

Caravan Welcome Outpost

Our version of the caravan is all about outreach. Like freedom hosts, the caravan can also direct people toward their passions. It does this as a Voluntary Welcome Outpost.

We also want to provide a space for people to trade. So we will be creating a pop-up marketplace everywhere we go. Festivals for up to a month duration anywhere we park. Visiting travelers will have the structure they need to do their craft or trade as well as network within each geographical location.

Tour of the Outpost

Welcome to the Caravan Outpost. Here, you will find:

- The Library of Anarchy
- The Outerlands Bazaar
- The Admissions Desk
- The Voluntary Welcome Outpost (headed by the Caravan Aid Committee)

The entrance to the network's inner realm is through Admissions. To establish trust in the network, one must first go through an agorist host or peruse the library to gain the knowledge required to pass admissions. The admissions process is free to try at any time.

Main Hall

This is where people are encouraged to meet and associate. Feel free to use this space as you would any free space including as a shelter in inclement weather.

Services Offered:

- free internet
- protection from the elements
- filtered water
- sell whatever you want

All services are optional, visiting, staying, and traveling with the caravan is free. It's a practice in conflict resolution and community. If someone is not acting correctly in the eyes of the current caravan members, there are methods of conflict resolution such that no party is ostracized without due treatment.

The True Realm

Freedom Guides and Outposts get you in contact with associations, caravans, inner or outer city tribe, and the tools you need to create your own version of any of this.

The host's goal is very specific: to find you your place in the community. That place may end up being at the location where the hosting takes place, but either way, it is the goal of the host to get a thorough reading of a person's place and desire for themselves in the community.

There is a false projected realm over the true realm that we already inhabit. You are currently in the inter-realm. This is the conduit between the old and new. To clean the window that has been sullied. And take back that which is ours to remake in the correct fashion which is decentralization and personal autonomy. The rule here is very important: no rulers. Zero Aggression Principle. No coercion. There are many simple ways to say our number one rule. The inner realm is protected because some things in life should be protected and other times risks can be taken, but we don't need to risk everything. So we keep a certain amount of spaces private to people who have not expressed an understanding of our Network and the zero aggression principle.

We are not like other movements. We can not waste time on anything that does not honor and understand the scope of our network. We are not looking for ideas that would encompass and change the focus. We will exercise our right to remove ourselves from situations that do not represent our work. The outer realm is where we spend the majority of our time in the caravan. Technically, wherever we are is the inter-realm. We are always traveling to outer city outposts and any other location with our bus, the signage doing much of the activism for us. This is all for people to understand that they have to translate their life into this place. It is not a way to escape a lack of meaning, but it is the way to work with you like if we need any a lack of meaning.

Intro

Welcome to our camp. We are an outpost of the caravan and your first Voluntary Welcome Hub. We are here to introduce you to the network through the lens of our interactions with the vital aspects of the network.

Me and Chew do Voluntaryist missionary work while hosting a full-time festival/marketplace that directs/enables people to connect to the network and achieve freedom from their past lives. This is a form of self-serving community outreach.

The Caravan is designed to be fluid, suiting itself to fit the occasion and atmosphere with no excess or wasted time or resources. Each region presents unique opportunities for Hub locations that serve as base camps that enable the caravan to do its work. The schedule is to exist for a month at a time at each location before it moves on, allowing for the formation of deeper bonds in each location and leaving behind year-round communities centered around community, growth, and commerce.

The individuals who make up our caravan are always involved in a win-win interaction with the Caravan Welcome Hub. They may interact with it for any amount of time and may create their own caravan. Each individual has a unique self-lead path that can create a win-win situation. There will be people in every town helping people direct themselves towards trades and towards other towns and caravans.

This is a support system for a network of harmonious relationships that supports voluntaryists everywhere. Every person has a passion and it can be fulfilled in this network. Voluntaryism doesn't require every person to live under one rule. It doesn't require anyone to do any one thing. It enables different types of voluntary organizations to form as long as they adhere to the Zero-Aggression Principle (ZAP). Differing ways of resolution will be available and can be arbitrated between disputing parties in case of aggression or offense.

Individuals who would like to contribute to something important will be well to bring attention to this system because it is a way to find the community if you have none and strengthen your community if you do.

- We will be stationing at Anarchist hub locations which will function as a constant marketplace for you to sell your art and wares or provide your service to the anarchist public.
- While in each area, we will be throwing events and talks and attending local voluntaryist events or creating them if necessary.
- If your work would not be helped by constant travel, we will have year-round nomadic hubs on the outskirts of each major town that will lure people into learning about anarchy and finding alternate ways of interacting with your favorite city.

The Infrastructure for Freedom

We have the Infrastructure for Freedom and the coordination necessary to sustain freedom for more and more people - and we are doing this right now. We have the means to transition from a state of surviving to one of thriving.

The thing we have is an actionable vision. The desire we share with so many others is clear and ideologically simple: we want freedom for all people. However, freedom for each individual is not enough in itself if people are still vulnerable and able to be dominated by any new form of the coercive state. Furthermore, our business plans are not creating freedom if they do not follow a vision for how that dream could come true in this lifetime.

Voluntary Welcome Desk

Welcome desks or outposts are for helping people get into the network. Their sole focus is on providing a free service to those who want to grow their network.

24-hour in-person support in every city. Powered by you.

Anyone can form a voluntary welcome desk or outpost. When in operation, a desk follows very few restrictions but there are a few. They must welcome people who are interested in deepening their knowledge of anarchy.

Example voluntary welcome desk interaction:

Hello there, would you love to have only voluntary interactions from now on? Walk through the gateway of freedom. We can give you a quick questionnaire and let you know how to take the next step in your journey to self-discovery.

Voluntary Welcome Crew

Every outpost or region can have a Voluntary Welcome Crew as long as there is at least one person who is actively seeking to help others find agorist options for themselves. This person is hosting the Welcome Desk or Outpost. Beyond running the Welcome Outpost, the aim of the Welcome Crew is to create more opportunities for those seeking counter-economic options in their area.

They may secure permanent structures or land and deal with it as they would like and agree to, including applying for a location to be a Freedom Hub.

We aim to bring down the slave plantations in every way, in this lifetime. We are not relying on anyone else to do it for us.

Free Market Hubs

x/y

x/y

x.y

Caravanarchy

Our Bus: The Time Machine

We are creating time and helping people with their time. You can use this as a model to create your own caravan or community.

What we offer:

Both network host and welcome outpost, the caravan blends these capabilities while retaining wings focused on outreach, protection, and whatever other topics the current caravan is about.

The caravan is the current primary creator of abundance loops within the network. But we are not the network in itself. We are network support. Our network is designed to protect ourselves and others by having backup networks in multiple states.

We hold a marketplace everywhere we go. Festivals for up to a month duration anywhere we park. Visiting properties will have the structure they want to have.

We go to a city. We set up a temporary camp on the outskirts of that city. We draw people in and give them tools to connect with people from their own lives as well as new friends with similar goals.

We are a machine designed to create the changes we want to make.

We are peddling voluntarism, not labor. We do talks and discussions. And we have the vision to create the lore. We are the bards.

The Workshop is a separate and complimentary gathering within the voluntarism brigade that consists of people who teach certain skills and travel around or stay in one place offering information.

- Outreach - go forth and form new voluntarist communities
- Information - Cultivate and make available voluntaryist information and art
- Culture - Create festivals, stories, and voluntaryist media. Seminars wherever we go, creating communities wherever we go.

We offer a place for everyone to go and, if they see it necessary, for them to never return to their old lives. Whether they want to learn a trade in an association, start their own profession, or just live free on land arbitrated by no ruler. The free land we have will build itself up with the hands of people who know their labor is going towards something that will support them in the future.

We will meet up with people in different cities to start new festivals. We spend a month in an area at a time, where the caravan can recoup and secure gas money for the next destination. The main caravan will focus on a new location vs an older location but yearly festivals will persist and other caravans will go wherever they please.

We retain a unique perspective based on our exposure to a diverse demographic of communities. We are historians and philosophers with a large sphere of influence. We do not need donations nearly as much as we need people on the ground. But donations will go towards a network that will provide for every one of us in the ways we want and need from our community.

Core Principles:

- All interactions/exchanges are net positive - win/win
- Everyone agrees to the NAP
- For all, we support movement throughout associations to find the true passion.
- Self-Reliance

Caravan Offerings

Slow-Traveling Faire

We will go to an area for a month or more at a time and during that time we will focus on forming a group capable of continuing the Voluntary Welcome Hub and Freedom Hub full-time. We will also focus on setting up recurring meetups and a festival that can help bring people into the network. We will have a constant presence during that time. Shelter/Housing can be brought or provided by those in the area, if not found on BLM lands.

You will wake up every day knowing where the central caravan location is. That location is somewhere where you can meet people, craft, and trade. Sometimes there is no main camp and the people in the caravan do outreach in the town because there is not a central meeting location possible. In this case, the caravan will be centered around a certain known friendly location.

In this way, each vehicle in the caravan can be stationed in its most strategic location and the center of the caravan does not depend on the presence of any one vehicle at that location. That location becomes a welcome hub location and anarchists at that location can provide welcome hub services.

The Nightly Production/Show:

Performers

Merchants

Craftspeople

Problem Solvers

Cafe or Food Makers

The Daily Offerings

Writers

Bounty Fillers

Mechanics

The main location for the caravan will be where the Nightly Presentment takes place. People can always park wherever they wish, near or far. There will be a separate silent area designated for those who wish to camp quietly and visit the offerings from farther away.

Caraveneers Wanted!

We have a system for saving people from the cities

We have a one-ton truck, a 35 ft 5th wheel, a car, and an extended van with a bed built out.

The idea is to help everyone who is having trouble redirecting their income stream and expenditures to purely agorist sources - so that we can keep the wealth in the family and grow a system that will stand resolute against all threats. Our caravan is growing - and with it sprouts new spaces for people who don't yet have a vehicle to sleep in of their own. Everywhere we go, we have a huge camp offering and tables set up inviting folks to learn about the opportunities available in this ever-growing agorist network.

We have a solution for your lowest moment

We are here for you. Do you have a way to protect yourself? Need to get away or need another house? We'll provide the details you provide the specs - let's all be more sure about what we're gonna get.

Van Lifer? Become a Bounty Bringer!

Bounties are like wanted posts. You can ask people for things they want and pick them up.

Lifestyles for Freedom

There are different tiers of positions on the caravan. There are temporary travelers and there are full-time crew. You always fill some position. Every position is a win-win relationship. The basic position is a traveler. Travelers

pay for their own gas and insurance on their own vehicle or a vehicle in the fleet they are renting. Rental vehicles also have a charge for paperwork and another for wear and tear. There will be many positions available.

If you come on our caravan, you will get these great benefits:

- You will wake up every day knowing where the central caravan location is.
- That location is somewhere where you can meet people, craft and trade, and more.

Sometimes there is no main camp and the people in the caravan do outreach in the town. In this case, the caravan will be centered around a certain known friendly location.

Bringing Everybody Along

You don't need to become a nomad - it's just highly suggested to take some time decompressing from the stressors of your life. This can be done either on the road or at a stationary location.

Many needs are fulfilled by our caravan. The point is not to have people coming along with us but to connect people with things they need. We can use our boon to share with others what we have in excess.

Potential Vehicles

Bus ideas to help people, not yet created:

- Water Bus: Washing machine, Shower, sauna, plants growing.
- Electro-Bus: Charging stations, wifi, sound system, lights, entertainment, and appliances.
- Demo Bus: Construction tools, storage
- Art Bus: Woodworking, wire wrapping
- Music Bus: Recording studio, writing.
- Skill Delivery Bus: Give rides to skilled voluntaryists
- Rideshare Bus
- Tarot Bus
- Healing Bus: Sound healing, massage, astrology, etc.

Why this is way better than a road trip:

On vacation, you are always going back to where you came from. If you don't end up rushing, you still miss out on all the things you didn't have time for. You budgeted your time.

Core Caravan Team

Index of Core Roles (choose or create one):

Caravan Coordination Crew:

- Caravan Needs
- Events Coordinator
- Mechanic/Mechanic's Rep for Caravan Vehicles
- Caravan Security
- Emergency Preparedness Association Representative
- Mobile Armed Militia Association Operative
- Other Association Representative

Movement Crew:

- Non-Event Private Locations Scout
- Outdoor Locations Scout
- Trade and Barter / Bounty Finding
- Outreach Representative

Media Crew:

- Newsletter Creation

- Bounty Board Upkeep
- Multilevel Privacy Map Upkeep

Caravan Inner Health Crew:

- Caravan Member Recruitment
- Caravan Roles
- Caravan Member Wellness
- Inner Caravan Errand Driver

Outreach Crew:

- Caravan Camp + Cafe
- Performers, Speakers, DJs
- Other Caravan Talent
- Game Night (connection games)
- Other "Nights"
- Dating Section

Core Teams Descriptions

Caravan Coordination Crew:

- Caravan Needs
- Events Coordinator
- Mechanic/Mechanic's Rep for Caravan Vehicles
- Caravan Security
- Emergency Preparedness Association Representative
- Mobile Armed Militia Association Operative
- Other Association Representative

Movement Crew:

The movement crew consists of people inside fo the caravan who care about the caravan and have input pertinent to the next location and the timing of the movement of the caravan..the caravan doesn't move until they reach consensus.

- Trade and Barter / Bounty Finding
- Outdoor Locations Scout
- Non-Event Private Locations Scout
- Outreach Representative

Media Crew:

Newsletter Creation

Maintain and update any number of media sources to spread knowledge to people. Spread the word of the newsletter.

Bounty Board Upkeep

Help us find bounties on the road, and direct where the caravan will go next. We will follow the wisdom of the Movement Crew, but you can take trips near and far to meet bounties if the caravan is not going in the direction you find perfect.

Multilevel Privacy Map Upkeep

Help expand the community's multi-level privacy map. Add places, get places established, and provide services to locations

Caravan Inner Health Crew:

A group of people who help the caravan by keeping track of the needs of the caravan

- Caravan Member Recruitment
- Caravan Roles
- Caravan Member Wellness
- Inner Caravan Errand Driver

Outreach Crew:

- Caravan Camp + Cafe
- Performers, Speakers, DJs
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Extra Skillset: (choose at least one to develop)

- Defense
- Medical
- Media
- Big Rig Driver
- Fleet Maintenance
- Member Support
- Technical Support
- Rideshare/Package/Vehicle Delivery
- Traveling Merchant
- Mechanic / Mobile Mechanic
- Contractor/Consultant
- Transitional Members
- Individuals seeking a non-caravan position/permanent location

Other Opportunities: (not necessary if paying gas)

- Locations Scout

Link to: Mobile Gear Guide

To Be Mobile?

How to Become Nomadic

Not a nomad but want to be? We have several mobile spaces available if you have a vehicle but not one you can sleep in. Help with one of the jobs listed or live and work for yourself (preferably within the network), paying minimal rent and your own gas while following our caravan. Or you can trade your car into the network for barter.

Nomad Questions:

- How is your life improved by being mobile? Is it a monetary boon?
- Is your lifestyle or profession helped by being mobile?
- What's your reason/end goal for being on this caravan specifically?

Benefits Of Mobile Life

Real-life testimonial “All my time is used better now. I can spend time dictating notes into my phone and calling people while driving. Life isn’t something where you’re only being useful if you’re being paid for it. I get my best thinking done while driving. And I get other things done while driving that I would’ve had to multitask while doing anyways.”

Expenses of Mobile Life