

The Whole  
Village  
Moves Ahead

Guilts

T H E   D O O P   M O D E L

When  
Action  
Is Needed

V I L L A G E  
T A C T I C A L  
A C T I O N

Secretariat

Secretariat

Village  
Assembly

Stakes

The Whole  
Village  
Decides

Secretariat

The Whole  
Village  
Knows

"DO OUR OWN PROJECT"

## VILLAGE TACTICAL ACTION

### THE DOOP MODEL

The DOOP (Doing Our Own Project) model is a means of intensification of the way that decisions are made within a corporate setting. It is also a way of utilizing the wisdom gleaned over the years regarding the comprehensive care of a community through stakes. It is a contentless procedural design for the involvement of an entire community in its own renewal. Perhaps the most exciting implication of this rediscovery is the way that it can give realistic and practical form to the fundamental principle:

#### ALL THE DECISIONS BELONG TO ALL THE PEOPLE

The DOOP model was designed to be a dynamic to fill the "ORGANISATIONAL CHART Toward the Actuation of Comprehensive Human Development Projects on the Local Level." As such it interrelates 1. The Community Assembly, 2. The Secretariat, 3. The Commissions, 4. The Guild Network and 5. The Stake System. The model basically has three operating principles:

THE WHOLE COMMUNITY KNOWS

THE WHOLE COMMUNITY DECIDES

THE WHOLE COMMUNITY MARCHES AHEAD

One of the key items in the procedure is the use of prepared charts. These charts give a means of participation that teaches the methods as the charts are prepared. They are also a means to hold actual accountability and to be able to keep a record of the "pulse beat" of the village.

The system works something like this. The 13 week timeline lays out the tactical action that the village has planned. Also there is usually a swirl of issues and decisions requiring action around the implementation of these tactics. The first people to know about these are usually the village leaders, the Secretariat. Their first job is to arrange for meetings to take place in each stake. They take charts to each stake which gives the information and presents the questions to be answered and which have space to record the recommendations from each person. In this way,

THE WHOLE COMMUNITY KNOWS

When the Secretariat has collected all the recommendations and suggestions from the village they pull them together and present them to the village assembly. Here, the final decision is made. What is the necessary action? Who will be assigned as the responsible person? And how can this victory be achieved? In this way,

THE WHOLE COMMUNITY DECIDES

This decision once made releases those who are ready to work in the different task force arenas, or Guilds. They can now meet and make final refinements to the plan of how they will complete their assigned task, and then go out and step by step win the victory. They are held accountable to the village to report on their work. In this way,

THE WHOLE COMMUNITY MOVES AHEAD

The last step is crucial. If the victories are won, the village will change and it will be motivated to continued "doing our own project".



## MEETING FORMATS

### WEEK A

#### Tuesday Night Stake Meetings

Prior to the stake meeting visit every home and announce the reason and place of the meeting.

1. Open meeting with song, ritual of informal accountability.
2. Conduct training on DOOP model, or study the consult document.
3. Get reports on last two weeks accomplishments in village wide tactical actions. Study the 13 week timeline.
4. Present Victory planning stake chart and read in public voice the initial question.
5. Fill out chart
  - a. What must be done these next two weeks
    1. Brainstorm list
    2. Choose the 3 victories to be won
  - b. How in four steps
  - c. Who should be assigned responsibility
6. Send representatives and charts to the assembly.
7. Send-out

#### Tuesday Night Community Assembly

1. Prepare space and put up charts.
2. Songs and ritual
3. Account by stakes
4. Spin on DOOP Model
5. Review the 15 stake recommendations
6. Fill out Community Assembly chart
  - a. Choose the 5 village victories of the month
  - b. Select the four steps that will bring victory. Key: What is the first step that will break us loose.
  - c. Choose and commission the Guild guns.
7. Divide the Assembly into Guild groups. (If necessary)  
Announce the time and place of each Wednesday Guild Meeting.
8. Send-out

#### Wednesday Night Guild Meeting

1. Guild song and ritual
2. Review the ongoing programme and the last two weeks victories.
3. Post log book up to date.
4. Review the assigned task.
5. Fill in detailed Guild Victory planning chart.
  - a. What victories for the two weeks, one week, and each day.
  - b. Put the daily victories in the form of implementaries to answer the question of How.
  - c. Fill in at least 10 names who are the invincible team.
6. Post log book up to date of plans
7. Claim the next days victory (Do not fail to win in the first step.)
8. Send-out

#### Friday Night Secretariat (Leaders) Meeting

1. Prepare space and put up decor
2. Songs and rituals
3. Accountability by guilds and stakes
4. Spin on Meeting Methods
5. Reports
  - a. Stakes
  - b. Guilds

6. Releasing Consensus
  - a. Village Calendar
  - b. Issues
  - c. Recommendations to Stakes & Guilds
7. Send-out  
Closing song, send-out & ritual.

### WEEK B

#### Tuesday Night Stake Meeting

Prior to the Stake meeting visit every house and announce the reason and place of the meeting.

1. Open meeting with songs, ritual and informal accountability.
2. Conduct training on the role of the stake in village polity dynamics.
3. Get report on last two weeks accomplishments in stake wide care actions. Follow with absolving spin.
4. Present Victory planning stake chart and read in public voice the initial question which is different from village-wide tactical action, viz.  
Our stake has decided to be a sign of care for its members on behalf of the whole village and the New Village Movement. Looking at the last two weeks accomplishments and the needs of our stake what victories are we going to accomplish in the next 2 weeks?
5. Fill out the chart.
  - a. what must be done these next two weeks in the stakes?
    1. brainstorm list.
    2. choose the 3 victories to be won.
  - b. How in 4 steps?
  - c. who should be assigned responsibility?
6. Commission chosen representatives to lead the care actions.
7. Send-out

#### Tuesday Night Community Assembly

None held in Week B

#### Wednesday Night Guild Meeting

1. Guild song and ritual.
2. Review the ongoing programmes and the Week A victories.
3. Post log book up to date of accomplishments and framing visits
4. Review the assigned task
5. Correct the detailed bi-weekly planning chart.
  - a. Rearticulate the victories for the week
  - b. Work through the how with detailed implementary steps for each of the remaining 7 days.
  - c. Review the who.
6. Post log book up to date with plans
7. Claim the next days victory
8. Send-out

#### Friday Night Secretariat (Leaders) Meeting

Same format as week A



The Whole Village Knows  
The Whole Village Decides  
The Whole Village Moves Ahead

# LOOP MODEL TIMELINE

Our Village  
Is A Sign To The World

WEEK	WEEK A			WEEK B		
Day of Week	TUESDAY	WEDNESDAY	FRIDAY	TUESDAY	WEDNESDAY	FRIDAY
Type of Meeting	STAKE	GUILD	SECRETARIAT	STAKE	GUILD	SECRETARIAT
materials or data needed	<u>Per Stake</u> 1-large stake chart for <u>village wide task</u>	<u>Per 5 Victories</u> 1-large guild chart	reports from stakes and guilds	<u>Per Stake</u> 1-large stake chart for <u>stake wide care</u>	<u>Per 5 Victories</u> -chart from week A -secretariat recommendations from week A	Same as Week A
product	<u>Per Stake</u> completed chart -3 victories -4 steps for each -8 responsible for victory	<u>Per 5 Victories</u> completed chart -victory 2 weeks -victory each wk -daily implementaries -10 invin. team	-village calendar -issues -recommendations to stakes & guilds	<u>Per Stake</u> completed chart -3victories -4 steps to each -8 stake mbrs. responsible	<u>Per 5 Victories</u> -final victory -weeks victory -correction in implementaries -10 mbrs. of invincible team	Same as Week A
Type of Meeting	COMMUNITY ASSEMBLY	<div> <p>The Secretariat, in its coordinating and monitoring function sees that the completion and flow of the charts takes place from stake to community assembly to guild, as well as the actuation of the victories.</p> </div>				
materials or data needed	1-large community assembly chart 5-completed stake charts					
product	completed chart 5 victories 4 steps to victory 10 commissioned unbeatables					

# TWO WEEK MEETING OUTLINE

DAY WEEK	TUESDAY	WEDNESDAY	FRIDAY
WEEK A	(secretariat)  STAKE MEETING  <u>Village wide</u> tactical action for two weeks  (secretariat)	(secretariat)  GUILD MEETING  <u>Village wide</u> tactical action for two weeks  (secretariat)	SECRETARIAT MEETING  The Secretariat informally is made up of stake and commission representatives and general leaders at large.  It maintains coordination and monitoring of all activities in the community, guards the community consensus as set forth by the Assembly, and oversees project implementation. continued below
	COMMUNITY ASSEMBLY MEETING  <u>Village Wide</u> tactical action for two weeks  (secretaria)		
WEEK B	(secretariat)  STAKE MEETING  <u>Stake wide</u> tactical action for two weeks  (secretariat)	(secretariat)  GUILD MEETING  Mid-course correction in second week <u>village wide</u> tactical action  (secretariat)	SECRETARIAT MEETING  The planning and detailed model building takes place in the Stakes and Guild meetings and the Secretariat meeting unblocks the actions of the Guilds and Stakes by releasing decisions or recommendation
	COMMUNITY ASSEMBLY  Does not meet in week B		



S T A K E

Our village has decided to be a sign of the rise of local man.

Stake No. \_\_\_\_\_

C H A R T

Looking at the 13 week timeline and victories of the past two weeks what victories are we going to accomplish in the next two weeks to prove that local man is on the move?

Date \_\_\_\_\_

List one insight  
from everyone  
at the meeting.

Who will be the  
ones responsible for  
these victories?

How can we win  
these victories?  
(4 steps)

The Three  
Keystone  
Victories

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.
- 7.
- 8.
- 9.
- 10.
- 11.
- 12.
- 13.
- 14.
- 15.
- 16.
- 17.
- 18.

- 1.
- 2.

- 1.
- 2.
- 3.
- 4.

- 1.
- 2.

- 1.
- 2.
- 3.
- 4.

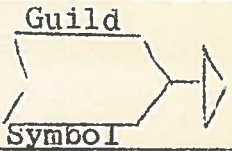
- 1.
- 2.

- 1.
- 2.
- 3.
- 4.

Choose the three keystone victories and write them in the winner's circle.

G U I L D  
C H A R T

The \_\_\_\_\_ Guild assumes responsibility for its assigned task  
and claims the victory of the \_\_\_\_\_



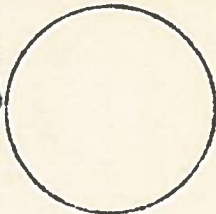
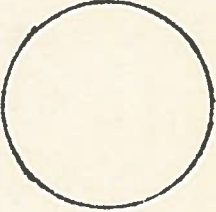
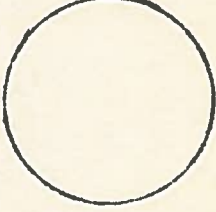
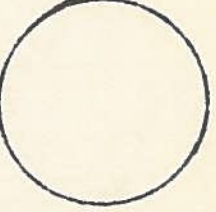
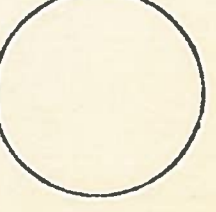
The Invincible Team		Fill in the steps that are necessary to win the victory							Victory For The Two Weeks
		Mon.	Tues.	Wednes.	Thurs.	Fri.	Sat.	Sun.	
<div>1.</div> <div>2.</div> <div>3.</div> <div>4.</div> <div>5.</div> <div>6.</div> <div>7.</div> <div>8.</div> <div>9.</div> <div>10.</div> <div>11.</div> <div>12.</div> <div>13.</div> <div>14.</div> <div>15.</div> <div>16.</div>	date								



COMMUNITY  
ASSEMBLY  
CHART

THE WHOLE VILLAGE KNOWS \* THE WHOLE VILLAGE DECIDES \* THE WHOLE VILLAGE MOVES AHEAD  
OUR VILLAGE IS A SIGN TO THE WORLD

DATE \_\_\_\_\_

Stake Suggestions	The Commissioned Unbeatables	The Four Steps to Victory				The Five Keystone Victories
		I	II	III	IV	
1.	1.					
2.						
3.	2.					
4.						
5.						
6.	1.					
7.						
8.	2.					
9.						
10.						
11.	1.					
12.						
13.	2.					
14.						
15.	1.					
	2.					
						
	1.					
	2.					