

Logistics and scheduling

Timeline

Do a full detailed timeline of the action- eg. from van drop off to debrief. Do this early as it gives people a really good idea of what the action will be like. And then revise it as you go. Work out where really precise timings are needed and where you can allow a bit of flex and some contingency.

Doing a Recce

See specific guidance here on [How to do a recce](#).

Muster points

You may need muster points for certain teams or for spicy actions. It's best to set these using what3words as this is very precise. If using a park make sure it's publicly accessible at the time you are meeting. Do you need it to be hidden from the target?

It a good idea to have separate muster points for spice and support roles to keep support crew as low risk as possible.

Marches and Rallies

A well planned march or rally depends massively on a good route, engaging activities, and good stewarding. If you're planning a march, [check out guidance here](#).

https://www.youtube.com/embed/EElUbrEM1k0?si=UqDK_rwnCe_FeuO4

Programming

Who will be speechifying, what will they talk about, how long for, who will be MC'ing that noise and will you amplify it? Put together a talking points list and give this to the speakers well in advance. Expect one or two to not turn up on the day and have backups. Allow some flexibility in the programming.

Ideally you have someone who can provide sound and power and keep it all safe.

- The Programming team have a [thorough guide](#) to planning more complex programmes.

- If you're planning a really large action, consider if you may need support from [Production and World Build](#).

Communicating with the Police

We recommend discussing your action with the [Protest Liaison](#) team.

They will be able to advise options in terms of whether to communicate with the police beforehand or once an action has started.

Remember, we never ask for permission. In some situations it is advisable to inform authorities of our planned actions as this reduces the likelihood of 'over policing'.

Moving assets around

Do you need a van/cargo bike to get kit where it needs to be? Do you need to hire one? Consider routes, particularly in London where you might have red routes.

Be cautious moving kit that the action cannot afford to lose - consider moving it ahead of time and don't use a vehicle known to the police.

And remember to think about who will take the kit away again? (if not the cops)

Contingencies

Think through what could go wrong and think how you would change the plan. What if it chucks it down with rain or the police turn up in numbers and disperse you? What can disrupt your action? Which possibilities are most likely? What will you do if they happen?

It's best to think these through and consider alternatives that you can deploy dynamically rather than having set plan A, B, C.

(example: Insure our Future occupations: many targets had excessive security so teams had a target A, B & C as there are plenty of targets in a small area in the City. This happened and the pre-planning really paid off!)

Do you want a second action (or a single rebel) to draw police attention/resources?

Budget and purchasing

Make a budget, appoint a budget holder. Keep receipts!

Don't let budget become a blocker: great action planners find ways to do more with less! If all else fails you may be able to renegotiate or ask for money from elsewhere. If you are really stuck speak to your Region or Nation co-ordinators.

Buy anything you need early to avoid spending over the odds on delivery costs.

Food and provisions

Do you need someone to provide food for rebels during the action? Coordinate timings for when is a good time for food to arrive and be distributed. Make sure it doesn't arrive when you need rebels doing something else as they will all scarper to get hot food!

There isn't going to be any way of getting food at the location, let rebels know to bring some and spare for others!

If you are planning a really big action, contact [Sustenance](#) for contact who may be able to help.
