

Know Your Rights Sample Training Agenda and Guide

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Intro to our Trainings

We call these 'Dim Sum' trainings because, much like the Chinese cuisine, you can mix and match from a large variety according to your individual needs.

Each role play needs one to four audience participants (usually just one). We ask for volunteers and give them role play cards during the introduction. Ideally the card for the first role play goes to someone who's seen this style of training before, but it's not a big deal.

The participants follow the directions on the role play card, which tell them to make all the worst choices in a situation. Then we talk about what went wrong, brainstorm what the participant should've done, and (usually) re-do the role play with the participant using the lessons the group came up with. If they still make mistakes, quickly mention what went wrong and how it 'could have been better.'

It's best to have three trainers, but two will do. We usually do 5-7 role plays intermixed with short discussions that are not necessarily related to any of the role plays (such as how to provide legal support, grand juries, working with lawyers, etc.), and, of course, the Introduction. This takes about two hours, but can be as short as one hour if we just do a few role plays about not talking to the police. Here's an example of a typical training:

- Role Plays
- Weed in the Park
- Shoplifting
- Stop & Search
- Police Liaison
- Cat's Out of the Bag
- Snitch/Countersnitch
- Arraignment

The main lessons we teach are: 1) Don't trust cops, and 2) 'I am going to remain silent. I want to see a lawyer,' and sticking to it. Unless the group specifically asks for it, anything else - 'I do not consent to a search,' copwatching, being a police liaison - is gravy.

Nearly all of the legal information in here is based on the Constitution, which doesn't change much. However, it's safest to run the information by a cool local lawyer first to be sure it's accurate. Some of the laws may change state by state.

Lastly, it's important to make the scenarios believable, so practice acting like a cop, a judge, a lawyer, etc. Spend a few hours at your local courthouse to see what arraignments really look like.

You can also contact us with any questions, or to arrange a free "trainer training." Email us at info@midnightspecial.net. If you use this guide at all, please let us know – we're always trying to make it better.

Explanation of Role Play Format

Title - self explanatory

Note to trainer: *A quick description of how the scene will play out. Don't read this out loud.*

Role Play Card: We pass these out during the introduction. They have instructions for the participants. Cut them out and hand them out to the volunteers. Some role plays need more than one copy of the card, or two different cards.

Intro: What we usually say to set the scene.

Sample Dialog:

MSLC: Although improv is encouraged, we've included sample dialog in some of the role plays.

You: Really? That was nice of you.

MSLC: Hey, thanks!

Lessons:

- We go to the lessons after going through the first role play once – that is, after everything goes wrong.
- We put all the lessons in bullet point format after each role play so each lesson is clear.
- It's up to you to make these interesting! You can:
 - Solicit info from the participants
 - Ask leading questions
 - Tell (interesting and relevant) anecdotes
 - Be funny and entertaining
- Make sure you plan in advance how you will explain things so the participants will understand each lesson clearly

[Info that varies widely from place to place will appear in brackets.]

Everything in italics is to describe to you what happens in the role play, and not intended to be read out loud. The "Intro:" is to be read out loud to participants before the role play, and the bullet points after the role play is done incorrectly. Then we usually do the role play over again doing everything right. This time the participant uses all the lessons you've just gone over to make sure they don't get into (more) trouble.

Sample Training Agenda and Role Plays

A. Introduction

- We aren't lawyers. We are activists who work with the law to demystify it and make it accessible to other activists. This workshop is designed for the law 'on the street' — what your rights are and how cops try to trick you out of them.
- All of this information has been run by lawyers, but the law changes all the time — if you are risking arrest, it is very important to discuss it with a lawyer you trust. Come to us after the workshop and we'll point you to a few friendly lawyers willing to work with activists.
- For the situations we go over in this workshop, minors and non-US citizens have the same rights to remain silent and see a lawyer. Minors often risk being prosecuted as adults. Non-US citizens risk serious scrutiny if they get arrested, or are affiliated with radical groups. We can refer you to cool immigration lawyers if you have more specific questions.
- All information applies to local cops, FBI, Secret Service, sheriffs, etc. "Federal officers" don't have any more authority to take away your constitutional rights — even if they think they do.
- The Patriot act hasn't much changed the laws used against us. But they have changed the climate as far as what cops (and other people) think is permissible.
- The workshop works when everyone participates. Answers don't come from us but from you. This means that everyone is encouraged to volunteer answers, even if you're not sure they're right.
- Role plays give you the experience of dealing with cops without actually getting arrested.
- If your role play card is unclear, tell us and we'll explain it, or the role play won't work.
- If you don't want to do a role play, tell us and someone else can do it. No problem!

We usually ask the people who organize our trainings what people want to learn about. But sometimes the organizers don't know who'll be coming to their event, in which case we ask "Getting to Know You" questions:

Getting to Know You:

- We're going to ask some questions so we can get to know each other.
- Please stand up if...
 - You've ever been to a protest of any kind
 - You've ever been to a march
 - You've ever been to a march without a permit
 - You've ever used consensus process in a meeting
 - You've ever seen someone get arrested
 - You've ever avoided arrest
 - You've ever been arrested
 - You've ever been arraigned

B. Cops Lie! Shut the Fuck Up!

B.1) Weed in the Park

Note to trainer: Participant is walking in the park. The A Narc asks her if she wants to buy pot. Participant asks, 'Are you a cop?' The Narc says no, and they smoke up together to prove the Narc isn't a cop. When the Participant and the Narc make the exchange of money for the pot, she gets arrested.

Weed in the Park: When the Narc offers to sell you weed, ask if she's a cop. Then ask her to smoke up with you to prove she isn't a cop. Then buy the pot. (When you get arrested, do not resist.)

Intro: (Participant) is walking through the park after a hard week of work and is looking for a way to relax. S/he runs into (trainer 1), who's actually a narc. (Trainer 2) is a cop hiding in the bushes. Action!

Lessons:

- Cops are allowed to lie about being cops - otherwise they wouldn't be effective undercover.
- Cops are allowed to break the law - same reason.
- This isn't entrapment. To use the entrapment defense, the cops basically have to coerce you into breaking the law, and you have to look like an angel to the jury (no previous record, etc.). The entrapment defense is almost impossible to use successfully.
- It's not just Narcs you have to look out for. Sometimes people you know might be helping the cops because they are in trouble (maybe facing a third strike, etc.).
 - This is very common with drug offenses.
 - They look right, talk right, and have familiar faces.
- Infiltrators are the political equivalent of narcs.
- When people at meetings ask members of the media and law enforcement to identify themselves, they give people a false sense of security.
- **If you are going to do risky things, make sure you know and trust the people you do them with.**

B.2) Provocateur

(an alternative to "Weed in the Park," geared toward protest training)

Note to trainer: Participant is walking down a side street at a mass action. The Provocateur asks her to help him throw a newspaper box through a window. Participant asks, 'Are you a cop?' Provocateur says, 'No! I'll be doing this, too! Besides, I can't be a cop, we've been to all the same meetings.' They pick up the box and a second cop jumps out and arrests participant.

Provocateur: When the cop asks you to break the law, ask if she's a cop. After some hesitation, go ahead and do it. (When you get arrested, **do not resist.**)

Intro: (Participant) is walking around during a crazy anti-war protest. S/he runs into (trainer 1), who's actually an agent provocateur. (Trainer 2) is a cop hiding around the corner. Action!

Lessons:

- Cops are allowed to lie about being cops - otherwise they wouldn't be effective undercover.
- Cops are allowed to break the law - same reason.
- This isn't entrapment. To use the entrapment defense, the cops basically have to coerce you into breaking the law, and you have to look like an angel to the jury (no previous record, etc.). The entrapment defense is almost impossible to use successfully.
- Infiltrators are the political equivalent of narcs.
- When people at meetings ask members of the media and law enforcement to identify themselves, they give people a false sense of security.-'
- It's not just agent provocateurs you have to look out for. Sometimes people you know might be helping the cops because they are in trouble (maybe facing prison time, etc.).
 - This is very common with drug offenses.
 - They look right, talk right, and have familiar faces.
- **Know and trust people you do high-risk actions with.**

B.3) Shoplifting

Note: The 'confession' is attached at the end of this Trainer's Guide.

Note to trainer: Participant is going on a hot date and needs protection, so she shoplifts condoms from a Wal-Mart. The plainclothes security guard detains her. He tells her to empty her pockets and asks her questions. The participant empties her pockets and gives a lot of contradictory excuses (which are on the role play card). The security guard then hands her a confession, tells her it says that she didn't try to attack the security guard or run away, and that she should sign it. The security guard then calls the cop who comes and arrests the participant *WITHOUT* reading the Miranda rights. Participant keeps making bad excuses.

The second time, the guard still tries to get the participant to sign the form, but gives up immediately and calls the cop. The cop asks if the guard witnessed the participant stealing. The guard says they did, the cop says, 'That's good enough for me,' and arrests the participant *WITHOUT* reading them their rights.

Shoplifting: Steal something and slip it into your pocket. When the store security guard detains and questions you, give lots of bad excuses. **Don't run away.** Empty your pocket when asked. The guard will tell you to sign a form. Sign it without reading. When the police arrive, give them all of the se excuses:

- I didn't notice they fell into my pack.
- I bought it yesterday, but threw away the receipt.
- I'm really drunk. I don't know *what* I'm doing.
- My friends dared me. I wasn't really going to steal it, I just wanted to see if I *could*.
- I'll work in the store cleaning up if you don't tell my parents.

Intro: (Participant) has a hot date tonight. But she doesn't have a lot of money. So she's going to shoplift a condom from this Wal-Mart. Let's see what happens.

Lessons:

- [To everyone] What are the Miranda Rights? (You have right to remain silent...)
- We say the Miranda Rights are the only good advice you'll ever get from cops. Shut up! And stay shut up!
- Magic Words: "I am going to remain silent, I want to see a lawyer." [**everyone says them together**]
 - Cops are supposed to stop questioning you when you say this.
 - Sounds super formal, but is clear and legally safest.
 - Say it loud enough for witnesses to hear it.
- Cops only have to read you your rights if you are both 1) under arrest or detained, and 2) being questioned. But anything you say to cops (or rent-a-cops) can be used against you in court.
- Be very careful about trying to talk your way out of things. A lot of lawyers say a

case is lost when the arrested person talks.

- Don't sign ANYTHING except a citation.
 - A citation is a promise to show up in court — it will say at the bottom, "A signature is not an admission of guilt." (e.g. a traffic ticket)
- Security guards can make citizen's arrests, which means they can detain you until the police come. You cannot resist even an unlawful arrest by a real cop, but you can legally resist an unlawful citizen's arrest. [read between the lines, folks]
 - **[Probably state by state specific:** Security guards cannot search your person without your consent, only your bags.]
- The Magic Words are not cure-alls, but are "legal band-aids". You might still get arrested, but you'll have a better chance in court.

C. Search Role Plays

C.1) Stop & Search

Note: This role play has a very long discussion at the end. Take your time!

Note to trainer: Participant is riding bike away from a protest where demonstrators were blockading. Two cops stop her and tell her she has to give them her ID. One cop does most of the talking. The other, less talky cop throws in quick, off-topic questions when the participant tries to think or asks questions. (Example: Participant: 'Umm, do I have to answer your questions?' Less Talky Cop: 'Is this your current address?'). Both cops stand menacingly close to the participant (right next to her and right behind her).

They then question her about the protest they saw her come from, and ask her to confirm that the organizers are Joe and Mary from the Anarchist House. After getting that confirmation, the cops demand to search her bag. Whenever the participant asks, 'Do I have to answer that?', the cops answer, 'Yes, you do.' The role play ends when the cops find her 'Slingshot' anarchist day planner and start copying down all the names and phone numbers in it.

Stop and Search: You are riding your bike home from a blockade and you get stopped by 2 cops who ask you questions. You are confused and often ask the officers if you have to do what they say. You reluctantly answer all of their questions, show them your ID and let them search your backpack.

Intro: In this next role play, (participant) is biking home from a blockade and gets stopped by two cops. Let's see what happens.

Lessons:

Levels of Interaction

- Three levels of interactions with police: 1) Casual questioning, 2) detention, and 3) arrest.
- Each level of police interaction requires a different level of suspicion before cops can search anything. They are:
 - 1) Casual questioning - none.
 - 2) Detention - "reasonable suspicion."
 - 3) Arrest - "probable cause."
- Don't participate in casual conversation with cops. They will use this information against you and your friends.
- To find out if the cops are "casually questioning" you, ask if you're being detained. If not, leave. If so, say the Magic Words: "I am going to remain silent. I want to see a lawyer."
- If you're being detained, ask why. Find out what the cops' "reasonable suspicion" is

that you have broken the law. Using these buzz words helps cops recognize that you know your rights.

- When you have been arrested, police can legally search your person and your bags, even strip search you.
- According to some copwatch groups, what's been safest for people on the street is to give your name and birthdate, but nothing of **any** substance - where you're coming from, who you work for, who your friends are, etc.

Carrying ID

- You only need to carry ID when you're driving or if you aren't a US citizen. (maybe as condition of parole or probation)
- You don't have to show ID, but it speeds things up if the cops are going to give you a citation. If you do not have ID, they can book you (fingerprint, take your photo, etc.) and keep you in jail until you can prove (by ID) or they can confirm your identity or until your trial.
- Some areas (like the whole state of Texas) require you to have ID if you're arrested. But you can't be arrested *just* for not having ID.

Search

- Magic Words 2: 'I do not consent to a search.' Try to say it loudly and often enough for witnesses to hear it. [**Everyone says it together.**]
- It sounds formal, but 'I do not consent to a search' is the legally safest thing to say. Otherwise, if you say something like 'I'd rather you didn't search my bag', the cops can testify that you reluctantly gave consent.
- The Magic Words 2 are "legal band-aids", it might not prevent them from searching you, but if they search you illegally and find something incriminating, it should be thrown out in court (in legalese, "be declared inadmissible").
- If cops are doing a lawful search, it doesn't matter whether you consent. If it's an unlawful search and you do not consent, they technically can't use the evidence in court. If it's an unlawful search but you do consent, they can use the evidence.
- Even if there's nothing illegal or incriminating in your bag when you hand it to the cops, they might plant something; find something illegal you didn't know about (marijuana seeds, etc.); find something technically legal, like a knife; something that gives them a new line of questioning, like a flier for last week's protest; or sensitive information, like your address book. Cops make it sound like it'll be quicker and easier if you cooperate with them, but letting them search your bags never makes things quicker or easier (unless you're crossing a border or going through airport security).
- If you are being detained, cops can pat you down to see if you have any weapons if they feel threatened. If they feel something suspicious on your person or in a bag that you can immediately access, they can search that specific area, but not anywhere else.
- If the cops feel something illegal (that's not a weapon) while legally patting you down - like a vial of crack - they can arrest you for it.

D. Interrogation Role Plays

D.1) Good Cop, Bad Cop

Note: Ideally, the Good Cop should be the same age, gender, and race as Participant.

Note: We don't do this role play a second time. Just go through it once, then discuss.

Note to trainer: Participant has been arrested and is cuffed in an interrogation room with the Good Cop and Bad Cop. Bad Cop is aggressive and threatens participant with physical violence and makes dire predictions about his/her charges and sentence. Good Cop gets Bad Cop out of the room, then pours on the charm and asks participant to talk. It's important for the Good Cop to be sincere and not condescending or sarcastic. Participant resists for a bit, but folds when Bad Cop comes back.

Good Cop, Bad Cop: You've been arrested and the police are interrogating you. **Say the Magic Words: "I am going to remain silent. I want to see a lawyer."** One officer will yell at you then leave the room. The other officer is nice and she'll try to persuade you to answer some questions for your own good. Say the Magic Words again, but then give in.

This role play involves the "bad cop" shouting at you and threatening you. Please tell us if you'd rather not do this one.

Intro: In this next role play, (participant) has been arrested by herself and taken downtown. Let's see what happens.

Sample dialog:

Bad Cop: The streets are bad enough without you punks coming in and fucking everything up! Well I'm not gonna put up you with you stinking hippies fucking up our city! I'm gonna make sure you go away for a long time! Well, what do you have to say for yourself? Huh? Huh?

Good Cop: Take it easy! Take it easy!

Bad Cop: You take it easy! I've had it with these assholes! I'm gonna make sure the judge throws the book at her! She's going away for a long time for this shit!

Good Cop: Look, you've had a long night Sarge. Why don't you make yourself a cup of coffee while I talk to this kid and straighten everything out.

[Bad Cop leaves]

Good Cop: Wow, that Sarge is a piece of work, huh? Look, I ran your prints and I know you have a clean record. I can tell you're a good kid. All we need is for you to answer a few basic questions everyone answers and I'll make sure you're released tonight, no charges. How does that sound?

[Participant refuses]

Good Cop: Look, I know you might want to talk to a lawyer and everything, but Sarge is a tough case. He's liable to really go off on you tonight, and after that, he'll make sure you

go to prison. That's not what you want, right? Look, I'm your only friend down here and my shift is over in 15 minutes. After that you're going to be left here alone with Sarge all night. All I need is for you to just answer a few basic questions and I'll personally take care of you from there. How does that sound?

[Bad Cop storms back in]

Bad Cop: Well, is that asshole gonna cooperate?

Good Cop: Yeah, she's a good kid. She's gonna cooperate. [Looking at participant] Right? [Participant agrees. Good Cop and Bad Cop high five.]

Lessons:

- [Ask participant] Why did you agree to answer their questions? (Participant almost always says because she's scared and wants a friend)
- GC/BC works because you're tired, scared, cold, hungry, thirsty, don't understand what's happening and haven't gone to the bathroom in a long time. You're looking for a friend. Good Cop is that friend.
- The cops deliberately try to find a cop who's the same age/race/gender as you are to be the 'Good Cop.'
- Remember - there are no good cops!
- Magic Words!
- Cops lie. You never have to talk to them.
- It's your choice whether to talk, but it's their job to take what you say and twist it into something incriminating - against you or your friends. Even if you think you're innocent, you might admit to something that's technically illegal. OR, they can convince you that you've admitted to something illegal, and then get you to try to explain your way out of it - thereby giving them more information about you, your work, and your friends.
- If you remain silent and demand a lawyer, they can't use that against you in court later.
- If you really want to talk, you have the right to have a lawyer present during questioning.

D.2) Cat's out of the bag

Note: The second time, we start with "What's going to happen to me?"

Note to trainer: Cops arrest participant for having a small amount of marijuana. Cops read the participant her rights. Participant says the Magic Words. Cops place participant in squad car. En route to station, the police have a conversation directed at participant about all the horrible things that will happen in jail. Participant asks, "What's going to happen to me?" Cops ask a few questions and offer to let participant off the hook in return for squealing. Participant is convinced to confess.

Cats Out of the Bag: The police will arrest you and read you your rights. **Say the Magic Words: "I'm going to remain silent. I want to see a lawyer."** In the squad car, the police will talk about all the terrible things will happen to you. **After they talk about the judge sending the last guy to prison,** get nervous and ask, "What's going to happen to me?" The police will ask questions and offer to make a deal. Reluctantly give them what they want.

Intro: In this next role play, (participant) has been busted for possession, but is smart and says the magic words. Let's see what happens.

Sample Dialog:

Talkie Cop: Another fucking junior attorney. Hey, remember what Sarge did to that last junior attorney?

Less Talkie Cop: No, what's that?

Talkie Cop: He put him down in D block.

Less Talkie Cop: Butcher block? That's fucked up! I bet it was bend over boyfriend all night for him.

Talkie Cop: Yeah, they were mopping up his teeth the next morning. And you know Sarge's uncle is the judge. So that kid went to prison for five years just for possession. [Participant asks, "What's going to happen to me?"]

Talkie Cop: What happens to you depends on how much you cooperate with us. Now, I know you're just a little fish right? Just sell to a couple of your friends? [Participant agrees]

Talkie Cop: The guy we want is Big Joe. We know he's the main dealer for this neighborhood. We're going to drive by his corner and all you have to do is identify him as your source. You can even duck down so he doesn't see you. After that, we let you go, no charges. This is a one-time deal. Ok? [Participant agrees]

Lessons:

- Admitted to selling drugs by agreeing she's 'just a little fish.'
- When you say the Magic Words, the cops are supposed to stop questioning you. But *these* cops were just talking to each other...
- Your rights are like a light switch. If you say anything to the cops after saying the

Magic Words (like asking to go to the bathroom, have your cuffs loosened, etc.), you turn your rights off, and they can directly question you. You can solve this problem by re-invoking your rights — just say the Magic Words again.

- It's never too late to re-invoke your rights, no matter what they say!
- Avoid turning your rights on and off. It confuses you and makes your story less believable in court. Be consistent. Say "I am going to remain silent" and do it.
- The cops use your stereotypes against you - threatening you with 'butcher block' when most people in jail are homeless, alcoholics or drug addicts, poor folks, sex workers, etc., *not* hardcore gangbangers.
- Do you think the cops are really going to let the participant go? Don't plea bargain with cops, they don't have power to cut you a deal and - COPS LIE!

D.3) Snitch/Countersnitch

Note: We don't do this role play a second time.

Note to trainer: Two participants got arrested together for doing a banner hang, but are immediately separated. Now they are in 2 two separate holding cells. The cop has conversations with one, then the other (usually 3 three conversations each) trying to get them to rat out their friend. The cop tells lies about their charges and about what each said about the other. The participants resist for a bit, but eventually both cave.

Snitch/Countersnitch A: You were arrested with a friend and are now alone in a holding cell. When the cop **first** questions you, tell him to go to hell. Then, when the cop questions you a **second** time, get nervous and tell them it was your friend's idea and car. The **third** time the cop comes around, blame everything on your friend.

Snitch/Countersnitch B: You were arrested with a friend and are now alone in a holding cell. When the cop **first** questions you, tell him to go to hell. Then, when the cop questions you a **second** time, get nervous and tell them it was your friend's art supplies and artistic vision. The **third** time the cop comes around, blame everything on your friend.

Intro: In this next role play, (participant 1) and (participant 2) were arrested at an awesome banner hang. They were immediately arrested, placed in separate police cars, and taken to separate interrogation rooms. It's now twelve hours later and they haven't had anything to eat, drink, or a chance to use the bathroom. Action!

Lessons:

- We call this snitch/countersnitch. It works because:
 - You're scared.
 - You don't trust the people you're with.
 - You and your friend gave information to the cops that didn't seem important.
 - You believe that by talking you can get out of trouble.
- The cops can lie about anything. They can say they have DNA evidence they don't have, wave around a fake signed confession from your friend, make up fake incidents and charges, whatever.
- You will never be better off giving the cops information when they're questioning you! It'll just hurt you and your friends.
- If you are going to do something with your friends that might put you at risk of being arrested, confirm with your friends that you will all remain silent no matter what.
- Know the risks you are taking so the cops' threats will be less scary.

E. Evaluation

- Any final questions?
- This is the most important part of the training for us. This is where you tell us what was less than perfect, so future generations won't live through the same mistakes you did.
- What did folks think about the training?
- What did you like?
- What could have gone better?
- [Hand out "Dealing With Police"]

Sample Confession

WAL-MART

I, _____, do hereby swear and affirm that I took from Walmart # _____, in _____, _____, the following item(s), without intention to pay for them:

Item serial #	Value
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

I hereby hold Wal-Mart corporation and any and all of its agents and subsidiaries harmless from any and all damages. I hereby waive the right to seek damages of any kind from the corporation or employees of Wal-Mart corporation and any and all of its agents and subsidiaries. I will pay restitution to Wal-Mart corporation for any expenses incurred in my theft, including but not limited to: repairs or replacement of merchandise, reimbursement for employee wages, injury to personnel or others, and any and all other restitution or damages available under state and federal law. I have signed this document of my own free will.

_____ (signature) _____ (date)

_____ (witness) _____ (date)

Role Play Cards

Weed in the Park: When the Narc offers to sell you weed, ask if she's a cop. Then ask her to smoke up with you to prove she isn't a cop. Then buy the pot. (When you get arrested, **do not resist.**)

Provocateur: When the cop asks you to break the law, ask if she's a cop. After some hesitation, go ahead and do it. (When you get arrested, **do not resist.**)

Shoplifting: Steal something and slip it into your pocket. When the store security guard detains and questions you, give lots of bad excuses. **Don't run away.** Empty your pocket when asked. The guard will tell you to sign a form. Sign it without reading. When the police arrive, give them all of these excuses:

- I didn't notice they fell into my pocket.
- Ok, I bought it yesterday, but threw away the receipt.
- Ok, I'm really drunk. I don't know *what* I'm doing.
- My friends dared me. I wasn't really going to steal it, I just wanted to see if I *could*.
- Fine, I'll work in the store cleaning up if you don't tell my parents.

Stop and Search: You're riding your bike home from a blockade and you get stopped by 2 cops who ask you questions. You are confused and often ask the officers if you have to do what they say. You reluctantly answer all of their questions, show them your ID and let them search your backpack

Good Cop, Bad Cop: You've been arrested and the police are interrogating you. **Say the Magic Words: "I am going to remain silent. I want to see a lawyer."** One officer will yell at you then leave the room. The other officer is nice and she'll try to persuade you to answer some questions for your own good. Say the Magic Words again, but then give in.

This role play involves the "bad cop" shouting at you and threatening you. Please tell us if you'd rather not do this one.

Cats Out of the Bag: The police will arrest you and read you your rights. **Say the Magic Words: "I'm going to remain silent. I want to see a lawyer."** In the squad car, the police will talk about all the terrible things will happen to you. **After they talk about the judge sending the last guy to prison,** get nervous and ask, "What's going to happen to me?" The police will ask questions and offer to make a deal. Reluctantly give them what they want.

Snitch/Countersnitch A: You were arrested with a friend and are now alone in a holding cell. When the cop **first** questions you, tell him to go to hell. Then, when the cop questions you a **second** time, get nervous and tell them it was your friend's idea and car. The **third** time the cop comes around, blame everything on your friend.

Snitch/Countersnitch B: You were arrested with a friend and are now alone in a holding cell. When the cop **first** questions you, tell him to go to hell. Then, when the cop questions you a **second** time, get nervous and tell them it was your friend's art supplies and artistic vision. The **third** time the cop comes around, blame everything on your friend.