

OOPS!...

Georgia Tech
Model United Nations
Committee
A Y2K Crisis

I DID IT AGAIN

Windows

A fatal exception 0E has occurred at 0028:C004D86F in VXD VFAT(01) + 0000B897. The current application will be terminated.

- * Press any key to terminate the current application.
- * Press CTRL+ALT+DEL again to restart your computer. You will lose any unsaved information in all applications.

Press any key to continue



www.gtmun.gatech.edu October 6-7, 2025 Crisis Committee



BRIDGING TECHNOLOGY AND DIPLOMACY.

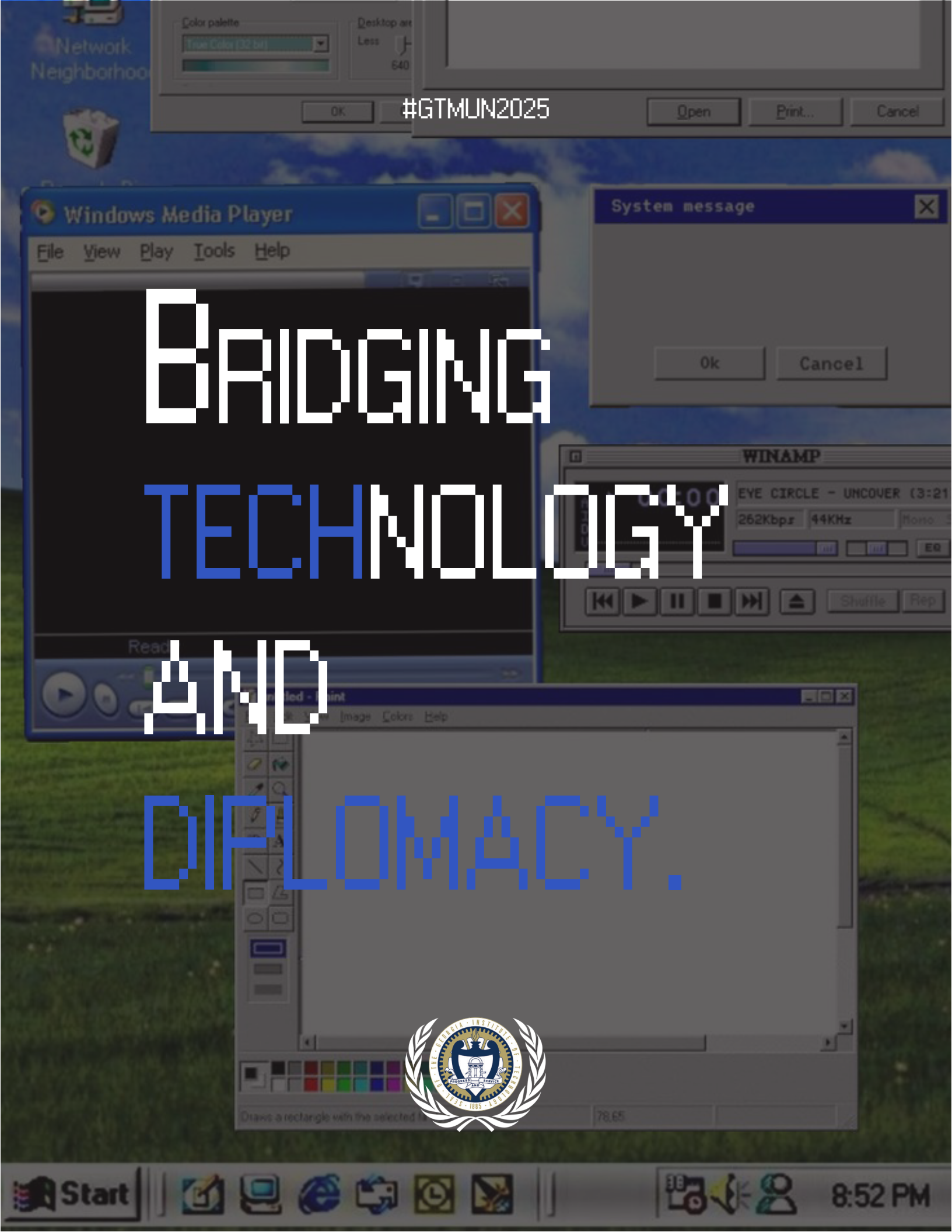


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#GTMUN2025



Letter from the Secretary General

Esteemed Delegates,

It is my greatest honor to welcome you to the 26th Georgia Tech Model United Nations Conference. My name is Victoria Rodriguez, and I have the privilege of serving as the Secretary General for the 2025 session.

As a mechanical engineering student here at Georgia Tech, I can confidently say that participating in Model United Nations (MUN) has opened several personal, academic, and professional doors. In this journey of 13 years, I've had the opportunity of being a delegate, a director, a mentor, and finally, a Sec-Gen. Sometimes a breeze, sometimes an up-hill battle filled with blood, sweat and tears. I've made several friends and won awards along the way, but what I truly carry with me are the important things: the value of empathy, the courage to speak when it matters, and the humility to listen when others have something to teach.

This year, we are bringing you our largest GTMUN to date. With approximately 900 delegates joining us in 16 committees, we are proud to be one of the most dynamic forums for debate in the Southeastern United States. And I can promise you that it will also be the best GTMUN yet, given the tireless work of our Secretariat and staff, who have poured their hearts and souls into building a conference that you will remember long after the gavels fall.

GTMUN is more than just a conference; it is an opportunity for exploration. Through the years, we have cultivated a space where you can explore different positions on the global stage, discover new ways to approach problems and craft solutions, and test the kind of delegate you want to become. You will experiment with speeches, refine your negotiation style, and create crisis arcs that challenge both you and your peers in committee. Just as Georgia Tech is a hub for innovation, GTMUN is the best space to challenge you intellectually, diplomatically, and personally.

But the value of this conference goes beyond leadership, teamwork, and public speaking. Like our slogan says, "bridging technology and diplomacy," GTMUN is about bringing ideas closer to people. It's about connecting logic with compassion, ambition with responsibility, and creativity with collaboration. I hope the skills you foster during this year's conference (and the friends you make along the way) will be something you carry with you far beyond these two days.

As you prepare for this conference, I encourage you to bring all your energy, passion, and curiosity into every committee session. Debate boldly, listen openly, and collaborate sincerely. On behalf of the GTMUN Secretariat, I welcome you to the GTMUN 2025 Conference. We cannot wait to see the impact you will make.

Wishing you the best of luck as you prepare for your committee,



Victoria Rodriguez

Secretary General of GTMUN 2025



Letter from the Crisis Director

Hello delegates,

My name is Amaar Alidina, and I will be serving as your crisis director for Oops, I Did it Again: A Y2K Crisis. I am a second-year business administration major with a concentration in finance, and minors in Spanish and economics. Outside of MUN, I am a member of SGA, WREK Radio, and several consulting clubs on campus. I'm also a huge science fiction and comics fan, and love biking around Atlanta!

I've been doing MUN for 5 years now, and I can confidently say that each year has always been more interesting than the last. I've been lucky enough to compete all across the country, and I'm very excited for another great GTMUN. If there's one piece of advice I have for you all (both for crisis and for life in general) it's to think big. If you think you're thinking big, go bigger. Life is all about swinging for the fences, and in a crisis committee even more so. I encourage you all, over the course of these next couple of days, to try and make all of your ideas bigger, brighter and better than you can fathom. Even though this committee is somewhat grounded in realism, I encourage you to think outside the box in your planning. I want to see your individual personality come through in the character you play, the directives you pass, and the arcs you write. Personality and creativity are the two hallmarks of a great crisis delegate.

I, personally, am a big fan of realistic committees that lean into the fantastical as delegates go about the course of the conference. With this committee especially, most of your work can - and should - be done preparing your backroom arc to be undertaken over the course of the committee. For this conference, I'd like you to think about how exactly your assigned position would confront the problems at hand, or how exactly your character could gain power from the situation and make it about them. Get creative and go crazy!

As you navigate through the committee over the next couple of days, dealing with the technological and social issues that the Y2K bug may bring to the city of Rosewater Beach, I encourage you to keep the principle of ideas in mind. You will have to work together to find creative solutions, while attempting to deal with all the roadblocks in your way. Good luck, and here's to a fantastic GTMUN!

*Regards,
Amaar Alidina*



How to Crisis

What is Crisis?

A crisis committee is a non-traditional Model UN committee. This means the debate is done the same way as a regular MUN committee (points, motions, voting) but with special mechanics like crisis notes and directives. This means a crisis committee is faster moving than a regular General Assembly-style committee, and the topics will be a little bit more outlandish. Generally, you will be assigned a character instead of a country. Your goal, in addition to solving whatever the committee's problem is, will also be gaining personal power. This could be something historical, something realistic, or a completely fantasy topic. Your committee's background guide will have more information about what exactly your topic is.

A Crisis Arc

A crisis arc is your goal in committee. It's the personal goal you're working towards and something your character wants to achieve to gain power and disrupt committee. For example, let's say your character is the Secretary of State in a committee about a presidential cabinet. Your arc could be driven towards taking over the world, and you will do that through something called crisis notes that will be elaborated on later. When you're thinking of what to do in a crisis arc, don't be afraid to go wild and be creative. Chances are, whatever you're thinking of isn't big enough. Let your ideas run wild – chances are things won't work out the way you plan them to, so thinking big like this gives you space to improvise and change. A crisis committee is split into two parts - the frontroom (where traditional debate happens and decisions are made) and the backroom (where you work to scheme and achieve personal goals).

The Backroom

The backroom is where you will work towards achieving your crisis arc. You will write notes to your backroom (made up of people staffing the committee and responding to your notes), and those will make step by step progress to achieving your goals. At GTMUN, we work off of a two-pad system. This means you will have two notepads, each written on one at a time:

One pad (called pad A) will have one large, overarching goal on it. You will act like you are writing to someone your character has a relationship with, and backrooms will respond to you as that someone

With the Secretary of State example earlier, this might be an office staffer who can get things done for you, say send emails or bribe another government official.



One pad (called pad B) will help you work to your larger goal from pad A, but is addressed to a separate person your character has a relationship with, and is doing separate activities to continue to create issues within committee

With the Secretary of State example earlier, this could be a foreign dignitary whose contact you can use to corrupt a military or accomplish other related goals

Each pad is only addressed to one person. For all of committee, your pad A will only be written to your office staffer and your pad B will only be written to the foreign dignitary going by the example above. The roles of your pads are interchangeable, but you should try and have one pad that is focused on your ultimate goal, and another pad that is focused on gathering resources and causing chaos within committee. Try and include a TL;DR (too long, didn't read) summary at the end of your note to make it clear to backrooms what you are asking for and what you are trying to achieve in a note. This should be about 3 to 4 bullet points maximum.

Notes Cycle

Notes will be written and responded to in a cycle. When committee starts, you will write a note on pad A, setting up your arc and the goals you are working towards. Then, after about 45 minutes (more or less, depending on your committee), backrooms will come in and collect your notepad. You will then write a note on pad B, coming up with and setting up new goals. Backrooms will later come in and collect this notepad, and you will trade back and forth with them for the duration of committee. Every note cycle or so (a collection and return of crisis notes) backrooms will deliver something called a crisis update. The frequency of updates will vary per committee. These updates will bring up new issues for the committee to solve, and will include information from actions people have taken in their backroom arcs, as well as decisions that have been made in the frontroom. For example, let's reference back to the Secretary of State example. Say on one notepad, you've been writing to a foreign dignitary to start a war. Your notes will include things like troop movements and resource mobilization, and eventually a war will be declared. That declaration of war might be something that is included in a crisis update, because it is a large, chaotic event that affects committee and is something that concerns members of the body at large.

The Frontroom

The frontroom is the traditional, MUN-style part of a crisis committee. Here, you will have things like moderated and unmoderated caucuses, voting, and formal debate. You will talk about things that have been brought up in the crisis updates and background guide, and collaborate with other delegates in committee to solve those problems. Action will be taken through things called directives.



Directives

A directive is the crisis equivalent to writing a resolution. However, directives are often smaller and less detailed, and will often only deal with one or two specific issues. These issues will come from crisis updates and topics mentioned in the background guide. Issues will be debated on and discussed, people will start writing things, and directives will eventually be submitted to the chair and voted on. Voting on a directive generally solves the issue at hand, however backrooms may use the solution generated by a directive to cause another problem. Directives are structured less formally than resolutions, often having a fun and creative title and bullet points listing out the action items of the directive.

Further Reading and Useful Tips

Here are a couple of tips on how to be successful in committee:

- Be specific and detailed in your note-writing. Use things like specific numbers and thought-out details when asking to achieve your goals
- Be very clear with your writing
- Be creative! Let loose! Have fun!

Here are a couple of useful resources on planning out your arc and performing in committee:

- <https://bestdelegate.com/how-to-survive-your-first-crisis-committee/>
- <https://bestdelegate.com/crisis-tips-how-to-incorporate-your-backroom-arcs-into-the-front-room/>
- <https://bestdelegate.com/everything-you-need-to-know-about-crisis-committees/>







Introduction to Committee

Y2K, or the “Year 2000 Computer Issue” was a computer bug relating to the way computers stored dates. Before 1999, most computers stored dates in a two-digit format (e.g. 1997 would become 97, 1985 would become 85 and so on and so forth). As such, there was a huge fear that date calculations would become messed up following the year 2000. For example, 2000 would be read as 00, which would be indistinguishable from 1900 - read as 00 (1). For example, computers used to run banks and insurance companies were at the risk of collapse if their systems had not been updated (2). As such, thousands of dollars of time, money, and energy were put into changing the dates in computers to a 4-digit format to avoid the collapse of systems across the world. Much of this work was done by digging through lines of code to find the date systems that the hardware used, and updating it to either a different date format such as 4-digit, or performing calculations to ensure the 2-digit dates were not falsely registered as those in the 1900s. Although there was widespread hysteria over the potential consequences of the bug, most major failures were completely prevented and life continued as usual (4).

Most of Y2k’s cultural impact comes from the mass hysteria surrounding it. Fears ranged from money disappearing, nuclear bombs dropping, and planes falling out of the sky (3). Though much of this did not happen, this committee will ask the question - what if it did? What if Y2K was more than just a computer bug? What if Y2K truly was apocalyptic?

Disclaimer

Model United Nations provides an opportunity for delegates to engage diplomatically with topics of global importance and explore possibilities for conflict resolution in a meaningful way. Many of the topics at hand may involve sensitive or controversial subject matter. We ask delegates to be respectful and professional when engaging with their committee and communicating with fellow delegates and GTMUN Conference staff. The content warning below is meant to warn you of potentially controversial topics that are present in the content of this background guide, as well as content that may appear in other aspects of the committee (e.g. debate, speeches, directives), so that you can prepare yourself before reading this background guide and participating in the committee.

At GTMUN, we take equity violations very seriously and require delegates to fully comply with our equity guidelines. Failure to do so will result in an immediate disqualification from awards, and you may be asked to leave the conference. Please remain respectful in committee, and avoid overgeneralizations as well as take into account individual differences and contexts during your speeches. If you have any questions regarding our equity guidelines, we encourage you to contact one of our staff members.

If, because of this committee's content warning, you have any questions or concerns, please feel free to reach out to our staff via email at gtmunconference@gmail.com.

Welcome to Rosewater Beach!

Note - Rosewater Beach is a fictional town

Rosewater Beach (population 25,000) is a small town located in the northeastern United States, in upstate New York. The town is fairly isolated and about an hour's drive from most other settlements. As a result, the city is mostly self-sustaining. The city consists of a downtown with various shops and markets, including a grocery store and a movie theater, a high school, a middle school, an elementary school, a newspaper, a radio station, and various government and administrative buildings such as police and fire stations, and a city council building. Despite being called Rosewater Beach, the closest beach is actually an hour's drive away.

The city council - which is the body represented in this committee - is comprised of various involved members of the Rosewater Beach community, all representing diverse interests and resources within the town. The council consists of 16 members. Each member of the council, except for the mayor, is randomly selected from city members aged 15+. The mayor is elected by members of the city once every 4 years, and the members of the council each serve 3-year terms.

- 13 The town is connected to the state of New York's water system and has its own sewage. The town on any given week has approximately two weeks of food, and a delivery truck comes in with enough resources to run the town every other week. Most of the city's computing power - whether that be the operations of the banks and the government, transactions at the city's various stores, or processes for the radio - are run out of a server room on the outskirts of the city, with the rest being based out of the basement of the city council building. If the computing power or capacities of either of these two computing centers is compromised, much of the city's fundamental processes would be rendered non-functional.

Starting Scenario

Today is Monday, December 27, 1999. Christmas having just finished, Rosewater Beach is currently gearing up for its annual New Year's Day parade - the responsibility for planning of which falls upon the town council. However, many members of the community are expressing fears about what the Y2K bug may bring to the town. On top of this, the town council must continue to address the day to day running of the city. A briefing on the town's most pressing issues have been provided here.

Y2K Computer Bug

Especially considering much of Rosewater's infrastructure is based on a couple of hard-to-access computers, fixing the Y2K bug has become a more and more pressing issue to address. Rosewater Beach doesn't have the capacity to comply fully with recommendations made available through President Clinton's Year 2000 Information and Readiness Disclosure Act (5). Rumors have spread far and wide about what may happen, with elementary schoolers running in the streets yelling about TVs that turn into monsters and alarm clocks that bite, while community elders continue talking about how "all their money is going to mysteriously vanish when it becomes midnight." It's the council's responsibility to address these concerns, as well as future-proof the town's technology.

New Year's Day Parade

One of the town's signature events, the annual New Year's Day parade has run for 45 years at this point. Preparations are well underway, but there is still work that needs to be done. Pathways through the city must be cleared, bands to play in the parade must be contacted, and the parade day's events must be scheduled. There's no telling the chaos that may ensue if the parade doesn't happen, because if there's one thing that the citizens of Rosewater are, it's driven by tradition.

New Land Development

The council has recently received a contract for a large shopping mall to be built. While a good bit of the mall would be built in undeveloped areas, the plan also places a large parking lot over several of the town's historical buildings. While this would provide a huge economic boost to the town, it would also eliminate many of the benefits received from tourism.

Public Institution Funding

A town needs essential services to survive. However, the endowment used to found Rosewater Beach, as well as much of its grant funding and tax revenue has dried up. This is being seen in a reduced number of teachers in the city's school, longer dispatch times by police, and the shuttering of many of the town's shops and restaurants. With more money needed to run the town, it's becoming more and more necessary to find a new or updated source of revenue.

Guiding Questions

How does a small town combat what could be a large-scale technological disaster?

Is it the council's responsibility to control the narrative surrounding the Y2K rumors in the town?

How does the council prioritize responsibilities between technological threats and running the town?

How do you deal with things you were never trained on how to combat?

As a body of contrasting experiences, how do you all work together to do what is best for the town without letting interpersonal struggles and power conflicts get in the way?

Character Dossier

1. Alucard Jones

Alucard Jones is the current mayor of Rosewater Beach. He was elected two years ago, so he still has half his term to go. Jones is your stereotypical small-town mayor - deeply caring about the town, oversees all major events and ceremonies, wears a top hat and a suit to all of those aforementioned events. As the functional executive head of Rosewater Beach, it's Jones's responsibility to enforce the laws. However, he's got a take-things-by-the-reins mentality and only enforces things that he believes are beneficial to the city.

2. Kristal Rodriguez

Kristal Rodriguez is the administrative head of Rosewater Beach's government. She runs most of the day to day operations, taking care of employees and making sure the lights stay on. She is dedicated to her work, but oftentimes attempts to take on more than she can handle. This has led her, however, to form fantastic relationships with many of the people involved in Rosewater's government. Rodriguez owns several cats.

3. Doctor John Goose

John Goose is the town's primary care physician. He runs a practice in the middle of downtown, across the street from where the new mall is planned to be built. Doctor Goose is an eccentric man, acting erratically and oftentimes providing diagnoses that don't make sense. They always work, however. Beneath his calm surface, Goose is filled with unbridled rage that comes out when he is inconvenienced. He is focused on making the town as healthy as it can be.

4. Ani Bisquane

Ani Bisquane is the owner and operator of The Bisque Stand, Rosewater's preeminent soup restaurant. Ani has an eye for detail, carefully curated over her 10 years of soup-making experience. While a good person on the surface, Ani's sometimes aloof nature when it comes to non soup-related things paints her as somewhat ignorant. She tends to parlay this into getting her way into situations she normally wouldn't be involved in.

5. Alex Nanjiani

Alex Nanjiani is the president of Rosewater High School's student council. She

oversees student events, and maintains is the school's official liaison between the students and the staff. As a result, she is sometimes seen as a teacher's pet by much of the student body, but is great friends with all of the school's staff. Alex is incredibly studious, and is one of the most proficient coders in Rosewater.

6. Steve Wolfram

Steve Wolfram is the vice president of Rosewater High School's student council. He oversees the funding for student organizations and events. He is generally well liked by the student body, but Alex is one of his closest friends. He is a bit aloof, only really motivated to get things done - whether that be personal projects or his student council work - if things affect him personally.

7. Gail Carrera

Gail Carrera is the owner of Carrera Super Sport, Rosewater's local car dealership. Though her last name is an unfortunate coincidence with the Porsche Carrera, she couldn't help but fall in love with cars of all kinds from a young age. Gale is extremely tech savvy, and is good friends with the delivery driver that comes through town every couple of weeks.

8. Alexei Petrinov

Alexei Petrinov, a stalwart of the Rosewater community, is a newscaster and serves as the CEO of the town's radio station The Stream 94.5. He has been in the radio business for over 40 years, and as such knows the ins and outs of the system's operations. He is one of the major sponsors of the annual New Year's Day parade, and wishes to do everything in his power to see it run. Alexei is an egalitarian and is always accepting of those who want to help advance his goals.

9. Jared Stemley

Jared Stemley is the proprietor of local sandwich shop This Sub. He inherited the shop from his father, who inherited the shop from his father before him. This Sub has recently come under fire for a decline in its quality of ingredients and service, mainly on account of Jared investing his money into multiple other business endeavors around town. Though most are unsuccessful, he's seen as a leader in Rosewater's business world.

10. Nora Jean

Nora Jean is the mother to two elementary school-aged children. She is a former schoolteacher herself, and has adapted those skills to parenting her children. She is an effective and efficient communicator, and relates herself well to anyone - even

people who don't necessarily like her. She has a warm, comforting presence. Nora has always wanted to be famous, but she feels trapped by the environment of Rosewater Beach. She has lived here her whole life and is looking for a way out.

11. Aaron Haynes

Aaron Haynes is the quarterback of Rosewater High School's football team. He's bull-headed and very good at football, and is, as a result, extremely well-liked by the townspeople. When he talks, people listen (and like giving him free things) because they know it will translate to wins on the field. Recently, however, Haynes has found himself searching for purpose beyond football. He wants to find a serious field to apply himself into and is very interested in picking up some of the trades practiced by the townspeople.

12. Michelle Barnes

Detective Michelle Barnes is one of the officers at Rosewater Police Department. She's brash and loud, and trained in karate. She's been on the police force for 16 years, and claims to have "seen some crazy stuff" in that time (the crime rate in Rosewater is notoriously low). Kids and adults alike know that if something's afoot, Detective Barnes is definitely on it, and you don't want to be the one who's in the wrong.

13. James LaRusso

If Detective Barnes is the bad cop, Detective LaRusso is the stereotypical good cop. He's been with the force as long as Detective Barnes, and the two of them are frequent collaborators. LaRusso is smooth-talking and suave and uses his way with words to get the truth out of people. He's convincing. He's charismatic. He's recently divorced and facing a personal crisis as his daughter goes off to college.

14. Doctor Entertainment Richards

Doctor Entertainment Richards is also a doctor. A Doctor of FUN, that is. Though he also has a PhD, he runs the city's bowling alley which is one of the primary venues people go to as a hangout spot. He knows the ins and outs of the business, from the computer systems that run the alley and the scoring machines to matching the right shoe size to the right person.

15. Terrence Waters

Terrence Waters is the father to three middle school-aged children. He is a former vacuum salesman and occasionally makes some sales from his home. He knows everything there is about vacuum technology, from optimal tube size to the best

angles to slide a vacuum to clean out those kitchen corners. Waters loves his children dearly and has taught them a lot about the world, ranging from basketball, to baseball, to bowling techniques. He has a near encyclopedic knowledge about things he is interested in but doesn't apply that skill outside of pop culture (and vacuums).

16. Kent Clark

Kent is the Editor-in-Chief of the Rosewater Times, the city's preeminent newspaper. He got his start writing about sports across the state, and as such he has maintained good connections with several famous athletes. Kent can be described as mild-mannered and ambitious. He is always determined to get the truth out of a situation, no matter the cost.

17. Jenny Sims

Jenny Sims is a local community organizer. Uniquely motivated by issues within the city of Rosewater Beach, Jenny uses her platform with a nonprofit she runs - RosewaterTomorrow - to civically motivate citizens to collective action. She went to school for political science and public policy, and has done her best to motivate other members of the Rosewater Beach City Council and wider politicians to pay attention to issues that really matter to civilians. She is driven and hard-headed, but sometimes cannot see past her mission.

18. Jayden Horn

Jayden is an employee at the Rosewater FoodMart, the town's local general store. He mostly keeps his head down regarding town issues, but as soon as he can find that something impacts him, he is all over it. Horn tends to insert himself into situations as a result, enjoying spinning things in his favor. He's a bit of a gossip, chatting with anyone and everyone who comes through the store. As a result, he's well-connected around the town, but sometimes has a penchant for creating more problems than he can solve.

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