

# Associations

How many skills would you pursue if you had access to paid training or free learning on any subject you desired?

There will be voluntary structures that benefit people in different trades. They will be organic, but our network favors those which adhere to certain principles. These are associations. We divide these into two tiers which, between the two, provide opportunities for growth in a myriad of modalities. If you can't find the association you want, you can be the one to create the next great association.

Associations provide members with access to benefits, such as exclusive job/bounty access

## Inner Associations

Inner associations fulfill a number of requirements which other associations do not necessarily follow. They must allow for learning and movement.

An association is organized by those within the association. They are decided by unanimous consent by default. That can change but as such the status of the association might shift. All associations, inner and outer, must adhere to the nonaggression principle and seek to attain higher levels of anarchy in all interactions and transactions.

Inner Associations will have form in that they accommodate people who are of these groups:

- Intermediary
- Intermittent
- Interdisciplinary
- Noncommittal
- Beginner

An inner association must adhere to these five core principles:

- They must accept new members
- They must accept auditors
- They must accept inter-association ambassadors, students, and collaborations
- The above four must be determined at the discretion of the entire association.

If an association by unanimous consent decides to not adhere to one of the core principles, but still desires to adhere to the nonaggression principle and conduct trade with other anarchists, they may be considered an outer association.

## What Associations Bring:

- Support for the Community
- Wealth to the Community
- Occupations For People
- Occupational and Interdisciplinary Development

## How Associations are Run:

- Community organized and ran
- Common five core principles and NAP
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## Agorist Hosts and Associations

The labor people complete can lead them into Associations.

Determine: How far have you walked down the path. How far can you speak the language.

## Tier 1

Gets discounts on goods or services.

Secret chats

More customers

To enter tier 1, complete 10 hours of labor and pass the test. Then 100 hours until tier 2.

## Tier 2

To enter tier two, there are certain core achievements one attains, alongside any achievements their association may consider tier one minimum achievements.

Barter with other mechanics

Opportunities we need skill for vs something you can be new to

## Intra-Association Jobs

### Welcome Team

Association Information Specialist  
Association Placement Support

### Association Builders

Association Starters Support  
Recruitment

Intra-Association Relations  
Dispatcher / Communications  
Coordinator

Individuals and Groups  
Workshop Host for  
Individuals and Groups  
Land Stewards for Properties

## Hosts

Private Land Host for

# In-Association Jobs

## Welcome Team

Association Information Specialist  
In-Association Placement Support

Workshop Host for  
Individuals/Groups  
Land Stewards for Association  
Owned Properties

## Main

Tradesperson  
Apprentice  
Working Instructor  
Master/High-Level Faculty  
Association Store Owner / Tender

## Association Support

Security for Association  
Locations Acquisition and Host  
Management  
Association Needs  
Association Events  
Emergency Preparedness Association  
Representative

## Commerce

Resource Creation  
Tool Creation  
Equipment Upkeep  
Tool / Materials Sourcing  
Trade  
Media Crew  
Association-Specific Bounty  
Bringing

## Member Support

Member Recruitment  
Association Member Needs

## Ambassadors

To Other Associations  
To General Public  
From other Associations

## Hosts

Private Land Host for  
Individuals/Groups

# List of Associations

## **Builders Associations**

Architects, Stone Layers, Road Makers, Plumbers Association, Carpenters Association, Electricians Association, Bushcraft Structures, Aircrete, Alternative materials and methods.

## **Intrapersonal Associations**

Connection Games, Counseling, Conflict Resolution

## **Mechanics Associations**

Car Mechanics, Bicycle Mechanics, Computer Mechanics, Software Engineers

## **Agriculture Associations**

Farming, Livestock, Permaculture

## **Media Associations**

Filmmakers, Writers, Philosophy

## **Fabrication Associations**

Metalworkers, Woodworkers, Glassblowers, 3D Printers, Gunsmiths, Reloaders, Recyclers, Welders

## **Emergency Response Associations**

First Responders, Counter Intelligence Association

## **Protection Association**

Ranged, Melee, Weapons, Armor, Tactics, Security