EU Enlargement 2022

Run-sheet

Internal. Keep open during the session. Full instructions: "How to run".
Timing: 120 minutes of play (20'+ 70'+ 30') with the welcome, one 10-minute break, a 5-minute technical break and the first-step debrief, about 165 minutes end to end.
Critical blocks marked ▮: never cut; unmarked blocks compress first.

Before start:

· scoreboard visible in the shared document, review sheet and Council record templates ready ☐

· master copy with capacities and special conditions open only to you ☐

· outcomes sheet and randomiser (die/ random.org) ready ☐

· inject pack ready to paste ☐

· plenary + delegation channels + EU channel + Candidates channel + 3 to 5 numbered negotiation rooms open ☐

· profiles renamed to functions ☐

· chair briefed on process, never on outcomes ☐

· tonight's qualified majority and number of fund units written down (table below) ☐

· unanimity or "all but one" decided ☐

Clock	Block	Facilitator actions
−0:15	Rooms open	Check scoreboard and profiles; brief the chair: speaking order, state of play, the five steps of the Final Act, asking a blocking state for its one sentence, how notes work (proposed by a member state, entered unless another objects)
0:00–0:10	Welcome and etiquette ▮	Read etiquette aloud including tap-out; state the rules (Commission by consensus · Parliament simple majority, a signal on candidates and binding on money · Council qualified majority on money, unanimity on status · candidates have no vote and may over-reform at a risk) · say tonight's qualified majority and fund units · say aloud: no decision is a valid outcome · announce timing; hand over to the chair
0:10–0:30	Block 1, Positions (20′)	0:10 chair: situation on 6 October 2022, what the conference is for (3′) → 0:13 opening statements, 30″ each, candidates first, then member states, then Parliament, then Commission (9-11′) → first contacts and huddles to the end of the block. At 24+ participants drop statements to 20″
0:30–1:40	Block 2, Negotiation (70′) ▮	Rooms open, free movement, no agenda. Commission may call its two detailed reviews and show draft allocations at any time → 1:05 chair calls state of play in plenary, 5′, no decisions ▮ → 1:35 collect special actions in writing with a time stamp (Serbia on Russia, Moldova's campaign spending, any declared exit). Recommendations and the final funds package are due after the break
1:40–1:50	Break (10′)	Commission finalises the review sheet and funds package. Fire an inject only if its trigger has been met
1:50–2:20	Block 3, The Final Act (30′) ▮	1:50 Commission publishes review sheet and funds package, four sentences of explanation (4′) → 1:54 funds package: Council qualified majority, Parliament simple majority ▮ (3′) → 1:57 candidates respond in turn: accept, decline, or exit; note points over capacity without comment (6′) → 2:03 Parliament votes per candidate (4′) → 2:07 Council decides candidate by candidate, unanimity; before each vote a member state may propose a one-sentence note, entered unless another member state objects; objections quoted in one sentence ▮ (9′) → 2:16 chair announces the end state (2′) → 2:18 closing sentence per delegation, in role (2′)
2:20–2:25	Technical break (5′) ▮	Per candidate: capacity (start − special actions + reform support at 1/3/6/10) → accepted cost → points over → roll → scores (+cost, max 5, only if the government holds) → special condition → one sentence of epilogue
2:25–2:45	First-step debrief ▮	Outcomes, candidate by candidate, scoreboard updated in front of the room → decompression → shared reality: name the bends → reveal, short examples only → announce homework

Final Act order ▮, do not reorder:
1. Commission tables recommendations and funds. 2. Funds package voted. 3. Candidates respond. 4. Parliament signals. 5. Council decides per candidate. 6. Outcomes, after the technical break.

Over-reform roll (d20):
1 point over, collapse on 1-5 (25%) · 2 over, 1-10 (50%) · 3 over, 1-15 (75%) · 4 or more over, 1-18 (90%). A government that falls delivers none of its accepted reforms.

Thresholds: Council status decisions, unanimity (variant: all but one) · Council funds package, quali2ed majority, two thirds rounded up · Parliament, simple majority of groups, per candidate and on the funds package.

Cast	Council states	Qualified majority	Fund units
26-25	9	6	12
24	8	6	12
23-22	8	6	11
21-20	7	5	11
19-17	7	5	9
16	6	4	9
15	5	4	9
14	5	4	6

What "advance" means, per candidate:
Ukraine and Moldova, open accession negotiations · Albania and North Macedonia, open the first cluster · Montenegro and Serbia, a target date or closing chapters · Bosnia and Herzegovina, candidate status · Kosovo, accept the application.

Funds:
reform support (extra capacity for one country costs 1, 3, 6, 10 units for +1 to +4; leftover units that do not complete a step are wasted) · stabilisation (cancels a scripted risk at the price in that candidate's handout) · reward (signal only). Units may go to a member state or stay unallocated. Prices on the board: Moldova 3 · North Macedonia 2 · Bosnia 2 · Ukraine 3 · Montenegro 1 · Hungary asks 2. Tonight's units are fixed by cast size (table above) and do not cover the printed prices.

Injects, all optional, fire only on trigger:
I1 Moldova in the dark, if Moldova is being ignored · I2 Skopje, if North Macedonia is sidelined or a bilateral dispute is being treated as a technicality · I3 The conditionality fille, if Hungary blocks without naming a price or the room ignores conditionality inside the Union. Firing none is a legitimate run.