

## Level 1-Blockades

**I. Introductions- each person will say where they're from, level of experience and what they would like to learn in the workshop. (5 minutes)**

**II. Introduction to Blockades (30 minutes total)**

**a. Why blockade?**

**i. Where it fits in a campaign**

**ii. Symbolic and impeding destruction**

**iii. Pluses and minus of public perception/media effects**

**b. Component of Action (a brief overview)**

**i. Goal specific/over all view in context of campaign**

**ii. Site selection/target appropriateness**

**c. Briefly discuss different types of blockades**

**III. Butch's non-technical section (30 minutes)**

**\*\*arm linking etc...\*\***

**IV. Affinity Groups at Blockade sites ( 30 minutes)**

**a. roles**

**b. hygiene (bathroom) medical**

**c. set-up-support for-security for**

**d. diversion/logistical planning**

**( bathroom / stretch water break-10 minutes)**

**V. Technical Blockading (1 hour )**

**a. Kryptos**

**i. How to use them with the participants using actual locks**

**b. Lockboxes-black bears and straights**

**i. How to build them (hand out)**

**ii. When they are effective/armoring them**

**iii. Common cop tactics used to disable them**

**1. pain holds and use of chemical weapons**

**2. diamond grinders**

**3. how to use them with the actual equipment**

**c. barrels-explanation and handout**

**d. dragons-explanation and handout**

**VI. Role Play with Truck and lockboxes (10 minutes)**

**VII. Evaluation (5 minutes)**