

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