

# Know Your Rights “Trainer-Training” Handout

## Stop & Search Scenario

**Scenario:** 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 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.' Cops can also ask confusing questions like, "So you're saying you do not deny permission to examine the bag?" and no matter what the Participant says, "Thank you for your consent" and grab and search the bag.

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.

**The second time** doing the role play, the cops ask the same question but the participant (hopefully) asks if she's being detained and does not consent to a search. The cops reluctantly say she's not detained and let her go.

**Role Play Cards:** 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.

## "Weed in the Park" Role Play

### 1. Weed in the Park

**Scenario:** Participant is walking in the park. The Narc asks 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 pulls out money to buy the pot, the Trainer behind the bushes pops out and arrests her.

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. She 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.

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### Doing Weed in the Park

#### • **Setting up the Role Play**

- Usually, the person giving the rap will set up the role play for the audience with a couple of short explanatory sentences. For example:

*In this role play, Marcia is walking home through a park after a long week of organizing.  
Let s see what happens.*

- Some prefer to explain a bit more, especially if the cops are not in costume:

*Greg is a cop crouching over there behind some bushes, watching as Ariel (a narc) tries to sell Marcia some pot. Let s see what happens.*

#### • **Practicing the Rap**

We try to make raps as participatory as possible. One way to do this is by asking questions about what they think and about their experiences. It s hard to practice engaging the audience when there is no audience. Have other trainers give audience responses. Also, have them ask questions if something s confusing or not clear answering them will help you become more comfortable conveying the information.

#### • **Weed in the Park Rap**

Q. So did anyone see anything that was illegal?

A. Person did drugs, cop did drugs, cop lied about being a cop

Q. First, what did the cop say when \_\_\_\_\_ asked her if she was a cop?

A. That she wasn t!

Q. Does a cop have to tell you if he s a cop?

A. Yes, No

Q. How many people think that cops have to admit to being a cop if you ask them?

A. Show of hands

- Lesson 1 Cops are allowed to lie about being cops have to to be effective undercover.

Q. How many people think it s illegal for cops to do drugs?

A. Show of hands

- Lesson 2 Cops are also allowed to do drugs and break the law same reason.

Maybe some of you have heard of entrapment/ I heard someone say that this was entrapment.

Q. [Who knows what entrapment is?]

A. maybe, maybe not.

- Lesson 3 -- This is not entrapment. Basically, entrapment is a legal defense that rarely works. To be entrapment, the cops basically have to coerce you into breaking the law. Was this person coerced? Tricked maybe, but not coerced.

Q. So cops can lie about being cops, cops can do drugs, cops can urge you to break the law. So buying drugs from someone on the street probably isn t such a good idea. Is there a safe way to buy drugs?

A. (hypothetically) Buy from your friends, people you know; get a green card, grow your own.

- Lesson 4 Watch out for informants Informants are regular people who have made a deal with the cops to turn people in in exchange for reduced charges or a lesser sentence). They look right, talk right, and you may have a history with them, but that doesn t necessarily mean it s safe.
- Lesson 5 In a political context, infiltrators are the equivalent of narcs. The same rules apply cops are allowed to lie about everything, and you can get in trouble for breaking the law even if an infiltrator encouraged you or helped you do it.

Q. Has anyone ever been to a meeting where someone has asked members of the media and law enforcement to identify themselves?

A. Yes.

- Lesson 6 But cops don t have to identify themselves. This question gives people a false sense of security. If you are planning direct action or civil disobedience of any kind, but especially if it is high-risk, it should be with people you trust, not someone you just met at a meeting.
- Lesson 7 -- If you are going to do risky things, make sure you know and trust the people you do them with.

# How to Act Like a Cop

## **Speaking in Commands**

When you talk to participants, don't ask them questions give them commands:

- Not May I please see your license? but Show me your license.
- Not Can I search your bag? but Let's see what's in your bag.

## **Doing A Job**

Usually cops don't think of what they do as harassment but just as doing their job. You don't have to yell at people or even be mean or obnoxious, you can just be bored and business-like.

## **Talking to suspects**

Unless you're playing a bad cop, don't yell or threaten physical force. If a participant's being obnoxious (by swearing or using their rights), you can be condescending, sarcastic, or even insulting and threatening without being overly aggressive.

At first, when you're asking questions, don't act eager or interested in the answers. You're just scoping out the situation to see if you can move in for a kill; you don't want to frighten away the prey, now do you?

Sometimes, people get nervous and laugh at you. It's hard sometimes not to break character and laugh along with them. One line that always comes in handy, the one we've all heard at least one authority figure say You think this is funny?

## **Body Language**

If you're a cop, you have power, you know it, and you act like it.

- Stand tall with your shoulders up, chest out, feet planted far apart.
- Get uncomfortably close to people you're talking to.
- If you have a billy club, hold it, caress it, tap things with it.
- If it's two cops talking to one person, one of the cops should lurk right behind the person on the opposite side of the other cop.

## **Handling/Arresting suspects**

Grab them by the elbow then put their hands behind their back; grab their wrists with one hand and their elbow with the other. Don't jerk the person around by the arm, but hold their arm firmly and guide them from behind.

## **Realism vs. Fun**

Role plays are designed to have a balance of being fun and entertaining enough to keep people interested, but scary enough to be realistic and prepare people for interacting with the cops. As a cop, it's important to stay in character to make sure the roleplay is realistic enough, but it's equally important not to harm a participant in any way.