

GrassRoots GunRights

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POLITICS IS ABOUT POWER

In any political struggle there must be winners and losers. *GrassRoots* leadership is working hard to make sure the pro-gun rights side is the winner. *GrassRoots* and pro-gun rights can be the winners, but only if *GrassRoots* members are willing to play to win. *Are you willing to play to win?*

Politics is about power and who gets to wield such power. The winners get their way. The losers get excuses and complain. Gun owners have been forced to listen to excuses and complain for years as more and more gun control laws have been passed. Gun owners have been the losers for too long. *Are you willing to play to win?*

Gun owners have not been playing politics to win. Winning politics is not about educating the politician or the public on the issue. Winning politics is not about logic. Winning politics is not about reason, justice, fair play, or the health and welfare of the people. *Winning politics is passing pro-gun laws.*

Yes, *GrassRoots* leadership provides educational materials to politicians. Yes, *GrassRoots* leadership provides arguments to use in talking with

**Important!
Read These
Thoroughly!**

politicians that include elements of logic, reason, justice, fair play, and the improvement of the health and welfare of the people. But, these activities are only done to provide the politician with the ammunition he needs to make good excuses to soothe the wounds of the losers in the political power struggle. *GrassRoots* want pro-gun laws passed, not good excuses. *What do you want?*

Gun owners must teach politicians that there are no acceptable excuses for losing. Politicians know they must provide good excuses to the losers of the political power struggle. If the excuses are reasonable, then the losers may not hold it against

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GAME PLAN FOR VICTORY: PART II

To be able to win, you must first understand we CAN win. If you haven't already done so, please read "Politics is About Power" above before reading any further. "Politics is About Power" teaches the basic principles needed to understand why the *GrassRoots* Game Plan for Vic-

tory is the right plan for winning.

"Politics is About Power" shows that winning an election is usually decided by a determined minority. Now, we are going to show you how we can win. Lets look at the numbers to see how we do it.

We were taught in school that a candidate needed 50% plus 1 to win an election. Trying to get 50% plus 1 is a daunting task and discourages people from fighting within the system. So, most people just shake their heads and accept whatever the politicians give them. That is why so few people bother to vote.

But, we were taught wrong. Effective special interest groups know the truth. You only need a determined minority to win an election. Now, *GrassRoots* is going to teach you what the campaign professionals know.

Lets start out with 100% of the people. Do we need 50% plus 1 to win the election? Is that true?

No! Many of those people are children, mentally incompetent, people in prison, ex-felons, or otherwise ineligible to vote. Only 65% of the people are eligible to vote. **So, do we need half of 65% (32.5%) plus 1 to win the election?**

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No! Only about half of those people who are eligible to vote bother to register to vote. Thus, we need only be concerned with how 35% (which is 32.5% rounded up) of the people are going to vote. **So, do we need 17.5% plus 1 to win the election?**

No! Only about half of those registered to vote bother to do so. Thus, we need only be concerned with how 18% of the people are going to vote. **So, do we need 9% plus 1 to win the election?**

No! Of that 18%, approximately 6% are Group 1 voters who will vote Republican regardless of who the Republican candidate is. Another 6% are Group 2 voters who will vote Democratic regardless of who the Democratic candidate is. These Group 1 and Group 2 voters cancel out each other's votes. So, practically speaking, the only votes that really come into play when determining who is going to win the election are the Group 3 swing voters.

Group 3 swing voters comprise approximately 6% of the voting people. These Group 3 swing voters determine who wins the elections. The mass media likes to call these voters the moderates. Have you ever noticed how most every candidate moves to the middle ground during election season? It is because the candidates are trying to capture the Group 3 swing voters. Getting a majority of the Group 3 swing voters is the real difference between winning and losing elections.

What the above numbers prove is that all it really takes to determine the winner in an election is a determined minority of 3% of the people plus 1. If a candidate can get any of the 6% of swing voters on his own, then an even smaller determined minority can make a difference.

A determined minority is even more powerful in a party primary.

Far fewer people participate in party primaries than in general elections. Thus, the determined minority can exert much more power in the primary than in the general election because they make up a larger percentage of the primary voters than they do the general election voters. **Usually, the easiest way to get rid of a politician is in the party primary.**

Group 4 voters are too few to be concerned with here. But, the greater the number of Group 4 voters, the smaller the number of votes needed by the determined minority to swing the election.

Now, lets look at South Carolina. There are less than 3,000,000 people in South Carolina. Concealed weapon permit (CWP) holders make up almost 1.5% of the total number

If CWP holders are willing to play to win, we WILL win!

of people in South Carolina and *all* are eligible to vote. Take the 1.5% that are CWP holders and add the spouses, family, and friends of that 1.5% that are CWP holders, **and suddenly we have way more than the 3% plus 1 of the people needed to win the election!**

If CWP holders are willing to play to win, we will win! We can get all of our gun law and CWP reforms passed. All we have to do is become determined Group 3 swing voters. If we fail to follow through at election time, then we forfeit our power to demand change. But, we can get our pro-gun rights legislative package passed if we have the will to play to win. *Are you willing to play to win?*

Unfortunately, winning is not always the goal for some "pro-gun" organizations. Too often the goal is fund raising, not winning. Too often

the goal is personal gain, not winning. Too often the goal is turf protection, not winning. *GrassRoots* is determined to lead the way to victory. *Are you willing to play to win?*

Now Lets Apply the above Ideas to Getting S. 261 Passed.

There are approximately 35,000 concealed weapon permit (CWP) holders in South Carolina. There are only 46 senators. **If each CWP holder only contacted two senators in his/her county, then each senator would get over 1,300 voter initiated contacts!**

Politicians know that for every person who contacts them, there are 10 others who feel the same way. Politicians also know that most people will not bother to take the time to contact their elected representatives. These two facts are what makes a determined minority so powerful. Politicians cannot take the chance that the contacts from the minority group do not reflect how the voters will respond.

Imagine the impact if every Tuesday *GrassRoots* members and supporters contact the senators from their county and politely ask the senators to pass S. 261. It's that simple of a message "Please pass S. 261." Imagine the first day of the workweek for the senators as they each get over 1,300 voter responses in support of S. 261. Now imagine this happens not just one time, but week after week. This is the power of grassroots activism. This activism by *GrassRoots* members would get S. 261 passed! This is playing to win! *Are you willing to play to win?*

Remember, most politicians are Group 3 politicians who are only interested in getting reelected. If politicians ignore the overwhelming input from the voters, they could easily lose the next election. But, they will not want to "rock the boat" and do what we want done. Initially, politicians will try to ignore us and hope we go away. They will try to get some "pro-gun" organization or

“leader” to sell us excuses as to why we can not get our legislation passed. They will do whatever they can to convince us we “want too much” so that we will settle for excuses instead of pushing on to win. *Are you willing to play to win?*

The way to show these politicians that we are determined to get S. 261 passed is to *NOT* go away. We must reject all excuses. We must show them we will “Remember in November” by showing them our commitment to getting S. 261 passed now. *Are you willing to play to win?*

The GrassRoots Multi-Blitz: An Action Game Plan for Victory

It would be nice if *GrassRoots* could afford to send out return postcards to all CWP holders every time we wanted to show the politicians we care about getting S. 261. But, it costs about \$15,000 each time we do so. Send us the money and we will do so. But until then, we must use a cheaper alternative.

***GrassRoots* wants every one of you to go to the Post Office and buy \$10.00 worth of stamped postcards.** You should get about 45 postcards. Then, bring them home and divide them into as many piles as there are senators in your county. The number of senators in each county varies. Some counties have

only one senator while other counties have as many as eight senators. The list of senators is on page 13. Then, address each pile of postcards to one of the senators in your county. Next, put your return address on each postcard. Finally, put the postcards where you keep your important mail. You will need these postcards starting in January.



Starting in mid-January, every Saturday you will take one postcard addressed to each of the senators in your county and write “Please pass S. 261.” in the message area. Then, sign the postcard and put it in the mail. It should get to Columbia on Tuesday. *GrassRoots* will send you a letter in January telling you the exact Saturday to start. *Pretty simple, huh? So DO it!*

If each of us takes this simple little action every week, the senators will be overwhelmed with postcards from the voters every Tuesday when

they return to work. If we do it every week, the senators will fear what will happen to them in November if they don’t pass S. 261. *Are you willing to play to win?*

To make the *GrassRoots* Multi-Blitz a true Multi-Blitz, we must also telephone our senators each and every Tuesday to tell them we want S. 261 passed. The senate telephone number is on page 13. Imagine what senators will think when their phones start ringing off the hook *every* Tuesday and they have to answer to over 1,000 voters why S. 261 has not yet passed. This is playing to win. *Are you willing to play to win?*

To add icing to the cake, we should also fax letters to the senators every Tuesday or Wednesday again asking them to pass S. 261. The senate fax number is on page 13.

The *GrassRoots* Multi-Blitz will demonstrate to the senators that we are serious and determined to get S. 261 passed. The *GrassRoots* Multi-Blitz will show that we will not just go away and we will not be ignored. The *GrassRoots* Multi-Blitz will show we will “Remember in November.” **The *GrassRoots* Multi-Blitz is how we play to win.**

ARE YOU WILLING TO PLAY TO WIN?

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Lie Back and Enjoy It?*

my children should some monster violate the sanctity of my otherwise impeccable and tranquil home.

Like countless other women before me, I will meet the monster head on - with a weapon in my hand and a mother's ferocious protectiveness in my heart. I would rather die on my feet, knowing I brought the monster to the grave with me, than to spend the rest of my life on my knees at the gravesites of my babies. Any freak that tries to enter my house and do my family harm will be in for a truly



unpleasant surprise; instead of a helpless waif reaching for the telephone, they will find an empowered, proactive female releasing the safety on her gun.

If the hacks are anxious to be ready victims, that is their choice. Lie back and enjoy it all you want, but stop presuming I'm going to be stupid enough to join you in your victimhood.

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Politics is About Power

the politician at the next election. If the excuses are not reasonable, then the politician will have to face the unhappy losers at the next election. Politicians do not want to face unhappy losers at the next election. We must teach the politicians we will be unhappy voters if we lose. Excuses will not make us happy. *Are you willing to play to win?*

Too many "pro-gun" rights organizations don't play to win. They spend their time selling the politician's excuses to their members. They brainwash their members into believing there is no chance to win, and that the best gun owners can hope for is not to lose even more to the anti-gunners. This way the "pro-gun" rights organization can keep both their members and the politicians happy. The members are happy because they didn't lose more of their gun rights. The politicians are happy because they don't have to face unhappy losers at the next election. The "pro-gun" rights organization is happy because they continue to pocket more dollars from their members, and their leaders continue to rub elbows with the "important" people at the social gatherings and parties put on by the politicians. *Winning politics is passing pro-gun laws.*

GrassRoots leadership is playing to win. Our goal is to get our reasonable gun law and CWP reforms passed. We will do whatever it takes to win back our rights. We will accept no excuses. *Are you willing to play to win?*

We are taught that political power struggles are won by the majority. We have been taught wrong. Determined, dedicated minorities make the difference between winning and losing in most elections.

Lets look at how politics works in real life. To properly understand politics we must look at the different types of politicians and voters.

Politicians fall into one of three groups on any every issue. Group 1 politicians support the issue. Group 2 politicians oppose the issue. Group 3 politicians don't really care one way or the other and will support whatever it is that will get them re-elected. Most politicians fall into Group 3, which is good news because Group 3 politicians can be pressured into doing what a determined minority wants done.

Voters fall into one of four groups in any election. Group 1 is the stalwart Republican and will vote Republican even if the Republican candidate is the devil himself. Group 2 is the stalwart Democrat and will vote Democratic even if the Democratic candidate is the devil himself.

Winning politics is passing pro-gun laws.

Group 3 is the swing voter and will vote whatever way feels best at the time. Group 4 is the dedicated third party supporter and will only vote for a third party because he believes the "lesser of two evils is still evil."

Voters in Groups 1 and 2 are about equally divided and comprise the vast majority of voters. But, since voters in Groups 1 and 2 are not going to change their votes, politicians don't have to work to appeal to these voters. Voters in Group 3 are a significant minority of voters, but still a minority. Voters in Group 4 are so small in number that they can usually be ignored.

Elections are won by winning the majority of votes from Group 3 swing voters because voters in Groups 1 and 2 cancel each other out. Since Group 3 swing voters are a minority of voters in the first place, and all that is needed to win an election is a majority of this minority, the power of an organized minority is multiplied far beyond their actual num-

bers. Thus, the fate of most politicians rests in the hands of organized minorities. *Are you willing to play to win?*

Have you ever wondered why the Gay and Lesbian Pride movement seems so politically effective even though they are an extremely small minority? It is because they stick together and they play to win. They are Group 3 swing voters. If a politician votes against their interests, they vote against the politician. They don't accept excuses. They play to win. It doesn't matter who wins an election, just so long as it is not the politician who voted against their interests. Politicians who have crossed the Gay and Lesbian Pride movement have lost enough elections to make all Group 3 politicians wary of doing so.

Group 3 politicians have learned it is safer to vote with the Gay and Lesbian Pride movement than it is to cross them and face them as angry voters at the next election. Group 3 politicians know they can safely make acceptable excuses to everyone else, but not to the Gay and Lesbian Pride movement. Thus, the Group 3 politician can get the votes of the Gay and Lesbian Pride movement and keep the votes of everyone else. Remember, there are a whole lot more gun owners than there are homosexuals. **WE CAN WIN, TOO.**

GrassRoots members and supporters must let politicians know that *GrassRoots* members and supporters are determined and dedicated. Politicians must learn that gun owners are an even more formidable force than the Gay and Lesbian Pride movement. That is how we play to win. That is how we get S. 261 passed now, and other pro-gun rights legislation in the future. *Are you willing to play to win?*

You have an important role to play! The *GrassRoots* Multi-Blitz is the best way to show politicians that *GrassRoots* members and supporters are determined to get S. 261 passed

and will remember in November (and especially in the primaries whenever they occur). If everyone does their part, we will win. Please read "Game

Plan For Victory: Part II" on page one to learn more about the *Grass-Roots Multi-Blitz*.

Remember winning politics is passing pro-gun laws. Are you willing to play to win, or will you be satisfied with excuses?

A Brief Review of S. 261

Most firearms related bills are concerned with how best to deal with the misuse of firearms by criminals committing violent crimes. S. 261 is different. S. 261 is concerned with how to deal with good people carrying concealed self-defense weapons to better protect the health and welfare of both the individual and society at large. The best available research shows that good people carrying concealed weapons cause a decrease in violent crime rates that benefit all people. Thus, society reaps the benefit of lower violent crime rates, while incurring no additional expenses, simply because some people choose to carry concealed weapons.

Concealed weapon permit holders are a special group of the most law abiding people in SC. They must submit to and pass FBI fingerprint checks, undergo and pass both federal and state background checks, obtain a favorable recommendation from the local sheriff, sit through SLED approved classroom instruction, pass a SLED written test to prove knowledge of the laws regarding self-defense and lethal force, and finally pass a SLED approved firearms competency test at the shooting range. South Carolina concealed weapon permit holders are the proven good guys, not the criminal element. Please keep this in mind when considering the proposed changes in S. 261.

S. 261 accomplishes five major goals. First, S. 261 takes existing SC law and makes technical changes to prevent the legislative entrapment of otherwise law abiding citizens. Second, S. 261 reforms existing law to embrace the best available research

regarding good people carrying concealed weapons. Third, S. 261 brings existing law into line with federal law. Fourth, S. 261 reforms existing law to eliminate unconstitutional provisions. Fifth, S. 261 ensures fair and adequate notice to concealed weapon permit holders with a self-defense weapon that their presence is prohibited.

GOAL 1: Preventing Legislative Entrapment

The Senate subcommittee hearing testimony on S. 261 initially was of the opinion that current SC law allowed a person to carry a self-defense firearm in their closed glove box,



EVERY YEAR, OVER 2,000,000 AMERICANS USE FIREARMS TO PRESERVE LIFE AND LIMB.

HANDGUN CONTROL INCORPORATED WOULD PREFER THAT THEY ALL DIE, INSTEAD.

closed console, or closed trunk virtually anywhere in South Carolina under Section 16-23-20(9). What the subcommittee found is that the law is not clear on that issue. Testimony from SLED was to the effect that a person with a firearm in the closed glove box, console, or trunk while at a highway rest area, a parking lot of a publicly owned building, a private or public school, or the parking lot of a nice restaurant was committing a crime. The Attorney General's office has issued a non-binding informal opinion with a different view.

The issue is not which government

interpretation of the law will eventually be upheld in a court of law. The core issue is why the people of South Carolina should be subjected to the risk of prosecution, imprisonment, and being barred for life from ever possessing any firearm merely because the law is so unclear and conflicting as to constitute legislative entrapment? If government officials charged with enforcement of the law can not be sure of the true meaning of our statutes, how is the average person in South Carolina supposed to know? This confusion constitutes legislative entrapment, and leads to problems of selective enforcement and prosecution. S. 261 fixes problems of legislative entrapment with respect to South Carolina firearms laws.

South Carolina law should be clear as to what constitutes a crime. People are entitled to be spared from prosecutions based upon unclear and conflicting laws. It is the General Assembly's responsibility to write laws that clearly inform the people as to what constitutes a crime. Much of S. 261 is directed to making technical changes to existing law to make existing law clear. Such changes will protect otherwise law abiding people and reduce claims of selective enforcement and prosecution brought about by unclear laws.

GOAL 2: Embracing the Best Available Research

S. 261 eliminates many of the statutorily unauthorized areas for CWP carry. The best available research shows that virtually all mass public murders now occur in areas where CWP holders are prohibited from carrying self-defense weapons,

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