

1919 Pittsburgh - Role Sheet

Name: *Mother Jones*

Allegiance: *Pro-Strike Faction*

Role Context

You are a white, 87 year-old union organizer, born as Mary Harris in County Cork, Ireland, in 1837, and are a key figure in United States labor history. You witnessed firsthand the beginning of America's industrial life. Hand and hand with the accumulation of capital came anti-labor legislation. You are known for holding 'grand rallies', a form of street theater that would earn headlines in local papers, and you often travel with a band and then later with a phonograph, using music as an organizational tool. The height of your public influence came in 1903 Colorado where you were dubbed "the heroine of the Pennsylvania coal miners," for the successful union organizing drive in the anthracite fields of Northern Appalachia. Your speeches are riveting, energizing, and effective at winning converts to the union's cause.

In Pittsburgh, you traveled up and down the Monongahela River, places where the steelworkers were on strike. Here, open meetings were forbidden, but still, you spoke often to the strikers, and crucially, to their families.

Motivations

You believe that the war took away too much from the Steel Workers Industry and are displeased with Gary's refusal to meet with union leaders. You strongly believe that the statement "all men are created equal" should directly translate into workers' rights and liberties. This idealism extends to the black steelworkers as well, giving you a unique position amongst the pro-strike faction to assist them in their search for support from labor leaders. You believe that under a liberal democracy, such as that of the United States, the economical disparities seen between workers and Trust owners can, and will lead to an inequality of democratic representation.

Play Guidelines

Round #1

- You **do not support** the resolution in this round, as you fear it will heighten tensions even more and could provoke an early strike call.
- Get to know as many of the indeterminates as possible, some might contain beneficial information that will aid in your cause

Round #2

- Challenge the anti-strike faction to explain their refusal to strike.
- Be aware of those who aim to associate you with the so-called “radicals.”

Round #3

- In the event, a strike was voted against, double down on efforts to bring about the strike by continuing to reach out to indeterminates to convince them of your cause
- In the event a strike is passed, devise a list of strike objectives to be achieved, as much as you want favorable goals, ensure that most people agree to the terms so as to achieve a majority vote.

Victory Objectives

Round #1 Victory

Although there is no direct Victory Objective for Round #1 for your Faction, as one of the strike organizers, it will aid in your goal to stall the Strike, so that it may be better organized.

Complete Victory

Your Victory in the game is directly related to the success of the strike. A complete Victory will see you win Round #2, and obtain a majority vote in Round #3.

Partial Victory

Partial victory may also be obtained if you lose the vote in Round #2 but manage to achieve the 75% majority vote in Round #3, thus seeing a Strike occur, although in a weaker state.

Important Sources

- Source 3.6 - “The Daily Schedule of a SteelWorker in Homestead, Pennsylvania, 1919”
- Source 3.8 - “Mother Jones’ Biography - Chapter on the 1919 Strike”