

Eggs
? Fire Cracker
x Broken Bottle
~~100~~ 100 Ballons
Signs (12)
2 c^o Sticks
1 Knife

Direct Action Workshop

I Introduction NV like Jazz - My Sound - Your Sound

A Non Violence →

assume that most of you are ~~committed~~
committed to Non Violent Direct Action.
So just talk briefly about NV. With-
in the NV Movement there are 2 orientations
Philosophical & Tactical. Philosophical
is → Tactical → ~~are~~ the
orientation of this workshop is Tactical.

Basic ~~Some of the reasons why NV is a good~~ ^{effective}
~~with out going into it deeply~~
Tactical at this time are

- 1- Provides best chance of ~~the~~ convincing
People & influencing them.
 - 2- Easier to keep attention on the basic
issue & NV (~~UNUNDERSTANDABLE~~)
 - 3- Harder to Suppress (~~unwilling support when they try~~)
 - 4- Sells itself better as an organizing
Tool
 - 5- Breaks up reaction Patterns & Makes
People get out of mental ruts. →
(not no Dem.) (UNICASTAND)
 - 6- Safer (~~UNUNDERSTANDABLE~~)
- There are other reasons ~~that~~ ^{that} move on

Never know what to expect
- Severen sit in

B Why This Workshop.

- 1- ~~that~~ reason these sessions of N-V in skill - must be learned & often no time to sit & think - act almost instinctively &
 - 2- Help develop N-V "MENTAL SET" - WILL REACT constructively in crises - if you are "set" to be N-V you will.
 - 3- Develop ^{EMOTIONAL} ~~mental~~ Preparedness for Violent ~~People~~ Situations - Most people are really mentally prepared for Violence - (WHITHALL) - if Emotionally Prepared less chance of "Panic" (State of mind)
 - 4- ~~let~~ let you know how things gone in Past - Can know what to expect.
 - 5- ~~understand~~ ~~Violence~~ Than role playing Violence becomes More Predictable - less mysterious - after while good at Predicting - important 7- Build Morale & Confidence
 - 6- you can train others.
- ~~SERIES BUSINESS~~

Most People North not aware of Potentiality of ~~their~~ trouble when they demonstrate. Thus not prepared for ~~what~~ what sometimes happens. (Xmas Flower Power) could happen anywhere) Sometimes

don't recognise that PA is serious.

List of things done to Calif Dem.

- 1- gas, Flame Throwers
- 2- chairs, clubs, Knives, Sticks, Hot Tars
- 3 ^{arrested} 16- Beaten, choked, kicked, clubbed, hair dragged, and ^{1 FIVE} hosed by Police
- 4 10 Numerous things thrown including dog Turds & Manure
- 5- Been Shot at and ~~has~~ been over ~~the~~ 15 bombing in last 10 yrs.

~~THE~~ MOVEMENT IS NOT A "LARK" JOHN, MIKE, AL

~~THESE ARE THE ONLY SIX~~

C- What were going to do - F. L. L. basic P.A. Patterns. - we practice ^{ALMOST} Everything discussed or practice comes out of Personal Northern Experience - ^{DISCUSSION} Role Playing - ^{CRITIQUE} ~~the~~ DISC etc.

D- General Comment on N. V. D. A.

- 1- attitude (not loving, just 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. (3) cont

- 4 Picket Cap in charge - argue later decide first. **SPOKESMAN** does Talking
 - 5 - don't go anywhere alone. never let anyone be taken off alone
 - 6 - Singing. S better than ~~the~~ chant, chanting better than shouting
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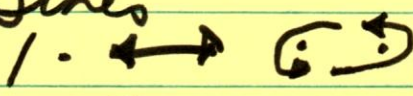
II Picketing

A Purpose

- inform - Signs, Leaflets, Spokesman
 XMP - Store Boycott
 intimidate - More or less legal by numbers & attitude - Strike
 Block - More or less illegal - Strike

B - Lines

SHOW

1.  **SPACING**
 PK cap, Leaflets, Spokesman
2. Signs - Strings, Readability, few
3. Turn out
4. ~~Evening~~ check-in sheet
5. Diseases

A - Gastonism - Picketing is Work

B - Farber-Krunk SHOW A & F

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~~ usually takes 2 to escalate - expected reaction - invisible barriers

C- ignore then best Tactic

shoot your shot

- D- Threats - ignore them if possible ^{walk calmly away if possible}

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

F- Typical Heckler Themes

Treason - patriotism 1.Q.

Taking S***

Sex

PK gets them

Appearance

Synch Words

Personal insults / ~~insults~~ ^{motherfucker asshole, S.O.B. etc}

G Table Problems } alone - adequate forces
H Leaflet } Discussion yes, argument NO -
I } Rivid & Conquer -

PRACTICE
CRITIQUE

III PHYSICAL ASSAULT

A - Escalation - Verbal, Shoving, throwing,
light punch, attack

B - N-V-P - when attacked - SHOW (A₁) -
Back against something - H not thinking
- can take lots of punishment -
don't get out of it SHOW ^{KNOCKED INTO IT.} V=E H=A₁, A₂

ALL PRACTICE

C - Assistance - when - why - SHOW V₁=A₁ V₂=E
H=A₂

D - when to use - Not too soon - Gascon Drop
SHOW V=E H=A₁ - when knocked down
or about to be really hurt - SHOW V=A₁ H=E
- Not too late - RUN - use if can't get
away or trapped - use if your
numbers are greater than theirs.

if MOB

PRACTICE!
CRITIQUE

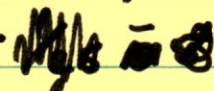
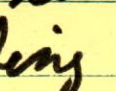
IV Sit-in - (NON INTEGRATION)

- A - Purpose - inform (P.R.) - block.
- B - Dangerous - Hard to protect -
- C - line, circles, masses - Double line safest.
- D - 1 or 2 signs (For Pictures etc), ~~Cap~~
- E - Cap, leaflets, observers.
- F - Position - Lotus, "N", ~~Defense~~ ~~charge~~
- ~~cap~~ ~~man~~ ~~loop~~ SHOW A, A
- G - Pre Scout & Brief Sitins
- H - Logistics
- I - Defense
 - 1 - Defense Position SHOW A, A, 1
 - 2 - Worst Thing Be dragged out of line -
Arm locking
 - 3 - Kicks, Missiles, Backs - double line
safest.
 - 4 - going over line SHOW V: A, A, 2 H: E
 - 5 - PK or end men protect those
Pulled out of line.

PRACTICE
CRITIQUE

VII

MARCH

- A - Know Route in advance - Have reform area announced
- B - Marshalls - ~~the~~ 
- C - Traffic, lights, corners, ~~and~~ closed up.
- D - 2 or 3 beat
- E - Keep in line
- F Confrontation - Harsher to control line - Communication -  Sit or Kneeling
- G Begger the March harder to control Harsher to do CD unless, preplanned.
- H Defense - ^{MOBS} ~~the~~ Retreat or March on NV position unless march is shattered ~~the~~ Leaders Responsibility to decide - Marshalls to Keep march together - don't Run ~~the~~ March -
- I COPS
 - 1 - if they attack they got the forces to do it even if you don't see them
 - 2 - Keep calm attitude, Walk don't run
 - 3 - No Stragglers (Emma Cunningham)
 - 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~~ Retreat only as far as you have to
- 5- Keep cool - You CAN breath
- 6- Don't Rub eyes
- 7- Wet towel for cloud
- 8- Wash about damp
9. Walk don't run, don't deep breath
- 10- Reform

1
K Hosing - link arms

L Horses & Dogs - Mostly Y - Retreat as necessary

Covert Actions - & Seriousness

Heckling Routine

I Heckling

- 1- Verbal & escalation
- 2- Missile
- 3- Fire crackers
- 4- Threats -1
- 5- Take Signs -2

II

Attack

Everyone go down once

- 1- Verbal
- 2- eggs (© 1st assault team)
- 3- Blocking - 2 then 2
- 4- Shoving - 2 shoving
- 5- attack 2 dem - 2

Pull Back

- 6- Shoving - 2 or 3

- 7- attack 1 dem until rescued

Pull Back

- 8 Mass assault (Threat off-line retreat)

III

Sit-in

- 1- Verbal
- 2- Walk over

Pull Back

- 3- Kicking
- 4- Pull out of line & General assault

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