Direct Action Workshop

Contradiction - NV life - Jazz - My Sound - Your Sound

A) Non Violence →

Assume that most of you are committed to Non Violent Direct Action. So just talk briefly about NV within the NV Movement. There are 2 orientations - Philosophical & Tactical. Philosophical → Tactical → The orientation of this Workshop is Tactical.

Here are some of the reasons why NV is a good Tactic. This time are:

1. Provides best chance of the convincing people & influencing them;
2. Easier to keep attention on the basic issue of NV (CHALLENGE);
3. Harder to Suppress (when supporting the try);
4. Feels itself better as an organizing tool;
5. Breaks up reaction pattern & makes people get out of mental rut. →
6. Safes yourself;

These are other reasons.
Never know what to expect
So you sit in

Worry-This Workshop

1. When you thrive-
2. Help develop U.V. mental skill-
3. Develop situation awareness-
4. Develop situation monitoring-
5. Develop situation matrixing-
6. Develop situation positioning-
7. Develop situation correction-
8. Develop situation analysis-
9. Develop situation planning for what-

In and out - one or two-10
Be aware of potential danger-
Is it safe? - can you leave now?
Do you know the rule-
Is rapidity important - again?
424D work - can you take it?
don't recognize that DA is serious.
List of things close to Calil Dem.
1. gas, flame throwers
2. chains, clubs, knives, sticks, Hotm.
3. Beaten, choked, kicked, clubbed, handeragged, and shot by Police
4. Numerous things thrown including dog turds & manure
5. Been shot at and hit by over 15 bombings in last 10 yrs.

MOVEMENT IS NOT A "LARK"

C- What were going to do - F. basic. 
P. A. Pattern - we practice & exercise. 
Discussed or practice comes out of 
personal, Northern perspective - DISCUSSION 
Role Playing - CRITIQUE - DISCUSSION etc.

D- General Comment on N. U. D. A.
1. attitude (not loving, but not violent in word or deed) CALMNESS
2. appearance - good as possible - limits of comfort & service - EARRINGS
3. Don't respond as individual to and an individual. Best is it is group to issue or if you must, group to indiv.
+ Right Cap in charge - argue later
   decide first. SPOKESMAN does talking
5. Don't go anywhere alone. Never let
   anyone be taken off alone
6. Sucking. S better then chart, chart
   better then charting

II Picketing
A Purpose
   inform - Sign, leaflet, Spokesman
   xerox - Store Boycott
   intimidate - More or less legal by
   numbers & attitude - Strike
   Block - More or less illegal - Strike
B - Line
1. From cap, leaflet, Spokesman
2. Sign - Strings, Readability, Pen
3. Turn out
4. Empty clock in shut
5. Diseases
   A. Gaston
   B. Farhan
   C. Clumping - Anemia
   6. Form up elsewhere
III. Heckling

A. Hecklers - emotional problems; those that persist: fear, frustration, etc. Also to provoke

B. Violence: Must work up to it - there or elsewhere. Usually takes 2 to escalate; expected reaction - invisible barriers

C. Ignore them: Best tactic

D. Threats - ignore them if possible

E. Missiles - ignore if possible, retreat if must - Chicago defense

F. Typical Heckler Themes
   - Treason - patriotism

Taking Sigh

Sex

PK get the Appearance

Synch Words

Personal insults, S.O.B. etc.

G. Table Problems

H. Sealeft

1. PRACTICE

2. CRITIQUE
III PHYSICA ASSAULT

A - Escalation - Verbal, Shoving, Throwing, light Punch, attack
B - NVP - when attacked - SHOW (AL) -
    Back against something - h and thinking
    - can take lots of punishment
    - don't get out of it - SHOW VSE H: A, A2
    ALL PRACTICE
C - Assistance - when - why - SHOW V: A, V: E
    H: A2
D - when to use - not too soon - gasper drop
    SHOW V: E H: A1 - when knocked down
    or about to be really hurt - SHOW V: A, H: E
    - not too late - RUN - use if can't get
    away or trapped - use if your
    numbers are greater than theirs.

PRACTICE!
CRITIQUE
V Sit-in (Non Integration)
A - Purpose - Inform (R. E.) - Block
B - Dangerous - Hard to Protect
C - Line, Circles, Masses - Double line safer
D - 1 or 2 signs (for pictures, etc.)
E - Cover, leaflets, observers
F - Position - Liftin "N", Defense Legs
G - Map, sketch, brief situation
H - Logistics
I - Defense
1 - Defense position [Show A, A₂]
2 - Worst thing be dragged out of line - Arm locking
3 - Kicks, Minites, Backs - double line safer
4 - Going over line [Show V, A, A₂, H, E]
5 - PK or grand men protect those pulled out of line

Practice
Critique
VII

MARCH

A - Know Route in advance - Have reform area announced

B - Marshalls

C - Traffic lights corner, closed up

D - 2 rts left

E - Keep in line

F - Confrontation - Harder to control line - Communicator - Sit or Kneeling

G - Begin the March harder to control

H - Defense - Retreat or March on

- NV position unless march is halted
- Leader's responsibility to decide
- Marshalls to keep march together
- Don't Run
  - Start March

I - COPS

1. If they attack they get the forces to do it even if you don't see them

2. Keep calm attitude, Walk don't run

3. No Stragglers

4. Retreat and reform - You can't
   - Hold ground

5. Try to keep people together

6. Clubs - Pushing or Swinging and what
J Gas
1. Cans, shells, & guns
2. Effect: Burns, burning sensation, eyes, lungs
3. White cloud & radius of effect
4. Retreat only as far as you have to
5. Keep cool. You can breathe
6. Don't rub eyes
7. Wet towel for cloud
8. Wash cloud clamp
9. Walk. Don't run. Don't deep breath
10. Reform

K Hosing - link arms
L Horses & Dogs - Mostly. Y. Retreat as necessary

Cover J Actions - & seriousness
I  Heckling Routine
   1. Heckling
   2. Missiles
   3. Firecrackers
   4. Threats
   5. Take Signs

II  Attack
   1. Verbal
   2. Eggs (1st assault throw)
   3. Blocking
   4. Shoving
   5. Attack
   6. Shoving
   7. Attack until rescued
   8. Mass assault (Threat off - line assault)

III  Sit-in
   1. Verbal
   2. Walk over
   3. Kicking
   4. Pullout of line & General assault
I. Heckling Routine

1. Heckling
   a. Verbal & escalation
   b. Missile
   c. Firecrackers
   d. Threats
   e. False signs

II. Attack

1. Verbal
2. Eggs (1st assault ten)
3. Blocking (1st then 2)
4. Shoving (2 shoving)
5. Attack (2 demolition)
   Pull Back
6. Shoving (2)
7. Attack (1 demolition until rescued)
   Pull Back
8. Mass assault (Threat off-list extract)

III. Sit-in

1. Verbal
2. Walk over
   Pull Back
3. Kicking
4. Pullout of line & General assault