Cybersecurity Act 2 Run-sheet

The Pirate Academy was made possible by the Greens/EFA group in the European Parliament.

Internal. Keep open during the session. Full instructions: Facilitator notes. Day 1 about 3.5 hours, day 2 about 8 hours with breaks. Critical blocks marked (C): never cut; unmarked blocks compress first.

Before day 1:

- cast checked, cut order applied
- Commission proposal printed, one per participant
- two mandate templates (factsheet, Annex A) ready as editable working copies, Parliament and Council
- four-column document (factsheet, Annex B) ready with the Commission proposal in the first column
- inject texts ready to paste; number of injects decided
- inject log sheet ready (second facilitator)
- reputation forms printed
- scorecards printed (last page of each handout)
- messaging channel and private facilitator channels open
- coalition table and Council threshold for the actual cast written down
- verification circle for the actual cast written down
- out-of-game contact named

Day 1: positions and mandates

Clock	**Block**	**Facilitator actions**
0:00	Briefing (30′, all) (C)	Name the out-of-game contact. Rules, coalition table on screen (let them count), “two states can block”, Commission powers, default rule (“gaps take the Commission text, and you still vote on the whole”), scoring and the -5, reputation form, number of injects, etiquette (including no recording) and tap-out; secret cards read in silence

Clock	Block	Facilitator actions
0:30	Team caucus (45′, two rooms)	Parliament and Council: position on Q1 to Q5, mandate template filled in. Commission moves between the rooms and prepares a 5′ presentation
1:15	Opening hearings (40′, plenary)	Commission 5′, Parliament 5′, Council 5′, then questions. Rapporteur and presidency chair in turn
1:55	Break (10′)	
2:05	Inject 1 (operators' letter), corridor talks (55′)	Free movement; bilaterals; second facilitator logs written amendments tabled in reaction to inject 1
3:00	Mandate votes (30′) (C)	Lead facilitator in each room: check the mandate covers all thirteen articles and Annex I, announce threshold, count; the Commission may attend. One retry after 10′ (a retry pushes the close to about 3:40). Second failure: no mandate, each member sends a filled mandate template the same evening, members negotiate individually
3:30	Close	Mandates frozen; day 2 start time announced

Between the days: build the four-column document; mark green articles and copy them into the compromise column; one-line divergence summary at the top of every other article; do not draft compromises. Post it to everyone the same evening; the Director-General gets an editable copy.

Day 2: the trilogue

Clock	Block	Facilitator actions
9:00	Opening (20′)	Four-column document on screen; Commission's opening compromise on round 1 questions; 60-second statements, held strictly; the table agrees who chairs which round (if no agreement in 5′: presidency rounds 1 and final package, rapporteur 2 and 4, Director-General 3); joint statement on inject 1 may be read out
9:20	Round 1 (70′): Q3 certification and ENISA, Q5 scope and penalties	Inject 2 (ransomware) at about 9:45. Chair asks for objections; lead facilitator counts and marks agreed text
10:30	Break (15′)	
10:45	Round 2 (75′): Q1 designation and the Parliament's role	Expect secret goals to surface
12:00	Lunch (45′)	Lead facilitator updates the compromise column
12:45	Inject 3 (Washington), Round 3 (60′): Q2 phase-out and costs	
13:45	Break (15′)	
14:00	Inject 4 (inverters), Round 4 (45′): Q4 procedural rights, open issues	
14:45	Reputation form (10′) (C)	Collected by the second facilitator, who tallies during the final package

Clock	Block	Facilitator actions
14:55	Final package (35′) (C)	Director-General presents; chair lists open articles; lead facilitator reads out the consolidated text with the defaults applied (Commission text in every gap)
15:30	Final votes (15′, up to 30′ with a retry) (C)	1. Director-General (with the Legal Service, if cast) announces support or opposition. 2. Lead facilitator announces the Council threshold. 3. Council roll call. 4. Parliament roll call, seats counted aloud. Both always vote. If a vote fails: Director-General tables one revised package within 15′, both vote again, Council first; second failure final. Log whether the first package passed
15:45	Reveal and scoring (40′) (C)	Consolidated final text on screen first; cards face up; team goals scored on screen (each team may contest one item); verification circle (15′: verifiers announced, scorecard pages handed over, one contest per player, lead facilitator rules); reputation results; totals on the board; side agreements read out
16:25	Debrief (45′) (C)	Decompression, then shared reality (never skip), then three or four institutional questions, then reality bridge (Appendix B)
17:10	End	Homework announced

If you lose time: shorten rounds 1 and 4 and the opening hearings; a retry takes its time from the reveal. Never skip the debrief.

Rules at a glance

Council: no more than one against (4 of 5; 5 of 6 with Poland; 3 of 4 with a reduced cast). Abstention counts as not against. **Unanimity** (abstention counts as against) if the Commission opposes the final text.

Parliament: 361 seats in favour. EPP 188, S&D 136, Patriots 84, Renew 77, Greens/EFA 53. Unplayed groups count as not in favour. No majority without the EPP.

Coalition	**Seats**	**Passes?**
EPP + S&D	324	no
EPP + S&D + Greens/EFA	377	yes
EPP + S&D + Renew	401	yes
EPP + S&D + Patriots	408	yes
EPP + Renew + Patriots	349	no
EPP + Renew + Greens/EFA + Patriots	402	yes
all except EPP	350	no
without Renew (10 or fewer): all except S&D	325	no

Provisional agreement: the chair asks for objections; agreed if at most one Council member present objects and the non-objecting Parliament groups hold at least 361 seats (unplayed groups count as objecting). The Commission may object but is not counted. Reopenable until the final vote.

Default rule: where nothing is agreed, the Commission text fills the gap (18 months, 7%, eleven sectors, Commission designates after consulting the member states, no right of objection for the Parliament); the whole consolidated text is then voted on.

Chairing: the lead facilitator never chairs. Day 1 hearings: rapporteur and presidency in turn. Day 2: the table chooses the chair of each round among the Director-General, the rapporteur and the presidency; the chair keeps role and vote.

Withdrawal: the Commission may withdraw before the Council's final vote; no act; every team -5.

Scoring: personal score = team (0 to 6, or -5 if no act) + secret goals (0 to 6, all or nothing) + reputation (-2 to 2). Text-based secret goals score only if an act is adopted. Exceptions written on the card: S&D goal 3 (form only), Patriots goal 3 (no act and voted against, or declared in writing).

Reputation: most helpful by at least two teammates +1; most problematic by at least two teammates -1 (the Commission's players skip the teammate questions and cannot score these); team with the highest media balance +1 each, lowest -1 each; ties share; all three tied, nothing.

Verification circle ("→" means "verifies"). 11: Greens/EFA → Ireland → Director-General → EPP → France → S&D → Germany → Renew → Finland → Patriots → Czechia → Greens/EFA. 12: as 11, with the Legal Service between Finland and the Patriots (… Finland → Legal Service → Patriots → Czechia → Greens/EFA). 13: Greens/EFA → Ireland → Director-General → EPP → France → S&D → Germany → Legal Service → Czechia → Renew → Finland → Patriots → Poland → Greens/EFA. 10: Ireland → Greens/EFA → France → EPP → Germany → S&D → Finland → Patriots → Czechia → Director-General → Ireland. 9: as 10 without Czechia. 8: as 9 without Patriots.

Logs the second facilitator keeps (Appendix A of the Facilitator notes): inject times; who tabled a written amendment after each inject (Greens/EFA goal 3); joint statements on injects and who agreed them (Director-General goal 2); whether the final package passed at the first vote (Director-General goal 1); signed side agreements (Czechia goal 3); written declarations (Patriots goal 3); reputation tallies.