Simulation One-Page Briefing

Julius Caesar is dead. Long live the Republic!

It is March 16th, 710 Ab urbe condita, more commonly known as 44 BCE. Julius Caesar has been assassinated on the floor of the Senate. The Republic is in disarray, and it's anyone's game as to who can take power next. The Senate is faced with a series of difficult tasks as it attempts to keep the Republic together in the aftermath of the death of its most powerful figure, confronting both internal and external political threats. Only time will tell if they will be successful.

Here is a non-exhaustive list of potential issues that the Roman Republic has to deal with, with the important reminder that it is vital for Rome to prioritize the most impactful issues.

- 1) Government and Stability. Caesar is no longer dictator (nor is he alive), but how will Rome govern itself? What type of power sharing agreement will Rome take? Who will lead the country?
- 2) Class Relationships. The plebians and lower classes loved Caesar and saw him as a true national protector. What happens now with him dead at the hands of wealthy patricians who they did not like? Will the lower classes revolt? How will they be pacified
- **3) Gaul.** The Gallic Wars were defining of Caesar's conquests and dominance what happens to the region now with his death? Is Rome willing to invest the same amount of time and energy into these lands now that its general of choice is dead?
- **4)** The East. The Ptolemaic dynasty and the Greeks out East may not be directly insubordinate to Rome, but they certainly are looking for their opportunity to reverse the tides against Rome. Furthermore, Brutus and Cassius, among others, have fled East in preparation for conflict.
- **5) Military preparation.** How does military mobilization change with the loss of Rome's leading general?
- **6)** Caesarian Legacy. What is the proper way to treat the death of such a pivotal figure in Rome's history? What honor should he receive?

Committee Actions: The committee will be able to make decisions through the passage of *directives* which are written bullet points that detail what the committee would like to do. Majority vote is required to pass directives, and quality of thought/reason is prioritized over volume. Please note that you will be required to collaborate with your fellow delegates in order to pass these directives.

Evaluation Criteria: In this simulation, expect the unexpected. You will be challenged with various crises, updates, and developments based on your own actions, so act accordingly. This should first and foremost remain an enjoyable event, but we do understand there is a competitive element and therefore want to be explicit with how will be evaluating you. The following five criteria will cover the main methods of evaluation.

- 1) Substance. Are you prepared, did you research, do you know the topic well? We know all of you are history nerds, but did you prepare specifically for this simulation. More importantly, are you able to speak substantively to further the discussion as opposed to just showing off how much you know? Do you understand not only the historical details of the era, but the trends and themes as well?
- 2) Speaking Style and Presentation. Can you communicate your thoughts calmly, clearly and effectively? Are you able to hold a presence in the room with your speaking style?
- 3) Creativity. Are you adding new and creative ideas to the discussion as opposed to repeating what has already been said or done historically? How are you able to advance the simulation by thinking outside the box?
- **4) Persuasiveness.** Are you able to make convincing arguments to not only others in the room, but the chairs who will be evaluating you? Do you utilize facts/precedent/substantive reasoning as opposed to just emotional appeal?
- **5) MOST IMPORTANT: Collaboration.** Are you able to work well with others in the room and be a team player as opposed to being stubborn. Are you willing to compromise with others? This is far and away the most important piece of criteria we would like you to engage in.