Wolfers, Arnold

Discord and Collaboration, Pages 181-216

AW makes a distinction between collective defense (i.e. defensive alliances like NATO) and collective security (like the League of Nations or United Nations systems) and explores the tensions between them.

Collective defense is planned with a known opponent, and entails associated military preparations, whereas collective security is by its nature general. However, generally agreed that collective security will not deter all aggressors but may lead to punishment of aggressors. This delay leaves room for collective defense.

Collective defense and collective security are often considered identical and harmonious, esp as collective defense agreements allowed under the UN Charter, and non-democratic states are thought likely to threaten both. But can be tensions: eg. France called on to impose sanctions on Italy because of invasion of Ethiopia when Italy was ally versus major enemy Germany. Also US upholding collective security versus Fr and UK over Suez.

US needs collective defense versus USSR. Not just armed assistance of allies, but use of territory. Needs to avoid antagonizing these allies by invoking collective security provisions against them.

Collective security supplements US reliance on collective defense where

- useful in relation to uncommitted countries
- helps to prevent non-communist countries going to war with each other
- reflects world opinion (also limiting US)

How shd US cope with this situation?

- note that not all allies are essential
- but in general, avoid UN system labeling as agressors states where US collective defense interests conflict with collective security
- instead promote UN as mediator/ conciliator

Strains in the non-communist world:

- unpopularity of US troops abroad
- competing demands for support and action from different allies (neglecting each other)
- discrepancy US and others power
- esp re: nukes
- non-communist particular threats (France and Algeria)
- effect of communist ideology and national anti-colonialism