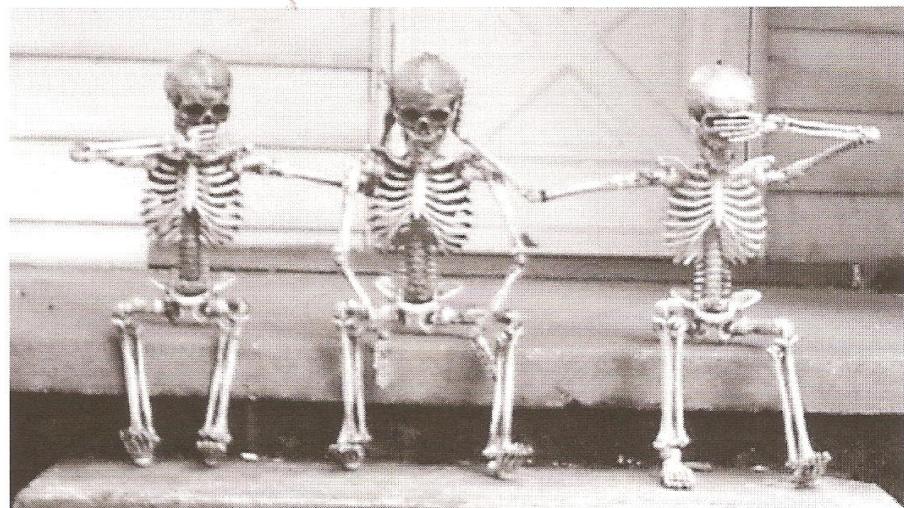
We hereby present to you the final chapter, in which you'll find several examples of proper notepaper, an example of a press release and a few examples of note conversations we've found notable over the years. And on that note ends our diatribe; any more information to be imparted upon you would be either permanently damaging to your souls, or cheating, which we're not inclined to do unless it's in our own favour.

We hope you will make use of the lines we've dropped, and we look forward to seeing you in conference.



October 2022  
Malevolently Yours,  
the CCHQ

# EVIL OVERNOTE PAPER



*from the exalted members of  
Trisis Committee Headquarters*

*To the delegations of the Trisis Committee*

*We humbly suggest you declare war on Russia.*

*Yours sincerely,  
Evil Overlord & Evil Oversady*

Our response to the previously shown Declaration of War Capitulation, as said, was within 5 minutes.



Diplomatic message of the  
Commonwealth of Australia



"God save the queen"

(unless her disappearance can make us independent)

From: the Australian Government

To: Australia

**Screen this message, and we will set our kangaroos on you**

Our handwriting kangaroos cannot decrypt your handwriting...

Please write in such a way that they can.

I am sorry for my fellow delegate's handwriting.  
We would like to know if we could offer some  
of the empty parts of Australia to the over-  
crowded India (temporarily of course)

Did you know that Australia is:

- the biggest producer of kangaroo meat?
- the home country of Steve Irwin, may he rest in peace?

There are several things right and one thing wrong with this note.

Wrong is that the response has been written on the note itself, rather than on a separate note.  
Right are its polite phrasing and the fact that permission is asked to make a suggestion in-committee.

**Official Notepaper**  
**From the United Kingdom**



To .....cc HQ.....

007,  
what happened in Brazil ?

This is a classic example of a note that will get your spy killed. Also, it's addressed incorrectly. It is nice notepaper, though.

There is so much wrong with this note, it's rather hard to describe. We would however like to point out that we will not consider this a "note". Instead, we will use it as toilet paper.

Can China + US join the  
~~the~~ 'Union for Peace' Treaty to  
insure world peace +  
security

12 November 2012 Last updated at 07:06 GMT

463 Share

## Scientific breakthrough: more oil wells near Falklands attainable



Oil rig in rough weather

**LONDON, England** – After years of unsuccessful attempts, engineers have finally managed to reach the oil basins some 300 miles south-east of the Falklands archipelago in such a way that economic profits can be made from the oil won, as was announced by British Petroleum and Falkland Oil and Gas Limited.

In the last ten years alone, over a dozen companies have tried to efficiently drill for oil south of the Falklands Islands. None of these endeavours were successful in setting up large, money-making drilling rigs - until now.

Partially because of the difficult conditions and unpredictable weather, it has proven too expensive to start oil production in the past. Due to new, confidential technologies and the recent developments in Floating Production Storage and Offloading (FPSO), it has now become profitable to start drilling.

In history, the oil fields have caused several diplomatic clashes between the United Kingdom and Argentina, since both countries claim sovereignty over the Falkland Islands and the South Georgia and South Sandwich Islands, as well as their Exclusive Economic Zone.

In 1982, this diplomatic dispute escalated into the Falklands War when Argentina decided to capture the Falklands and South Georgia Islands. The United Kingdom retaliated by sending a fleet consisting of 127 ships and 42 aircraft towards the islands.

After two and a half months of intense fighting, the British forces managed to recapture the final territories earlier taken by Argentina, and thereby won the war.

In the end, it cost more than 250 brave British Army, Navy and Air Force personnel their life. Several Navy ships and aircraft were destroyed. Argentina lost over 600 people and a rather more significant number of Air force and Navy ships and aircraft.

However, the dispute has never been fully settled, and diplomatic altercations continue to this day.

The Prime Minister, when questioned whether the UK is sending extra Navy personnel to protect these new oil sources, answered that the government deems it unnecessary to send extra troops.

A typical example of a first press release.

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## Expansion of Naval Economic Zone Proposed

From Lateef Mungin, CNN  
November 23, 2013 -- Updated 1022 GMT (1822 HKT)



Somali pirates hijacking an oil tanker in the Arabian sea last week. The military escort failed to prevent this.

### STORY HIGHLIGHTS

- NEW: Territorial water laws for dummies
- Pirate problem escalates out of hand
- Everybody wins with expanded EEZs?
- US plan will boost trade world wide

(CNN) -- The American Ambassador to the United Nations, William Henry McCarty, proposed a reform of the naval laws involving territorial waters, contiguous zones and exclusive economic zones. Washington-born international law specialist Martha Jane Cannary, explains that while naval law is highly complicated, the intention of this proposal is really quite simple.

Over the past two decades, piracy on international waters has dramatically increased, and is responsible for an estimated 80% of all cargo lost at sea, and well over half of all human deaths at sea. It has been virtually impossible to deal with the pirate problem, since in international waters the, naval laws allow for no practical way of dealing with them. Increasing the Exclusive Economic Zone in general, and the territorial waters in particular, expands the area in which specific countries have the right to attack, catch and prosecute pirates. Obviously, international waters are reduced in size at the same, time, means the lawless zone where such pirates thrive is made smaller, and shipping routes will be safer. Even as little as doubling the size will make virtually all shipping routes worldwide a lot safer, and bring markedly more pirates to justice.

Not only the capture and prosecution of pirates will be made easier this way. Many ecological monitoring projects as well as protection schemes for endangered species will benefit from larger exclusive economic zones. Take, for example, whales. Many countries keep a close eye on the population size of various whale species. While some countries -- such as Japan -- still hunt and catch whales, other countries will now control larger areas where they can protect such animals. Even though the protection of breeding grounds for whales is not an explicit reason for having exclusive economic zones, it is an important side effect..

Some political adversaries -- especially Uzbekistan -- and some countries that usually support the USA in such matters, most notably Liechtenstein, immediately cried "wolf" and accused the United States of wanting to enrich itself at the expense of other countries, by extending its sphere of naval influence on an unprecedented scale. Mrs. Cannary is quick to denounce such criticism: "We are not just proposing an expansion of the US exclusive economic zone, but that of each and every country that has a coastline. This is just legal and political equivalent of penis envy on the part of those double landlocked countries, that's what it is!"

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