1.) **Chair.** The Chair of the DGs will appoint a deputy Chair.
   - Should the DGs break down into Working Groups, the Chair and deputy Chair will run one of those Groups, and the other Group will appoint from among its members a Chair and a deputy Chair.

**Chairs will have the sole and final power to:**
- open and close sessions
- recognize speakers
- place limits on floor times
- control discussion and debate
- caution or remove observers
- and - if necessary - clear the room of everyone except faculty advisors and members of the Secretariat.
- Speakers do not need to address each other through the Chair.
- Deputy Chairs will be responsible for conveying proposals to the Commission as and when they are ready, and for receiving ideas for proposals - or suggested amendments - from the Commission.

2.) **Speakers.** During committee sessions, only DGs may address the meeting, and then only at the discretion of the Chair.
   - Speakers do not need to address each other through the Chair.

3.) **Voting procedure.** All DGs will have one vote each.
   - All decisions must be taken unanimously if possible.
   - If unanimity is not reached, decisions will be taken by a simple majority vote, at the discretion of the Chair.

4.) **Workflow.** The DGs will work only with the Commission, to which it should send proposals, and from which it will receive suggestions for amendments or new proposals. The DGs should be sure to maintain a smooth and regular flow of proposals to the Commission.

5.) **Working Groups.** Any decision to break down the DGs into Working Groups dealing with specific policy areas will be taken by the Chair of the DGs, in consultation with the DGs as a whole.
   - Groups may deal with one or more policy areas, and the make-up of Groups may be reformulated according to needs, but there should be no more than two Groups functioning at any time.
Summary

- Consists of the heads of the departments in the Commission which generate proposals for new laws
- Informal rules of procedure
- Emphasis on consensus decision-making
- Chaired by an appointed chair

Goal: to develop new legislative proposals before they are sent to the Commissioners, and to develop amendments as required

Format and Goals

Directors-general will be seated in no specific order.

MAJOR GOALS: To develop new proposals for policies and legislation before sending them to the College of Commissioners for further discussion and/or agreement. To respond to requests from the College, the European Council, and the Council of Ministers to develop and/or amend proposals. NOTE: New and amended

Background

The European Commission is divided into directorates-general, each responsible for a particular set of policy areas, such as the environment.

- Each is headed by a director-general, who ranks as one of the senior bureaucrats in the EU system.
- At EU-Midwest, the directors-general (DGs) will represent the 40,000 bureaucrats who make up the body of the Commission, and will be responsible for developing new proposals for law, and for amending proposals rejected at a higher level.
- The DGs may meet together as a whole, or may split into Working Groups dealing with different policy areas.

Preparation

Each delegate should do as much advance preparation as possible on the four policy areas covered at EU-Midwest, and should be clear on the role of the Commission in the EU policy-making process.

In the course of the simulation, delegates role-playing directors-general should make their decisions in the context of the political forces and pressures currently active in the EU, should take their instructions from the Commission, and should remember that they are not national representatives.

It is particularly important that directors-general come to EU-Midwest with specific policy and legislative proposals in mind.