WARRIOR

CROWD CONTROL & RIOT MANUAL



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INTRODUCTION

Crowd control refers to the organized use of force to stop, limit and/or disperse large, hostile groups. As a warrior, it may be necessary to carry out crowd control against mobs of settlers, vigilantes, drunk hooligans, etc.

Riots occur when large, hostile groups gather & carry out property destruction & looting, frequently fighting with police who are deployed to carry out crowd control. As a member of the resistance, it may be necessary for you to engage in riots.

This manual is divided into 2 main sections: Crowd Control & Riot Training. Although similar, some important differences exist between the two. While crowd controls teaches you how to control an unorganized crowd, riot training focuses on countering police crowd control tactics & techniques. By knowing the methods of both, you will be better prepared to carry one out, & to counter the other. Crowd Control & Riots can occur in urban, suburban or rural settings.

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1. CROWD CONTROL

Crowd Control is the organized use of force to stop, limit and/or disperse a large, hostile group (i.e., 8 or more persons). Organization for crowd control includes squad/team members (the 'crowd control unit'), formations, hand & audio signals, weapons & equipment. Stopping and/or dispersing a hostile mob involves the use, or threat to use, violence.

Crowd Control Unit (CCU)

The CCU (also referred to as riot squad) is comprised of squad/team members trained & equipped for crowd control. A CCU can be as small as a team (4 members), a squad (12-13), or a platoon (30). Each CCU should have a commander and second-in-command (2iC) to help with coordination & communications.

Training

Crowd control training is included as part of basic warrior training. Regular training should occur afterwards to maintain skills & equipment. At squad level & above, have some members act as hostile rioters throwing projectiles & fighting with sticks to simulate conflict situations.

Crowd control can involve running & marching many miles throughout a day (or night). It can be a physically demanding task in which fitness is essential to successful deployments. Training should involve some running & marching with equipment & weapons.

Training should include individual equipment, use of weapons, formations, hand & audio signals, crowd control strategies & tactics. Video footage & analysis of riots can also be used as training aids, as well as other manuals, news articles, etc.

Equipment & Weapons

Special equipment & weapons are used for crowd control, for both defensive & offensive purposes. This list is based on tools & equipment that are commonly available (at this time). Warriors should gather & maintain the following equipment, ensuring it is serviceable & ready to go at short notice:

Individual Crowd Control Equipment (head to toe)

1. Helmet. A helmet is worn to protect your head from projectiles & batons. Helmet can be military surplus, motorcycle, mountain climbing, or hockey. Other than military helmet, all civilian versions should be spray-painted matt black. If gas masks are to be worn, helmets must not have face or mouth guards that will prohibit use of gas masks.

2. Gas Mask. Gas masks protect you from the effects of chemical agents such as tear gas & pepper spray. A military gas mask is recommended (either Canadian or US). These can be bought from surplus stores. Get an unused filter without a broken seal. Ensure glass eyepieces are not damaged and that all straps work.

Alternately, civilian gas masks can be bought that consist of a filter piece over nose & mouth. Wear eye goggles to protect eyes.

To Use Gas Mask:

a. Prior to deployment, attach filter to mask.
b. When pepper/bear spray or some other chemical agent is seen amongst crowd or is discharged, OR, prior to your own use of any chemical agents, remove mask from carrying bag. Hold your breath if discharge is in your area.
c. Remove helmet.
d. Once mask is on, blow forcefully outward. Replace helmet.

3. Eye Goggles/Bandana in Apple-Cider Vinegar. As a back up to gas mask, or if you do not have a gas mask, a set of eye goggles and a bandana soaked in Apple-Cider Vinegar should be carried. This solution helps to limit the effects of tear gas & pepper sprays. Prepare only prior to deployment. Put soaked bandana in sealed zip-lock bag along with goggles, and keep in easily accessible pocket or pouch.

The eye goggles should cover & seal both eyes. Swimming goggles tend to fog up. Find larger, one piece skiing goggles, etc. Avoid darkly tinted goggles as these will reduce visibility at night or in low-light.

4. Uniform. Whenever possible, some type of uniform clothing should be worn by CCU, for psychological as well as tactical reasons. A group all wearing similar clothing projects strength & unity, this can discourage opponents. Individuals wearing uniform clothing can be hard to distinguish from one another, and make it hard for our opponents to identify & track us during times of action. Regular combat clothing or blue/black coveralls can be used. Body armour should be worn under uniform. Civilian clothing should be worn under uniform to assist in escape & evasion.

5. Gloves. Thick leather or winter gloves can be used as protection against baton strikes & projectiles. The more padding on the top of fingers & backhand the better, but should not impair movement of hand & fingers. If it is necessary to remove your gloves to use equipment (i.e., pepper spray) attach glove with string through sleeves & back to other glove.

6. Body Armour. In some situations, i.e., very large & hostile crowds (or police CCU), body armour should be worn to better protect your body from projectiles & baton strikes. Improvised armour should not limit your movement nor be excessively thick & bulky. Its purpose

is to decrease impact, not surround you like a giant marshmallow.

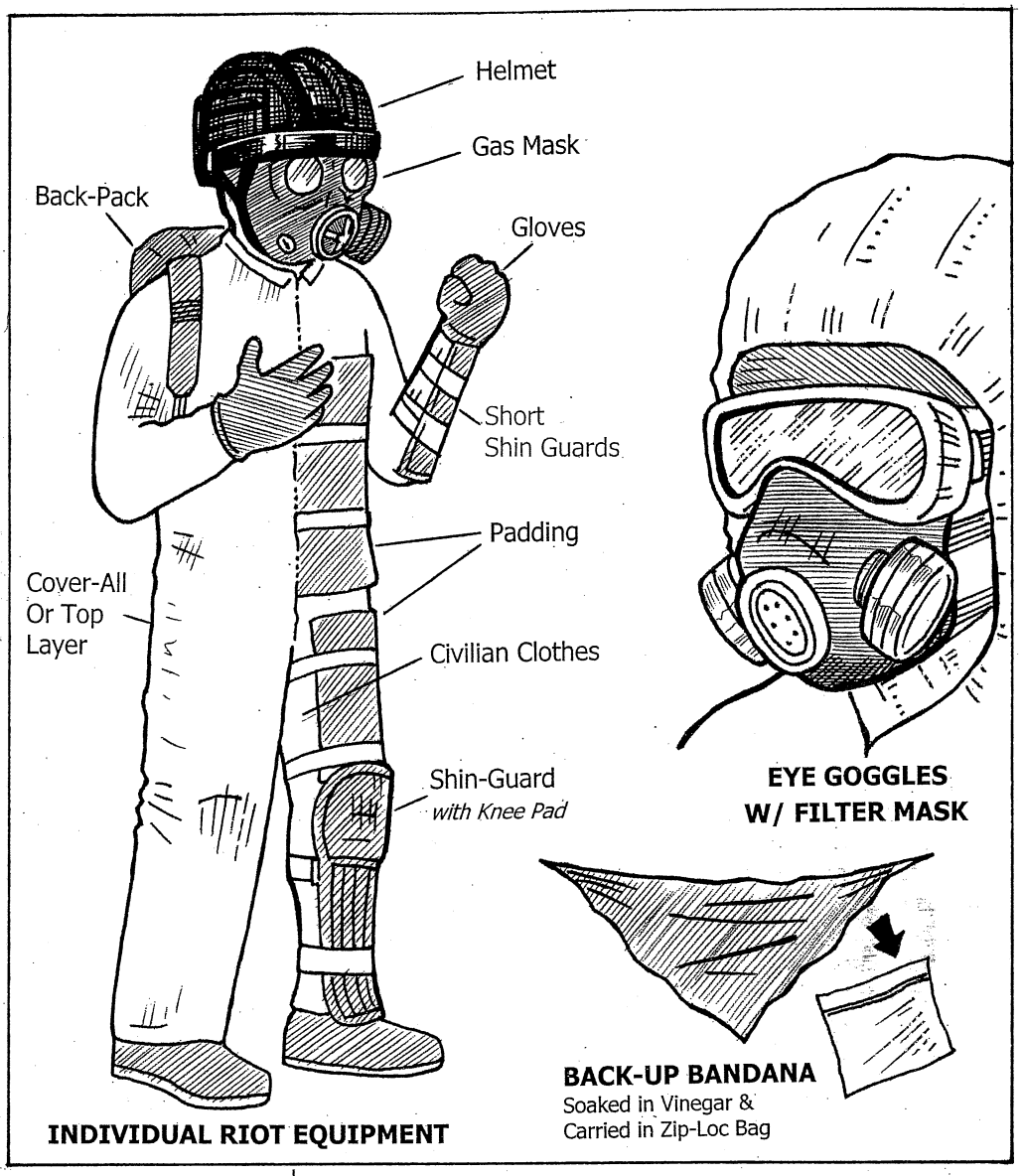
A. Upper Body Armour. Depending on situation, some form of upper body armour can be worn. Bullet-proof Kevlar vests will provide protection against small arms fire, projectiles, & baton strikes. Otherwise, body armour can be made from sporting gear (i.e., chest protectors) or foam padding rolled & taped around abdomen.

B. Forearm Guards. Smaller shin guards can be used as forearm guards. Ones with hard plastic front pieces are preferred. Forearm guards can be improvised from foam padding, rolled & taped magazines, etc.

C. Upper Thigh Guards. Improvise with foam padding & tape, can be reinforced with plastic.

D. Knee Pads. To protect knees from projectiles & baton strikes. Knee pads with hard plastic front pieces are preferred. Improvise using foam padding, plastic & tape.

E. Shin Guards. To protect against projectiles & baton strikes. Hockey or baseball shin guards are preferred, with hard plastic front pieces. Improvise using foam padding, plastic & tape.



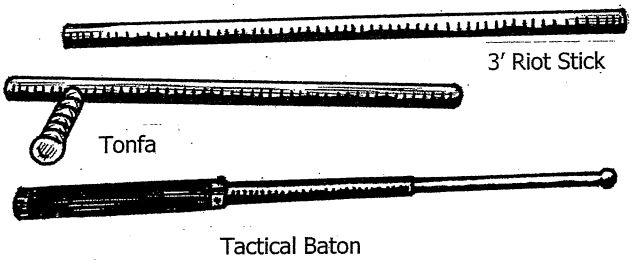
7. Water Bottle. A water bottle should be carried for drinking & washing out eyes of pepper spray/tear gas victims.

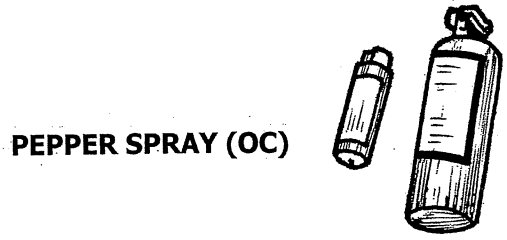
Individual Crowd Control Weapons

Primarily 3' long baton (Hanbo) & canister of pepper/bear spray.

Hanbo. A 3' long hard-wood baton, about 1 ¼ inch thick. Standard thickness for hard-wood dowels sold in hardware stores, cut to length & spray-paint black. Hanbos can be used with one or two hands using a variety of strikes (see weapons manual).

Pepper/Bear Spray. Sold in surplus & outdoor stores. Pepper spray is usually sold in smaller canisters and is intended for defense against vicious dogs. It is good for incapacitating one to four individuals and has an intimidating effect. Bear spray is usually sold in larger canisters and is good for incapacitating small groups of 4-10 people and dispersing others. If only one canister of bear spray is available, it should go to a designated team member.

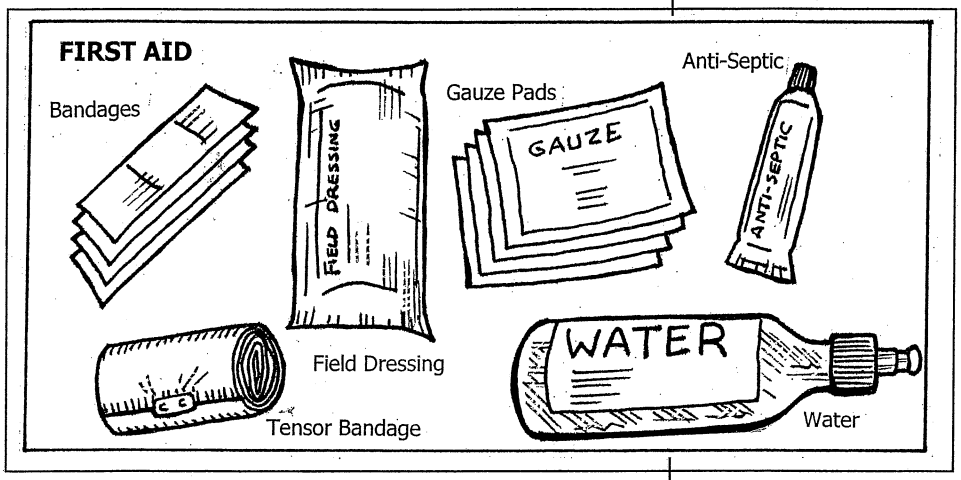




Team/Squad Crowd Control Equipment & Weapons

Teams or squads should have the following equipment when deployed as crowd control units. Tool & barricade kits should be nearby & mobile. All other items should be carried by unit.

A. First Aid Kit. Should include bandages, field dressings, gauze pads, antiseptic, tensor bandages, splints, and clean water. The main concerns in a riot situation are blunt trauma wounds (from batons, rocks, etc.), fractures, burns, & exposure to chemical agents.



B. Riot Shields. Ideally, each member of a CCU would have a plexiglass riot shield. Police riot shields can sometimes be purchased from surplus stores. If this is not possible, at least 2 shields should be acquired or improvised to provide defense against projectiles. Clear plexiglass, heavy duty plastic, or plywood (with view ports cut out) can be used as shields. Handles should be firmly attached. When necessary, team members should huddle behind shield carriers to avoid projectiles thrown by crowd.

C. Loud-speaker. Used to communicate to both the CCU & the crowd.

D. Fire-extinguisher. A small hand-held fire extinguisher should be carried by a designated person to put out fires (including Molotov cocktails thrown at CCU).

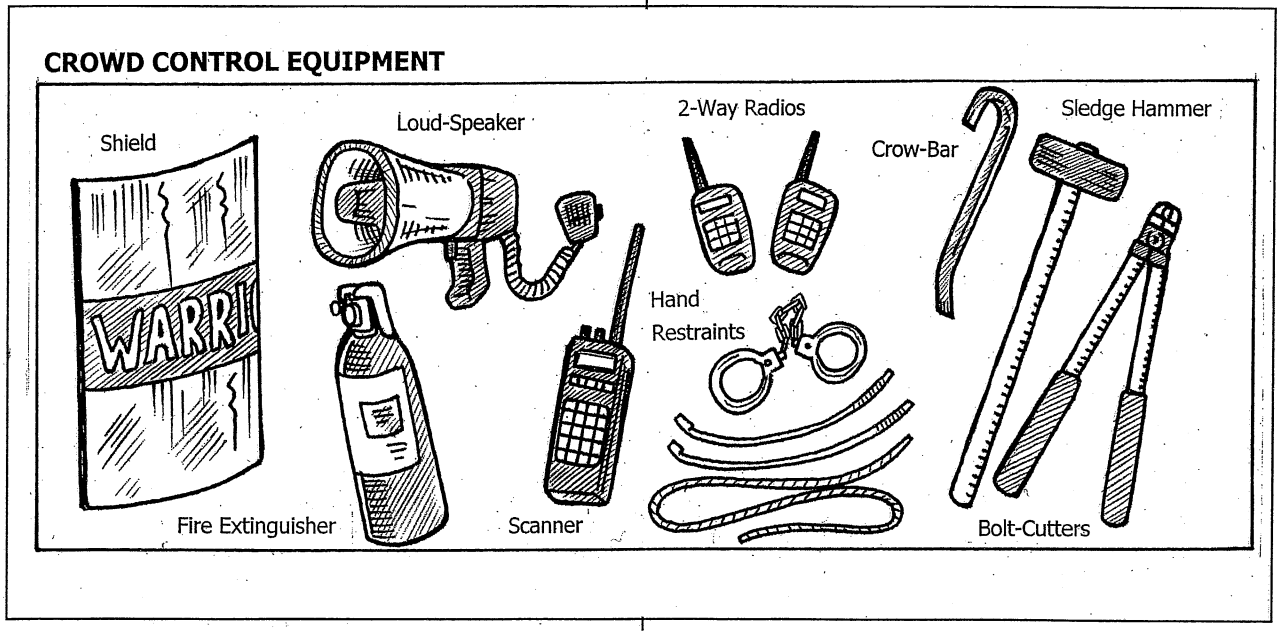
E. Scanner. A frequency scanner should be used to monitor police radio communications whenever possible. This can provide information on police movements, positions, strategies & intent. In some areas, police now use high frequency scrambled channels that most scanners are unable to monitor.

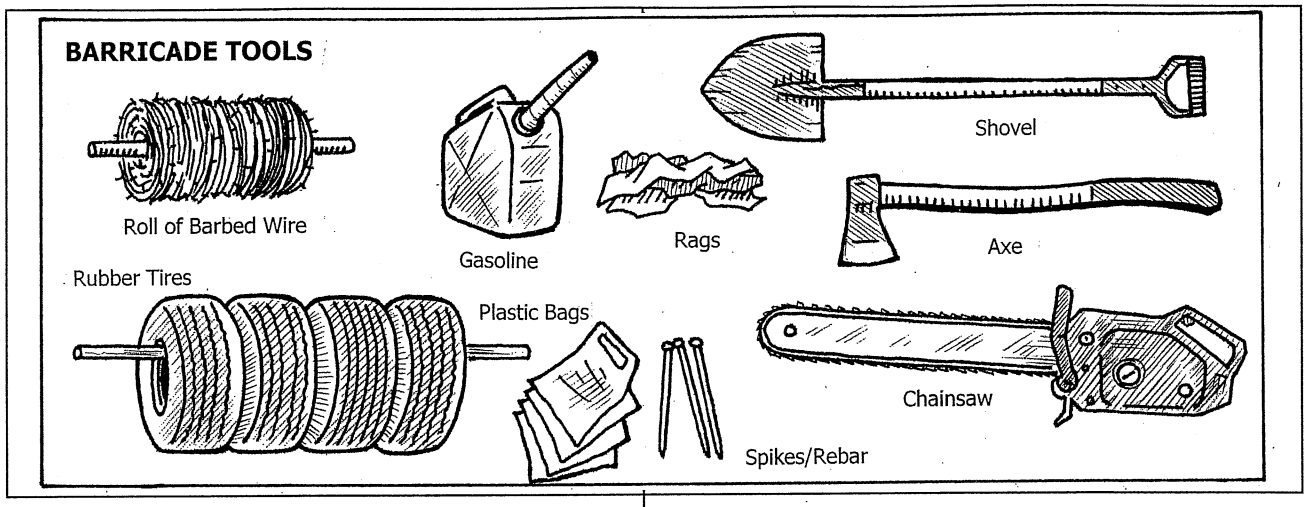
F. 2-Way Radios. Whenever a CCU must be divided in order to cover two or more separate areas, some form of communications must be established. The best are 2-way radios. If not, devise some other signal (i.e., whistle or fog-horn blasts, flares, runners, etc.).

G. Handcuffs/Plasticuffs/Rope. To bind & secure prisoners. If handcuffs are used, ensure keys to unlock them are available. If plasticuffs, ensure they are strong enough to secure a large, powerful man (double or triple them if necessary). Short cord or rope (2 ½ feet to 3 feet) can be used to securely bind prisoner's wrists. Another method is to use duct tape.

H. Tool Kit. To construct barricades, seal off entrances, break through obstacles, and to repair equipment. Tool Kit should include sledgehammer, bolt cutters, crowbar, hammer & nails, saw, spike nails, rope, duct tape, wire, screwdriver, pliers, wire-cutters, etc.

I. Barricade/Fortification Kit. A barricade kit should be assembled if necessary. It should include a roll of concertina/barbed wire, rubber tires, gasoline, torch material (rags, plastic bags for tires), rebar metal spikes, hacksaw (to cut rebar or other objects), 10-12" nail spikes, axe, shovels, and a chainsaw.





Crowd Behavior & Psychology

A crowd typically gathers, grows, tires, and then disperses. Crowds become more dangerous the longer they exist, therefore they should be monitored & controlled at the outset. Factors such as political events, social crises, and alcohol can all affect a crowd, leading to anger, frustration, tension & conflict.

In a large hostile crowd, only about 10 percent may be actively participating in a riot, with as many as 60 percent acting as passive participants. There may be some overlap between these elements. Another 30 percent could be spectators.

The presence of passive participants & spectators provides cover for the small group of active participants. In a mob, individuals feel empowered and are more likely to engage in violent acts than if they were on their own. Mobs are easily influenced by loud & vocal individuals, who may instigate or provoke actions.

Typically, the most vocal & active are at the forefront of a crowd, with less involved persons to the rear. If possible, attacks to disperse a crowd should be made on this rear area (or the flanks). Some control over the crowd can be exercised by exerting influence over any perceived leaders or instigators. This can be through dialogue, capture or incapacitation of the individual(s).

Large crowds are usually unorganized & poorly equipped. Therefore, a smaller, organized & equipped force can successfully control & disperse a large mob. For example, 100 riot police can control a mob of 2-3,000 by using good strategies & tactics.

Use of force against a crowd should only be used when necessary (i.e., to stop assaults, property destruction, arson, etc.). The use of force can easily enflame an otherwise peaceful crowd and should be avoided if possible.

Emotions are an important factor in violent crowds & are displayed through angry language & rhetoric, exaggerated body movements, & facial expressions. As noted, anger & frustration are the most common emotional states encountered in a hostile group. Understanding this, and the conditions which have contributed to such feelings, may be the key to a peaceful resolution of a hostile situation. This can be accomplished through dialogue and a show of force (although in some situations, a show of force may serve to enflame a crowd).

Deployment of CCU

When & where to deploy a CCU is an important consideration in crowd control. When some forewarning of a hostile crowd gathering is available, the CCU should prepare to be deployed. This may involve putting on protective gear, or having it near. A fully-equipped CCU can be kept of out sight until needed.

As deployment of a CCU can further enflame a crowd, it should only be done when necessary (i.e., when assaults or other violence is imminent or occurring). When deployed, CCU members should be calm, confident & prepared to engage in violent confrontation (both mentally & physically).

Crowd Control Techniques

A Crowd Control Unit should:

1. Exercise self-control & restraint.
2. Not intervene with force, without just cause.
3. Remain as impartial as possible.
4. Avoid unnecessary conversation with crowd members.
5. Avoid unnecessary bodily contact.
6. Be firm and not bluff.
7. Spot & identify leaders/agitators.
8. Remain outside the crowd.
9. Move the crowd when necessary, but avoid attacking it to do so.
10. Maximize distance & barriers between crowd & CCU.
11. Show no fear. Display confidence & efficiency.
12. Use physical force only as a last resort.
13. Always have withdrawal/extraction routes for CCU.
14. When possible, maintain reserve force (keep out of sight).
15. When threat level indicates, maintain lethal overwatch (snipers- keep out of sight).

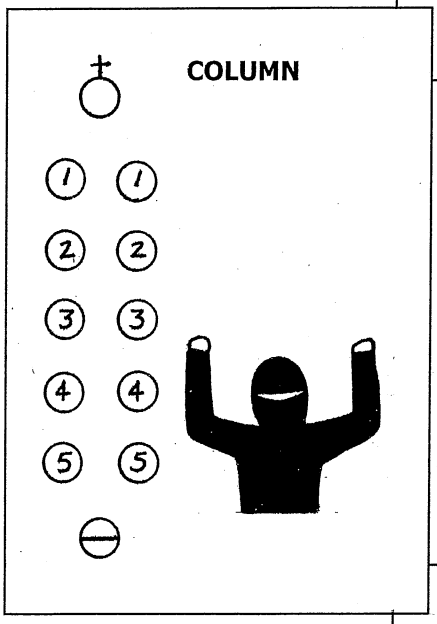
FORMATIONS & SIGNALS

There are 4 basic formations:
1. Column 2. Line 3. Arrowhead/Wedge 4. Circle

1. Column Formation

Used to move CCU from one location to another. Can also be used to form a corridor for passage of persons through a crowd. In column, 2 rows are formed with commander to front (or side) and 2iC to rear.

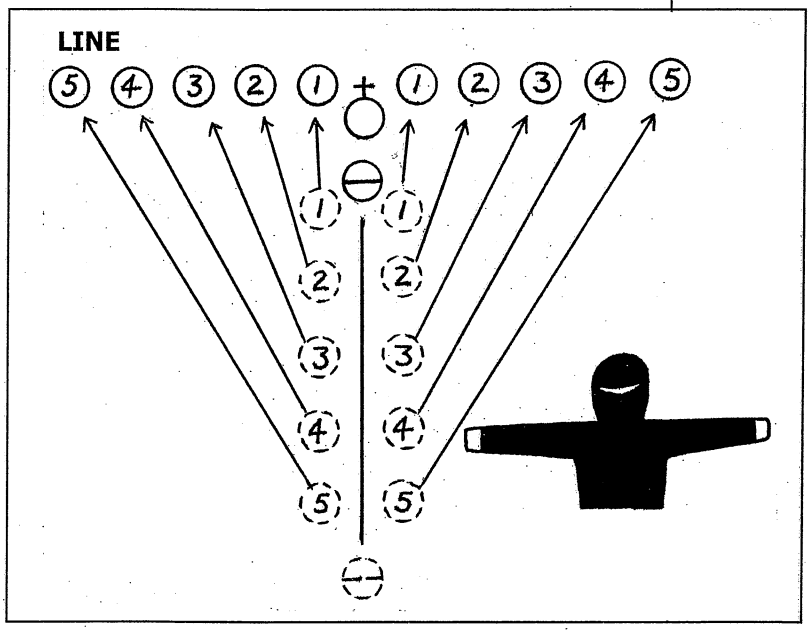
Signals: The verbal command "Form A Column-MOVE" is used, and/or arms held out to side with forearms pointed up ('ack-ack' hand signal).



2. Line Formation

Usually from a column, CCU forms one extended line facing to the front. With commander to front, number one rank takes position in front & to either side of commander. Number twos move to either side of number ones, etc. Line formations are used to block passage & to sweep through an area. It is also a standard formation for confronting large crowds. Disadvantage: little protection on flanks or rear.

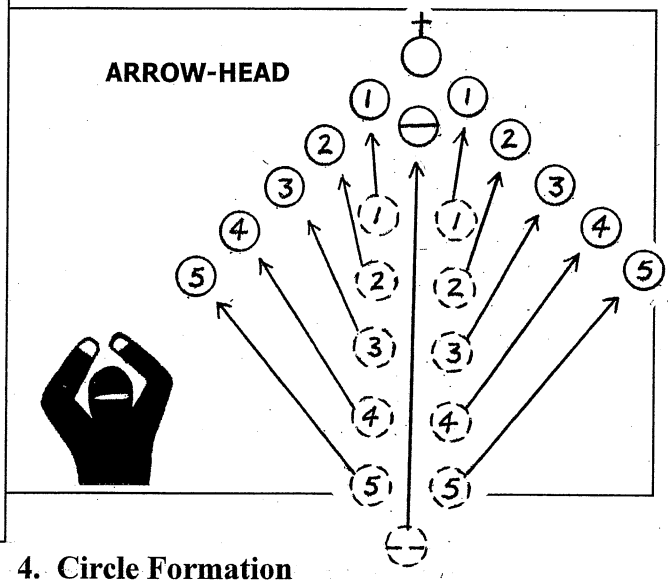
Signals: Verbal command "Form A Line-MOVE" and/or arms extended straight out to sides, parallel to ground.



3. Arrowhead/Wedge Formation

From a column or line, members form an arrowhead with commander at apex (or point). Position of members same as for line, except at an angle. Used to enter a crowd, divide a crowd and/or to attack it. Provides protection to flanks of each CCU member by the member to his/her immediate rear.

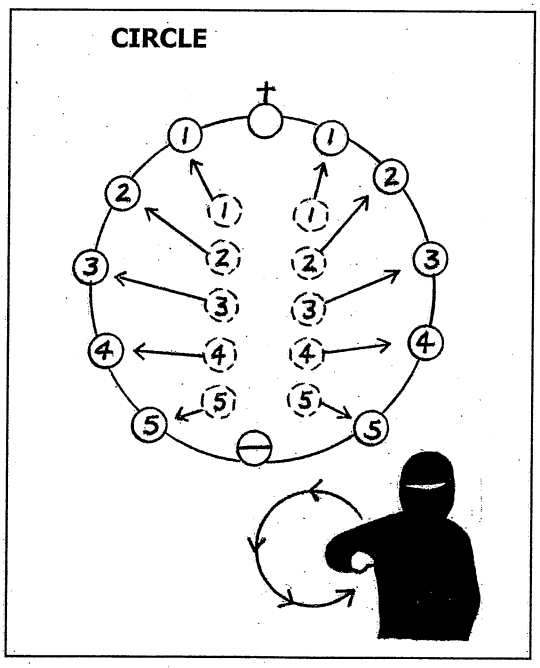
Signals: Verbal command "Form Arrowhead-MOVE," hand/arm signal is arms held over head, bent at elbows & hands clasped, in the form of a diamond.



4. Circle Formation

Used as defensive formation when in a stationary position. Can be used with semi-circle and back to wall. An alternate is a diamond for moving through a crowd, or moving protected persons through a crowd.

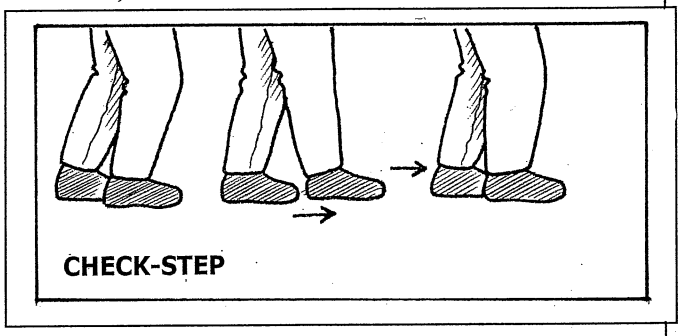
Signals: Verbal command "Form Circle-MOVE!", arm/hand signal is arm held up to side, rotated at elbow in circular motion (point index finger out).



Marching in Formation: Check-Step

When marching in riot formations, it is necessary to maintain balance, proper alignment & intervals between CCU members. One method used is the 'check step', consisting of a 12" step forward with front foot, followed by moving of the rear foot. Another step is taken with front foot, then rear, etc. The feet do not cross. The stance is the same as for unarmed combat (Boxer's stance, with baton/weapon held in rear hand).

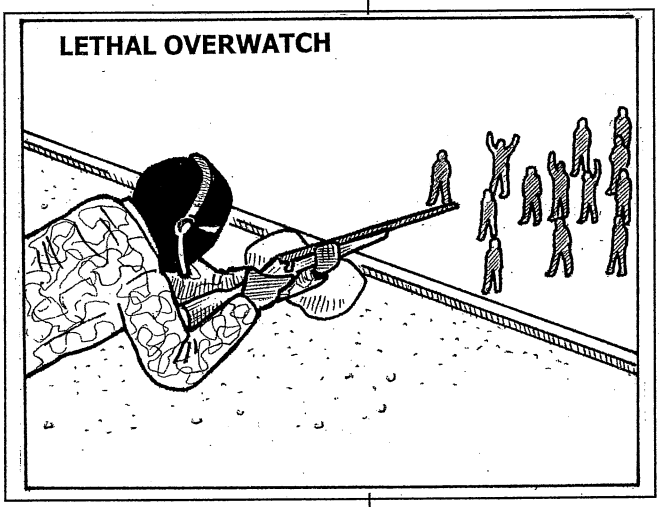
Signal: The signal to advance is given by the verbal command "Advance at the Ready- MOVE," and/or arm signal for advance. Count is one-two, one-two (one is left foot, two is right). If shields are carried, these can be struck with batons on every left foot for psychological effect on both crowd & CCU members (a Zulu tactic).



Reserve Force

If possible, a reserve CCU force should be formed and kept out of sight (a standard police-military technique). Its purpose is to reinforce the CCU and fill breaches. The reserve force can be concealed in vehicles, large trucks, garages, multi-level parking lots, etc. It must have some form of communication with the CCU and pre-arranged signals for deployment (radio code, runners).

Lethal Overwatch



Depending on threat level (see below) lethal overwatch may be used comprised of snipers. They should be kept out of sight in concealed positions, preferably overlooking the area of conflict from nearby hills, rooftops, etc. Snipers can carry out observation of crowd, counter any armed threat from within the crowd, or from enemy snipers. Deploying snipers necessitates establishing control of overlooking rooftops, etc. (which itself limits enemy sniper activity).

Lethal overwatch is a standard police-military technique used when threat level indicates the potential presence of firearms among a crowd. Partly because of hunting traditions, Native activities that occur in rural settings are often approached as a high threat level & will involve some form of lethal overwatch. Other contributing factors in this approach are racism & fear.

Crowd Control Options

The CCU has several options at its disposal, depending on the situation:

1. Monitor crowd to gather intelligence, determine level of threat, observe actions, identify leaders, etc.
2. Block crowd's advance into an area or building, etc.
3. Disperse the crowd.
4. Contain the crowd.

Threat Analysis

Appropriate responses to crowd control are based on threat analysis. Factors to consider include:

1. **Crowd Size & Type:** how many people? Of those, how many are combatants? What are crowd demographics (all young men, or families with children, women, etc.)?
2. **Motivating Factors:** observe emotion and intent of crowd. Listen to what crowd is saying. Has the crowd formed spontaneously or is it planned & deliberate? Is alcohol present or are crowd members obviously drunk? Will deploying CCU affect crowd & how?
3. **Movement/Motion:** Where is the crowd trying to go?
4. **Weapons & Projectiles:** Are any weapons observed in the crowd? Include flag poles & picket signs as potential weapons, as well as obvious ones such as sticks, metal pipes, baseball bats, firearms, etc. Are there rocks, bricks or other sources of projectiles in the area (i.e., a construction site)?

Identifying Crowd Leaders & Agitators

Identifying leaders & agitators in a crowd can greatly assist in defusing a potentially violent conflict. This may be accomplished through dialogue with perceived leaders, or through their capture & removal from the area, or incapacitation.

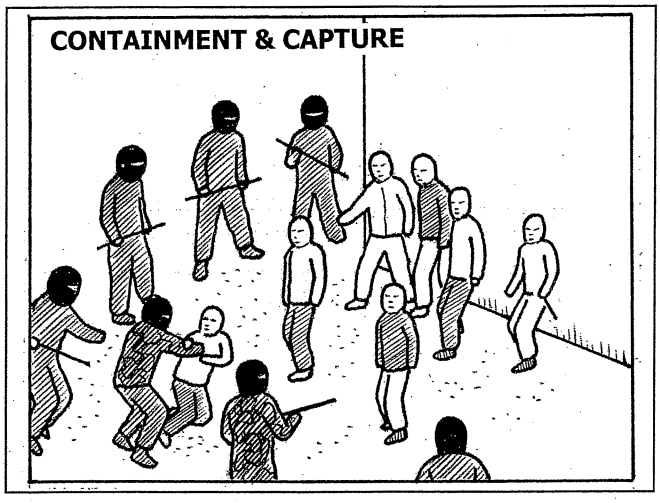
Leaders & agitators can greatly affect the intensity & type of crowd behavior. A good agitator can

turn a crowd of agitated persons into an angry mob. Such persons may be combative, vocal or seemingly low-key, and may change roles as needed.

Containment vs. Dispersal

Dispersing a crowd may result in the crowd breaking into smaller groups, causing greater problems. It may be necessary to disperse a crowd, however, before it grows larger or more unified in its efforts. Commanders should issue a proclamation to assist in dispersal (see below).

A *contained* group may tire and diminish, however the CCU must be large enough to surround & control the crowd. Backing crowds up to walls or other obstacles can assist in containment. Once under control, individuals can be removed from the crowd & released or detained. If released, they must leave the area and should be prevented from re-grouping. Leaders & agitators can be detained for questioning and punishment.



Charges & Attacks on Crowd

At times, it may be necessary to violently disperse, or force a crowd back, using baton charges. Prior to charge, commander should indicate the forward extent of the charge (i.e., 50 feet, the line of advance, this can be indicated by numbers and/or objects & landmarks), at which point the CCU should stop & regroup.

When charging, only enough force as is necessary to disperse a crowd should be used. Use pepper spray/bear spray when necessary to break a group up (use protective gear). Baton strikes should be limited to arms, torso, and legs (avoid head strikes).

Control & restraint must be exercised by CCU members, who should avoid being overcome by 'chase instinct' when crowd begins dispersing (often the most brutal attacks occur when the enemy turns & begins to flee the battlefield).

Escape Routes

Unless it is the intention of the CCU commander to capture an entire group, some form of escape route should be left open for a crowd to disperse through when baton charges are made. If trapped, a group may grow more combative and determined to fight ("Do not press a desperate foe," Sun Tzu).

Verbal Warning

Prior to dispersing a hostile mob, some verbal warning can be given, i.e., "Attention! Attention! You must disperse! Go back to your homes! Our Warriors are now ready to disperse you with force! For your safety, you must disperse!"

This can be delivered through a loudspeaker or PA system, and should be repeated several times over a period of 2-4 minutes. Such a warning can serve to separate less-committed crowd members, who may fear violence & injury, from more determined elements.

Once a warning has been given, the CCU must be prepared to back it with force and to commit itself to action. At the same time, commanders should monitor the situation as it develops. If some crowd members begin with withdrawing, it may create the momentum that shifts most of the crowd into dispersing.

If possible, baton charges should be made with arrest teams following behind to detain persons who continue to resist, as well as the wounded. Serious casualties (i.e., those with head injuries) should receive first aid and may require transfer to civilian medical authorities.

Arrest Teams/Snatch Squads

Arrest teams are usually comprised of 4-6 persons who are responsible for capturing & arresting targeted individuals in a crowd. They are usually positioned behind a line formation, which provides cover & concealment. When they are sent in to capture an individual, the line formation opens up a gap to permit the arrest team to pass through.

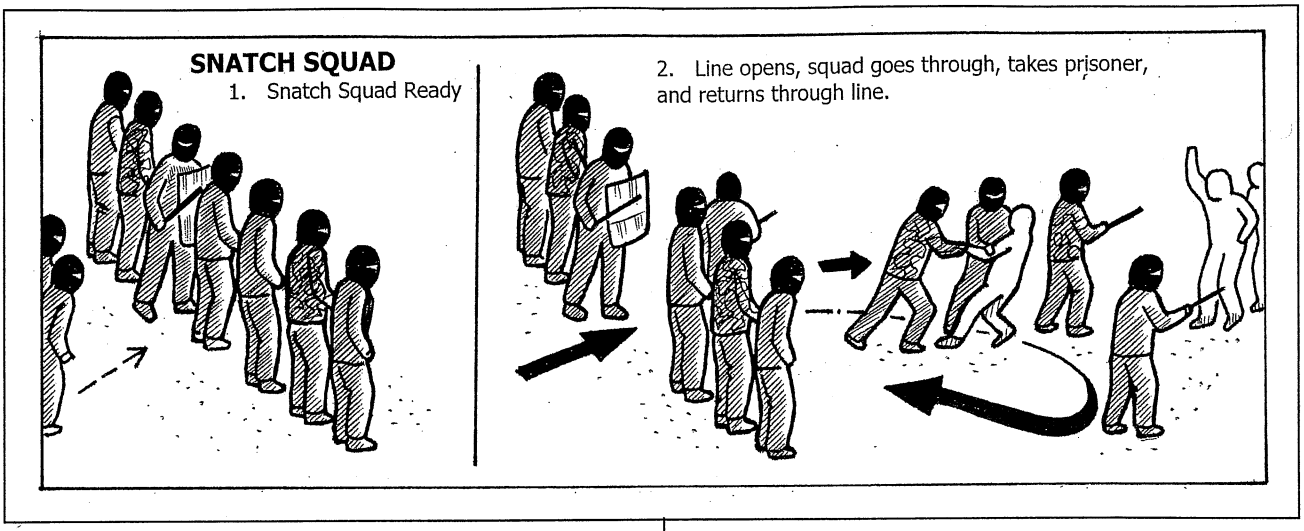
Two members are tasked with the actual capture of a person; they do not carry weapons or shields in their hands but instead handcuffs/plasticuffs/rope to bind & secure prisoners. Other members of the snatch squad surround the arresting pair & provide security against the crowd.

All members of a snatch squad should wear protective gear & carry defensive weapons (pistols, pepper spray, batons). Only as much force as necessary should be used in capture to prevent further antagonizing crowd.

Once a prisoner is taken, he/she is brought back through the line formation, which again opens to provide passage for the arrest team.

Prisoners

Apply the 5-S Rule for dealing with prisoners: Secure, Search, Silence, Segregate, Speed (to rear). Prisoners should have their hands cuffed or bound behind their backs. Hoods can be placed over their heads



to disorient & control them. Bandanas can be used to blindfold & gag. Uncooperative prisoners can have their legs bound and be carried/dragged to secure area.

Prisoners should be removed from the area & view of crowd as soon as possible. They should be thoroughly searched as soon as practical, to ensure they have no weapons, to identify individuals, etc. They should be taken to a pre-designated area or vehicle for transport. Whenever practical, separate prisoners to prevent discussion & planning of stories, etc.

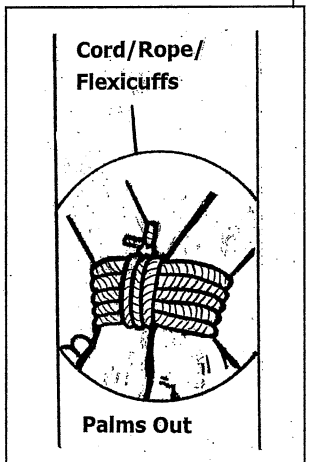
Typically, those taken prisoner are instigators or leaders in a violent crowd. Their capture & removal from the area may be all that is required to facilitate dispersal of the crowd. Some form of punishment & release may be all that is necessary (they should not be released until the crowd is dispersed, however). Otherwise, prisoners can be held for interrogation.

Methods of Hooding:

- Hoods can be sacks, sandbags, etc. placed over prisoner's head to blind & disorient.
- Bandanas can be used to blindfold & gag (if necessary).
- Goggles can be blackened and placed over eyes.
- When using hoods & gags, ensure prisoner's breathing is not impaired.

Methods of Handcuffing:

- Plastic Flexi-cuffs/plasticuffs can be used of suitable strength. Use 2-3 if necessary for larger prisoners.
- Strong cord (paracord) or small ropes can be used to lash wrists (and ankles); wrap several times around wrists, then around wrap to ensure it doesn't come undone. Tie with a knot (i.e., square knot). Use duct tape in same way.



- Ensure restraints do not cut blood flow, indicated by discoloration in fingers, pain & discomfort.

Barricades/Blockades

Barricades are obstacles placed on roads, paths, trails, stairs, etc., to stop passage of personnel and/or vehicles. Barricades can help a small force stop a large crowd.

Normally, barricades are used to stop or control entry into a certain area. At the entrance to reservations, for example, barricades might be constructed to prevent entry of a hostile mob (as in Kahnawake 1990, & Six Nations 2006).

Ideally, barricades should be placed at *choke points* to block the smallest pass (not the widest). If possible, barricades should look down on hostile group (never up). Place barricades on turns in road, near top of hills, on steep narrow passes, at bridges, etc.

Anti-Personnel Blockade

In some cases, barricades might be constructed to block entrance to a building, on a foot-bridge, or trail.

A. ***Concertina/Barbed Wire.*** The quickest & easiest to deploy is concertina/barbed wire, which can be purchased in rolls from hardware stores & is common in cattle raising areas. In an emergency, concertina can be unbundled to form large, loose coils in front of CCU (and later secured when practical). Use hammer & nails/spikes to secure wire to walls, fence posts, stakes in ground, etc. Small metal wire should also be carried & wire-cutters to secure barbed wire to pipes, fences, etc.

B. ***Improvised materials.*** If no concertina is available, or to better barricade a point, use whatever materials are available: blocks of wood, pieces of fencing, stairs, doors, fridges, couches, chairs, carved wooden stakes emplaced at an angle, etc. some objects can be

secured with rope to door entrances, etc. The team/squad tool kit can be used.

Anti-Vehicle Blockade

A. ***Vehicle.*** The quickest & easiest anti-vehicle blockade is another vehicle, or vehicles, parked so as to block passage on a road. If it is expected that the vehicles may be damaged, abandoned vehicles can be brought to the blockade point. Vehicles can also be burned to further immobilize them.

B. ***Trees.*** Large trees cut & felled across a road can block vehicles. Cut a few on either side of road to form interlocking barricade material.

C. ***Improvised Materials.*** Other objects that can be used to block roads include trees felled across road, sharpened metal spikes imbedded in ground at angle (i.e., rebar), fridges, washers & dryers, cabinets, sofas, etc.

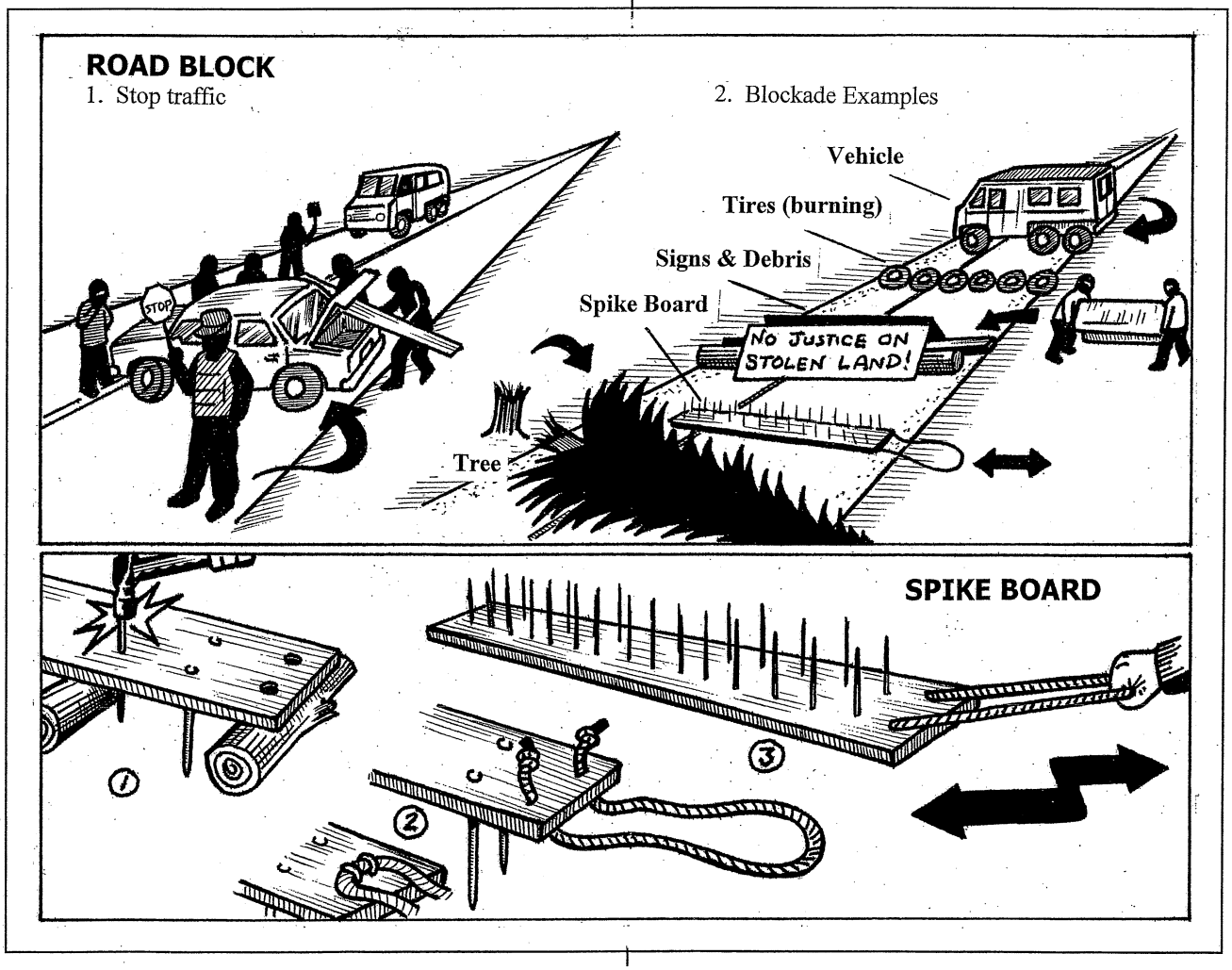
D. ***Spike Board.*** A spike board can be used that will *impede* (though not block) oncoming vehicles by puncturing the front tires. A board long enough to cover road & force front tires to drive over it is used. As many 8-10" metal spikes are driven through the board as necessary to puncture tires if driven over. They face up into the air. A small rope is attached to one end, which is pulled to move the board on/off the road.

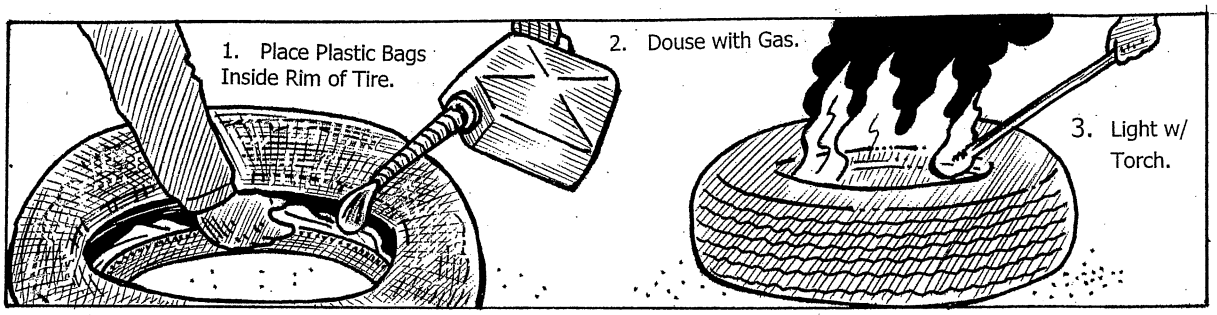
Burning Tire Barricade

Often used as a quick & nasty way to block a road for both vehicles & personnel. Car tires are placed across a road, their inner rim stuffed with plastic bags over which gasoline is poured (or, rags doused with gasoline). Use a torch to ignite fuel.

Burning tires produce a thick, toxic, black smoke (avoid using in occupied residential areas). They have more of a psychological effect, as a determined person could easily jump over --or drive through -- burning tires. Despite this, most will not do so and are deterred by the sight of the flames, smoke, and the danger that lies on the other side of the barricade (that's you).

Burning tires can be used to temporarily impede foot or vehicle traffic, used as part of a barricade defense-in-depth, or to cover a withdrawal.





BURNING TIRES

Burning of Barricades

In an emergency, it may be necessary to set barricades on fire in order to cover a retreat & delay a hostile crowd. This is usually a last resort when the barricade is in danger of being overwhelmed & the CCU must fall back to another defensive position. Once a barricade is set on fire, it will burn away most of your barricade material.

To ignite barricade: ensure plenty of fuel is placed among the barricade. Fuel can be wood, paper, and/or gasoline. Throw a torch onto barricade if gasoline is used to avoid being engulfed by fireball.

Use of Projectiles in Crowd Control

Modern police & military riot squads have a wide variety of projectile weapons at their disposal, including plastic bullets & pellets, bean bags, concussion grenades, and tear gas. We do not. The following projectiles can be used to disperse or stop the advance of a hostile crowd:

1. ***Rocks.*** Fist-sized rocks can cause serious injury and even death. Unless otherwise instructed, rocks should be aimed at legs and torso, avoiding the head (which can be fatal). CCU members should have rocks in packs or in crates near barricades.
2. ***Slingshots.*** Good for inflicting moderate pain & discomfort on individuals, slingshots can also be fatal if used to strike the head area. Fire small rocks, marbles or bolts at legs & middle body. Designated slingshot persons should carry slings & small projectiles.
3. ***Molotovs.*** In extreme cases, it may be necessary to use Molotov cocktails to stop or disperse a large, violent crowd. These should be made of gas-oil combinations and thrown to the front of an advancing crowd (only in a life-or-death situation should Molotovs be thrown into crowd, as they can cause extreme injury & death). Gasoline, motor oil, bottles, funnels, and rags should be on hand to construct Molotovs.

Use of Vehicles in Crowd Control

Vehicles may be used to move crowds or as barriers. If possible, install improvised protective metal screens over windshields prior to use. Members of CCU should position themselves as close to front corners of vehicles as possible to prevent attacks on side or rear of vehicle, as well as tires. Larger, heavier trucks are preferred to small cars. Drivers should have security (shotgun) who can assist in observation & early warning. Drivers should exercise caution and not unnecessarily injure crowd members.

Use of Firearms/ Lethal Force in Crowd Control

In extreme cases, it may be necessary to use small arms to stop or disperse a large, hostile crowd. Firearms should not be displayed until necessary, and should be kept in a secure location near the zone of conflict. If any firearms are observed in the crowd, then the CCU should definitely carry some firearms for self-defense.

While pistols are ideal due to their small size & close-range applications, when faced with a violent armed crowd whatever firearms are available should be used. Designated scouts/snipers can, and should be (when necessary/possible), positioned to monitor crowd & warn of any firearms being carried. In an emergency, they can also be used to incapacitate armed individuals (lethal overwatch, see above).

A shotgun can be used to fire bird pellets into legs of crowd members. Rubber pellets & bean-bag rounds can also be fired from 12-guage shotguns and should be acquired if possible.

The decision to use lethal force should be made by the CCU commander, or by individual CCU members, if they believe that their own life, or the lives of others, are at risk, or that serious injury may result (see section below, police use of lethal force).

2. RIOT TRAINING

Participating in a riot is similar to crowd control, except that in most riots you will be confronted with organized & equipped police or military forces (unless they are caught off guard & you are quick enough to escape their deployment). While crowd control training can provide insight into how police-military forces work, riot training focuses on countering these methods. To begin with, we must be clear on why we would participate in a riot.

Riots are collective expressions of anger, frustration, and rage. They have been a common response by oppressed groups to government laws & repression. Today, riots are possible any time large crowds gather for political or social reasons (i.e., protests, police killings, sporting events or festivals).

Most riots are directed towards government authorities, or become so through the intervention of police-military forces. Many are also aimed at corporate businesses through property destruction & looting. Riots can cause economic damage, disrupt & demoralize our enemy, and raise the fighting spirit of our own forces.

Participating in a riot can serve to radicalize an individual, to empower them, and to alter their concepts of what is possible in the realm of organized conflict. Riots involve larger numbers of people in low-level conflict with government forces than do armed standoffs.

Looting. In urban or suburban areas, riots can create opportunities to take resources from our enemy (government or corporate) that would not otherwise be possible.

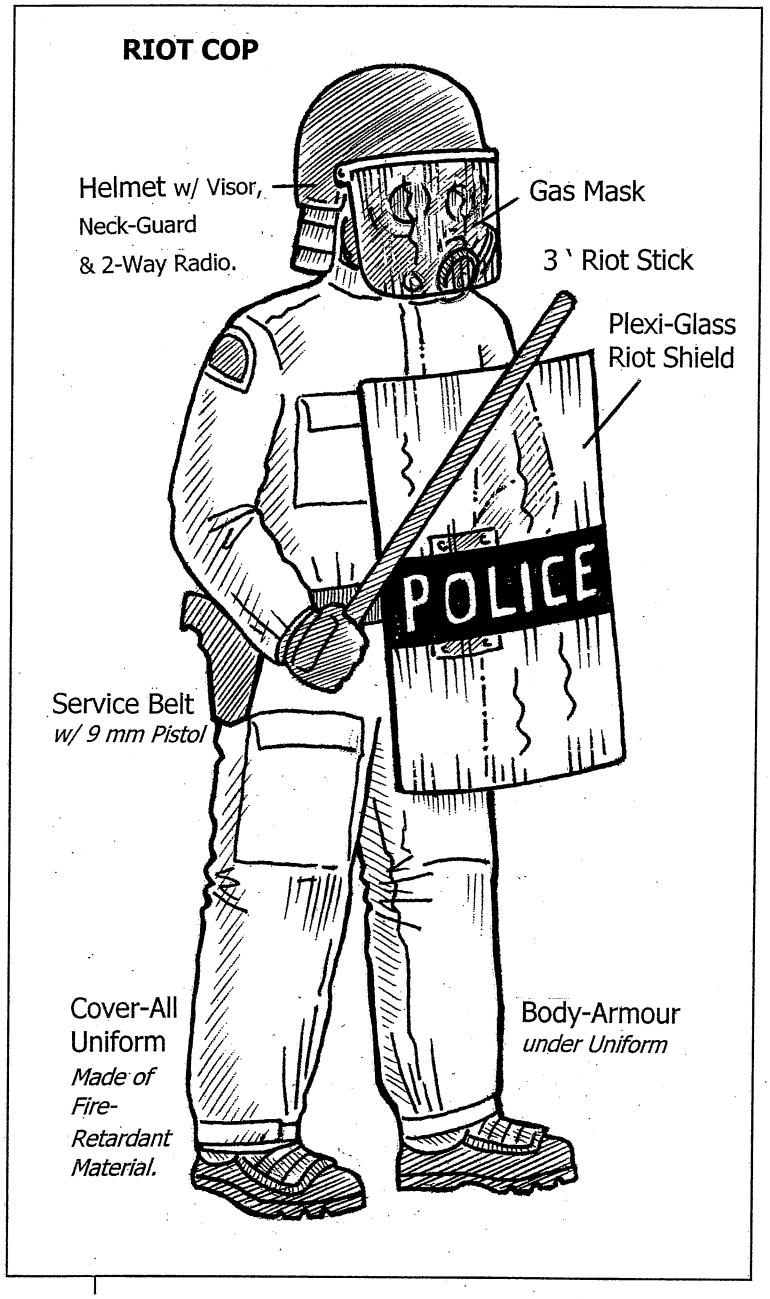
Know Your Enemy: the Riot Cop

Modern police forces in large urban areas are well equipped to control large, hostile crowds. With time, training & preparation can be carried out to ensure officers are able to act effectively as part of a Crowd Control Unit (CCU). Officers who form CCU's are regular patrol officers issued with riot gear and who have some basic training in formations, use of equipment, etc. In some cases, members of Emergency Response Teams (ERT's) form a part of a CCU and are generally responsible for firing ARWEN or other projectile weapons.

Protective Gear: A fully equipped riot cop can wear up to 80 lbs. of protective gear, including helmet with visor, shoulder & chest pad, upper & lower arm pads, thigh and shin guards, gas mask, baton, shield, coveralls, padded gloves, and boots. On top of this is the service belt with pistol, cuffs, pepper spray, & 2-way radio. The coveralls are usually made of fire-retardant material to counter the effects of Molotovs (although they can still be set on fire if enough of the fuel load lands).

All this gear provides good protection against projectile & baton strikes, but can limit mobility. On hot sunny days, fully-equipped riot police can easily become overheated, especially if wearing gas mask. Constant running & maneuvering can tire them out.

Less equipped riot police may wear a helmet with visor and carry a gas mask & shield. Although more mobile, they are vulnerable to projectile & baton strikes. Riot helmets can also be fitted with communications gear, enabling officer to communicate with others & for commander to issue directions (limited when wearing gas masks).



Weapons: A wide variety of weapons are available to police forces for crowd control. Most riot police carry 3' batons, which are longer & heavier than the standard baton or Tonfa. Some riot police may carry Tonfas (PR-24).

Projectile weapons include Tasers, plastic bullets, bean bag rounds, and rubber pellets, which can be fired from ARWEN or shotguns. They can also be mixed with pepper spray that is dispersed along with the projectile. Another form of projectile is the concussion grenade (or flash-bang), which are thrown or shot & explode with a loud bang & flash, to confuse & disorient people.

Chemical agents include pepper spray and tear gas. Pepper spray can be released through aerosol canisters, spray guns or as part of a projectile (i.e., rubber pellets). Tear gas can be released through hand-thrown or shot canisters.

Police Riot Control Weapons & Agents

It is important to know the weapons & chemical agents used by police & military forces in crowd control. Early identification of weapon or chemical dispersal can mean less injuries (and arrests). The technology & use of riot control weapons is a rapidly expanding & developing industry. New weapons are being constantly made, and more police-military forces are being equipped.

Chemical Agents

Chemical agents include CN & CS gas (referred to as tear gas) & Capsaicin (or pepper spray, also referred to as OC). They are used by police & military forces to render members of a crowd, or enemy forces, temporarily incapable of fighting or resisting. All attack the respiratory system & mucous membranes. This includes the eyes, nose, mouth, throat and lungs.

Tear Gas

There are two main types of tear gas used by police & military forces:

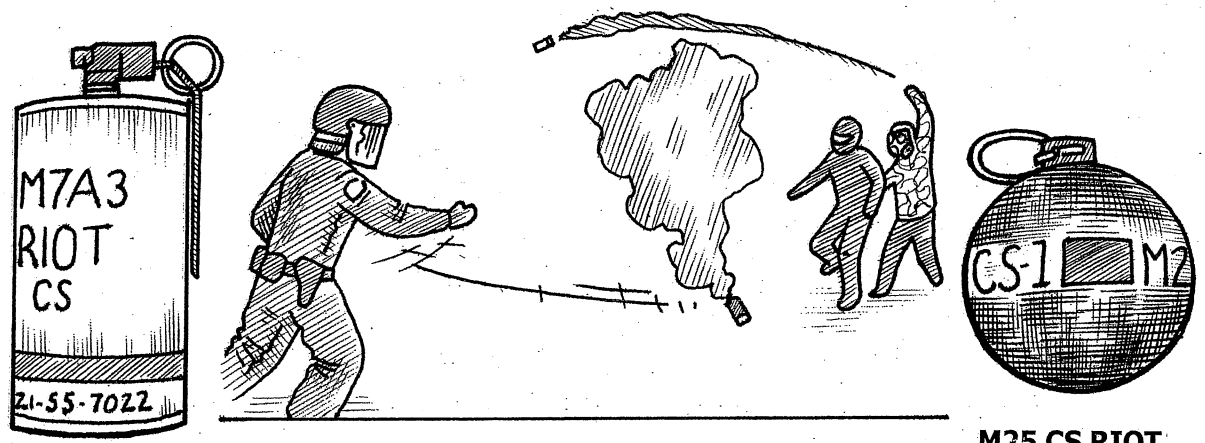
1. ***CN***- Chloroacetophenone, developed after World War CN can be identified by its white smoke & the *smell of apple blossom.*
2. ***CS***- A more potent and less toxic compound synthesized by Corson & Stoughton (from which CS is derived). CS can be identified by its white smoke at point of dispersal & for several seconds after. It has a *pepper-like smell.*

Method of Dispersal: Both CN & CS can be released from aerosol spray canisters, usually as grenades which can be thrown or fired from ARWEN or shotguns with a special attachment on the end. These canisters can be extremely hot & should be picked up wearing thick gloves. Some canisters land but continue to 'jump' around on ground, making it difficult to grab them.

Effects: The main effects are pain, burning & irritation of exposed mucous membranes & skin. The eye is most sensitive to tear gas & will close involuntarily & begin tearing (hence the term 'tear gas'), effectively blinding you (although temporarily). In the airways (nose, mouth, throat & lungs) there is a burning & irritating sensation. Large amounts of saliva & snot may be produced, coughing, a tightening of the chest and an overall inability to breath may be experienced. On the skin, a burning & irritation may be felt, that if untreated can lead to blisters. Other effects include nausea & vomiting. Confusion, fear & panic can also occur.

Time-Line: The effects of tear gas can be felt within seconds of dispersal, first with coughing and stinging in the eyes. Within 30 seconds an individual can be incapacitated. The effects can persist for 20-30 minutes after point of exposure.

First Aid: Persons exposed to tear gas should be removed from the area of contamination as soon as possible, preferably to a cool, windy place. The eyes should be flushed with clean water (casualty should not



M7A3 CS RIOT CONTROL GRENADE
20-60 seconds duration

M25 CS RIOT CONTROL GRENADE
Approx. 5 meter radius

rub eyes). Tip head to side and squeeze water bottle into eye and down side of face (to avoid further contaminating person), repeat on opposite side. It may be necessary to hold the casualty's eye open with your fingers. Skin should be washed with water as well. Remove contaminated clothing as soon as possible & wash (tear gas will persist in clothing & continue to contaminate rooms & people).

Pepper Spray

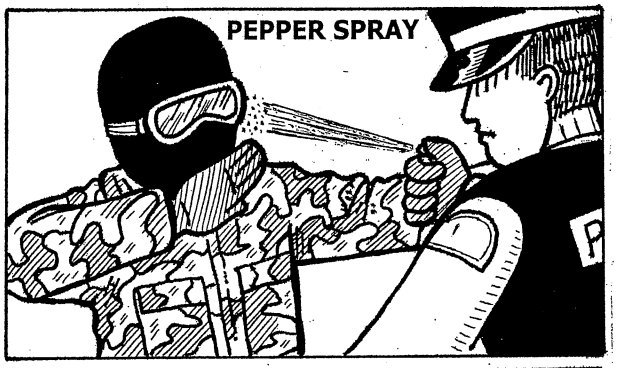
Pepper spray contains *capsaicin*, a chemical derived from cayenne, paprika or chilies. Pepper spray is carried by individual police officers on their service belts, and is sold commercially as defense against dogs. It is also used by riot police for crowd control. It is usually encountered as a fine mist spray with a pepper-like taste & sensation.

Method of Dispersal: Pepper spray can be released through hand-held aerosol spray canisters or as part of a projectile round (usually rubber pellets). Police must be within 10-15 feet to be effective with aerosol spray, or up to 50 feet with pellet dispersal.

Effects: The effects of exposure to pepper spray is the same as for tear gas: blurring, tearing & closing of eyes, coughing, sneezing, difficulty breathing, etc.

Time-Line: Effects of exposure can occur within seconds and persist for 20-30 minutes after.

First Aid: Same as for tear gas: remove casualty to fresh air, flush eyes with water, wash exposed skin, remove contaminated clothing.





Defense Against Chemical Agents

The first indications that tear gas will be used are: the sight of grey or white grenade canisters in hand and/or the positioning of ARWEN/shotgun gunners to fire projectiles. As well, riot cops will put on gas masks.

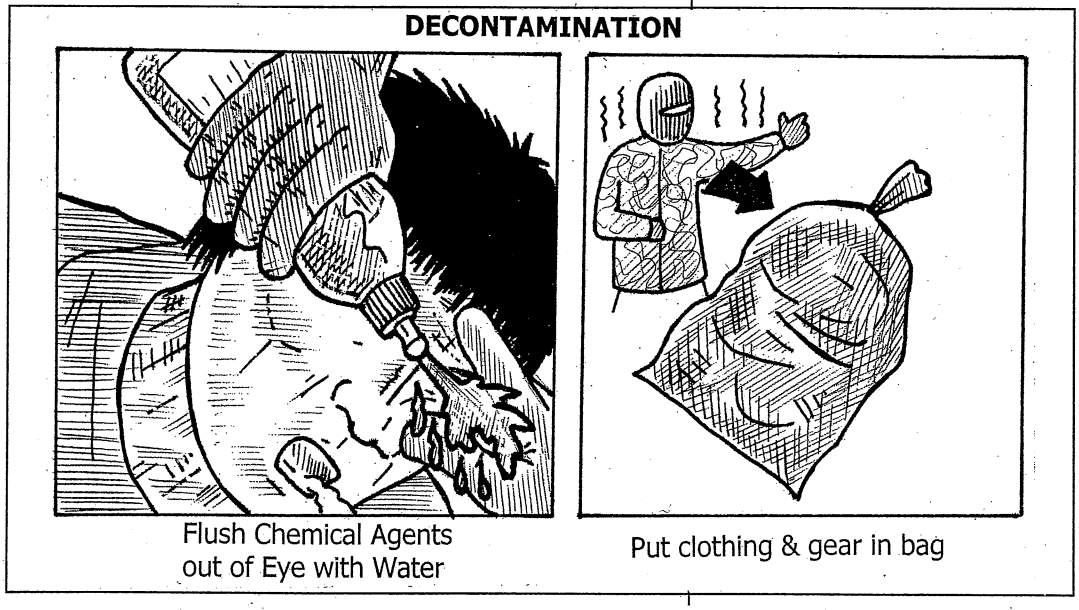
Since pepper spray is a directional weapon, police use it frequently without wearing any protective gear. The only indication that pepper spray may be used could be a canister in hand.

If there is the potential for you or your team to be exposed to chemical agents, protective gear should be immediately put on.

Gas Mask. The best defense against chemical agents is a military-issue gas mask, either Canadian or US (M17). New, unused filters with unbroken seals should also be acquired. These can be purchased from military surplus stores.

Filter Mask. The next best are chemical filters available at hardware stores. These cover the nose & mouth. A clear, tight fitting goggle piece must be worn over eyes. They should seal around eyes.

Bandana-Vinegar. The next best, and used as backup if gas mask filter fails, is a bandana soaked in vinegar or apple cider vinegar, or lemon juice. Along with the bandana, eye goggles must also be worn. Team/Squad should carry bottle of vinegar to keep bandanas wet.



Rain Gear/Ponchos. Along with facial protection, rain coats or ponchos can also be worn that can be easily washed off of chemical residue. Shirt collars & cuffs, pants bottoms, can also be sealed. Thick gloves should be worn to handle tear gas canisters & protect your hands from exposure.

Thick Leather Gloves. When tear gas canisters are thrown or fired into your area, you should be able to pick it up & throw it back at police lines. This serves to remove the canister & to use it as a projectile.

Decontamination

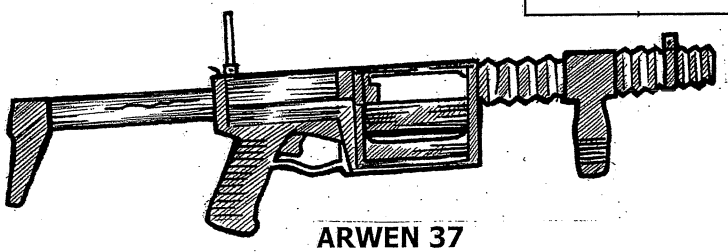
Decontamination from chemical agents should be carried out as soon as possible/practical. Remove contaminated clothing & place in garbage bag, seal it until washed. Wash your body thoroughly with soap & water. Wash any equipment, packs, etc. with warm soapy water and leave exposed to fresh air for a few hours.

Police Weapons

Modern police & military forces tasked with crowd control have a wide variety of anti-riot weapons at their disposal. Beginning in the 1970s, new technologies & methods of 'less-lethal' weaponry began to be developed. Some are the result of lessons learned from riots in the 1960s, as well as British crowd-control operations in Northern Ireland.

1. ARWEN: The ARWEN is a standard anti-riot weapon. In fact, ARWEN stands for Anti-Riot WeapoN, and was first developed by British security forces for use in N. Ireland in the early 1970s. It can fire tear gas rounds or plastic bullets. Use of the ARWEN to fire rubber bullets in N. Ireland resulted in scores of deaths & hundreds of serious injuries.

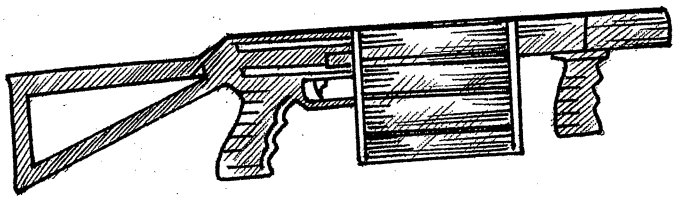
The original ARWEN is a short, 37-mm rifle that breaks open like a shotgun and fires one round at a time. It has a short, fat barrel with a pistol grip and stock. Newer ARWENs have 5-round cylindrical magazines & a ribbed barrel. They are effective up to 100 meters.



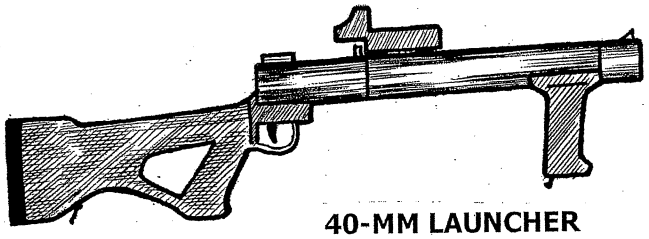
ARWEN 37
Fires 37/38 mm rounds from 5 round cylinder magazine.

2. L6 Multi-Launcher. The L6 has a large round cylindrical magazine that holds 6 rounds. Ammunition includes tear gas grenades, plastic bullets, bean bag rounds, & rubber pellets. Effective range of plastic bullet rounds: 100 metres.

L-6 MULTI-LAUNCHER

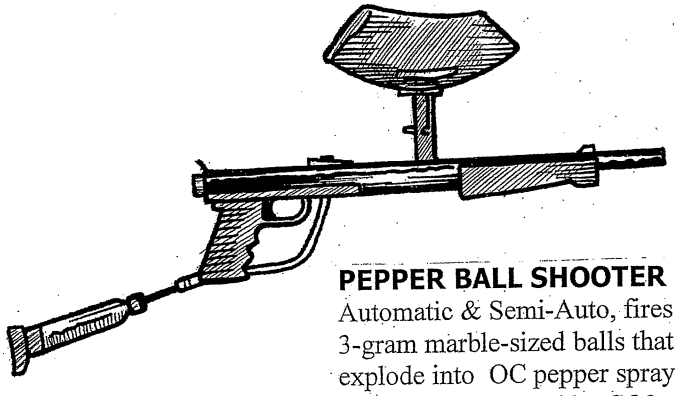


3. 40-MM Grenade Launcher. Like original ARWEN, fires one 40-mm round at a time.



40-MM LAUNCHER
Fires 40-mm rounds, single shot.

4. Rubber Pellet Gun. Resembles a paint-ball gun, has large CO2 canister used to fire small, marble-sized rubber pellets. Rounds can contain pepper spray, which is dispersed upon impact. Can cause welts & swelling.

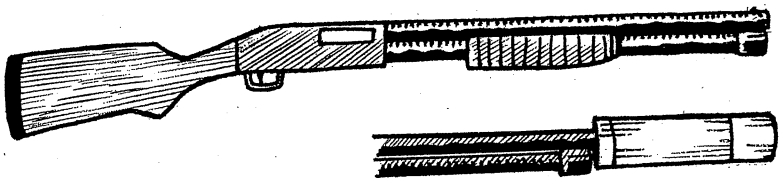


PEPPER BALL SHOOTER
Automatic & Semi-Auto, fires 3-gram marble-sized balls that explode into OC pepper spray on impact. Powered by CO2.

5. Batons. There are 3 main types of batons used by riot police. A 3' long riot stick is carried by riot squads. Some may carry a PR-24 baton (Tonfa), or a medium length tactical baton (extends out from handle). All can cause blunt trauma wounds & fractures. If used to strike the head area, serious injury or death can result.

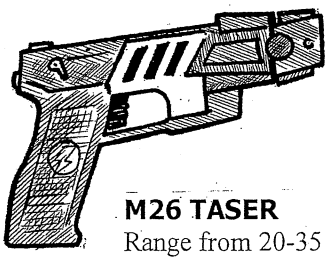
6. Shotgun. Shotguns are versatile weapons and are often used by riot police. They can fire plastic baton rounds, rubber pellets, bean bag rounds, pepper spray, nets, and bolo rounds. With a special attachment on the end, shotguns are also used to fire tear gas canisters.

SHOTGUN



with Tear Gas Launcher Attachment

7. Tasers. Frequently used by police to immobilize individuals 'resisting' arrest, or drunk, etc. Tasers resemble a pistol, often with a striped black & yellow design and carried on the front of the service belt. They can be held up to person or fired from a distance (20-35'). They are aimed & fired like a pistol, most often with a red dot laser beam to assist in aiming. When fired, two small needles attached by fine wire cables to the Taser pistol are shot out.



M26 TASER
Range from 20-35 feet.

These small needles attach themselves to clothing or skin. They discharge up to 50,000 volts of electricity, overwhelming the central nervous system & causing immediate incapacitation as all muscles tense up. Falling is a common response to being tasered. This initial shock lasts approximately 5 seconds. Further shocks can be administered by the shooter pressing the trigger. Tensing up & resisting the shock only increases the effects, while relaxing makes recovery quicker. As of June 2005, there had been 126 deaths from Tasers in N. America.

8. Projectiles. Projectiles are fired from the above weapons. Most projectiles are produced in a variety of calibers, meaning that all can be fired from ARWEN, L6, shotgun, etc. Their descriptions & effects are:

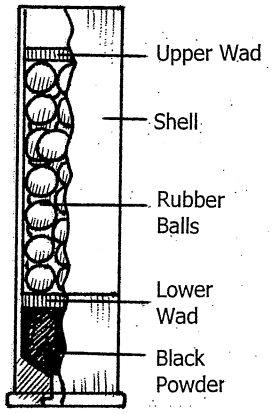
A. Plastic Bullets. First used by the British in Northern Ireland, plastic (or rubber) bullets are hard baton rounds from 2-4" in length. They can cause blunt trauma wounds & fractures. If fired at the head, they can cause loss of eye & death. In N. Ireland & Palestine, plastic bullets have killed dozens & maimed hundreds more. Although specifically intended to be fired at the legs of targets, they are frequently used to strike upper body targets (including chest & head).

B. Rubber Pellets. Usually fired in groups, rubber pellets are small, round hard plastic rounds, sometimes with a rubber coating on the surface. They can inflict painful welts & swelling. Rubber pellet rounds may also contain pepper spray, which is dispersed on impact as outer shell breaks apart.

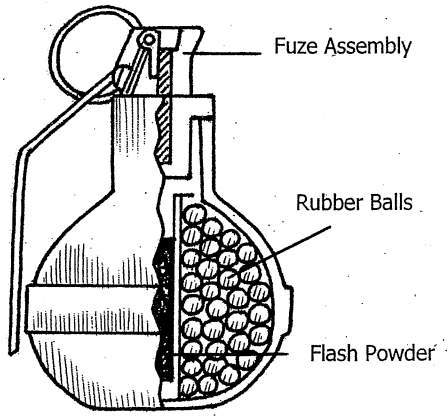
C. Bean Bag Round. Small sacks filled with sand, when fired are propelled forward at a high velocity to impact target surface. Can cause blunt trauma wounds, concussions, unconsciousness, and even death (in some cases breaking bones that penetrate heart and/or lungs).

D. Nets. Not commonly used, rounds fire a net that opens upon discharge & is propelled forward to envelop target, thereby disabling him/her. Multiple rounds can be fired to further incapacitate individual.

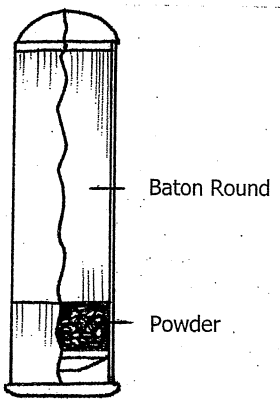
E. Bolo Round. Not commonly used, round consists of a rope with two metal or hard plastic balls



37/38 MM STINGER
Round w/ Rubber Balls



STINGER GRENADE
Rubber Balls, also
With CS or OC



RUBBER/PLASTIC BATON ROUND

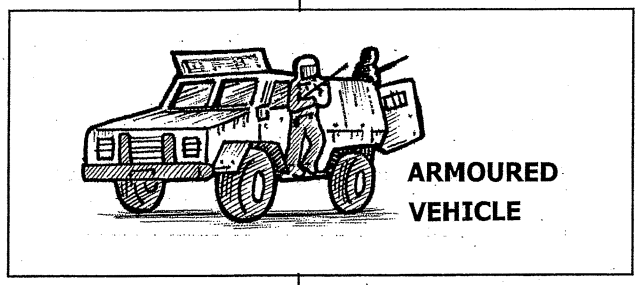
attached. When fired, it entangles itself around target, usually the legs, causing the individual to be immobilized.

9. Water Cannons. Primarily used in very large crowd control situations, water cannons are heavy trucks (sometimes armoured) fitted with a small cannon used to spray streams of high-pressure water. The pressure of the water can be strong enough to knock an adult off his/her feet.

During the April 2001 riots in Quebec City, a water-cannon was quickly disabled when its driver side window was smashed with a rock (although some models of water cannon vehicles will have reinforced glass with metal cages). Molotovs have also been used against armoured water cannons.

10. Vehicles. Police routinely use their patrol vehicles for crowd control. This is done by driving vehicles into crowd, forcing its dispersal, or by blocking roads & streets. Patrol vehicles can be damaged with projectiles, tires cut, destroyed with Molotovs, or blinded with paint-bombs.

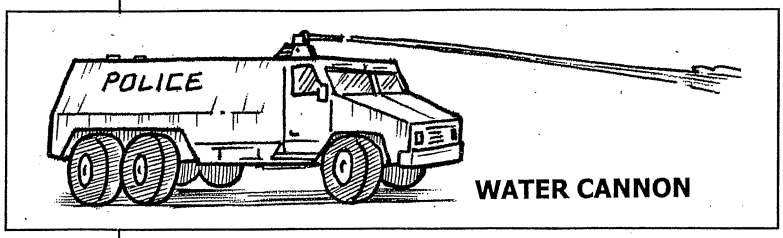
11. Armoured Vehicles. With the ongoing militarization of police forces, many departments now have armoured vehicles as part of their SWAT/ERT units. These are usually 4-wheeled armoured cars, used to transport SWAT units & protect them from small-arms fire. Police can also obtain military armoured personnel carriers (i.e., Ts'Peten & Ipperwash, 1995) or even commandeer civilian armoured cars used in transporting money.



In a riot situation, armoured cars/vehicles are used to protect riot cops from projectiles, to move a crowd, & to intimidate them. Armoured vehicles can be blocked with vehicle barricades and their vision limited with burning tires. If forced to close all hatches due to projectiles, vision ports can be paint-bombed. Molotovs can also be used to destroy them and/or force vehicle abandonment.

12. Chemical Dyes. Not commonly used, consists of a chemical dye (i.e., purple) that is sprayed into crowd. Stains both clothing & skin. Used to identify participants in a protest or riot for later capture. Best defense if sprayed is to remove outer layer when exiting area. Can also be fired as a projectile round, sometimes mixed with pepper spray.

13. Frequency Wave Disruptors. Once the stuff of science fiction, frequency wave disruptors have been used to control crowds in Palestine (Israeli settlers). They emit a high-frequency screeching sound that disrupts the central nervous & audio systems, causing disorientation, dizziness, nausea, & vomiting. Destroying this device or moving out of range may be the best defense.



14. Lethal Force. When confronted with a hostile crowd, police-military commanders have a variety of weapons & levels of force at their disposal. Their actions are based on graduated levels of force, usually beginning with verbal warnings, minimum force (movement & physical restraint), use of chemical agents, baton strikes & projectiles, etc. The final level is use of deadly force (small arms fire).

Lethal force can be authorized by the commander or at the initiative of individual personnel if they believe their lives or serious injury may result if an attack is not stopped. To carry out deadly force, each officer carries a 9-mm pistol. In addition, shotguns & assault rifles from ERT's will commonly be on hand during riot/crowd control situations.

Example of Open Fire Policy (Canadian Forces):

Right of Self-Defence: Every soldier has the right to take all necessary and appropriate action for self-defense.

Minimum force: Only the minimum degree of force required to deal with the situation shall be used.

Graduated Response (the level of response to be exercised initially will depend on the situation, as common sense dictates):

a. warning (verbal, visual)
b. minimum force (movement, physical restraint)
c. warning shot; and
d. deadly force (use of firearms or crew-served weapon).

Use of deadly force permitted for:

a. Self Defense.
b. Defense of Allies.
c. Defense of Relief Personnel & Supplies.
d. Defense of Noncombatants.

The main defense against small arms fire is to take cover behind material thick enough to stop rounds from penetrating (i.e., concrete or brick walls, vehicle engine blocks, etc.). The next best is the wearing of Kevlar vests (and helmets). Depending on the situation, the return of small arms fire may be the best way to stop it.

Police Crowd Control Tactics

Police formations for crowd control are explained in the section on Crowd Control (above). The function of riot police may be to stop entry into certain areas, to clear the crowd from a certain area, or to form a passage through a large crowd. Some tactics to be aware of include:

*1. **Baton Charges:*** Baton charges into a crowd are used to clear an area or create a passage. If equipped with tear gas, this is usually deployed prior to any charges. In an urban area, baton charges may be used to clear streets block by block. Unless it is the desire of the commander to contain the entire group, escape routes are usually left open to facilitate clearing of an area.

A common response to police baton charges is panic & running away. This can be dangerous as it triggers a 'chase instinct' in the pursuer. As well, turning your back can embolden a pursuer to strike you, whereas if he/she were looking at your face, they would be less able to do so (in battles, the real killing has begun when the enemy has turned & begun fleeing the battlefield).

The best response to baton charges is a heavy barrage of projectiles to slow or break up the charge, as well as barricades. When retreating from a baton charge, move at a quick pace or slow jog. Do not run like a maniac as this will only spread panic. Tell others not to run and not to panic. Remain calm & spread confidence, not fear.

Those with protective gear & weapons should remain at the rear to protect the withdrawal of others. This should include returning tear gas projectiles, reinforcing barricades, assisting the injured, elderly or children to move out of the area, etc.

*2. **Containment:*** In some cases, a commander may see it as practical to contain a crowd by surrounding it with officers, who prevent any person from leaving (also known as a 'kettle'). Individuals can then also be removed one at a time for arrest.

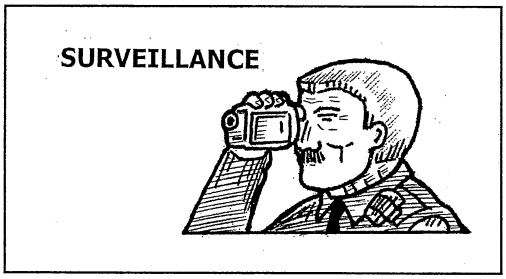
Another form of containment is by moving the crowd down streets, blocking all escape routes but leaving the desired route open. The crowd is then 'herded' along the route to a certain point where it can be encircled (i.e., a dead-end).

If this is occurring, you should move fast to get out of the area at the first available escape route (an alley, footpath between buildings, etc.). Depending on the situation, it may be best for the crowd to disperse in order to escape containment. Outer layer of clothing & protective gear should be removed at the first available opportunity.

*3. **Undercover Officers:*** It is routine for police to insert undercover officers into a crowd to identify instigators, gather information & carry out arrests. They may appear as regular citizens or as protesters. At times they can be identified by communications gear (ear phones, radios) or waist-packs (with their weapon, cuffs, etc.). Suspicious individuals or small groups should be monitored & not allowed to overhear plans or routes to be used. If they are masked & appear as militants challenge them to authenticate.

*4. **Snatch Squads:*** As noted in the section on Crowd Control, snatch squads are small groups of officers (4-6) who are sent into a crowd to carry out arrests, taking their prisoner(s) back through the police lines. Their targets are pre-selected and they move quickly to carry out the arrest. It may be possible to observe the actions of a snatch squad prior to deployment & assess their intentions (i.e., pointing out targeted individuals, movement of squad to a certain location in police line, etc.). Snatch squads should be targeted with a heavy barrage of projectiles when they exit police lines.

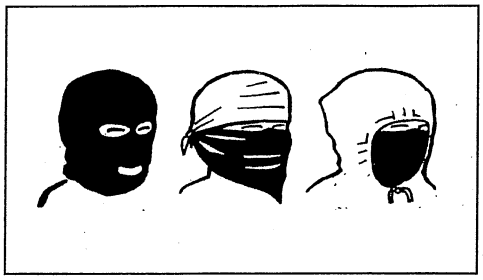
*5. **Surveillance.*** Surveillance is an important part of police & military crowd control. It provides information to commanders on the size, direction & activities of crowd. It can be used to track & monitor individuals throughout a crowd or area of conflict. All of this can later be used to identify, arrest & convict individuals, months after the riot has occurred.



In the days, weeks & months following the 1990 Poll Tax Riot in London, & the 1994 Hockey Riot in Vancouver, police launched campaigns to identify rioters caught on surveillance & news footage. This included publishing photos in print media, TV news footage, & video terminals in malls. People could call in to special phone lines, or use the video terminals, to identify individuals and collect a reward. Many people were later identified & charged as a result, most of whom wore no disguise.

Surveillance of riots can occur through both physical & technical means. In physical surveillance, officers are positioned to observe the crowd from overlooking buildings or roofs, helicopters, on the street, or from within the crowd itself (undercover). Technical surveillance of riots is primarily carried out through video & still cameras held by officers. During the 1999 Anti-WTO Riots in Seattle, undercover officers & military personnel walked through crowds with hidden pin-hole cameras. Other means of video surveillance include TV news cameras, traffic surveillance cameras, & civilian security-surveillance cameras in stores, etc., that capture portions of the street or entrances.

The best defense against surveillance & identification is a ski mask or other disguise that covers your entire head & face (i.e., not just a bandana over your nose & mouth). Wearing 2 layers of contrasting clothing can assist in escape & countering surveillance. The wearing of uniform clothing (i.e., all black) by large numbers of people can also counter identification & surveillance of individuals.



Preparation for Riot/Confrontation with Riot Police

In preparing for a potential riot situation, the primary concern is countering the actions of riot police. Other important factors may be the inflicting of maximum economic damage to an area, or gaining resources. Whatever the case, organization involves assembling & training team members, preparing equipment, planning routes in/out, RV Points if dispersed, First Aid, & actions to avoid arrest.

Individual Riot Equipment (head to toe)

Individual riot equipment is the same as for crowd control, with the addition of a few tools & projectiles.

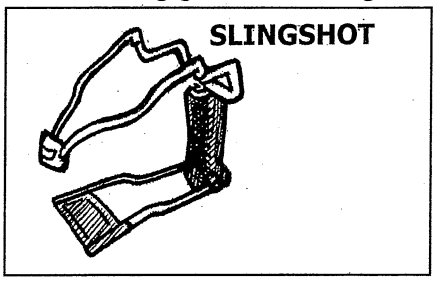
1. Helmet.
2. Balaclava ski mask (to conceal identity).
3. Gas Mask.
4. Eye Goggles/Bandana in Apple-Cider Vinegar.
5. Uniform (with civilian under-layer of clothing to aid in escape & evasion).
6. Gloves (for protection of hands & fingerprints).
7. Body Armour (minimum: forearm & shin guards).
8. Water Bottle.
9. 12" crowbar. Used for digging up pavement, bricks, opening windows, doors, etc.
10. Small Back-Pack (used to carry tools & gear).
11. Garbage Bag. Used to carry clothing contaminated with chemical agents.

Individual Riot Weapons

1. Batons/Staffs. In some riot situations, it is not possible to enter an area carrying large batons. Covert methods of carrying baton sticks can be as part of banners, flag poles, in bags carried by sympathizers. When needed, they can be pulled out & used.

Against riot police, the 3' long Hanbo is preferred (or even longer staffs of 5-6'). To break through plexi-glass shields & visors, metal pipes or aluminum baseball bats can be used. Baseball bats will also have greater impact against fully armoured riot police.

2. Pepper/Bear Spray. Pepper or Bear Spray can be used against police not wearing gas masks, or vigilante citizens.

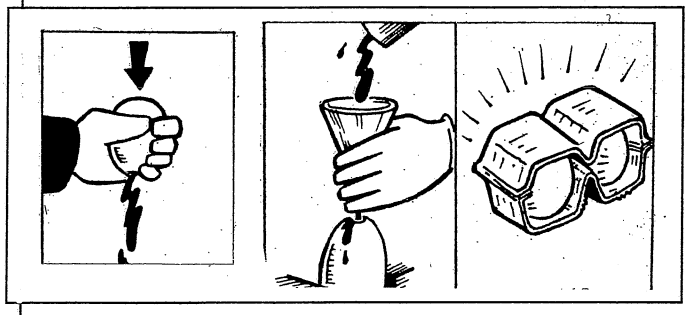


3. Slingshot. Useful against riot police, vehicle windshields & windows. Against riot police, aim at face area.

4. Paint Bombs. An effective defense against riot police are paint bombs. When thrown at visors, gas masks and/or shields, paint can blind riot cop. There are two methods of preparing paint bombs:

A. Condom. The simplest method is to fill condoms with paint and tie off the top. Use a funnel. Carry condom paint bomb in bottom portion of plastic pop/water bottles, or cardboard frozen juice containers (to prevent breakage of paint bomb). When throwing, use an overhand lobbing technique with enough force to break condom on impact.

B. Empty Egg. Take an egg and carefully puncture small hole on top (no more than half-an-inch in diameter). Carefully but forcefully empty egg using vigorous up-down shaking motion. Egg yolk will 'glob' out of hole. Let egg dry, then add paint using funnel. Seal top of egg using small piece of cardboard, plastic, taped over top, or candle wax. Carry egg paint bomb in cut out sections of egg carton or some other container. Can be thrown with greater accuracy but does not have paint load of condom bomb.





C. Spray-Paint. If there is no time to make paint bombs, cans of spray paint can be used to blind riot police. This requires standing within arms reach and spraying facial area and/or shield.

5. Projectiles. Thrown or fired objects can injure, slow down, and have a psychological impact on riot cops (even if protective armour limits potential damage). Whenever a barricade or position is established, the gathering of projectiles should be ongoing. Common projectiles include:

A. Rocks. Fist-sized rocks can be thrown with some force & accuracy a distance of 40-50 feet. Aim at head, upper body, arms or legs. Although common, rocks should be gathered and stashed at certain points and/or carried in pack.

B. Concrete/Bricks. In urban or suburban areas, pavement & bricks can be dug up and used as projectiles. Large concrete chunks & bricks should be smashed up to make smaller throwing pieces.

C. Slingshot. As noted, slingshots can be used against riot police face area, as well as windows.

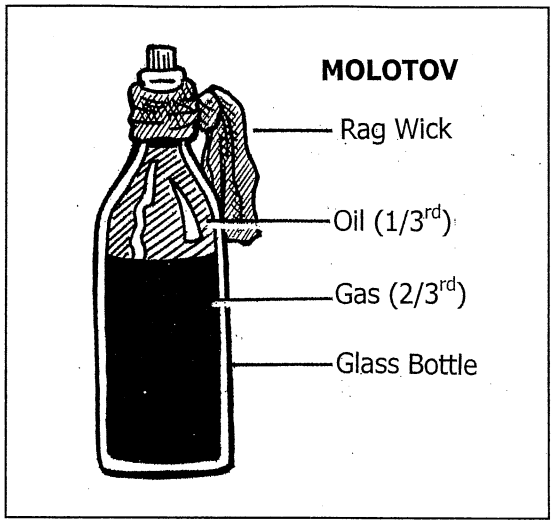
D. Paint-bomb. Can be used to blind riot cops (see above).

E. Molotov. Can be used against riot cops to injure or stop advance, to disable vehicles and set fire to barricades.

F. Flares. Flares that shoot out can be used to fire on police formations, causing panic, confusion, and possible injuries. The best are pen-type flare launchers.

G. Fireworks. Roman candles & other shooting fireworks can be used to fire on police formations. Some fireworks, such as 'Screecheroos', can be modified to make flash-bang grenades.

H. Bottles. Empty bottles thrown at police have an intimidating effect when they shatter. Flying glass shards can cause injury. Aim for ground directly to front of riot cop, or aim at head.

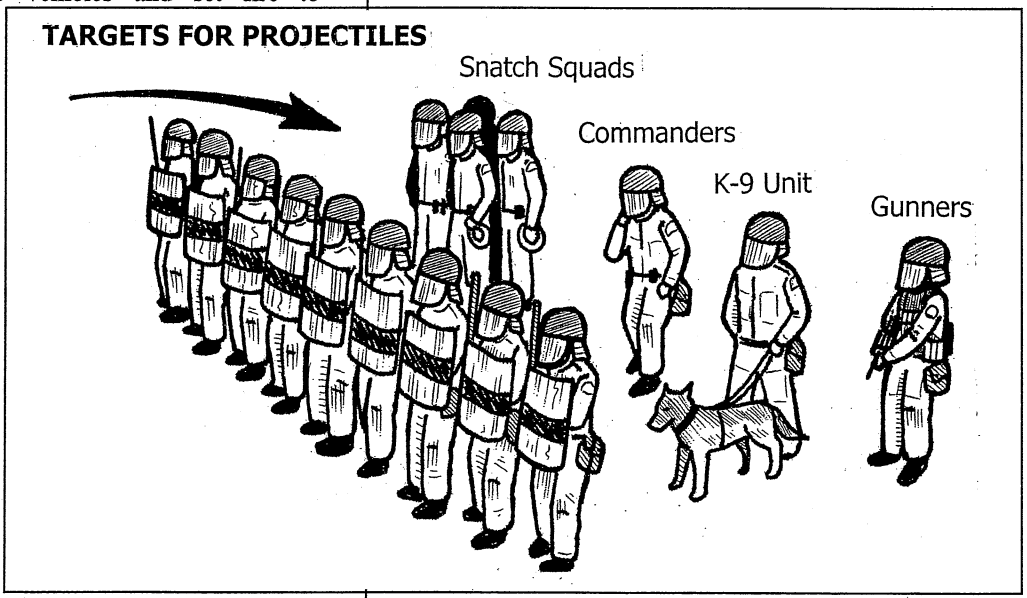


Throwing Projectiles

Despite their heavy protective armour, riot police are vulnerable to the accumulated physical & psychological effects of projectiles.

Points to stress:

- Projectiles should be thrown from the *front* of a crowd, not the rear. This is to prevent injury to the front ranks should your throw be short. Throwing from the front is also more accurate and forceful.
- Projectiles should be aimed at *individual targets* & body parts, not just thrown into a mass.
- Targets directly to the front can be thrown at, but they may see your action & avoid the projectile. Throw at an angle to L or R and you will more likely catch a riot cop off guard.



- Primary targets for projectiles are: commanders, ARWEN gunners, snatch squads, and K9 units (none of whom usually carry shields).

Recon of Area

If the zone of conflict is known beforehand, a recon should be carried out to see the physical terrain, potential targets, obstacles, danger areas, escape routes, etc. Make a mental map of the area.

Terrain. Include areas of construction sites, chain-link fences, etc. that can be used as barricade material.

Danger Areas. Include dead-ends, areas in which you could be trapped, heavy traffic areas, CCTV coverage, etc.

Obstacles. Consider location of fences, traffic barriers, construction zones, etc.

Escape Routes. Consider trails, alleys, tunnels, malls, etc.

Planning Routes In/Out, RV Points

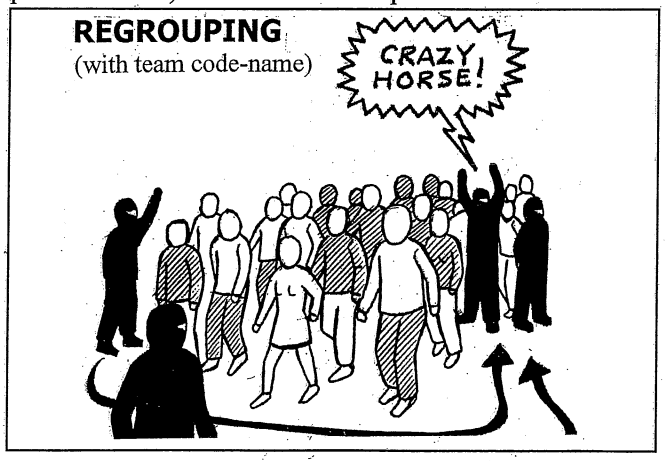
Whenever possible, the team/Squad should conduct a recon of the area to identify routes in and out (trails or smaller roads are preferred to avoid check-points), danger areas (i.e., dead-ends, fenced off areas, highways, etc.), escape routes (through malls, buildings, forest, residential areas, etc.), and rendezvous points.

RV Points should be outside of the area of conflict and provide concealment (or an excuse for loitering, such as an all-night coffee shop). Some time limit should be made for waiting at RV Points, and an alternate location selected for any time after that.

If vehicles are used, these should be parked away from the riot zone. Pickup points should be established as part of RV points, and designated times made for pickup (i.e., at midnite, at 0600, at 1800, etc.). A method of signaling from vehicle should be devised (i.e., yes, this is the pick-up vehicle, indicated by flashing of headlight, etc.).

Team Code-Name

Each team should devise a codename that applies to the *entire group* (not individuals). If dispersed in large crowd, this codename should be called out to identify group members (i.e., a team code-name could be Crazy Horse, which is then called out to regroup that particular team). This limits use of personal names.



Moving Through Large Crowds

At times, crowd density may be so great as to limit movement. To move as a team through a thick crowd, place one hand on shoulder of person in front and do not allow chain to be broken. Move single file. If you are detached from group, call out code-name to alert team members. Another method of maintaining unit integrity is through the use of flags.

First Aid

First Aid for riots/confrontations with riot police should stress:

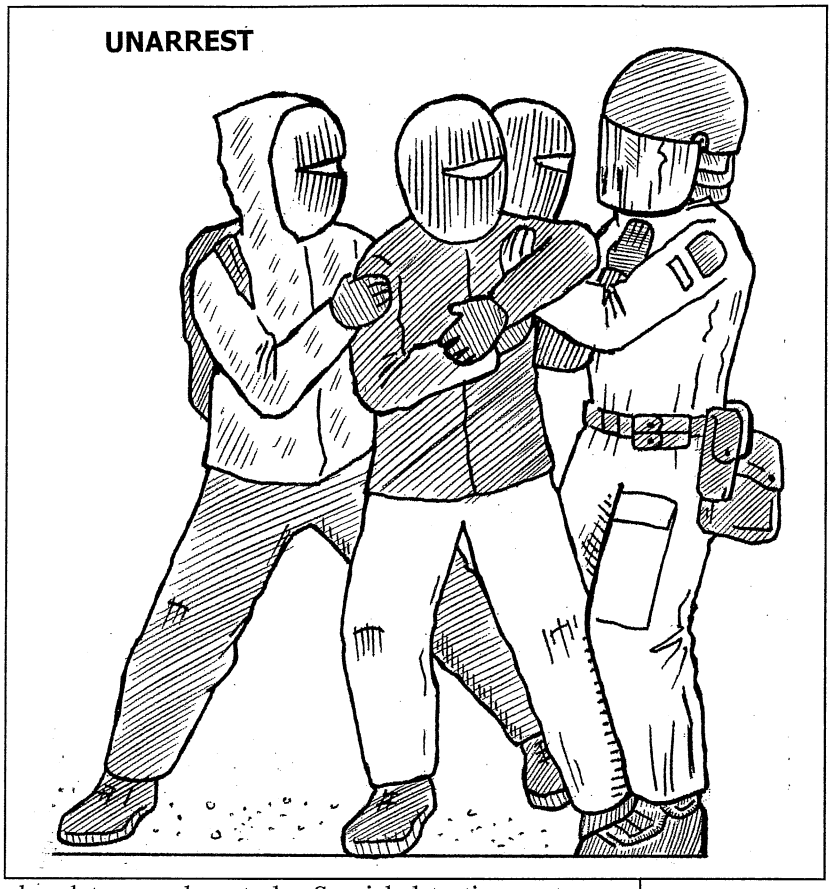
- ***Blunt trauma wounds.*** Caused by baton or projectile strikes. Painful bruising, swelling and cuts can occur. Treat cuts with antiseptic & dressing bandage. Treat bruising with cold packs to reduce swelling.
- ***Fractures.*** Can be caused by baton strikes or falls. Immobilize with splints & slings.
- ***Sprains.*** Can be caused by falls, twisting of ankle, etc. Immobilize with tensor bandage, or treat as fracture if unsure.
- ***Chemical agents.*** Have clean water to flush out eyes & exposed skin. Move to fresh air & remove contaminated clothing.
- ***Burns.*** From either fire or hot tear gas canisters. Treat as for normal burns; wash burn with clean water, apply sterile gauze dressing.
- ***Dehydration.*** Caused by running, overheating & wearing of protective gear. Have clean water on hand.

Actions to Avoid Arrest

- Depending on the situation, it may be possible to fight & escape arresting officers. Team members should practise & rehearse holds, locks, strikes, & escaping from holds & locks.
- Wear Balaclava ski mask. The best defense against identification & later arrest is a good ski mask (or, hoodie, baseball cap & bandana).
- Wear uniform clothing (coveralls or combats) to limit ability of police surveillance to identify & track individuals.
- Wear civilian clothing as under-layer to uniform. This way, the outer uniform can be quickly removed to make you appear as a civilian/spectator.

Actions if Arrested

In large riot situations, the normal routine of arrest & processing (fingerprinting, photograph) may be disrupted due to the large numbers of arrests & police



deployed to crowd control. Special detention centers may be set up (in abandoned military bases, warehouses, etc.). It may take days for you to be processed & then released (depending on charges & bail conditions). If you are injured, medical assistance may be delayed.

In some riot situations arising from political protests, prisoners have refused to cooperate with police, withholding their names, etc. When enough people refuse to cooperate this can put a significant drain on police resources. Demands have included immediate release of prisoners, medical attention, etc. Otherwise, it is advisable to follow the procedures outlined in the escape & evasion manual for arrests (providing name & date of birth will facilitate your release, depending on charges). You must refuse to answer any questions during interrogation. When large numbers of prisoners are held, it is easy for undercover police to pose as fellow prisoners to gather information.

Riot Action & Conduct

Riots can be exciting & dangerous, with people yelling & running, projectiles flying through the air, police charging or firing tear gas, etc. The sounds & sights can be confusing & overwhelm your senses. Some people may be screaming in pain, or yelling directions or warnings. Moments of chaos & pandemonium occur during which the only thing you may know is that *something* is happening. While one area may be a scene of violent conflict, the next street over could be totally peaceful, with people taking a break from rioting. Within moments this same area could be charged by police. Riots are very fluid, fast-paced & unpredictable.

Stay Aware!

The key to successful riot action is *maintaining awareness*; you must remain aware of what is happening at all times, not just in your immediate vicinity but over a wide area. You must observe to the front & in the air for incoming projectiles, to the front for police charges, to the rear & sides for signs of police movement. You must be aware of who is around you, and ensure you stay with your team.

Stay with Your Team!

Your team provides you with security for both defensive & offensive actions. The team enables you to move safely & confidently in a riot zone. As an individual, you will be far less able to carry out actions or resist arrest. If you become detached from your team, call out the team code-name to locate other members (who respond).

Attacks

Because of the larger numbers of people, riots offer good opportunities to carry out attacks against government & corporate targets, including the looting of resources. Attacks should be carried out from the front area of a crowd (not its rear). Small groups can leave the main body to carry out attacks, then return to the larger group for escape & evasion.

Whenever possible, attacks should be pre-planned & rehearsed, with each team member knowing their individual tasks, responses to police action, etc. When entering buildings for attacks or looting, an outside guard should be posted to observe the movements of police (or vigilante citizens). It may be possible to enter building, carry out attack, and leave through rear exits (remove outer layer for escape & evasion).

In some cases, it may be possible to delay police responses to attacks by setting up diversions (to draw their forces away), or by setting up barricades.

1. Attacks on Police-Military Personnel: Attacks on police are usually carried out as part of a street fight, to deter or break up charges, or as ambushes. The throwing of projectiles & baton strikes are the primary methods of attacking police-military personnel. Paint bombs, slingshots, and Molotovs can also be used to blind, injure or incapacitate individuals.



Ambushes can be part of traps into which small groups of police are lured, or set up when the opportunity presents itself. The team should hide behind a corner, vehicle, in building entrance, roof-top, overhanging bridge, etc., and on signal carry out the attack. An escape route & RV Point should be established prior to the attack.

2. Attacks on Government-Corporate Property: There are 2 methods of attacking government & corporate property: economic sabotage & looting of resources. Whenever possible, these should be pre-panned, with targets selected, their security analyzed, & tools brought to inflict damage/gain entry.

A. Sabotage: the systematic destruction of vehicles, offices & equipment to disable, disrupt, & damage the conduct of government or business. There are also associated repair & insurance costs, lost time & productivity, which increases the economic impact of sabotage.

Sabotage can be carried out using whatever means are available to smash & destroy windows, computers, cash registers, vehicle windows, dashboards, & tires, etc. Tipping or throwing over machinery & equipment may be sufficient. Set off fire alarms & sprinkler systems (water damage). Rocks, metal pipes, hammers, etc. can also be used. Fires can be set or Molotovs used.

B. Looting: the taking of material resources from offices or stores (i.e., tools & equipment, clothing, food, etc.). Whenever possible, looting should be pre-planned, with targets & methods of gaining entry pre-selected. Bring the tools you'll need to gain entry (i.e., crowbar, sledgehammer, bolt cutters, etc.). A careful recon of target & area will provide this information. Devise a plan for getting looted goods out of an area of conflict.



Escape & Evasion

When your team makes the decision to withdraw from the riot zone, you should move along a pre-designated escape route (or, one of opportunity). Your escape route should avoid all police checkpoints leading out of area. At the first secure point (i.e., sheltered from any video surveillance or observation), remove your outer layer & protective gear. Stash in back-packs (or, in emergency, dispose of all riot gear). Fix hair & civilian clothing, review cover story (explaining what you are doing in area, destination, etc.). 4-person teams should divide into buddy teams and re-group at RV Point. The best buddy teams are male-female.

After-Action Analysis

After any militant action or attack, it is a good idea to de-brief as soon as possible. The purpose of de-briefing is to review team action & conduct, what worked & what didn't work, how things could be done better, to share what each member observed & experienced, etc. The more time that passes from the time of the action to de-briefing, the less detail will be remembered.

How to Use this Manual

This manual is divided into 2 sections: Crowd Control & Riot. It is intended for self-study as well as for use in training classes. If training, these subjects are best taught with groups of at least 4, and up to 40. When training is conducted in preparation for potential conflict, it may be necessary to prioritize material & shorten total number of classes. Physical training, including games such as Red Rover, should be included. These lesson plans are meant as a guide & may be adjusted according to situation.

Lesson Plans

Class Content

1.____ *Introduction* (Define Crowd Control & Riot)
CROWD CONTROL
Equipment & Weapons (Individual & Team)

2.____ Crowd Behaviour & Psychology
Deployment of CCU, and Techniques of
Formations & Signals
Check-Step

3.____ Reserve Force
Lethal Overwatch
Options, Threat Analysis
Identifying Leader/Agitator
Containment/Dispersal
Charges & Attacks on Crowd
Escape Routes
Verbal Warning

4.____ Formations & Signals Review
Arrest Teams & Snatch Squads
Prisoners

5.____ Barricades & Blockades, Person & Vehicle
Burning Tires/Barricades
Use of Projectiles/Vehicles/Lethal Force

6.____ *RIOT TRAINING*
Know Your Enemy: Riot Cop
Chemical, Defense Against, Decontamination
Police Weapons
CC Tactics

7.____ Preparation for Riot
Individual Equipment & Weapons
Throwing Projectiles
Recon of Area, Routes IN/Out, RV Points
Team Code-Name
Moving Thru Crowd

8.____ First Aid
Avoid Arrest/Arrest
Riot Action & Conduct
Stay aware & with Team
Attacks
Escape & Evasion
After-Action Analysis

8 Classes Total

Each class is approximately 45 min.-1 hour in length.

Total: 8 Classes at 1 hour each: 8 hours

Training Aids

- Whenever possible, use actual equipment, tools, & weapons as training aids.
- When training involves physical actions, these should be done. If the training is formations, these should be carried out; if it is throwing projectiles, this should be practiced.
- Crowd Control training is more effective in larger groups, with some acting as CCU & others acting as rioters.
- Padded plastic batons, rubbers balls, etc. can be used for such training. Use plastic water bottles with rag wicks to substitute for Molotovs, etc.
- Use Video footage of riots to educate & inspire.

Training Tips

- Be Motivated & enthusiastic.
- Know your subject. Study this & other manuals/reports. Keep up to date on new technologies & tactics.
- *Emphasize* important points & concepts. This manual covers a lot of material & students may be at first overwhelmed with new info.
- Use Intro, body, & conclusions.
- If practical, hold training classes consecutively (one after another), or split into two days.
- When practical, conduct CC/Riot training in outdoor areas *away from public view.*
- Warm-up prior to physically demanding activities.

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The Intifada

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occupation. In December of th
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KEN WIGHTMAN/CP

HIGHWAY BLOCKED: Indians angry over shooting death set up burning blockade across Highway 21 on Thursday

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