

THE AMERICAN COALITION



CITIZENS TAKING COMMAND

A NON-PROFIT, VOLUNTEER, PUBLIC PROTECTION
FORCE

THE AMERICAN COALITION MANUAL FOR THE MODERN MILITIA

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This nation was founded by REVOLUTIONARIES, not conservatives.

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MISSION STATEMENT

The American Coalition is an umbrella organization that provides support, funding and nationwide coordination to militia units as incentive to establish peacetime operations and be more community oriented.

The American Coalition and its members are a non-profit volunteer public protection force. Our motto is: FAMILY COMMUNITY CONSTITUTION. The community is the center of our reason for existence. The US constitution states that the militia has two primary missions: To repel an invasion, and put down a rebellion. We take the initiative to also assist local government and law enforcement, and protect citizen in emergencies and disasters. Our four areas of specialization in peacetime are: Disaster relief, Riot control, Charity and Volunteer work.

More about the American Coalition

I got the idea for this organization when I learned that there are an estimated **12 million** militiamen in the US (figures from the Southern Poverty Law Center). I see that as raw, untapped power *to do good*. Instead of running around in the woods with guns, trying to talk to God on a walkie-talkie, I want them to be more community service oriented. There are alot of good militias out there, and I believe that with a little direction we can help the over-zealous ones be fluid members of society. We would operate on a 90-10 basis, that is, 90% Community Service and 10% fulfilling our obligation to the constitution by being combat ready. I am fully aware that the militia can be called up to resist an invasion, and put down a rebellion, and while both of those are possible, neither are very likely right now, thus community service would be much more productive and positive. I am also aware of all fire arms laws, and fully intend to train my members on all safety practices. No fire arms in city limits, etc. I myself DO NOT CARRY A FIREARM of any kind, to set an example, and attempt to break the ugly stereotype or militiamen set by the media. When the time comes that I'll need a weapon, there will be plenty of them laying on the ground. In fact, I encourage my members to sell all their firearms, and only keep the bare minimum. The Field Training Exercises (FTX) will mostly be for fun, like playing paintball and are actually considered member incentives. We haven't found a place to do that yet.

I chose the name coalition, because I want to unite all militia units under one name. I want people to look to us for help, no matter how small. I only want members interested in serving and protecting their communities. I am in the process of selecting cadres and officers now. At first we will be 100% volunteer.

State Of Emergency

By: Pillar

We used to think that our ignorance is bliss
But we can't keep on thinking
That this moment doesn't exist
There's people fighting and fighting and fighting
For all that they own

It seems we twisted reality again
Looking for the opportunity for us to dig in
We're getting deeper and deeper and deeper
Into the unknown

(We've got to open up our eyes)

[Pre-Chorus]

How long will we close our eyes to the youth?
How long until we recognize the truth?
How far will we let this go?

[Chorus]

It's a state of emergency
It's time we see
There's a need to take action
This is a state of emergency
We're too blind to see
All of these simple distractions

All our attention is directed to the mirror
We want to forget that people live in terror
We're their only way out and the time is right now
We gotta grab a hold of this moment

[Pre-Chorus]

[Chorus 2x]

How far do we let it go
Before we all take control
We are the hands
We are the feet
So we gotta go
Stop waiting for someone else
To take control
(Take back the control)
We could be their last hope

[Chorus 2x]

The Liberator Theory

I never understood why civilian militia units arm themselves so heavily with high powered sniper rifle and assault rifles. We should learn a lesson from the French resistance fighters of WWII. They didn't have any weapons, let alone high tech ones.

The US air-dropped crates of Liberator Pistols, small one-shot disposable .45 caliber pistols. The idea behind them was that the French Partisans would use one of the Liberator Pistols to shoot and invading Nazi, take his weapon, ammo and equipment. So when used properly, a Liberator Pistol is seen as equivalent to whatever an enemy soldier is carrying.

The golden rule of guerrilla warfare is to: "Let the *enemy* supply *you*." Your best bet is to capture an enemy weapon and use their ammo. In reality, the militia units that use American weapons will be impotent as soon as they run out of ammunition, because it's very unlikely that an invading force will use the same ammo as us, and the first thing they'll do is bomb our munitions factories.

The best thing for a militiaman to have is a plain old cheap shotgun. If you don't have anything at all, then Hi-Point makes a very durable little 9mm carbine for only \$285.00 (MSRP) and it's a perfect Liberator weapon. It will survive any weapons ban they can come up with, you'll ALWAYS be able to buy a Hi-point!

If you already have a weapon, then you don't need to spend more money on weapons you don't need. If you have more than one, then it would be a good idea to get rid of the clutter by selling them to your buddies, so they have their own Liberator weapons. The American Coalition does not issue weapons, but encourages our members to have the bare minimum Liberator weapon. For those of you who can't afford one, then when the time comes that you NEED a weapon, there will be plenty of them lying on the ground.

Having too many weapons (more than one) is bad for our image as militiamen, an ugly stereotype that we are working hard to get rid of.

If an invasion does happen, then follow our motto: FAMILY COMMUNITY CONSTITUTION.

Take care of your loved ones FIRST. Have a plan, a meeting place, and emergency supplies. If our military isn't strong enough to resist the invasion, then for you to attempt would be downright suicide. Militia forces are better suited to fight occupations, not invasions. We are a guerrilla force (albeit with more discipline than the average guerrilla), not a conventional army. If another nation is strong enough to invade and occupy us, then once they're settled in, they'll bring with them a supply line ripe for the taking.

As electricity and other utilities fail, be prepared to live a Spartan lifestyle. Self-sufficient living would be a good subject to research, like wind turbines, solar panels, passive solar water distillers, etc. Sailing and camping literature have a lot on this, and hiking manuals and books, should help keep your load light, fast and mobile. Books on the Appalachian Trail have ideas of how to cook and eat the right meals for living out of a rucksack.

Sheepdog Mentality

The sheep have always represented the lower class masses. It has always been the responsibility of two individuals to ensure their protection: The Shepherd (Big Brother Government) and the Sheepdog (Military, Law Enforcement, and volunteer Militia). Some militias, however, prefer to be the wolf and attack the shepherd. In which case, the sheep end up as collateral damage. And sometimes the shepherd is actually a wolf in shepherd's clothing and attacks the sheep. (In real life it gets complicated like this)

The militiaman's rightful and dutiful place is the position of the sheepdog, a job whose description has never been in question.

The sheep like to live their lives without worrying about the wolf, but at the same time, they don't like the fact that a sheepdog is descended from the wolf. They need us, but don't understand us, so they think; "Out of sight out of mind". As Sheepdogs (militiamen), our sole duty is the protection of the sheep (the people) from ALL enemies, foreign or domestic. This should be our main concern, nothing more, nothing less. A hierarchical society is a necessary evil because servitude is the price we pay for security.

One can become a martyr, but *no one* can destroy the system. That energy can be better spent by protecting and serving our own communities. In doing so, we protect ourselves. I entrust my own security to no one but myself, because I am a sheepdog! It makes me feel good to serve others, especially those who cannot protect themselves.

Our society is a self-weeding garden:

- The Lower class will always be the lower class, and any ambition they may have usually centers around equality, not elevating their own status.
- The Middle class will always strive to be higher
- And the Upper Ruling class will always have power

One thing is certain, that positions of power may change, but there will always be the rulers and the ruled. We will always have complaints about those who rule us, but that too is wasted energy. Ever put yourself in their shoes? It takes a lot to run a nation, and you will never please everyone.

Once you understand perfectly what your job is as a militiaman, the better you can function as a soldier to serve your community. It's not a matter of liking our leaders, but a matter of working with what you do have, to do your job right. If you don't like the politicians, or the status quo, then that's what the ballot box is for. Your vote does matter, use it!

THE 90 - 10 CONCEPT

90% Community Service, 10% Combat Readiness

The US Constitution states that the militia has two primary missions:

1. To resist an invasion
2. And to put down a rebellion (Not start one while we're on the subject)

Although both of these scenarios are possible, neither are imminent threats right now. Today's militia needs peacetime-oriented goals. Overthrowing the government is a fool's ambition, and training for combat isn't as necessary as it has been in the past. The militia should balance out to meet modern conditions, and operate on a 90-10 basis; meaning that ninety percent of a unit's funds, time and energy will be directed towards helping their communities, the same communities that they will defend in the event of an invasion or rebellion.

Peacetime missions will include: Disaster relief, Riot Control, Homeland Security, volunteer work, charity, assisting local law enforcement agencies and government. Ten percent can still be reserved to train in infantry & guerrilla tactics to maintain combat readiness.

If an invasion or rebellion were to happen and bring about wartime conditions, then our priorities would reverse. Ninety percent would be directed towards establishing tactical operations, and putting the

threat down as quickly as possible to restore order. Ten percent will still be reserved for the community we would be protecting. It's all about winning the hearts and minds of the people. **The basic weakness of the militia movement has been their political inability to give rise to a disciplined organizational structure connected to a strong nationwide support structure.** One of the conditions of a successful guerrilla war is to have roots in the population, overall strategy combining political and military action in a coherent way.

The local community will become the absolute center of a militia unit's reason for existing.

COMBAT HEAVY

Each unit is automatically assigned to defend their own communities in wartime. To be a fully functional unit, the status of being "Combat Heavy" needs to be achieved before the unit can initiate serious combat operations and effectively engage the enemy.

To reach Combat Heavy status, a unit needs to be the size of a company of 210 soldiers. The unit structure is as follows:

- Alpha and Bravo Fireteams (5 soldiers each) make up one squad.
- Five squads: 1st, 2nd, 3rd, 4th, and Headquarters Squad (HQ), plus one platoon leader and one assistant platoon leader (52 total) make up one platoon.
- Four platoons: 1st, 2nd, 3rd, and 4th, plus one company commander, and one executive officer (210 total) make up one company.
- Four companies: Alpha, Bravo, Charlie, and Delta Make one Battalion

One Battalion would be four counties that form closer unit cohesion and form a Battalion HQ detachment to coordinate all four companies' activities and logistics.

Multi-Role Leadership

- Bravo Fireteam leader is also the assistant squad leader
- Alpha Fireteam leader is also the squad leader
- First squad leader is also third in command in the event that the company commander and the executive officer become disabled.

Headquarters (HQ) Squads' versatility

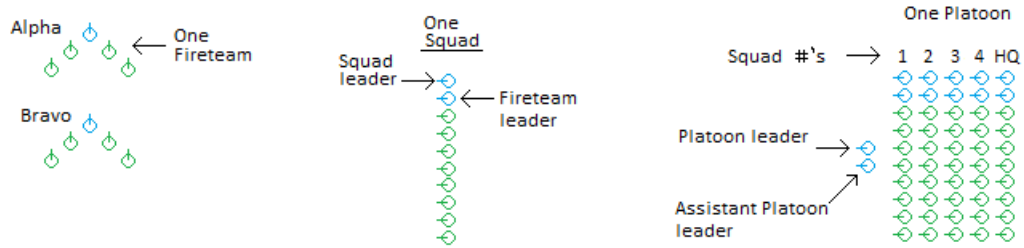
To make five platoons out of four, all of the HQ squads can detach from their respective platoons to form HQ Platoon. The company's executive officer then becomes HQ Platoon Leader. In their primary roles they cater to each platoon, and specialize in areas such as Military Police, Cooks, Medics, Drivers, Runners and Communications, etc.

Rank

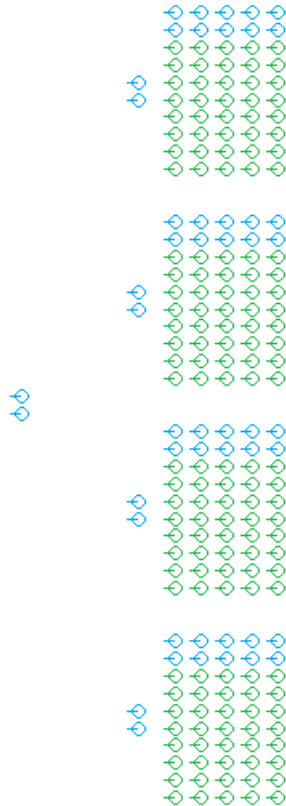
Soldiers in the American Coalition don't wear rank insignia in general to keep our uniforms "sterile". There are leadership positions, as described in the above unit structure, some with more responsibility than others. Soldiers are appointed to these "cadre" positions based on their discipline, experience, loyalty, longevity, ability to solve problems, willingness to lead, among other factors. Men who won't be lead can't be lead, so cadres must be approved by the majority of the soldiers under them.

To feel more comfortable, and when dealing with the public, Assistant platoon leaders and below may be referred formally to as SERGEANT, or casually as SARGE. Likewise, Platoon leaders and above may be referred to formally as LIEUTENANT, or casually as LT. Company commanders can also be called Station Commanders.

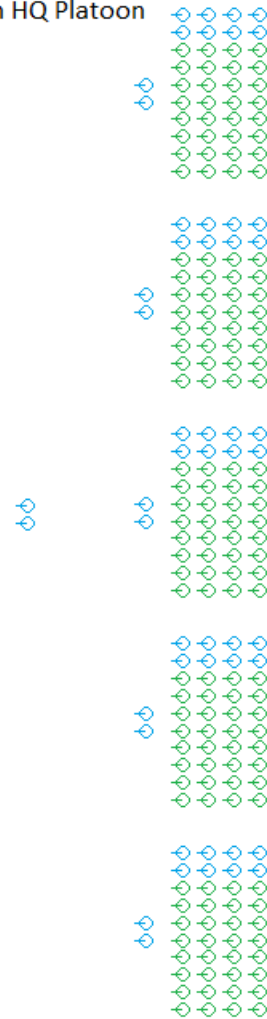
A **CADRE** by definition: A nucleus of highly trained personnel around which a larger organization can be trained and built.



Standard Combat Heavy Company



Combat Heavy Company with HQ squads detached from their platoons to form HQ Platoon



The American Coalition Invasion/Occupation Defense Plan

In the event of an invasion of foreign forces on American Soil, the first thing you should do is **SECURE YOUR LOVED ONES**. If our military cannot defeat the invaders, take cover, because for you to attempt resistance at this point would be suicidal, and you need to live to be more effective. For the time being, pretend to cooperate. You could even give the occupying forces and old rusted shotgun or .22 when they come to disarm the population, so at least you'll be on their records as compliant. Of course, you'll have your liberator weapon stashed in a good hiding spot.

Once the enemy has settled in, and the occupation has begun, **ACTIVATE THE UNIT** and meet at a pre-designated staging area.

Evenly distribute the company by platoon around your area of responsibility, like your hometown, on the outskirts and in wooded areas. For example: 1st Platoon on the North side of town, 2nd on the East, 3rd on the South, and 4th on the West. You can choose to **BUILD A BASE** of advanced fighting positions and bunkers,

or if the terrain allows, **DIG A TUNNEL SYSTEM** in strategic positions, evenly spaced with as much symmetry as the topography will allow. Each squad should have its own tunnel base.

ESTABLISH A FIREGUARD ROSTER AND SCHEDULE.

Until the unit reaches Combat Heavy status, do constant **RECON PATROLS** and gather as much information as possible. Break contact as soon as you make it and mark the position on a map. Be as sporadic as possible so the enemy isn't able to track you by contacts. Get a count on enemy soldiers, vehicles, gun emplacements, patrol routes, armor, aircraft, etc.

ESTABLISH CONTACTS IN ENEMY CONTROLLED TERRITORY, someone who pretends to cooperate with the occupying force. Have him or her collect any information that could give you an advantage, and to send new recruits to a secret location away from anything of strategic value. It could be an old barn, or other abandoned building. Check this location regularly. Make sure you can see anyone waiting at the location before they see you, so you can judge the situation without making contact. Be sure the city contact knows the challenge and password, and make sure they tell anyone that they send to the recruiting spot, so they can verify that they were sent by someone you trust. Change the password and challenge regularly and never write it down.

Once the unit reaches Combat Heavy status, **INITIATE COMBAT OPERATIONS**: supply raids, convoy ambushes, take prisoners, sniper and saboteur missions among other guerrilla tactics. Set traps, trip wires, punji-pits, toe poppers, and **SABOTAGE EVERYTHING**. You can do damage with more than just bullets, so improvise!

Remember the golden rule of guerrilla warfare: **LET THE ENEMY SUPPLY YOU**. Take everything you can get your hands on. At every engagement, take what you can from dead and wounded enemy soldiers, but don't risk your life for an MRE. Even if you don't need it, take it anyways, you may be able to trade it later for something you do need or find someone else who needs it.

Practice **SURVIVAL SKILLS**: camouflage, passive solar distillers, light - noise and litter discipline, don't leave anything behind. Learn about edible and medicinal plants.

Whenever a unit goes out on a mission, HQ squad should deploy as a **QUICK REACTION FORCE (QRF)** for two reasons: to have backup on stand-by, and if you're being pursued by the enemy, the QRF can set up an ambush for you to lead the enemy right into. The QRF should not be too close to the base, but close to the area you'll be operating in. A Quick Reaction Force (QRF) is any force that is poised to respond on very short notice, typically less than fifteen minutes.

When coming and going, **NEVER TAKE THE SAME PATH TWICE**.

DISTINGUISH YOUR UNIT. When wearing captured enemy uniforms don't forget to wear your armband so you can be identified by friendly forces.

Remember that **WE ARE GUERRILLA INSURGENTS NOT CONVENTIONAL FORCES**. You don't have artillery and airstrikes backing you up, so don't take unnecessary risks.

Condition yourself to be on the lookout for **ENEMY TRAPS AND AMBUSHES**.

RESPECT NATURE and nature will respect you. Never leave a trace of where you've been. You can even make well-hidden fighting positions by covering logs with the dirt that you took out of the tunnels, and letting grass grow over it.

PSYCHOLOGICAL OPERATIONS. Sometimes wounding the enemy is better than killing them and here's why:

- Someone has to carry a wounded soldier, so not at least two to three soldiers are combat ineffective.
- Dead men make no noise, but a wounded man's screams will fray the nerves of his comrades and give away their position.
- And the medic will come giving you the opportunity to disable him and take his much needed supplies for our own soldiers.

The Tunnel Base

In the event of an invasion of foreign forces on American Soil, and while the unit is in the process or becoming Combat Heavy, each unit should surround its hometown with as much symmetry, and as strategic as possible, preferably in a wooded area. Within each platoon's area of operation (AO), each squad should dig its own tunnel system into the side of a hill or ridgeline.

Here are a few guidelines:

- Each squad's tunnel system should be evenly spaced from each other, but not too much if you plan on connecting them.
- A lookout post should be constructed outside, either as a tree stand or a bunker, and camouflage it well.
- There must be a minimum of two exits, well camouflaged.

- The tunnels should be kept as dry as possible. Leaves can be used to absorb moisture, and then easily disposed of. Also sticks can be tied together in a ladder fashion, and put on the floor as a type of pallet to walk on.
- Two-man rooms are ideal, as well as a common room, armory, supply rooms, a well-ventilated kitchen, and an aid station, but dig the tunnels in such a way that you can expand and add rooms as needed.
- All walls should be at least three feet thick to ensure structural integrity and all ceilings should be domed, and the hallways should be shaped like rounded triangles to help reduce the chance of a cave in.
- Put grenade sumps where they're needed and use a grenade size rock to test them out, and see where you should most likely dig them. Make sure the blast will be directed so that it will do the least damage.
- Use the dirt extracted from the tunnels to form mound-type, natural looking fighting positions. For example, put three big logs in a U shape to form the frame, and then just cover them with dirt, and pack it down.
- Never dig straight down into level ground, but always into the side of a hill, to help prevent flooding when it rains.
- Also dig a separate secret tunnel that goes from your AO into town that's not connected to any squad's tunnel. That way you can go into town without being seen.

Subterranean Combat

Tunnels can be used for more than just lodging, they can be used tactically. Since we'll be defending our own soil, the familiarity we have with our land is a huge advantage.

For example: You could dig a tunnel from one curve in the road to another. Ambush the enemy as they patrol the road, then use the tunnel to get ahead of them, and ambush them a second time. This has psychological value: it gives the illusion that your forces are double of what they actually are when survivors report the contacts to their superiors.

Frequently Asked Questions

Q1: A non-profit organization to serve the community is a good idea, but why a militia unit?

A1: There are an estimated 12 million militiamen and women already out there, and that's raw untapped power. That's potential to do good things and help people. The American Coalition was inspired by the Ohio Defense Force of Zanesville, Ohio. (www.sodf.org)

Let's face it; militia has become a dirty word, because all the bad ones get all the media attention. The American Coalition strives everyday to produce a cleaner, more patriotic image that everyone can relate to. By making the militia more "user friendly" in the community, we open our ranks to everyone and thus we erase the stereotype and replace it with your neighbor, teacher, pastor, role models in the community, and even members of your own family.

By uniting all twelve million militiamen and women in the US and establishing peacetime operations we show people that we are all law-abiding citizens who care about the community and take action to make it better.

As a militia, most of our soldiers are prior military or law enforcement, so unit cohesion and discipline can be established easier. With comradery as our common bond, we can work stronger, more efficiently and more effectively to enhance life in this country for every citizen.

Q2: What kinds of people join the militia?

A2: Former military who miss the comradery, discipline and structure of military life.

Former law enforcement officers, fire fighters, EMT and paramedics who wish to stretch their skills to help more people. And **average citizens** who are tired of hearing nothing but talk, people who want to see immediate and long-term change in their communities.

Q3: What is the organization's policy on violent extremists?

A3: The American Coalition has a ZERO TOLERANCE POLICY for those who are violent and destructive. Such things are wasted energy that could be better spent. One of our primary goals when it comes to our members is to rescue those individuals from destructive behavior by giving them purpose and direction.

You can't lift a man up without lifting yourself up, so it's a win-win situation. The morals and values that we teach exceed society's expectations of its citizens. It is because we hold ourselves to higher standards that we start to see a noticeable positive change, especially among the troubled individuals in the group.

We guide them towards a more acceptable way of thinking and living that allows them to let go of any hate and anger that they may have been harboring, no matter how long they've been living with it.

Once they make it past the threshold, we can step back and see the individual take control of his/her own life, then learn to help others which can be a medicine all its own.

Q4: What if one of your members goes berserk, someone you just couldn't get through to?

A4: Anytime one of our members commits an act of violence or acts outside the parameters of our basic beliefs, he/she is automatically terminated. They are told this upon enlisting, and they agree to be held to a higher standard. We reasonably expect our soldiers to be law abiding citizens, and those who commit acts of violence are not part of the American Coalition. Just the same as a rogue US Army soldier who guns down innocent Afghan civilians is no longer part of the US Army the moment he pulls the trigger. We all know that the Army wasn't to blame because that's not what they stand for and that's not what they teach. On the other hand, we would actually assist local law enforcement fully in any investigation or search for such an individual to bring him/her to justice.

Our self-weeding system is designed to expel individuals beyond our reach from the organization, by referring them to professionals who are qualified to deal with them. So if any crazies try to join up with ill intentions, then it would be a good thing that he/she has stepped into the light so they can be dealt with accordingly and properly.

Q5: Why do you need weapons?

A5: The only reason we have individual weapons is to fulfill our obligation to the US constitution, and to maintain a certain level of combat readiness to defend our nation, but through our ideology, we teach that less is more. A rugged, affordable Hi-Point 9mm carbine is a sufficient Liberator weapon and a vast arsenal is not only unnecessary, but it keeps the soldier from being light, fast, and mobile.

Q6: How does the community benefit from having a local militia unit?

A6: When you drop off recyclables in our bin at your local recycling center, the donation is processed and the money is directly deposited into your county's unit fund. Five percent is kept by the recycling center as a processing fee, and ninety percent of what remains goes back to the community. Ten percent goes towards maintaining the unit.

Our logistics team keeps track of how much money each county gets, so that when enough money is raised, it is spent on: Care packages for needy families who've applied online, flu shots for people who can't afford them in flu season, animal vaccinations, and scholarship giveaways to high school students going to college, and other charities.

Monthly financial statements will be made public on each unit's website so the community can see exactly where its donations go, and how it's spent.

GOALS

1. To UNITE every able bodied militiaman and woman in the United States aged 17 to 70.
2. To establish peacetime operations while maintaining combat readiness.
3. To prevent tyranny, invasion and rebellion.
4. To maintain peace, order and stability.
5. To serve and advance our communities in every way we can.
6. To win the hearts and minds of those we defend.
7. To maintain the right of the people.
8. To redefine: militia

PEACETIME OPERATIONS

1. Disaster relief
2. Riot control / crowd disbursement
3. Fire fighting
4. Medical First responder
5. Homeland security
6. Charity
7. Community Volunteering

BASIC IDEOLOGY

1. The Liberator Theory
2. Sheepdog Mentality
3. The 90-10 concept
4. The Invasion/Occupation plan
5. Combat Heavy

The first Minuteman Congress of the American Coalition

Location: Emporia, Kansas

- Rent a high school that has:
 - Theatre: for the conference
 - Gym: to sleep in
 - Cafeteria: pay for ten meals

Time: Thursday night - Sunday night

- Secure facilities, set up cots in the school
- The number of seats in the theatre will determine the number of people who can attend, and how many can sleep in the gym. Check fire hazard rules and regulations.
- Make sure that Friday is a holiday or in-service, so that we'll have it all to ourselves.
- Request security personnel that can double as ushers
- Set up microphones for key speakers
- Set up an overhead projector for presentation
- Decorate the theatre with posters and banners
- Distribute literature
- Must have an invitation, bring ID's, will be checked at the door
- Video record the whole thing for promotional purposes
- Elect the five regional commanders
- Closing ceremonies: Welcome all militia commanders to the Coalition

ISSUES TO BE ADDRESSED

1. Expectations of an officer
2. Basic duties of a unit
3. The direction and goals of the Coalition
4. Open the floor to pre-planned proposals (10 minutes each)

Speech_01

This great nation has faced many challenges and has risen up valiantly to meet each of them. If we strengthen our ties, we can realize our full potential and show it fourth, then there will be no limit to what we can achieve.

We need to start taking care of each other because each other is all we have. This is our way of life, our community.

A lot of people talk and make promises, but they only TAKE from us. We are being drained by outsiders. We need to quit donating our money to Africa, South America, the Middle East, and doesn't China have enough of our money? If you want something done, you have to do it yourself, that's why the American Coalition are Citizens Taking Command! Taking control of our lives, our neighborhoods, and our homeland.

Patriotism isn't as much defending the land of our fathers as it is preserving the land of our children! When you donate to the American Coalition, YOUR CHILDREN benefit from that donation, not some kid in Africa. You can be sure that you're donating to a LOCAL organization, no matter what county you're in. We need to keep American Money in American hands!

Poverty's real crime is that it kills progress. It's going to take a collective effort to lift ourselves up by our boot straps and make a change that will affect our children's' future. No more talking, we want action, and we can't do it without you!

AmCo Program: Citizen watch dogs.

A national ad campaign urging all citizens to report by email, any militiaman breaking the law and/or not living up to our standards. This can also be the complaint department. This is a necessary outlet for those who love to complain, and it relieves some of the pressure.

RALLY PLAN

Who: The American Coalition

What: A gathering of citizens

When: This weekend

Where: The City Park

- Obtain a permit for a peaceful mass gathering
- Put up fliers two weeks prior
- Announce it in the newspaper and radio station the week leading up to
- Video tape the whole thing
- Write speeches, and invite approved guest speakers
- Do you need a bullhorn or PA system?
- Learn rally chants and plant cadres in the crowd to synchronize, start and stop them
- Decorate with signs and banners
- Cadres work with police to secure the event
- Think about proper lighting, are you allowed to use tiki torches? Get the kind that repel mosquitoes
- Set up a recruiting table and have printed material to distribute
- Set up a table to sell refreshments so help pay for costs
- Announce the American Coalition's goals for the community
- Invite also: Sheriffs dept., police dept., mayor, news crews, etc.
- Ask an ambulance to be on standby

SOURCES OF INCOME

1. Advertisement from the website
2. The online member store
3. Donations of Recyclables
4. Monetary Donations
5. Member dues in the form of recyclables
6. Coin donation boxes

MAJOR IDEAS

1. **The American Coalition Active Duty Disaster Relief Base (Fort Bach)**
An Active Duty base of five battalions ready at a moment's notice to respond and deploy to any disaster or emergency in the United States.
2. **The American Guerrilla Institute (American G.I.)**
The American GI will be located at Fort Bach. A place where private citizens and government departments can send their agents to study guerrilla warfare.
Experienced instructors hail from all over the globe:
Afghanistan Iraq
Africa Kosova
Chechnya Kurdistan
China Libya
Cuba Northern Ireland
Former CIA Palestine
Former FBI Vietnam
Former US Special Forces
3. **War Corps**
Soldiers who volunteer to help our allies who are currently in armed conflict, such as the Libyan rebels, Afghan National Guard, and Iraqi National Guard
4. **The Militia Convention**
The Annual Militia convention is held the first weekend of every October. Private Citizens and / or partner organizations with the space to accommodate us will host the convention until Fort Bach is built, then it will be hosted on base. Partner organizations and anyone that the Coalition approves of can set up a table, demonstration, or vendor booth. This will serve as a massive fundraiser also, that's why the Coalition wants to buy FX Simunition and rifle. We want to have a three-day mock war, and charge people to rent rifles and equipment.
5. **The Comradery Cabin**
The Coalition would like to build simple buildings at every American Legion Post in the US. They will have bunks, a common room, shower, latrine, kitchen, etc. This will be for members of the American Legion and American Coalition only, and be low cost.
6. **Plastic Continent Cleanup**
There is a floating trash heap in the middle of the Pacific ocean twice the size of Texas. The American Coalition wants to buy a fleet of 52 sailing barges (so no fossil fuels are burnt) and send

one out every week to collect the garbage from the ocean, then take it to a West Coast recycle center. The money will be used to pay the crews, restock the ships, do maintenance, and then send them back out.

7. Veterans' Industries

The Coalition will start a farm, industry or service that is in demand, and hire only US military veterans to work these jobs. Veterans will also have the option of staying in free basic barracks.

FIREGUARD DUTY

Fireguard duty is an old tradition necessary to the survival of your unit, and should be practiced during wartime against the enemy, and in peacetime against criminals. It requires that at least two soldiers in every platoon (or squad if it's operating independently) be awake at all times. It's usually done in two-hour shifts with a different battle buddy team per shift, but the length of the shift is left to the discretion of the platoon leader. From 10pm, or whenever the unit gets ready for bed, to 6am when the whole unit is awoken up by the fireguards.

Falling asleep on your shift is the worst thing you can do because everyone's counting on you to be their eyes and ears while they sleep. They want to be able to sleep peacefully, and you're the only thing stopping the enemy from sneaking in and killing everyone.

Be proud when you're on fireguard duty, and be awake and aware of all your surroundings. Enjoy the dark, mysterious nights; let them empower you with their sights, sounds, smells and wild stars.

Remember, one soldier stays on guard while the other wake up your relief ten minutes prior to their shift. This gives them time to wake up and get dressed. Also make sure you know who your relief is, and where they're sleeping.

EXAMPLE FIREGUARD ROSTER:

10pm-12am	Smith & Johnson
12am-2am	Jones & Blevins
2am-4am	Martinez & Redmond
4am-6am	Houser & Jameson
6am-8am	Mitchell & Hernandez

General Orders for Fireguard Duty

1. I will guard everything within the limits of my post and quit my post only when properly relieved.
2. I will obey my special orders and perform all of my duties in a military manner.
3. I will report violations of my special orders, emergencies, and anything not covered in my instructions to my platoon leader.

50% SECURITY

This is when exactly half of the unit sleeps, while the other half stands guard. On battle buddy sleeps while the other is awake and alert. This is usually only used when a threat is imminent.

THE BATTLE BUDDY SYSTEM

Everyone should have a battle buddy, and most people naturally do without even realizing it. Because you should never stray from the safety of the group alone, and because you don't have eyes in the back of your head, a battle buddy is always good to have at arm's length.

In any situation, not just in combat, a best friend nearby is worth their weight in gold. Someone to talk to, to share experiences, thoughts, doubts, fears, food, ammo and ideas with, helps you get the most out of life. We seldom improve if we only have ourselves as a model to copy after; some of our best thoughts are inspired from others.

The battle buddy system is a procedure in which two people (the buddies) operate together as a single unit so that they are able to monitor and help each other. In dangerous activities the main purpose of the system is improved safety. Each soldier may prevent the other from becoming a casualty.

The policy on the battle buddy system is that it helps to reduce stress, teaches teamwork, develops a sense of responsibility for fellow soldiers, and improves safety. They should pull CQ and Fireguard together. Traditionally, battle buddy's are of the same gender.

AmCo Program: The Gear Box

Every unit should have a box that contains donated gear, extra uniforms and equipment. Maybe a new soldier can patch together enough hand-me-down ICE to make a partial or whole outfit, or at least get a few free items and save money. The gear box should be managed by a designated platoon leader.

HOME MADE ITEMS THAT CAN BE SOLD AT FUNDRAISERS:

- Baked goods
- Soft Drinks
- Sandwiches
- Key chains
- Crocheted beanies
- Hats and T-shirts
- Braided bracelets
- Bumper stickers and magnets
- Handmade hammocks
- Painted pottery
- Wood crafts

*Some things may require equipment. You can look up instructions on how to make braided bracelets and other things online.

MILITIA OFFICERS' DUTIES

1. Participate in, or at least attend city council meetings
2. Attend annual Minuteman Congress
3. Maintain the website
4. Establish good relations with local community leaders such as clergy, government, other officials, law enforcement, etc.
5. Register the organization with the local recycling center
6. Attend one month of Initial Leadership Training
7. Maintain regular contact with local partner organizations
8. Appoint all cadres with consent of those that will be lead
9. Make a standard user friendly format for record keeping

LEADERSHIP

Entire volumes can be written on the subject, but follow this one rule no matter what: Lead by example, and never ask your soldiers to do anything that you wouldn't do yourself.

CADRES

A cadre is a nucleus of highly trained personnel around which a larger organization can be trained and built. Cadres in the American Coalition are dedicated soldiers who take the responsibility of leadership. They are the regulars that you see at every meeting, the dependable people you can count on at all times. They show up before everyone else, and leave after everyone else has gone home. They always get involved, they're always helping someone, and they're the first to volunteer. Cadres are the brains of the operation. They organize, make reservations, set up for meetings, and establish contacts and social networks, and maintaining the unit.

CADRE LEADERSHIP POSITIONS

- Company Commanders
- Company Executive Officers
- Platoon Leaders
- Assistant Platoon Leaders
- Squad Leaders
- Assistant Squad Leaders

SOLDIERS

Soldiers make up the bulk of the organizations, and are equally important. They're the ones that fill in the ranks with their raw power. They are the muscle of the organization that gets things done. They receive and carry out orders to the best of their ability, to accomplish any task in the most effective, safe and timely manner possible.

SOLDIER DUTIES

1. The Recycling campaign

THE CREDIT SYSTEM

To receive member benefits and incentives, soldiers must earn credits, mostly by attendance at unit functions. Leniency is at the Company Commander's discretion. If a soldier lacks credits, they should be allowed to be made up.

UNIT TRAINING

1. Disaster relief
2. Riot Control
3. Physical training
4. Hand to hand combat
5. Volunteer work
6. Classroom instruction
7. Basic Rifle Marksmanship and rifle qualification
8. Joint training and militia fellowship
9. First Aid & CPR
10. Charity work
11. Band practice (for parades)
12. Drill and Ceremony

VOLUNTEERING

One squad per volunteer location. Each squad leader will have a volunteer card, which the volunteer recipient will sign. For example: if a squad volunteers at a church, the clergy will sign the volunteer card when the squad is done for the day. The card is then returned to the company commander who will log it, and give everyone who attended their credits.

VOLUNTEER LOCATIONS

1. Nursing Homes
2. Retirement Villages
3. Convalescent Centers
4. Churches, Cathedrals, Mosques, Synagogues
5. Schools
6. Hospitals
7. Hospices
8. Clinics
9. Homeless shelters
10. Soup kitchens
11. Food Banks
12. Community Centers
13. County courthouse
14. City Hall
15. Law enforcement stations
16. Fire department
17. American Legion posts
18. Health department
19. Local businesses

COMMUNITY INVOLVEMENT

1. Parades
2. 5k, 10k runs
3. Hikes
4. Elections
5. Fundraising campaigns
6. Charity Dances
7. Charity Art auctions
8. Shovel snow
9. Rake leaves
10. Mow grass
11. Shining City Project
12. Recruiting campaigns
13. Host a community yard sale
14. Welcome home the troops
15. Help set up neighborhood watch groups
16. Plant red, white and blue flowers in the shape of a huge American flag. Flowers that will bloom every year.
17. Talk to citizens in Diners, barber shops, etc. Get permission from owner/manager. Ask them to share their concerns about the community, things that we may have the power of influence to change.
18. www.littlefreelibrary.org
19. Have an American Coalition Liaison in the City council. Anytime the citizens want something done, that the city can't do, maybe they could turn to us, and we will try to help.
20. Host an after school learning center / study hall for kids and adults
21. Host a health fair
22. Host a job fair
23. Start a commit to be fit campaign

THE PHYSICAL FITNESS TEST

This test is not a competition. The only standard is the one you set for yourself. This is just a test to see where you stand. When you do physical training with your unit, the regime is set by the company commander. Always stretch before and after PT, and be properly hydrated with water and electrolytes.

The test to see where you stand is:

1. Your time on a two-mile run
2. Push-ups in two minutes
3. Sit-ups in two minutes

THE VICTORY RUN

The Victory Run is an important even, and it has nothing to do with PT, but rather it's a show of force. To show the community that we are here and we are strong! It should be performed once a month, down a main street or somewhere that a lot of people can see the unit. It also shows discipline and unit cohesion. Don't run at rush-hour, make sure to deploy road guards at all intersections. Everyone should wear their reflective belts and reflective vests for road guards.

CHARITY

1. Care packages for needy families that apply online. They can receive one every 90 days. Hold a survey in the community: "What should go in a care package?" \$50 food / %50 sundries
2. Scholarship giveaway to high school kids going to college. \$1,000 Students will write an essay on why they think they deserve the scholarship, and what they plan to do in college.
3. Care packages for soldiers overseas. Phone cards, etc.
4. Flu shot giveaway during flu season
5. Animal vaccination giveaway
6. Host a blood drive
7. Bikes for kids
8. Toys for kids but make sure they are outdoor toys that encourage activity, exercise and education.
9. Fix potholes or other simple things that the government like to bury in red tape and take too long to do
10. Collect unclaimed food at the county jail and redistribute to the public (Put in care packages?)

FUNDRAISERS

1. Charity art auction. Members and citizens will gain recognition for their art, and half of the proceeds will go into the unit fund.
2. Charity dance
3. Carwash, maybe the younger members could do this or the ladies if they choose.
4. Bake sale
5. Raffle items off like electronics, gas cards, gift certificates, etc.
6. Constant recycling campaign. Set up a direct deposit account with recycling centers so that all a donor needs to do is drop off recyclables in a big bin marked American Coalition, and for a service fee, the recycling center will process the donation, then direct deposit the money into the unit fund. Slogan: When YOU donate, YOU benefit! And: We don't want your cash, we want your trash!
Each soldier will receive eleven, 60-gallon recycle containers. They look like giant blue Ziploc bags with our name, unit patch, and contact information on them. They will use one for themselves, and give the remaining ten to friends and relatives. When a container is collected (about once a month) a clean empty one will be exchanged on the spot. Each container will come with a list of recyclable items. Containers are airtight to keep out insects.
One container full of crushed aluminum cans would be about \$8, so a Combat Heavy company that gives each soldier 11 containers would bring about: \$18,480 a month / \$221,760 annually. A unit that exceeds reasonable expectations of fundraising through this method will be granted more containers to ask more people to pledge contributions.
7. Host a 5k, 10k run and or walk
8. Host a hike
9. Go door to door and ask for recyclables, provide recycling containers and have a clean one to trade when you return to pick up the full one.
10. Have all male members donate sperm which is \$30-\$50 per specimen
11. Host a community yard sale

THE WEBISTE www.AmericanCoalition.org

Every unit in every county (3,066 this includes the District of Columbia which is about the size of a small county) will have their own website. For those who already have a website, you will be able to click and drag it over to our website, and only the address will change. This way every unit can have a website free of charge. You will keep the same webmaster, but not have to pay for it.

Individual profiles will automatically be slotted into their proper unit, when they select their state and county.

New units will use the page builder to make their site from scratch, utilizing prefabricated templates, but are completely customizable.

Each unit's site also tells you if it's Combat Heavy, if it is a certified unit (been dedicated), etc.

Vanguard

Vanguard is the organization's monthly news letter. Everyone that has an account with the website will automatically receive it.

THE ONLINE MEMBER STORE

1. Armbands
2. Beret emblems
3. T-shirts
4. Stickers
5. Pins
6. Magnets
7. Key chains
8. Hoodies
9. Car flags
10. Bumper stickers
11. Posters
12. Banners

*Links to all other equipment

*Secure with PayPal

SOLDIER PROFILE

All the information on the soldier's individual profile is completely voluntary. That being said; don't put anything on it that you don't want made public.

1. Name
2. Date of Birth
3. Member since:
4. Address
5. Phone
6. Email, URL
7. M.O.S.
 - a. Primary
 - b. Secondary
 - c. Auxiliary
8. Left/Right handed
9. Weapon of choice
10. Day job
 - a. Days off
11. Hobbies
12. Special skills
13. Pooled resources and materials
14. Allergies
15. PT record
16. BRM record
17. First Aid / CPR Certification
18. Waiver on file: yes/no
19. Earned credits
20. Emergency contact
21. Religious preference
22. Parental consent if 17
23. ICE inventory
24. Vehicle(s)

MOTTOS AND SLOGANS

1. FAMILY COMMUNITY CONSTITUTION
 - a. FAMILY - The most basic social group in society consisting of parents and their children
 - b. COMMUNITY - A group of people residing in the same locality and under the same government. The area or locality in which such a group resides.

- c. CONSTITUTION - A system of fundamental laws and principles that prescribes the nature, functions and limits of the government.
2. When YOU donate, YOU benefit. Keep OUR money in OUR community!
3. Make a difference you can SEE, join the American Coalition!
4. Citizens Taking Command!
5. Support the community, by supporting the American Coalition!
6. We don't want your cash, we want your trash!
7. Awaken the soldier within!
8. Salus Populi Suprema Lex Esto - The welfare of the people will be the supreme law.
9. Hasta la Victoria siempre - Always towards victory!
10. Regnat Populus - The people Rule!
11. This country is full of extremists. Wouldn't you want them to be on our side?
12. Locked, Cocked, and ready to Rock HOOAH!

ORGANIZATIONAL EQUIPMENT - PER UNIT

1. AmCo GUIDON
2. Chainsaws with gas cans
3. Inflatable rafts with outboard motors
4. Fire axes and shovels
5. Chemical glow sticks
6. Flare guns & ammo
7. Lanterns
8. Rechargeable batteries
9. Solar panels
10. Sandbags by the thousands
11. Drum corps:
 - a. Quads
 - b. Bass
 - c. Snare
12. Large event tents
13. Parade dummy rifles
14. Barcode maker and scanner
15. Laptop
16. Recycle donation bins
17. Literature and printed materials
18. Riot shields, batons and helmet with face mask
19. Folding cots
20. Folding tables
21. Folding chairs
22. Folding stools
23. Generators
24. Refugee care packages
25. Unit fund and account information via the website
26. Tool belts
27. MRE's
28. Small wind turbines
29. Armbands

AmCo Program: Cadets

Youth 16 and under may shadow members and be mentored by them. Mentors can teach them life skills, positive morals and values, etc. Must have parental consent for on file. Youth can help set up for events.

MEMBER CONTESTS

*Prizes: 1st place - \$150
 2nd place - \$100
 3rd place - \$50

*Prizes in the form of gift cards only!

1. Design a standardized tunnel system for a squad

2. Design a standardized fire base for a platoon
3. Write a running cadence
4. Write a marching cadence
5. Write a chant
6. Write the American Coalition creed
7. Design a mural
8. Design a poster
9. Draw political cartoons
10. Photo of the month

RECRUITING CAMPAIGNS

- Set up a recruiting booth / table at:
 - a. Schools
 - b. County fairs
 - c. State fairs
 - d. Job fairs
- Distribute literature, pamphlets, key chains, business cards, etc.
- Advertise in the local newspaper
- Advertise on the local radio station
- Put fliers in network churches

UNIT MEETING PLACES

Reserve units that only meet once, twice or four times per month do not require a permanent building to meet at. That would be too expensive to build one for every unit, so we will meet at buildings and land owned by a host. Part of your unit's base budget will cover the cost of renting a facility.

1. Churches
2. American Legion halls
3. School gyms
4. Community centers
5. National Guard centers
6. Private residences

If a county has more soldiers than a Combat Heavy requires, then the unit could be split into Alpha and Bravo companies. Instead of Bravo company finding its own place to meet, the companies could alternate. For example: Keep the same cadres, but Alpha company could meet on even number weekends, and Bravo could meet on the odd numbered weekends.

DISASTER RELIEF

1. Floods
2. Tornadoes
3. Wild Fires
4. Ice Storms
5. Wind Storms
6. Search and Rescue
7. Earthquakes
8. Volcanoes

RIOT CONTROL

We will train with National Guard and local law enforcement on riot control, the stomp and scoot technique, and crowd disbursement.

GEAR

1. Batons and shields
2. Padding

3. Smoke grenades
4. Helmets with face shields

AmCo Program: The Peoples' Farm

Help a neighborhood put a vacant lot or field to use, start an urban farm.

- Scout possible locations
- Ask owner permission, and most likely give the owner a percentage of the harvest, like 25-30%
- Establish a presiding council by vote to govern and make decisions that everyone will be happy with
- Start a seed bank, everyone pitches in who want to receive harvest
- Hold a few initial meetings to formulate a plan of action
- Research other urban farms

AmCo Program: The Shining City Project

- Citywide cleanup
- Everyone fills up X amount of trash bags
- Huge line formation, assign each squad a street and/or ally to take
- Issue gloves, bags, and wheel barrows
- Separate and collect recyclables
- Collect tree limbs and yard waste. Put it through the tree chipper, sell as mulch, firewood and compost
- Squad leaders have donation cans available and highly visible, BUT STAY ON THE SIDEWALK! Do not ask for donations, but be ready if citizens offer.
- Plant trees, bushes, shrubs, flowers, etc.

AmCo Program: New Leaf

The new leaf program is a form of community service that is recognized by the court, but must be volunteer and not court ordered. This program is for ex-offenders of misdemeanors and felonies that are not sex offenders. Participants do not receive member benefits or incentives, but have the option of becoming a member once their community service is over. However, those with criminal records, will be held to a stricter standard to obey all rules and laws, and must be identified as not being able to use firearms of any kind. These individuals are exempt from all combat training, and are able to obtain replacement credits necessary to receive benefits and incentive once a full member.

CLASSROOM INSTRUCTION

Each subject will be studied on a brief overview, and then a quiz will be given. The quiz is just to gauge how well the individual pays attention. There is no way to fail the test. Commanders decide what incentives will be given for scoring high.

1. American History
2. Militia History
3. Homeland security
4. Safety training
5. Fire Fighting
6. Wilderness survival
7. Radio communications
8. Guerrilla Warfare
9. Crowd Disbursement

JOINT TRAINING / MILITIAMEN FELLOWSHIP

Joint training is important for units to talk and interact with like minded individuals. Check the website for the American coalition unit nearest you. If a unit is approved by the Coalition, or is a member unit in the Coalition, you can rest assured that its members believe the same **basic tenants** and you do.

ORGANIZATIONAL CHECKS AND BALANCES

County Sheriffs are allowed two reviews of your unit per month. We have nothing to hide, and this helps keep everyone honest.

SECURITY DETAILS

Every unit is encouraged to provide security for public events, etc. This brings positive exposure to your unit. Always coordinate with the official authorities and obtain permission! Get briefed by local PD on the correct security procedure.

1. Fireworks displays
2. County fair
3. State fair
4. High School home games
5. 5k, 10k foot races
6. Bike races

SPECIAL JOBS

1. Military police
2. Journalist / photographer
3. Videographer
4. Cook
5. Driver
6. Quartermaster
7. Fundraising coordinator
8. Public relations / spokesman
9. Recruiter
10. Webmaster / Records keeper

MEMBER BENEFITS & INCENTIVES

To minimize the cost of maintaining the unit, all members are unpaid volunteers. Giving incentives like group trips and events far outweighs paying everyone, even minimum wage. To raise money for some of the member benefits and incentives, everyone can pitch in or the unit can have a fundraiser.

1. Trip to the State House or US Capital
2. The Annual Militia Convention
3. March in parades
4. Camping trips and a campground or resort
5. Bowling night, rent out the whole alley
6. Skate night, rent out the whole skating rink
7. Members only dance
8. Family Day cookout and games

*Consider transportation and overnight accommodations

Provide Pre-basic Training for those members who wish to enter the US military.

- Find out the criteria and the list to be completed
- PT standards
- Drill & Ceremony
- Have recruiting materials on hand from each branch
- Have course descriptions of each M.O.S., different units, etc.
- Basic Training syllabus

Job Opportunities

Try to help unit members find employment in the community, using social networking and job finder sites online.

- Talk to different companies and businesses about accepting soldiers from our organization with commander referral
- Resume builder classes
- Interview skills & etiquette class
- Social Networking class

*Use the social network to ask around about odd jobs around their home or business

Lunches

Provide low-cost meals to members during meetings. Buy wholesale if you have enough members, and always green when available, i.e. less packing, etc. Use the same provider as local schools. Either have everyone pitch in or the unit can have a fundraiser. Consider cost, but also consider health-wise, junk food is unauthorized to distribute at meetings! Try to get food that is filling too. Beef stew would be more filling than rice cakes!

AmCo Program: Pooled Resources and Materials

Another way soldiers can help the organization in its mission is to pool our collective materials; such as everything from chainsaws, to tables, even vehicles and heavy equipment like bull dozers. Also resources such as business contacts, and government officials. Special skills that are rare are useful too, like if you're a certified lifeguard instructor, or martial arts instructor.

Simply list everything that you own or have access to that you feel comfortable sharing, and may benefit the community's best interest. It will be added to the unit's database and cross-referenced with everyone else.

CARPPOOL & TRANSPORT

Establish a carpool system in every unit. Also, if anyone has an extra bicycle that they can loan or sell, this would be helpful to less mobile soldiers. For the carpool system, plot routs and pickup points and times. Passengers could slip the cost of gas with the driver.

If a driver's rout zigzags too much, passengers should be courteous enough to wait a block or two closer to the driver's more direct course. This would help straighten the rout and save gas by avoiding unnecessary stop signs and traffic lights.

The unit could also use the base budget to hire church vans or pay in services rendered.

RULE #1: One person per seat belt, no more, no less!

MEMBER IDENTIFICATION

Instead of buying an ID maker, camera and all the accessories that one requires; simply buy a barcode scanner and print out barcode stickers. That way only the unit knows what they mean, and they could put them on their existing State ID's, Driver's license, or library card - to promote learning and literacy at the same time. Once scanned, it can pull up the soldier's file and photo, and automatically enters attendance. Or if your scanner and software allows, use the barcode that's already on their ID.

MEMBER DUES

Monthly member dues should be in the form of recyclables. Members are also required to ask friends and family for their recyclable materials as well. As long as soldiers bring in recyclables, no actual money is needed, but courtesy would suggest bringing in \$5, if you don't recycle, so bring your trash!

Recyclable Household Items and Materials

Cardboard
Magazines
Newspapers
Office paper
Books
Copper
Brass
Aluminum cans

Short Iron

UNIFORMS

One of the best parts of the American Coalition is that everyone gets ONE FREE UNIFORM! The free uniform is an armband. Whatever you're wearing BECOMES your uniform when you put your armband on. No matter if you're wearing a t-shirt and shorts.

There are, however, authorized uniforms if you want to buy your own, but you must follow the guidelines!

They are:

1. Physical Training uniform, summer
2. Physical Training uniform, winter
3. Duty uniform, woodland
4. Duty uniform, desert
5. Duty uniform, formal
6. Battle Dress uniform
7. Full Battle Gear
8. Casual Combat wear

THE BASIC LIBERATOR OUTFIT - (Bare minimum suggested)

This outfit is extremely flexible, but there are still guidelines to be followed. Tons of patches and insignia are unnecessary. Going to the extreme is frowned upon. If you think someone is going to say something to you about your uniform or general appearance, don't wear it. Everyone should have an armband at the bare minimum. You don't need to be fully decked out to serve your community. Whatever you're wearing becomes your uniform when you put on the armband. Most of the things on this list, you may already have.

- 2-4 pairs of camouflage pants
- 2-4 colored or camouflaged T-shirts
- 2 colored or camouflaged long sleeve shirts
- 4-8 pairs of socks & underwear
- 1 good pair of hiking or combat boots
- 1 colored or camouflaged hat
- 1 walkie-talkie
- 1 backpack
- 2 one-quart canteens or water bottles
- 1 sewing kit
- 1 rain poncho
- 1 jacket or coat
- 1 tent or shelter half
- 1 armband
- 1 Hi-Point 9mm carbine
- 1 weapon cleaning kit
- 2 magazine pouches
- 1 combat knife
- 1 flashlight
- 1 sleeping bag in water proof case
- 1 first aid kit
- 1 hygiene kit
- 1 notebook & pen

INDIVIDUAL CLOTHING AND EQUIPMENT (ICE) - SUGGESTED

Accessories

1. Armband
2. 1 walkie-talkie
3. ID barcode on your ID

Equipment

- Assault pack
- 2 duffle bags
- 2 complete canteens (cups, covers, Alice clips)
- 2 Magazine pouches
- 1 complete shelter half (pegs, poles and rope)
- 1 rain poncho
- 1 entrenching tool
- 1 two-quart canteen & case
- 1 sleeping bag with waterproof case
- Adjustable pack straps
- Ziploc bags and zip ties
- 1 flashlight and / or headlamp
- 1 mess kit & spork
- First aid kit
- Sewing kit
- Boot care kit
- Weapon cleaning kit
- Hygiene kit
- Notebook & pen

Physical Training uniform, summer

- Running shoes
- Olive Drab or dark green shorts
- Olive Drab or dark green t-shirt

Physical Training uniform, winter

- Running shoes
- Black windbreaker pants over the shorts
- Olive Drab or dark green long sleeve shirt
- Olive Drab or dark green windbreaker jacket over the t-shirt
- Olive Drab or dark green toboggan or beanie
- Thermal gloves

Duty uniform, woodland

- Green beret with unit flash
- 2 Olive Drab or Dark green button up dress shirts with pockets, epaulets, long sleeves that can be rolled up and held with a button.
- 2 pair Olive Drab BDU pants, or dress pants
- Black dress shoes

Duty uniform, desert

- Tan beret with unit flash

- 2 Tan button up dress shirts with pockets, epaulets, long sleeves that can be rolled up and held with a button.
- 2 pair Tan or Khaki BDU pants, or dress pants
- Black dress shoes

Battle Dress uniform

- Tan, or green beret
- Woodland or Tri-color Desert BDU pants
- Woodland or Tri-color Desert BDU jackets
- Black combat boots
- Black BDU belt

Full Battle Gear

Casual Combat wear

Casual combat is for those who choose not to buy BDU's or anything else, and decide to go with what they have laying around the house which may include a variety of clothing. There are still guidelines to be followed, and only certain colors are authorized.

Authorized color:

1. Dark Green
2. Hunter Green
3. Forest Green
4. Olive Drab
5. Tan
6. Khaki
7. Beige
8. Black Brown

POTENTIAL PARTNER ORGANIZATIONS

1. Any Church, Mosque or Synagogue
2. American Legion
3. Community Action Organizations
4. Salvation Army
5. Habitat for Humanity
6. Red Cross
7. United Way
8. Eastern Star
9. Free Masons
10. Kiwanis
11. Knights of Pythias
12. Knights of Columbus
13. Lions Club
14. Rotary
15. Moose Lodge
16. National Rifle Association
17. Federal Emergency Management Agency
18. Chamber of commerce
19. Shriners
20. Volunteers of America
21. Christian Coalition
22. American Civil Liberties Union
23. Amnesty International
24. Local Sheriffs
25. Police Department
26. State Troopers

27. National Guard
28. Mayors of the County seat
29. Veterans of Foreign Wars

THE WAIVER

Signing the waiver protects the organization from lawsuits by declaring that you're serving at your own risk. There are numerous safety procedures to follow, and they are enforced, so any injuries could only be the result of carelessness and stupidity. Accidents can still happen, but the chance of that is greatly reduced when you help each other and pay attention to your surroundings.

WHAT THE COALITION OFFERS TO ITS MEMBER UNITS

To those units who join the American Coalition, we plan on providing support in the form of:

1. \$2,000 a month base budget
2. Help units coordinate efficiently and effectively
3. A nationwide network of friendly units
4. Charity donations and giveaways to the community in your unit's name
5. All expenses paid trip to the Annual Minuteman Congress for unit commanders
6. Every soldiers receives one free armband
7. Standard Organizational equipment

SUPPLY FAILSAFE

- When sending supplies to a unit, our logistics team will alert every member via email. If the supplies are not distributed, someone will reply letting us know.
- If the unit needs supplies, the unit commander can order them on the Coalition's website and if they are authorized, they will be sent. The supplies become the property and responsibility of the unit commander, under the condition that it be used for what the Coalition intends it to be used for. Under no conditions can supplies be sold, traded or disposed of unless definite orders from the Coalition say otherwise. The Company Commander, will be accountable for the supplies, but may delegate inventory to a supply solder. The commander must prove that the supplies are still in his possession whenever asked by the Coalition, and if anything comes up missing, or damage needing replacement, the Company commander will be charged for it. Commanders agree to this arrangement when they sign for the supplies, and create the account with the American Coalition.

RESERVES AND ACTIVE DUTY MILITIA

Reserves, or units that serve 1, 2 or 4 weekends per month, are the type of units that we want to establish in every county in the US.

Active Duty Militia, or those who serve full time, will be stationed at Fort Bach.

REMEDIAL TRAINING

If a unit is lacking unity, cohesion, motivation, or is dysfunctional, the commander may order remedial training at his discretion, which consists of motivation builders, teamwork sessions, etc. Once the unit is back on track, normal operations can resume.

ALERT ROSTER

When an alert is issued by the Coalition Council, messages will be sent directly to unit commanders, who in turn is responsible for activating his entire unit.

THE ANNUAL UNIT SCHEDULE

To maintain eligibility for receiving support and funds, units must complete the unit schedule that best fits them. There are three sizes of annual schedules:

1. Meeting **one** weekend a month
2. Meeting **two** weekends a month
3. Meeting **four** weekends a month

When units are trying to gain membership in the Coalition, they must complete the Annual Unit schedule that meets four weekends a month. There are some things, however, that only require that they be performed once like the people's farm. After the first year, and upon completion of the schedule, the unit will be admitted into the Coalition, and will get to choose which schedule it wants to adopt as its own.

The schedule is completely flexible, and it is left up to the commander to get it done, as well as the details of how to complete each task.

SPECIAL MISSIONS

1. Social networking mission
2. Eventually, the coalition
3. Nationwide Petitions
4. Nationwide Peaceful Protests

TYPES OF EMERGENCIES

1. Invasion
2. Rebellion
3. Pandemic / Endemic
4. Economic Collapse
5. NBC Attack
6. EMP Attack
7. Drug Cartels
8. Volcanic Eruptions
9. Martial Law
10. FEMA-run concentration camp
11. Gun Ownership abolition
12. Refugees
13. Riots and Civil unrest
14. Fires
15. Earthquakes
16. Hurricanes
17. Tornadoes
18. Nuclear plant meltdowns
19. Tsunamis
20. Floods

STARTING A UNIT

Starting a unit from scratch is not easy, but it can be done as evidenced by the first unit that was started.

First you must establish contact with the American Coalition and declare your intentions. The commander cannot start the unit by himself, but needs to form a Headquarters Staff consisting of himself and nine others.

Second, you must set up a direct deposit account with you local recycling center by having them contact the Coalition, and then try to get as many people as you can to donate because this will be your start-up money! Once the funds are raise, the Coalition will send your units its initial organizational equipment pack.

You must:

1. Be a unit for at least one calendar year, and complete one Annual schedule.
2. Have a dedicated Commander
3. Try to recruit and reach Combat Heavy Status
4. Have a regular meeting place
5. Gain local partner organizations

After the first year, and upon completion of the schedule, the unit will be admitted into the Coalition. A unit dedication ceremony will be held with the Sheriff, Police Chief, County Seat City Mayor, the Liaison to Homeland Security, and Clergy members all present. The Sheriff will present each soldier with an armband.

PRIMARY MEETING PLACE CRITERIA

When looking for a primary meeting place, certain criteria must be met:

1. Do you have the owner's permission and are they compliant with the whole idea?
2. Does the unit have conflicting schedules with the owner?
3. Is it a centralized location that is easy to find and get to?
4. Does it have an indoor room big enough for everyone?
5. Is there room to put conexs or similar storage containers?
6. Is there a kitchen available in case you need to cook for the unit fundraisers?
7. Are bathrooms available?
8. Is overnight permitted for soldiers who don't want to waste the gas to drive back home, and then back the next morning?
9. Are there showers available if overnight is permitted?

*Sometimes you may be able to find an old abandoned building, and in return for its use, the unit may mow the grass, paint it, or do necessary repairs. Owners may be willing to work out some kind of arrangement.

RURAL MEETING PLACE CRITERIA

When looking for a rural meeting place for training, certain criteria must be met:

1. Do you have the owner's permission and are they compliant with the whole idea?
2. Does the unit have conflicting schedules with the owner?
3. Do you have access to wilderness? Preferably lots of woods.
4. Are you allowed to set up tents?
5. Are you permitted to make campfires, or use grills?
6. Is there an FTX site available?
7. Are bathrooms available?
8. Is overnight permitted?
9. Are there showers available if overnight is permitted?

*Sometimes you may be able to find an old abandoned field or wooded area, and in return for its use, the unit may mow the grass, clear debris, or do landscaping. Owners may be willing to work out some kind of arrangement.

BEST SOLDIER COMPETITION aka THE PATRIOT GAMES

The Patriot Games will be held annually at Fort Bach. Battle Buddy teams will compete wearing full battle gear in events such as:

1. Basic Rifle Marksmanship
2. First Aid
3. Obstacle Course
4. Rappelling
5. Swimming

COMBAT TRAINING

To fulfill our obligation to the Constitution of the United States, we will train in combat tactics and maintain readiness to defend our homeland from all enemies, foreign and domestic.

1. Guerrilla Warfare
2. Field Training Exercise (Always joint training)
3. Wilderness survival
4. Hand to hand combat
5. Basic Rifle Marksmanship
6. Advanced Rifle Marksmanship

- a. Shooting while moving
- b. Moving targets and target lead
- c. Shooting from vehicles
- 7. Rifle Qualification
- 8. Land navigation
- 9. First Aid & CPR
- 10. Physical fitness
- 11. Camouflage
- 12. Fighting positions
- 13. Fireguard & Perimeter security
- 14. River crossings and intersections
- 15. Patrolling and ambushes
- 16. The battle buddy system
- 17. Radio communications
- 18. Psychological operations
- 19. 5, 10, and 20 mile marches
- 20. Standard to metric conversion
- 21. Subterranean combat
- 22. Safe house operations
- 23. Combat simulator
- 24. Sniper / Spotter teams

TOP TEN THINGS EVERY ORGANIZER OF A NON-PROFIT MUST REMEMBER:

1. Be careful about the money. Where it comes from and how it is spent is the most important detail.
2. Never forget why we started this organization.
3. Non-profits are not the magic key to getting funding. Grants are far and few between, and competition is intense.
4. The majority of new non-profits fail within their first two years.
5. The board of directors or council is responsible for running the organization.
6. Non-profits make communities stronger by bringing people together for a common goal. They empower communities and all the people working in them.
7. A state non-profit is not the same as a federal non-profit! If you have failed for federal tax exemption, you are simply incorporated in your state.
8. Never imply that you have federal tax exemption or that contributions are tax deductible if you only have state incorporation papers. It just confuses everyone and will cause trouble later.
9. At first, the rules established by the IRS may be hard to understand. However, when you become familiar with them, they will actually help you remember how a non-profit is different from a for-profit.
10. If it isn't on paper, it doesn't exist! Record keeping, from your first meeting to all communication with the IRS, must be documented!

The essence of a successful non-profit, is understanding the needs of the community. When public charities first came into being, the government was relieved of some of its responsibilities to the community. Non-profit organizations are necessary for healthy, vibrant communities, so the government grants a lot of leeway in recognition of the sacrifices that individuals involved are willing to make. The government understands the reason that non-profits exist because of their members' passion for a worthy cause.

501 (c) (4) is defined as: Promoting Social welfare.

1. The group must be a civic league or organization not organized for profit but operated exclusively for the promotion of social welfare.
2. The group is a local association of employees, the membership of which is limited to the employees of a designated person or persons in a particular municipality.
3. The net earnings of the group are devoted exclusively to charitable, educational or recreational purposes.

Other Types of 501 c organizations

1. 501(c)(4) – Civic Leagues, Social Welfare Organizations, and Local Associations of Employees

2. 501(c)(7) – Social and Recreational Clubs
3. 501(c)(8) – Fraternal Beneficiary Societies and Associations

The Advisory Committee

The Advisory committee exists precisely to allow people in the community to make a significant contribution even if their talents lay outside the needs of the organization. We'll need their ideas and contacts, so keep them involved at a level more appropriate to their skills.

Just as we wish to have a liaison at the city council, so will civilian leaders of the community be present at our meetings.

AmCo Program: Renew the Revolution

This will be a special page on the website as well as a national ad campaign to renew patriotism.

“If I die in the struggle, the burn my body so that the flames may be a light to guide my people to the path of FREEDOM!” - Skyler Hodge 2001

THE PLAN TO START THE ORGANIZATION:

These steps are meant to be like the snowball effect, and may take longer than one year each. It's not meant to be easy, because nothing worth doing is ever easy. I must complete each step, then I will know that I am worthy and deserving to go on to the next step.

Pre-Organization Prep:

- Build the website
- Form the HQ staff
- Recruit cadres
- Start the recycling campaign
- Write all the needed materials

Stage one:

- Start a local unit in Portsmouth which will set the standard
- Intensify the recycling campaign
- Write the manual

Stage two:

- Absorb regional units:
 - Ohio Defense Force
 - Michigan Militia
 - Kentucky Riflemen
 - Indiana Minutemen

Stage three:

Train and send out recruiting teams across the US to talk to every militia unit in the Continental US and show them the presentation

Stage four:

- Host the First Annual Minuteman Congress in Kansas, and elect the five regional commanders
- Build Fort Richard Bach in Kansas (Named after the inspirational author)