

STEAL 2.0

A MODERN CRIME ROLEPLAY GAME



JUDGES GUIDE

**SPOOKENGINE
COMPATIBLE**



SPYGLASS PRODUCTIONS

STEAL 2.0

A MODERN CRIME ROLEPLAY SYSTEM

JUDGES GUIDE



BY MATT KERSHAW © 2006
SPYGLASS PRODUCTIONS

Note from the Author: Welcome to the Judge's Guide for *Steal 2.0*. As you can see, this release is crammed full of factual material about organized crime and police operations. You would probably *steal* if it wasn't already free. Don't worry about the relative size of this volume, 99% of the information present is actually background material, and not laborious GM rules. The system is designed to be light and easy to both run and understand. The one chapter I do recommend skimming through though is *Chapter 8: The Master Plotter*. This chapter gives handy advice to both novice and experienced Games Masters about running criminal and police campaigns.

GOOD GAMING! MATT.K*

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I . ORGANIZED CRIME



The basic description of an organized crime group is that it conducts unlawful activities in an organized, disciplined way. In most countries, there exist specific Acts of parliament that attempt to further define and outlaw this type of organization. The United States for example has the *Organized Crime Control Act* (1990) and the Racketeer Influence and Corrupt Organization (R.I.C.O) (Act 1988).

Organized crime is typically defined by three characteristics: criminal monopoly, violence and corruption.

The term organized crime actually covers the operations of many different types of outlawed groups. A terrorist organization is classified as a criminal organization; it performs illegal activities in an organized way. Its major aim is to affect political or social change. Groups like the Mafia on the other hand, are primarily in it for the money. The difference between a criminal gang and an organized crime group usually boils down to the group's reach and membership, formality of its structure and purpose, and its political awareness. Once a gang's activities reach the critical mass of public consciousness, lawmakers usually consider the gang to be an organized crime group. Efforts are usually then made to change the appropriate control Acts to include the group as an outlawed association.

Organized crime is usually defined by the following qualities: durability over time, diversified interests, hierarchical structure, capital accumulation, reinvestment of funds, access to political protection and the use of violence to protect its interests.

The nature of criminal organizations is to keep their activities secret, without proper precautions, they run the risk of arrest for their illegal acts. Most members seek to communicate by word of mouth or through intermediaries; they generally prefer not to be seen with other high profile members in public, or use non-secured telecommunications.

Most criminal organizations have substantial legitimate business interests e.g. licensed gambling, building construction, trash hauling, or dock loading enterprises; these business interests operate in parallel to illegal ones to provide ample coverage for drug trafficking, money laundering, prostitution, extortion, hijacking, fraud and insider trading activities.

Most criminal organizations prosper through the support of the local community. In close-knit immigrant communities, there is generally a high level of distrust of the government and local police. Immigrants often suffer prejudice and poor job prospects. In such areas, crime rates are often high and police support low; in some respects, gangs form to provide basic civic order. Once the immigrant group begins to integrate into the wider community, the support for criminal activity often falls.

It is necessary for organized crime groups to corrupt respected members of the local community. Control of judicial figures, police authorities and legislators is vital in stopping civic resources being redirected to counter the activities of the group. Through bribery, blackmail and the acquisition of legitimate businesses, the group seeks to gain influence and stability.

Financing of the organization is usually achieved by the development of a solid customer base, just like any other type of business. The types of services and products provided to the local community include prostitution, contraband cigarettes and goods, illegal narcotics, illegal firearms, illegal gambling and protection rackets.

Another feature of organized crime is its ability to quickly evolve and reorganize itself. Unlike ordinary businesses that are tied down by paperwork and statutory restrictions, criminal organizations can quickly capitalize on emerging markets, and rebuild themselves speedily behind a new *front* business, if required. In recent years, organized crime groups have moved rapidly into identity theft and online extortion.

The sheer range and variety of criminal enterprises undertaken by modern organized crime groups can be daunting. They can, however, be broken up into four principal areas of operation: exploiting the human condition, supplying illicit goods, extortion and protection, and manipulating money.

EXPLOITING THE HUMAN CONDITION

The trafficking of human beings has increased dramatically over the past few years. As international law enforcement agencies put increased effort into preventing drug smuggling, arms smuggling and pornography, the trade in humans has become very attractive. There usually exists low overheads in human trafficking, and penalties in most countries are minimal, or simply non-existent.

Increasingly, smaller-scale traffickers are being co-opted by international crime syndicates that have ample funds to systematically bribe police and border officials. The sad reality is that humans are fragile, the illicit sex industry for instance, requires their workers to sometimes service up to 40 clients a day. This is usually achieved with the help of drugs, often to mask both emotional and physical pain. After a few years, they become either too dependant on drugs or they are no longer young enough to attract clients. In November of 2000, the United Nations introduced the *UN Protocol to Prevent Suppress and Punish Trafficking in Persons*. This protocol is primarily aimed at assisting women and children from being abused. However, like most UN policies, it has yet to be ratified by its member states and incorporated into local state laws.

VICE

Since the early 1990s, the preferred destination for illegal immigrants has been to the United States, Europe and Japan. The immigrants tend to come from Eastern Europe, South East Asia and South America. Organized crime syndicates tend to control this traffic and have major vice centers located in major cities. Thousands of women and girls from poor backgrounds are enticed by promises of work, money and even marriage in the West. They end up heavily indebted to violent organized crime syndicates who coerce them into the sex trade upon arrival. Most come from country villages, and therefore, know little of foreign languages, making it difficult to approach police. Their position as illegal immigrants makes them easy targets for control and exploitation. The vice profits tend to be channeled back through bank accounts in the Caribbean, Switzerland, or Argentina, to their country of origin.

EXPLOITATION OF CHILDREN

One of the most heinous acts performed by organized crime groups is the exploitation of children in the sex trade. Such trafficking tends to be currently centered in and around South-East Asia. Areas like Bangkok have become infamous locations for pedophile tourism, despite recent crackdowns by authorities. Rich Japanese, Europeans and Americans indulge themselves in such places, safe in the knowledge that the more stringent pedophile laws are to be found elsewhere in the developed world. Organized crime groups essentially run this type of operation, it is a low risk source of income. Crime groups essentially exploit the relative poverty of the local populace.

Organized crime groups have increasingly become involved in the trade by coordinating, taking orders, bribing authorities, and providing protection against attack from rival operators. They rarely get involved in the day-to-day running of the small tour operators or bar owners, but they are nearly always in for their cut.

Village women of South East Asia, and parts of Africa, are often directly approached by recruiters. The intermediaries purport to offer the child an education in exchange for basic companionship or respectable work. Some of the children end up on the international market, but many are taken away and forced to work in sweatshops in the country of their origin for next to nothing. Pakistani and Indian boys are often forced to work in carpet workshops. It is estimated that 1.3 million girls work as unpaid domestic and plantation workers in Kenya. Over a million women and children work as prostitutes in Thailand and around South-East Asia.

In poverty stricken areas like South-East Asia, Nepal and Bangladesh, children can simply be bought for around US\$100 dollars. The parents believe their fate would be better in the hands of foreigners than potentially dying of hunger at home. Some traffickers simply kidnap children, and then sell them on for a good price to the 'cages' of Mumbai, or the brothels of Bangkok or Tokyo. Others end up in the Gulf, as poorly paid domestic servants.

Africa is home to one of the larger-scale trafficking operations. Children and teenagers can be obtained for sums as low as U.S.\$15 to 45 dollars, under the pretense of becoming domestic labor. Many of them end up in the sex trade. Others end up working on cocoa farms located on the Ivory Coast, or work in the mining or coffee industry in Africa or South America.

TRADITIONAL SLAVERY

Most people in Western countries believe slavery is a curio of history, unfortunately, such ignorance has meant little international pressure has been brought to bare on stopping the practice. In some respects, slaves are treated far worse than in the past, in the age of mechanization, human beings now have a lower market value, comparatively speaking. Older trade routes for slavery are gradually opening up again, and new forms of abuses are taking place.

One traditional area of slavery is the Sudan, the nomadic Arab tribesman of the north have preyed for centuries upon the black non-Muslim southerners, especially the Dinka. With the introduction of Shari'a (Islamic Law) in 1991, there has been an increase in slaver raids. Although the Koran forbids the enslavement of monotheists, it does permit the enslavement of the animist populations of the south. Speculation suggests that the slavers have tacit support from the government for their actions; especially as the their homeland contains important oil and mineral reserves.

The traditional method of acquiring slaves is to raid a small village, kill all the men, and the women and children are then lead away. Rape, branding, flogging and even castration is used to break the will of the villagers. These slaves may be utilized by their captors or sold on. The U.S Embassy in Khartoum believes that child slaves from Sudan are taken across the desert to Libya and sold on to Saudi Arabia or the Gulf.

DEBT BONDAGE

This form of slavery is the largest on the Sub-Continent, and it is the main reason for the sale of children and human organs. This form of slavery relies upon the local village moneylender, rather than the direct intervention of an organized crime group. The original debt, which started out small has grown considerably through exorbitant interest or unspecified 'extras'. The moneylender is in a position to demand certain favors of the defaulted debtor. This situation mirrors the plight of powerless sex-workers or sweatshop workers whose earnings are withheld by their masters, or the drug mule who is forced to carry drugs to repay a debt to an underworld dealer. Some businessmen take out loans with local gangsters because they aren't eligible to receive a bank loan, and quickly find they have borrowed at impossible rates.

PEOPLE SMUGGLING

A United Nations report of 2000, estimated that people smuggling is second only to the drugs trade in terms of generating profits for organized crime groups. People smuggling can include people smuggled against their will, either by force or false promises. These people may very well end up as virtual slaves at their destination. Other people are economic migrants who pay money to be smuggled. Some of these people may also be fleeing political repression, social and economic chaos. Those who have little opportunity to emigrate through official channels often resort to paying large sums to 'Snakeheads' (specialists in illegal border crossings) to help them reach their destination.

These people often seek a better life and many countries like the United States have lax laws that aid them in finding work, cheap labor is often the backbone of the nation and these people are quite happy to do menial work for low pay. Despite countries like the United States and Singapore allowing organizations to supply legal seasonal workers from other nations, many unscrupulous businessmen attempt to hire illegal immigrants, because they do not have to pay them reasonable wages or pay tax.

A percentage of smuggled people die in transit through lack of water, oxygen or through excessive heat. These people are often herded into shipping containers, or trucks that have special hollowed out compartments, often crates of goods are placed around them to represent a full storage load. These crates often move around in rough seas and crush the human cargo. A percentage of people drown crossing open seas in packed poorly maintained sea-going vessels.

A notorious crossing point is the Mexico-U.S. border. With over 2,000 miles of border, many guides called 'coyotes' attempt to lead immigrants across the desert border. The most popular border crossing area is the Arizona border. Unfortunately, between 1997 and 2000 more than 700 died of drowning, dehydration, and hypothermia in the cold of the mountains. X-ray machines are now placed at official crossing points to detect drug shipments and illegal immigrants concealed in vehicles.

In Europe, Albania is the major point of entry for illegal immigrants into the European Union. It was estimated in 1999, that 10,000 people per a month entered Europe this way. The Albanian law enforcement agency, in concertina with Italian police, launched Operation Eagle to reduce this incidence. Fifteen speedboats, 7 motorized rubber dinghies, 7 large ships and 10 other vessels were seized. It is seen as the major transit point for people from further East: Kurds, Iraqis, Afghans, Indians and Chinese. Some pay for their crossing before they leave their own country; it is suggested that this probably means that the trade is controlled by an international organized crime group, or groups. Some people pay up to U.S.\$20,000 dollars for the privilege. Passage across the Adriatic usually costs U.S.\$1,000 for adults and \$500 dollars for children. The *Sacra Corona Unita* are known to oversee the entrance into Italy. The Italian coastline is targeted for entrance because of its long coastline and difficult terrain in places.

Immigrants coming from Africa often make the treacherous crossing across the Strait of Gibraltar to Spain from Morocco. Hundreds drown each year in small, non-seaworthy vessels.

A notorious snakehead was arrested in London in 2003, and tried and convicted of conspiring to “assist illegal entry and grievous bodily harm”. Yong Zhang was a Chinese gang leader who had entered Britain through illegal means. His gang charged £15,000 pounds per a head. The gang smuggled more than 20 people a month and made an estimated £11 million dollars in three years. Zhang used the client’s vulnerability once they arrived in Britain to extort additional money. Eventually, the victim would be forced to work in one of his sweatshops. Others were forced to work in restaurants, hotels and factories.

T R A F F I C K I N G I N H U M A N O R G A N S

Since the introduction of the anti-rejection drug *cyclosporine* in the 1980s, there has been a rapid rise in organ trafficking. The sale of human body parts is illegal in most countries, although in some countries like Israel, Turkey, Russia, India and China, organ sales are carried out fairly routinely. Israel even encourages the process by offering national health service payments for the transplanting of a ‘harvested kidney’, it is seen as more cost effective than ongoing dialysis. Both Islam and Shinto religions prohibit the mutilation of the body, but there is a thriving trade in organs in Japan and the Gulf. The most popular organ traded is the kidney and it is in high demand. Kidneys are sometimes bought illegally in China, the organs of executed prisoners are occasionally sold. Other organs harvested include hearts, livers and lungs.

The survival rates associated with any kind of transplant is highly dependent upon the freshness of the organ, cadavers tend to make poor donors.

The crime gang usually operates as the middleman in such negotiations, they charge a high price to the patient and underpay or even dupe the organ donor. There have been cases in Brazil where people have been killed to order for organs. The transplant usually takes place in a country where hospitals don’t ask too many questions, like Turkey or the United States. Most of the fee goes to the medical staff, and the broker’s percentage will vary. In January 1995, hundreds of people from Delhi were persuaded to go abroad on ‘kidney tours’, to have their kidneys removed and transplanted for money. In Bangalore, nearly 1,000 people had their kidneys removed, even when they were told they were selling their blood. In such cases, the surgery is usually poorly performed and complications can occur from internal bleeding and infection.

S U P P L Y I N G I L L I C I T G O O D S

It would be wrong to assume that organized crime gangs only smuggle drugs, and weapons. There has always been a healthy trade in smuggling legal goods like cigarettes, alcohol and diamonds, as well. There is a substantial amount of money to be made by any criminal group smuggling goods and avoiding import tariffs and tax duties. Of course, the trade in narcotics is extremely lucrative, and weapons delivered to the right desperate fighting force often prove just as lucrative.

International organized crime syndicates tend to specialize in particular aspects of the international illegal trade. They may involve third parties in operations where it suits their goals. A typical situation is where Arms trafficker couriers are paid in drugs or gems for their service. This kind of barter process greatly assists the laundering process.

INTERNATIONAL NARCOTICS TRADE

The illicit trade in narcotics dominates as the major source of profits for most organized crime groups. The term narcotics is specifically related to opium products and its derivatives (laudanum, morphine and heroin), but the term is more widely used in relation to other restricted drugs like cocaine, marijuana, ecstasy and LSD, as well. Narcotics have been used since prehistoric times for medicinal, recreational and religious rites. The refinement of morphine (1805) and then heroin (1874) from opium, and the production of cocaine (1855) led to a thriving business by the turn of the 20th Century. Such products were often described as wonder drugs. There were estimated to be around 2 million drug users in the United States alone by the start of the 20th Century. The 1914 *Harrison Act* criminalized the use of non-medical opium, morphine and coca leaf derivatives in the United States; the *Dangerous Drugs Act* of 1920, in the United Kingdom banned the use of cocaine, morphine, opium, codeine, hashish and barbiturates for non-medical purposes. Follow up legislation led to the banning of cannabis in 1928, and in the United States in 1937.

The late 1960s saw the explosion of the counter-culture in the West and the wide spread use of cannabis, and limited use of Lysergic Acid Diethylamide (LSD). Cocaine and Heroin became the drugs of choice for the 1970s hippie generation. Both these movements saw many dedicated drug labs spring up to service the burgeoning demand. The 1980s saw the development of crack cocaine in America, and later in that decade, the United Kingdom saw the rise of rave culture and the use of Ecstasy. In the 1990s the use of Crystal Meth exploded on the West Coast of the United States and then went global. The drug of choice changes over time and often heralds the end of one supplier's dominance over the drug market.

The main producers of narcotics are farmers in the South-East and Central Asia, and South America. Many of these peasant farmers are forced into service by local guerrilla group, who trade these drugs to foreign organized crime groups in return for guns and military equipment. The *Islamic Movement of Uzbekistan* (IMU) is thought to control much of the opium output in Afghanistan, the largest opium-producing country worldwide. They aim to establish an Islamic State in Central Asia. The raw product travels from Afghanistan to the Caucasus region, from here criminal gangs forward it to Turkey and Albania for refinement into salable heroin.

The smugglers have found increasingly ingenious ways to hide their product, one particular case even utilized a boa constrictor, who had innumerable drug-filled condoms inserted into its rectum, which was painfully sewn closed. Often customs and excise people are paid off to overlook certain luggage or shipping containers coming through. There have been cases where organized crime groups have infiltrated the ranks of baggage handling staff to selectively *mislaid* suitcases.

TOBACCO SMUGGLING

The tariffs and taxation on cigarettes between neighboring countries (state to state) often makes it financially viable for criminal organizations to buy the product in bulk in one country and sell it off in another at a substantial markup. In Michigan in 1994, the local authorities increased the tax on cigarettes by 200% - it reasoned that it would be good health policy. Desperate Michigan smokers drove across state boundaries and bought up in bulk. The same occurred in Canada, where they tripled the cigarette tax, and they even stiffened penalties for smuggling. Due to public pressure, in 1994 the government cut its taxes, halving the price of cigarettes overnight. The rampant smuggling problem ended just as quickly.

It was estimated that in 2000, the United Kingdom lost £4 billion pounds worth of tobacco tax through people buying cigarettes abroad in places like France and through illegal smuggling groups. It is estimated that 1 in 3 packs smoked in the U.K. has been brought in legally or illegally from abroad. Most cigarette smugglers have also dabbled in drug-related activities or violent crime. Most of the cigarettes that end up in Britain come from outside of the European Union. Around 75% of the cigarettes are smuggled inside of other goods. The penalties for smuggling cigarettes in the United Kingdom include seizure of the goods and vehicles, plus heavy fines and up to seven years in jail.

ILLEGAL TRADE IN ARMS

The last twenty years has seen a rapid rise in the international arms trade. The end of the Soviet Union led many former Soviet states into financial instability, leading to the virtual collapse of law and order. Places like Yugoslavia, Albania and Russia were the worst affected areas. The opening of European Union borders, the collapse of local currencies and the growth of terror groups with access to substantial funds, has led to a flood of arms flowing out of the former Soviet republics, especially Belarus and the Ukraine. Ukraine is said to have sold off US\$32 billion dollars of its Soviet era armaments, including helicopters, AK47 assault rifles, grenades, mortars and machine guns from its stockpile between 1992 to 1998. A member of the *Kosovo Liberation Army* comments: "It is not difficult to get guns in the Balkans. You just need money".

There are thought to be two main arms dealers selling off the Soviet arsenal, the Ukrainian, Leonid Minin and the Tajikistan-born Russian, Victor Bout. The pair is said to have profiteered greatly by selling arms to Saharan African countries like Sierra Leone, Congo, Liberia and the Ivory Coast. Bout started his business in 1992, by using Antonov Russian transport planes designed to work on poorly maintained airfields i.e. bush airfields. He eventually moved the aircraft from Russia to the Gulf states. The markup is thought to be astronomical, a single AK47 with ammunition can be bought for around US\$20 dollars in the East and shipped and sold on for U.S.\$300 dollars in Africa. The payment is often made in diamonds, one of Africa's few precious resources. The worldwide document regulating arms sales is the *End User Certificate* (EUC), this is supposed to guarantee the destination of the weapons. However, it is said they can be easily obtained through corrupt officials.

Arms dealers often have few scruples when it comes to their trade, Bout sold arms to both the Rabbuni government in Afghanistan and the Taliban who opposed it. The complexity of bank arrangements ensured that his duplicity wasn't discovered by either side. In 2001, Minin was arrested in Italy for arms dealing. He was charged with using fake EUCs to sell arms to Liberia and Sierra Leone. This has left Bout as the undisputed champion of illegal arms sales. Although more recently he has been forced to flee into the heartland of Russia, and his business is in disarray.

NUCLEAR WEAPONS

In November 1993, a thief broke into Sevmorput shipyard near Murmansk, in Northern Russia. He easily forced a hole in the fence and broke a padlock into a storage area. He took three containers each containing 10lb (4.5kg) of enriched uranium. This was fuel for nuclear submarines, but easily convertible into other fissile material. Although the uranium was recovered in this particular case, there have been literally thousands of unsolved cases across the ex-Soviet Union and its republics; these have been smaller scale thefts from nuclear facilities, nuclear bunkers, laboratories and other military sites.

Russia, Ukraine, Belarus and Kazakhstan are the major sources for illegally obtained nuclear materials. The production of a nuclear weapon takes remarkably little material (6.6-55lb or 3-25kg) of enriched uranium or (2.2-17.6lb or 1-8 kg) of plutonium. It only takes 17.6lb (8kg) to make a bomb as powerful as the one that wiped out Hiroshima, Japan in 1945.

The Russian *Federal Security Bureau* in 1998, broke up a crime ring, whose members were allegedly plotting to steal 41lb (18.5kg) of weapons-grade material from the Chelyabinsk nuclear weapons plant. It is also alleged that dozens of suitcase sized nuclear weapons (suitcase bombs) have gone missing from former Soviet facilities in the last decade. Some doubt whether regular organized crime groups have the ability or contacts to successfully on-sell such items, but a professional group may have the resources or contacts to employ a former nuclear expert to do so.

PRECIOUS GEMS AND METALS

Diamonds, gold and platinum are seen as readily acceptable mediums of exchange for international organized crime groups. Currency is generally preferred for its liquidity sake, but it's a lot easier to trace. Diamonds don't require end user certificates like weapons, and they are virtually untraceable. Angola, Sierra Leone and the Congo in Africa are particularly rich in diamonds, and are major exporter in the illegal trade of diamonds.

The trafficking of diamonds out of Africa tends to bankroll liberation armies in purchasing arms. In Sierra Leone, the weapons are bought from international arms dealers like Viktor Bout and are paid for in diamonds that are smuggled out through Liberia. The world's main importer of diamonds is Belgium. The *Diamond High Council* operating out of Belgium reports that Liberia exports 6 million carats of diamonds, but only officially produces 150,000 carats. A former rebel officer in Sierra Leone confirms, "we were restricting it [diamond smuggling] because the leadership...believed... everybody would concentrate on mining... not concentrate on the war".

Congo is similarly divided up between private armies who fund their military operations through the smuggling of diamonds and gold. The citizens under these warlords are forced to mine the commodities to perpetuate the conflict. Rebels in Angola are estimated to smuggle over U.S.\$2 million dollars in diamonds a week. There are estimated to be over 200,000 *garimpeiros* (freelance diamond hunters) in Angola.

The process of smuggling diamonds is relatively easy. The bags of uncut stones are flown from their origin, split into smaller packages, and shipped to one of the world's major diamond markets in Bombay, Tel Aviv or Antwerp. Russian Mafia personalities like Marat Balagula and Viktor Bout are believed to be heavily involved in the illegal trade of diamonds and gold. There are suggestions that Osama Bin Laden's al-Qaeda terrorist network traded U.S.\$20 dollars of untraceable gemstones into cash to fund the attacks on New York on September 11, 2001.

Diamonds have replaced gold and platinum as the preferred method of illegal exchange because gold often needs refining and is heavy to transport.

AUTOMOBILE CONVERSION

There are two main types of car thieves. The first is a joyrider who looks for a vehicle to steal to cruise around town as a form of temporary transportation, or someone who steals a car to perform a one-off ram-raid, or uses it as a getaway vehicle from a bank robbery. The second is a professional car thief who steals specific models to order, either for export or to sell locally. The identity of the vehicle is often altered, the vehicle may be re-sprayed, modified and resold with different registration plates and identification numbers.

The creation of the European Union and the opening up of its borders has made the process far easier. Large container trucks allow stolen vehicles to be moved around with relative ease and speed. A stolen car may be taken across several countries before its owner even realizes it is stolen and informs police. This trade has proved extremely lucrative, and with this reality, the trade has also become far more professional, organized and complex. Recent discoveries include a number of British Landrover vehicles turning up in Pakistan, a number of stolen Ladas shipped back to Russia and sold at prices lower than their market value.

Heavy goods vehicles are also viable targets. Many construction sites in Eastern Europe are serviced by illegally imported or stolen construction vehicles from the West.

The Russian Mafia are specialists in the resale of stolen vehicles. Cars that are stolen in Western Europe are taken via Poland and Kaliningrad into Russia. They may be on-sold to Hungary, Romania and North Africa through links with local criminals organizations along the way. Police suggest that the group is so organized that a customer can put in an 'order' for a particular make and model of car, and a car is stolen elsewhere from a country that cannot be traced back to the new customer. The chosen vehicle will be driven to Poland and given a completely new identity. The luxury end of the car market is frequently targeted, cars like the Mercedes, Jaguar, Range Rovers (a particular favorite of Russia's new rich) and BMWs are highly valued. Sports Utility Vehicles (SUVs) are popular in countries with poor road conditions, like the Middle-East. The cars are often put into sealed-container trucks and shrink-wrapped into plastic for transportation. The cash is generally paid upon delivery, the transaction usually takes place near a large city where the trafficker can quickly disappear into traffic. Russian military planes and airfields are sometimes used to facilitate quick delivery if required. Lesser makes of stolen cars are often sold alongside legitimate cars in large automobile markets in the Russian enclave of Kaliningrad on the Baltic Sea.

SMUGGLING RARE ANIMALS

The illegal trade in animals is worth billions of dollars each year, and as such ranks third after weapons and drugs as the most valued smuggled goods. Most of these smuggled animals go to scientists or pet collectors, although others are sold strictly for their pelts, fur, derived medicinal potions or as ornaments. Most of these rare animals are sold through to U.S markets, though increased popularity has ensured a steady trade also flows to Europe and Japan.

Local poachers generally catch the animals. They then sell them on to smugglers for a pittance. The dealer then finds 'mules' to smuggle the animals abroad for them. A high proportion of the animals die during the journey, not too surprising given they are often stuffed into small bags or containers. Some animals are often sent by mail, and the sales are often arranged over the Internet.

The trade in smuggled animals is lucrative; some breeds of rare Macaw parrots can sell for up to U.S.\$70,000 dollars. One trader was accused of selling rare Komodo dragons and a plowshare tortoise, each would fetch around U.S.\$30,000 dollars abroad. There are markets in Mexico where green parrots and toucans are regularly sold alongside brown snakes. In Brazil, there can be found traders in Macaws and small jungle finches; the traders often throw in advice on smuggling the animals home for free. With the decrease in the Brazilian Rainforest, and in general in the Amazon basin, the prices sought for the remaining wild animals is likely to rise.

The top five smuggled animals include; the tiger, hawksbill sea turtle, Sumatran rhinoceros, Patagonian toothfish and the yellow-headed Amazon parrot. The tiger's coat and meat is highly sought by Asian communities, the meat is favored supposedly for the virility that comes from consuming its flesh. The Sumatran rhinoceros horn is also highly prized by Asian communities for its believed aphrodisiac qualities. The horn is often ground down into a fine powder and sold. The Hawksbill sea turtle is favored because of its prized 'tortoiseshell'. The Patagonian toothfish is favored in American and Japanese restaurants for its taste. Unfortunately, the fish is rather slow to reproduce and stocks are dwindling in the wild. Finally, the yellow-head Amazon parrot is favored as a pet because of its rich plumage. Due to poaching and loss of habitat, the numbers of Macaws in the wild have dropped significantly by 30% since 1970.

The trade in smuggled animals doesn't simply apply to live ones, there is also a thriving illegal trade in bush meats. British Customs officials in 2001, discovered several suitcases suspiciously leaking blood. Upon investigation they uncovered a criminal network trading in bush meats. They found 2.5 tonnes of meat in 56 bags. Inside the bags there were dead bush rats, antelope parts, chicken, pork, bat, fish, live crabs, snails and goat carcasses. The term 'bush meat' is used to describe the flesh of animals, which are killed illegally, most notably endangered species such as gorillas or chimpanzees. The meats smuggled in through Heathrow often end up as far away as Newcastle and Glasgow. Bush meat is often found for sale around London in its immigrant markets and arcades. It is estimated that around one million tonnes of illegal bush meat products are smuggled into Britain each year. The trade poses serious health risks considering the lack of refrigeration and infections that wild animals often carry. A monkey for example may carry smallpox and ebola fever, whilst other animals may carry tapeworms, giardia and salmonella.

In Africa, bush meats are often favored as an affordable alternative to domestic meat supplies; the price of wild game is often a quarter that of the price of its domestic equivalent. Problems caused by the illegal trade include the reduction in Buffalo numbers in wild in recent years. Hunters now prey on other species like zebras or hippopotamus to fill the gap in supply and demand. With international companies opening up large tracts of land in Africa and South America, the hunters are gaining access to once pristine areas and are hunting species out of existence. Chimpanzees are greatly valued dead or alive; the ones kept as pets are often mistreated and malnourished.

EMERGING AREAS OF TRADE

There is often a symbiotic relationship between legislators and organized criminals, with each new piece of restrictive or prohibitive legislation, or new attempts to levy higher taxes on products, the opportunity is created for criminals to adapt and exploit emerging illegal markets. New technologies often develop that aid in intellectual theft, like DVD burners and color photocopiers.

EXTORTION & PROTECTION

Extortion and protection have always been major activities undertaken by organized crime groups. They have proven to be lucrative sources of revenue and generally help to reinforce and legitimize gangster control over certain regions of the city. Extortion is demanding money from an individual or a business, which, if not paid will result in the individual or business coming to physical or financial harm. Protection money is paid on a regular basis to the organized crime group to 'protect' the individual or business from other criminals.

Extortion can be as simple as a schoolyard bully demanding another student's lunch money, up to incidents like the Black Hand Gang extracting payments from newly arrived immigrants to New York early in the 20th Century. Protection can be as simple as a shopkeeper paying some local lads to protect their windows and premises from harm, up to a multi-national employer paying millions of dollars to an organized crime syndicate to ensure harmonious labor relations.

THE UNITED STATES EXPERIENCE

In the 19th century, there was an organization set up to help newly arrived Italians find homes and work called the *Unione Siciliana*. The organization had branches across the country. It was later infiltrated by extortionists, the so-called 'Black Hand Gang'. The most infamous was Ignacio Saitta, he became the national chairman of the *Unione Siciliana* and attempted to fill its regional offices with his cronies. The new Italian residents, especially in New York, were leaned upon to pay a percentage of their weekly wage to the extortionists. They feared losing their jobs and being sent back to Italy. Small business owners like grocers, drug stores and barbers also paid for their protection.

Another early Mafia-style enterprise was undertaken by the Sicilian Matranga brothers, they attempted to extort money from the Provenza family, who imported fruit from South America into New Orleans. The Matranga brothers attempted to make all importers and freighters pay a percentage to guarantee trouble-free unloading and loading of goods in the area. The Provenza brothers were not above violence to achieve their aims, they had one of the laborer's head pushed into a lit stove to achieve compliance. Early Mafia growth in the United States was characterized by shocking acts of violence. These acts often resulted from the almost continuous turf wars that occurred during the 1920s.

THE WATERFRONT

The dock areas of major cities have always been a natural home for organized crime operations. Whoever is in control of the docks not only has the opportunity to steal at will, but also to import illicit goods. The move to large shipping containers during the 1960s led to even greater opportunities for concealment of contraband goods. During the 1990s, U.S Federal officials began to investigate a number of irregularities along the New York waterfront. The United States attorney at the time alleged that the Genovese crime family has won, “extortionate control of the New York, New Jersey and Miami piers”.

THE LAUNDRY WARS

Any type of business can be the target of criminal extortion. From the mid-1920s organized crime in Chicago was controlled by Al Capone. His young associate, a Welshman named Murray Llewellyn Humphreys expanded Capone’s organization interests into a number of new fields. The greatest of these was the coup to takeover the cities laundry business. He had started by buying two legitimate laundries. These proved to be profitable legitimate source of income, and they were subsequently used to recycle profits from extortion and bootlegging, as well. This is where the term ‘money laundering’ is derived. It was quickly realized that large hotels in the Chicago area could also be targeted for takeover. Through a series of bombings, truck hijacks and threats, legitimate businessmen were driven out and paid poor remuneration for their premises. Walter Crowley, head of the *Master Cleaners and Dryers Association*, attempted to control the Chicago market by bombing competitors premises and terrorizing their workers. His main target was Morris Becker, who ran 10 dry-cleaning establishments. Becker eventually took Crowley to court, which acquitted Crowley despite a wealth of evidence to do so. Becker contacted Al Capone in desperation. Humphreys was delighted. A new corporation was set up called Sanitary Cleaning Shops. Inc. Capone sat on the board, and Humphreys was employed to arbitrate labor disputes. Humphreys then used Capone men to terrorize Crowley and took over the Master Cleaners and Dryers Association. In 1928, it is estimated that Capone’s laundry racket realized \$10 million dollars, by 1931, the gross had ballooned to over \$50 million.

NEW YORK LABOR RACKETS

A similar tale was played out in New York. Arnold Rothstein was the first to see the possibilities of labor racketeering. The thriving garment industry in New York in the early 20th century employed the new wave of immigrants from Europe. In 1890, the so-called garment district employed over 83,000 immigrants, mainly from Italy, Ireland and Eastern Europe. Labor Unions formed to give a voice to this immigrant Diaspora. Employers could sense the threat to their profits posed by the new Labor Unions and surreptitiously employed thugs to break their power before they became too strong. Rothstein first supplied strikebreakers to the employers, and then to the Labor Unions, he by default became the indispensable mediator between the two groups. He profited greatly from both. After his murder in 1928, Louis Buchalter and Jacob Shapiro took over control of the racket on behalf of the *New York Syndicate*. They quickly took control of the entire business: trucker’s unions, designer firms and employer associations. After Buchalter was executed for murder in 1944 and Shapiro was jailed for life, control passed to the Lucchese and Gambino families.

It became clear to all those involved that controlling the trucking business, which ferried the cut goods from designer firms to the contractors who sewed the garments together, and then back for inspection and on to the retailers, was where the power lay. The fashion industry, then as it is now, relies heavily upon timing, so it was essential that deliveries were not interrupted by strikes.

The New York families set up a trucking cartel, the *Master Truckmen of America* (MTA), it was controlled by the Colombo family. It prevented independent truckers from entering the market and charged inflated prices for transport – a typical description of racketeering. They also offered high interest loans to designer firms. This horizontal and vertical integration led to enormous sums of money being generated. These inflated transport costs were passed on to the consumer.

THE BIG FOUR UNIONS

The four largest unions in the United States have traditionally been controlled by organized crime. The largest is the *International Brotherhood of Teamsters*. It has over two million members that range from truck drivers to commercial pilots. It still wields enormous political and economic power in America. Since the days of Jimmy Hoffa, its pension fund has thought to have been used to finance organized crime activities. The *Laborer's International Union of America* (LIUNA) has half-a-million members in the construction and building industries. The leaders of this union have been repeatedly charged with price-fixing, bid rigging and extortion. The *Hotel Employees and Restaurant Employees' International* (HERE) also has around half-a-million members, it is rumored to be controlled by the Chicago mob. It is alleged that the Union's pension and welfare funds have been looted by the Mob for years. Finally, the *International Longshoremen's Association* has around 100,000 members. The Union leaders are believed to get a tidy rake-off of everything shipped through United States ports. These service industries have always been targeted by organized crime.

LABOR RACKETEERING

Labor racketeering also affected Russia during the 1990s. After the communists fell, most major Russian cities were transformed, seemingly overnight, by new building works. The speed and scale of these new developments were thought to have been facilitated by the involvement of organized crime. In an effort to find skilled workers quickly, companies turned to middlemen who would find workers throughout the rest of the former Soviet Union, places like Georgia and Azerbaijan. Unfortunately, the middlemen were invariably organized crime figures. The workers they brought in were poorly paid and even had a percentage of their wages deducted as a 'joining fee' and to recover their travel expenses. Beginning their contracts in debt, worse still, in debt to an organized crime syndicate, they were little more than slaves. When weather conditions were inclement they were not paid at all. As a result, many were forced to perform criminal activities in lieu, like stealing cars or providing muscle for protection rackets.

BLACKMAIL

Basically, blackmail consists of one person threatening to expose another's guilty secret, unless money is paid or favors are granted. The payment or favor can be a one-off, or the demand may continue over an indeterminate period. The blackmailer is in control once the victim has agreed to terms.

The expression 'blackmail' comes to us from the old extortionist practice of threatening a victim by sending a letter with the imprint of a black inked hand upon it. In our modern world, politicians and leading public servants lead their lives in the public sphere. Any indiscretions or scandals, if exposed, can lead to ruination of a promising career. In many countries, public servant pay is poor and the temptation to take rewards on offer from criminal organizations is high. The 'gift' of a car, or holiday is tempting for just a small 'one-off' favor. Once the official has been tempted by mob money, they can be easily hit up again, and their continued compliance is guaranteed because the criminal organization can expose the previous gift to the press or authorities. It means little to a criminal organization if the general public knows they have bought off a politician or government official, but it means everything to the legitimacy of that official. Often political parties employ similar tactics.

GREENMAIL

Greenmail derives its name from the color of United States currency. It describes the process of buying shares in a company that is targeted for a hostile takeover. The potential savior is in fact nothing of a kind, the buyer basically demands a substantial payment not to sell the shares to the predator company. The payoff can be in the form of cash or promises to buy back the shares at an inflated price. Greenmailing first came to prominence during the 1980s, although its origins are far older.

The Wall Street fad of the time was for companies to undertake hostile bids on companies that were asset rich, and then sell off the components at knock down prices. Two major players emerged at the time named Michael Milken and Saul Steinberg. Their activities not only caused problems for rogue traders, but also for legitimate businesses. Milken in 1987 earned over \$500 million dollars. In 1990, Milken was sentenced to 10 years in prison for racketeering and other financial misdemeanors. Although organized crime hasn't been directly linked to greenmailing activities, it is seen as a potential point of entry for dirty money into legitimate business interests.

P I R A C Y

Since the 1980s, there has been a marked increase in piracy on the high seas. In the West, we assume piracy is the stuff of legend, in Asia, it is a violent everyday reality for many sea captains. The *Piracy Reporting Center* collected information in 2002 that stated there were 103 pirate attacks along the Indonesian coastline, 32 along Bangladeshi coasts and 18 attacks along the Indian coast. An incident on September 13th of 1995, best illustrates the methods used by modern pirates. The freighter *Anna Sierra* was carrying a cargo of sugar, and it was boarded by around 25 pirates whilst sailing off the coast of Thailand. The pirates climbed aboard from a motor boat and the heavily armed pirates imprisoned the crew. In two days, the criminal gang had repainted the ship and renamed it the *Arctic Sea*. They then cast the crew adrift in life rafts and the pirates took their commandeered ship off to the Chinese port of Beihai. They presented the Chinese officials with falsified paperwork, and the gang sold the cargo.

The crew, who had thankfully survived their ordeal, reported their hijacking after rescue to the ship's owners. The ship was later located. A legal battle ensued between the owners and a company based in Hong Kong. The *Anna Sierra* was then unceremoniously beached at Beihai. The pirates were released without charge. It's remarkable that the crew hadn't been killed outright with shotguns or thrown overboard without flotation support.

Off the coast of Somalia in Africa, owners of vessels are often forced to slow down and pay a ransom to pirates who climb onboard and hold both the ship and its crew to ransom. The South China Sea is a popular area of pirate activity. Amongst the Indonesian Islands, pirates have plenty of places to hide – there are hundreds of islands in the chain. In the Batam province, pirates are said to operate out of the Riau Islands. The problem of piracy is often compounded by the existence of corrupt government officials in places like China and Indonesia.

F I N A N C I A L F R A U D

Fraud in a legal context has no precise meaning, but can include forgery, deception, pecuniary advantage and false accounting procedures. No matter what guise it adopts it has three elements:

Inducement: It is vital to provide some form of inducement to interest others to part with their money. It can take the form of cash prizes, sexual gratification or the opportunity to reap easy profits.

Pretense: The pretense of the fraud must be convincing to the victims. As such, organized crime will go to great lengths to mock up or steal headed notepaper of major businesses, produce an expansive advertising campaign on the internet, or circulate flyers dropped through suburban mailboxes. Spoofing is becoming easier in the digital age; web-sites, mobile phones and other digital communication devices are being targeted by organized crime, mainly because people don't readily associate crime with emerging technologies.

Result: Most fraudsters look towards making short-term profits. However, others value longer term results by stealing or cloning credit cards or gaining access to banking information. Identity theft is often the end goal for some participants, they get to pass on their stolen information to organized crime groups for ready cash or drugs. In most countries, the sentences handed down for identity theft is often far less than those associated with comparable crimes. The Russian Mafia has been the quickest to realize profits associated with identity theft.

THE SET-UP; INDUCEMENTS

It's relatively easy to exploit the gullibility of some people, even individuals from financially astute countries. The advent of the Internet and e-mail has provided greater scope for frauds like the Nigerian Banking fraud. In lesser-developed countries, traditional get-rich-quick schemes trap the unwary. In war-torn Kosovo, a series of advertisements appeared in 2002, promised large amounts of money for winning a new lottery, the lottery that was later discredited because employees of the private company were regularly withdrawing the winning ticket before it went on sale. Professional con-artists often tailor the inducement to the particular client. Money isn't always the primary motivation of most *suckers*, some are tempted by promises of sexual conquest, personal information about competitors or even further forms of legitimacy like bogus professional qualifications and standing.

THE STING; PRETENSE

The Nigerian bank scam, otherwise known as 419 Fraud, is only moderately convincing. However, other types of scam rely upon offering a reasonable return for the individual's initial investment. The astute criminal knows what they can realistically offer and has done some basic research into the veracity of their tenuous claims. Con Artists have been known to on occasion to even rope in trusted state officials to provide legitimacy to their scams. Every effort is made by a *Gripter* to look the part, as well. They will make themselves familiar with the terminology of the profession, and they strenuously maintain the established protocol in all conversations. If your offer seems too good to be true, efforts must be made to establish one's credibility by other means.

THE RAKE-OFF; RESULTS

A fraudulent lottery can yield immediate cash payments and almost 100% profit if handled correctly i.e. no winner is ever allowed to collect or win in the first place. Nigerian Bank scammers primarily attempt to get bank details, as many don't see the danger of handing over basic account information, as opposed to hard cash. The results often come about because of the pure greed of the victim, rather than the effectiveness of the scam. Despite the ease of identity fraud, many criminals often rake off a strict set amount of cash and then move on, they work under the assumption that police only investigate serious cases of identity theft.

MANIPULATING MONEY

The illicit profits garnered from organized crime need to be transformed from 'dirty' money to legitimate or 'clean' money. Estimates suggest that around U.S.\$500 billion dollars of organized crime drug-revenue gets laundered worldwide, annually. This figure represents around five percent of the world's total gross domestic product.

MONEY LAUNDERING

The major problem facing organized crime groups is how to legitimize their profits. In less developed countries where the banking system is in its infancy, the simplest solution is to just take over the bank, or set up your own. The Russian Mafia have bought and coerced their way into small banks and bureaux de change; they use these businesses as conduits through which their cash is processed. It was also fairly common in the 1990s for organized crime groups to set up new banks in Russia, which were little more than an official state document and a briefcase, there were lax financial reporting laws in Russia during the early days of the 1990s.

The basic money-laundering model employed by most organized crime groups comes to us from the Prohibition era in the United States (1920-33). The astronomical profits generated from illicit liquor proved a handful for the crime gangs. The cash needed to be 'cleaned up'. The money was initially directed through a legitimate business that primarily dealt in small change and didn't give receipts. Businesses like restaurants, taxi firms, charities and banks. A Canadian supplier of alcohol to the Chicago and Detroit mobsters allegedly opened up a bank account in a fictitious name and used it as a depository for payments. These assets were then used to finance legitimate business enterprises, leading any investigator astray thinking that everything was above board.

Towards the end of the 20th century, money laundering became increasingly complex with the advent of computerized transfers. The process now involved shell companies, tax havens, orders for non-existent products or services, corrupted or inept officials, bribery and vast sums of cash being moved incrementally around the world.

GAMBLING, CASINOS AND BOOKMAKING

The best known gambling town in the world is Las Vegas. The small town was transformed by mob money, under the guidance of the infamous gangster, Benjamin 'Bugsy' Siegel. He plowed millions of dollars into the Hotel Flamingo in 1947. Despite the slow start and Bugsy being murdered for skimming millions from the business, many fellow Mafia families set up other Casinos in the middle of the Nevada desert. Today, the gangsters have left, but other smaller con artists still work the strip. Strict gaming laws were introduced to make it impossible for anyone with links to organized crime to open or own a casino in Nevada. The modern Las Vegas casino is run by corporate interests, and has accountants and auditors employed to strictly adhere to licensing agreements. Organized crime groups in the United States tend to limit their involvement in gambling now to illegal gambling dens and halls, and the old standby, sports match fixing (especially boxing).

The growth of Internet has made it easy for organized crime syndicates to set up Internet gambling sites, bets can be taken and placed from anywhere in the world. If betting in one territory is illegal, it can easily be subverted by doing it over the Internet. The only way regulators can work out what is going on is by tracking the payments, the bet has usually long ago been placed and paid out. Most of these 'virtual casinos' are found offshore in places like the Canary Islands and Cayman Islands, and are therefore, very difficult to regulate. Despite the relative ease of setting up virtual casinos and running them anonymously, there have been many arrests made in the United States. It is understood that Russian organized crime identities have been involved. The gambler in a virtual casino ultimately doesn't know whether the roulette reel, for instance, has been 'fixed'. Authorities always caution citizens against handing over their credit card details to organizations over the Internet, especially those trading in the Caribbean.

LOTTERIES AND THE NUMBERS RACKET

The United States faced an epidemic of illegal gambling in the 1920s and 1930s and many states sought to eradicate its malign influence by setting up their own state-based lotteries. The numbers racket, also known as the numbers game or the numbers pool, was a staple of Mafia activity throughout the Prohibition years. It is still successfully run today. It is often popular in low-income areas where people need a bit of hope that they may one day leave the slums for good. That desperation has always been a good source of ready income for crime groups. Such games are often run by organized crime families in parking lots, bars, vacant storefronts, anywhere that is convenient and has passing trade.

The motivation for gamblers to bet is that the odds offered by these games are generally higher than state lotteries offer. Another prime motivation is that on large winnings, the gambler doesn't have to pay state taxes or duties. Some of these operators even offer a line a credit. The general public is often quite tolerant of this type of illegal activity, seeing it as a part of the everyday life. However, funds generated by this type of lottery often end up being used to fund other criminal enterprises.

In the 1930s, winning numbers could come from a combination of numbers from a horse race or from closing figures of the New York Stock Exchange. More recently, rackets generally take their winning numbers directly from legitimate state's lotteries. A numbers game exposed in Ohio in 2003, by the *Internal Revenue Service* (IRS) and the *Federal Bureau of Investigation* (FBI) uncovered a gang of six people running an illegal lottery in Cleveland. They took hundreds of bets a day on a game based on the Ohio Lottery's daily 'Pick 3' game: the gamblers would pick three numbers from the Ohio Lottery daily and for \$1 dollar they could potentially win \$750 dollars (the legitimate lottery only offered \$500 dollars). The group was convicted partly because of evidence that their associates received large volumes of telephone calls in the hour before the latest Ohio lottery draw, one even needed a computerized telephone system to record all the calls generated.

LOAN SHARKING

The practice of Loan Sharking has always been a 'service' offered by organized crime groups. People who are desperate for cash, who cannot borrow from a normal source of loans, frequent loan sharks. The person may have a low credit rating or have a criminal record, most banks won't even risk lending small amounts to people seen as a bad risk. The loan shark has always preyed upon this kind of situation. A case of Japanese woman who borrowed the equivalent of U.S.\$150 dollars to pay for rent and medical treatment for her husband and son, illustrates how badly things can go wrong. The loan shark readily offered her the money and stated if the loan was quickly repaid the interest would be equate to around 10%. However, less than four weeks after the loan was taken up, the interest incurred had apparently skyrocketed to 500%. She turned to the police for advice and they told her to stop making repayments: laws in Japan state 29% is the maximum interest that can be charged on any loan. The loan shark made serious threats about what would happen to her family and herself if she defaulted. Three months later, the family-of-three were found dead by the side a railroad crossing, they had committed communal suicide rather than face anymore harassment.

It is exceptionally easy for people in the lowest social geographic to fall prey to loan sharks, poor people are often exposed to financial ruin by even small rises in interest rates. There have been cases where loan sharks have bought lists of names of individuals who have failed to keep up with repayments and 'cold called' them with offers of assistance. Negotiations often start out congenial, but loan sharks often employ threats of intimidation to customers who default on their extortionate repayments.

In Japan, it is estimated that the Yakuza is responsible for around 25% of the loan sharking activity that takes place in the country. Japan suffered record levels of bankruptcy during the period of 2002-03, because of the Asian stock market slowdown, it is thought that loan sharks would have profiteered greatly from this crisis of confidence.

COUNTERFEITING & FORGERY

The terms 'forgery' and 'counterfeiting' are essentially interchangeable. During the late 20th Century counterfeiting grew substantially as an enterprise, primarily because of advances in technology. Counterfeiting currency was always a highly specialized illicit operation, but with the advent of computers, laser printers and scanners, it became relatively easy to produce passable banknotes.

Estimates suggest that around 5 to 7% of all world trade consists of counterfeit goods. Common types of items cloned include computer software, CDs, DVDs, perfume, cigarettes, alcohol, designer clothing, fashion accessories and pharmaceuticals. Counterfeiters will copy anything that they perceive will make them a profit, sometimes, as in the case of pharmaceuticals, the goods produced may actually prove dangerous rather than beneficial. Intellectual property is so rigorously protected because it robs legitimate businesses of profits and more importantly, costs governments tax revenue.

The actual goods produced by counterfeiters generally turn out to be of poor quality and finish, they may contain inferior ingredients, or in the case of medicine, be nothing more than sugar tablets. The workers creating these goods may be badly treated by their employers. Despite efforts by industry bodies and government law enforcement units to crack down on the practice, most markets worldwide usually contain a small proportion of counterfeit goods. The major centers producing counterfeit goods include South-East Asia and Eastern Europe.

Organized Crime groups of any real size soon realize that counterfeiting goods is a relatively easy way to generate revenue. It is said that an organized crime group can make more money out of a kilo of CDs than the same weight in cannabis. The penalties for counterfeiting are usually a lot less imposing than other forms of illegal activity e.g. drug smuggling. Organized crime groups generally have organized methods for transporting and distributing goods from country to country. The Russian Mafia and Asian Triads are said to be the major organized crime syndicates producing counterfeit goods. Indeed, a stipulation of ongoing United States and China free trade talks insists that China makes an effort to protect United States intellectual property rights. It is known that in places like China and Eastern Europe, the illicit trade of pirated movies and music is the norm rather than the exception. It is also noted that in Eastern Europe, the record company selling pirated overseas music, is often the same company funding recordings by local artists - the line between legitimate and the bootlegger is often blurred. As such, counterfeiters often have the tacit support of the general public. Besides, who hasn't been on an overseas trip and not picked up handfuls of pirated CDs or DVDs to take home as presents?

CYBER CRIME

This is by far the greatest area of expansion for criminal activity worldwide. One estimate suggests that the financial cost caused by cyber crime is now in excess of around US\$40 billion a year. It is estimated that 50% of fraud in the United States is now perpetuated electronically.

The list of felonies enabled by having computer access is numerous. Organized criminals are now able to carry out 'protection rackets' without the need to actually meet in person. Many so-called 'Internet Security Consultants' actively target business sites with 'denial of service' attacks, they subsequently contact the site owner and claim that they can prevent the attacks for a service fee. Instead of damaging physical windows, modern thieves may gain entry through *Microsoft Windows*, instead.

A major form of Internet crime is the establishment of fake websites and bogus companies that offer goods at bargain basement prices. The criminal then has ready access to credit details and uses them to perform identity theft crimes. Other similar crimes include phishing, spam emails and dubious work-from-home schemes.

Industrial espionage is often enabled by hacking and so is blackmail. Probably because of the ease of use of modern computers, few people tend to take the time to learn prudential methods of accessing information, buying and selling goods on-line, or protecting their computer from external attack. Many people are seduced by the so-called defining quality of the Internet, the anonymity; they explore their darker sides in virtual chat rooms and other forums and engage in affairs of the heart via email. This flow of information is a veritable goldmine for budding blackmailers or private investigators.

Cyber crime is often aided and abetted by a few particular problems of modern telecommunications. The Internet is a truly global technology, and as such, a hacker is often outside of the country's law enforcement jurisdiction. Nothing can be done to remedy the situation. The newness of technology has also ensured international cooperation between law enforcement agencies hasn't advanced substantively to provide a coordinated global response. There are as yet, no worldwide laws or protocols set up to prosecute these types of global reaching crimes. Although it may be illegal to rip off someone in your own country, it is just as easy to trade off the credit details to someone else overseas. Finally, banks and other financial institutions are reluctant to prosecute offenders, or even admit to security breaches.

In 1994, Citibank, New York became aware of a hacker who breached their security protocols and stole around US\$11 million dollars. As a result of negative publicity, many of their customers withdrew their funds. Many banks today, tend to employ cyber crime consultants to prevent attacks on their systems, and wear any losses caused by unwanted infiltration.

One of the biggest scams busted on the Internet occurred in 2003. Two suspected members of the U.S. Mafia were arrested and appeared in court for allegedly perpetuating a US\$230 million dollar fraud scheme started in the late 1990s. The pair scanned images from a number of 'specialist' pornography magazines and set up several dedicated porn sites. They offered any visitor a 'free tour' of the site if they provided their credit card details as proof of age. The customers were then charged \$90 dollars a month, the money was laundered by a circuitous route around the globe and back to the pair.

2. THE CRIME SCENE

POLICE LINE DO NOT CROSS

CRIMINAL INVESTIGATIONS

A criminal investigation usually starts when a crime has been reported. A case usually ends, or is closed, when the prosecutor files charges. However, if the suspect is later cleared, the investigation may be reopened. The police investigator will begin the investigation with a search of the crime scene for clues, interview victims and witnesses, and then possibly seek scientific or legal advice, and go on to interrogate any suspects.



THE CRIME SCENE

It is suggested that all evidence present at the crime scene should be made readily available to all the players – no Awareness roll being required. This suspension of reality is necessary to ensure that the players have every opportunity of solve the case. The players shouldn't have their investigations hampered by mere happenstance. Logical deductions, like those in determining the trajectory of a bullet, should be left up solely to the detective's imagination. If the investigating team doesn't actively search for a nearby murder weapon, they only have themselves to blame. Those with forensics abilities don't necessarily have to rely upon their own acumen, they can always seek out a colleague to give them a considered second opinion.

POLICE SEARCH

The police are charged with solving crimes and providing public safety. As such, they are granted special powers. They are allowed to search private homes, with the proper warrant, if they suspect serious crime or a risk exists to public health. Police don't necessarily have to acquire a warrant to gather vital evidence, a stakeout with binoculars, flashlights or drug-sniffing dogs may turn up a vital piece of evidence.

United States Constitution places strict limitations upon random police searches of individuals, the police are only allowed to do so if they suspect a crime is in progress or has just occurred. They can stop individuals and ask them questions, as well. Automobile drivers, once pulled over, are compelled to give the policeman his driver's license and registration details upon demand.

United Kingdom police are allowed to briefly stop members of the public to ask questions. However, they are also compelled to tell the suspect the reason why they were stopped, the officer's name and his home police station. The officer must also create a record of the approach. The police are allowed to take into custody anyone who refuses to give their name or address.

Police procedures and arrest laws, usually allow the policeman to search the detained suspect, including the immediate area surrounding the arrested, this ensures that evidence or weapons haven't been secreted or thrown away to avoid detection. These rules also apply to cars. Sometimes, cars are towed away for further examination.

For police to perform a detailed search of a private area, they need to obtain the consent of a judge, in the form of a warrant. They need to show compelling evidence of wrongdoing before a judge will grant permission for a search to take place. Something generally overlooked in crime fiction is that an officer can simply ask permission of the owner or the tenant of the building to enter and perform a search. This individual is usually asked to sign the appropriate form, so no dispute later takes place in court.

Judges in small to large cities are usually on call 24 hours of a day to issue warrants. They review the written form detailing where the officer wants to search, what they are looking for and if they have probable cause for suspecting illegal activity. Police occasionally pick up tips from informants that cannot be named, so a certain level of discretion is allowable. Once a warrant has been issued, the search must take place in a reasonable time frame, up to around 10 days is usually acceptable. The police are not required to carry a physical copy of the warrant, or even need to show it to the tenant.

An officer in possession of a warrant is compelled to look for the items outlined in the warrant, an officer cannot simply go fishing around for evidence. If they see evidence of obvious criminal activity simply lying about, they can seize it. Police are required to formally knock. However, they can then burst into the residence in numbers if they so desire. The 'knocking officer' may even employ a disguise if a ruse proves necessary. Police can even obtain a so-called "no-knock" warrant if they think officers may be in danger by signaling their presence, or if they suspect vital evidence may be destroyed.

United Kingdom police need warrants or the consent of the occupant to enter, as well. The warrant must specify under which Act it is being issued and what specifically the officer is looking for. A magistrate usually issues a warrant, but a superintendent, an inspector, or an officer can also issue it.

United States police may also place a radio transmitter or tape recorder on an informant or officer without a warrant. They can also arrange with a telephone company to supply them with phone numbers called and received by a suspect. They can even ask the post office to record return addresses of mail received, without the need for a warrant.

REPORTING DELAYS

On average, 17 minutes usually elapse between the time of the crime and the first call to police. Victims usually panic or simply go into shock. Another three minutes usually elapses before a patrol car reaches the scene in urban areas.

FIRST RESPONDER

The first officer at the scene of a crime is usually a patrol officer. Several things need to take place to start. The officer is primarily compelled to assist any injured victims present; this may be complicated by the presence of a violent criminal nearby. Another complication is the need to preserve the crime scene evidence. If an officer gets carried away following the suspect, he may endanger the life of the injured party, or leave the crime scene unguarded, potentially leading to evidence being removed by an accomplice. Witnesses may also leave the area, which is a problem, as it's partially the officer's job to also take their details.

The first rule an officer learns in crime scene investigation is *Don't Touch Anything*. Despite this maxim, most cases tend to have some problems associated with crime scene contamination. Minor mistakes generally don't raise much in the way of comment, but major ones can lead to the defendant's acquittal.

The second rule of crime scene investigation is *Isolate the Witnesses*. The officer needs to find witnesses and then isolate them from each other. It's important for impartiality sake to dissuade a general consensus from forming, witnesses with dominant personalities can quickly change the minds of others present. Obtaining a statement straight away at the crime scene also helps to avoid contamination by other sources like exposure to the media later. Even getting the suspect's side of the story immediately proves helpful; the individual may not have had time to come up with viable cover story for their activities.

The last rule of crime scene investigations is to *Control the Scene*. The officer must evaluate the actual size of the crime scene. The officer must also restrict access to this area, too only those with viable reasons to be present. A crime scene quickly becomes crowded with neighbors, press, family members and police. People like to gawk. These people potentially contaminate the crime scene and may obliterate vital evidence. Another consideration is that the suspect may still be present and hiding, this potentially poses a threat to not only the officer, but too public safety.

The patrol officer will finally be relieved of their duties at the scene. It is usually mandatory that the officer later, write out a detailed report outlining all witness statements and what the officer saw and did at the scene. This report may be the basis of his testimony at trial.

AT THE SCENE

Patrol officers at the scene of crime are only required to secure the location and take witness statements. The real detective work is naturally left to the detective or the detective unit. In large towns and cities, there is usually a dedicated serious crime squad or unit. In smaller localities, the patrol officer may well take the lead in investigations, or they may call in state police crime units for assistance.

The main crimes investigated by major crime units include homicide, kidnapping, rape and serious assaults. The department may even have separate units specializing in Narcotics, Vice and Organized Crime/Gang activity. Invariably, there is usually some overlap between the remit of different units. In such cases, officers from one unit may be temporarily assigned to assist the officers of another.

The crime scene is usually crowded by the time the detectives arrive. Officers nearby generally converge upon the scene once a serious crime has been reported, partially to assist in keeping the public at bay, but partly out of their own curiosity. Reporters often quickly arrive, they may have had access to a police scanner. They take statements and even pictures, if allowed. Crime scene technicians will also start to arrive, they also take pictures and start swabbing, cataloging and bagging evidence.

A detective is required to collect evidence at the scene of the crime. Along with crime scene technicians present, they search for physical evidence (fingerprints, semen, bloodstains and weapons et al). They also interview witnesses. The size of the police force present usually depends upon the nature of the crime. Murder cases invariably attract the largest attendance. However, cases of known small-time drug dealers being murdered usually won't attract the same level of support afforded a case of a prominent socialite being murdered.

Of critical concern for most police departments is that the investigating officer and support staff protect the so-called 'chain-of-evidence'. At any stage of police investigations, evidence can be contaminated, either deliberately or accidentally. All evidence collected is described in notes, photographed in situ, and then bagged. Items too fragile or too small are placed in envelopes or vials. All evidence is logged thoroughly in the officer's report, and later, in the station house evidence room. Any evidence sent from the evidence room to a laboratory for testing is also logged. It's important to help establish and prove the 'chain of custody'. This helps to ensure the credibility of the evidence and to establish no misuse has taken place. The famous O.J. Simpson case foundered in part because of mistakes in the chain of custody. It was suggested that one officer attempted to pervert the course of justice by planting evidence. Blood samples were collected purportedly at the scene, but were not logged until they arrived at the crime laboratory several hours later i.e. the famous blood stained gloves. Evidence suspected of being contaminated is generally inadmissible in court.

Before evidence is moved, a technician or detective photographs where it is found and measurements are taken as to its exact location in regards to nearby solid objects like walls, doorways or the roadside. Obvious weapons are collected, marked and checked for fingerprints, and its location is triangulated from a fixed point. Samples are taken of obvious blood and fluid stains, for basic blood grouping tests and later for DNA analysis. The stains are photographed and their locations are also triangulated from fixed locations. Any corpse at the scene is photographed in place, its location triangulated from fixed position, before removal for an autopsy

Injured suspects or victims are taken away to hospital for treatment. The hospital is only required to provide tests relevant to the treatment of the suspect, a warrant or consent is required for more invasive testing like a blood test.



FINGERPRINTS

The first priority of most investigators is to seek out fingerprints. The detective is looking for obvious surfaces that the criminal may have touched whilst perpetrating the crime. Despite precautions taken by some criminals by wearing gloves, very thin gloves may still leave fingerprints behind. Fingerprints can be recovered from metals, paper, painted surfaces, plastic, glass, human skin, and on the inside of rubber or latex gloves. It is virtually impossible to lift fingerprints from brick, stone, unfinished wood or cloth. Certain variables exist in terms of leaving viable fingerprints; certain factors like heat, humidity, the cleanliness of the surface and the cleanliness of criminal's hands hinder investigations. Fingerprints can vanish quickly or remain for years after the event, it generally depends upon the surface and its location. Once a fingerprint is recovered, it is scanned into a fingerprint database, and a number of hours may elapse before a potential suspect is identified.

DNA

If blood or bodily fluids are recovered, DNA testing may also be performed. At the scene, the examiner may test the blood for blood type. Blood group analysis only takes a couple of hours. Other body fluids are also used to determine blood type, although the body fluids of around 20% of the population do not contain active markers of blood type. DNA testing is not a short-term option for investigators, the sample is usually sent away to either an independent laboratory or a local police forensics laboratory for testing. The tests only take a couple of days, but there may well be a backlog of tests already waiting in line.

BLOOD SPLATTERS

Scenes of violent crimes are often shocking to normal citizens. Blood splatters not only cover the floors, but often the walls and ceilings as well. The number of impacts necessary to slaughter someone with a blunt instrument often numbers in the dozens. Even sharp instruments often need multiple successful stabs to slaughter the victim. People stabbing away with knives often enter a state of frenzy, especially if the victim is crying out and pleading for their life. Blood arcs away from the instrument as it is drawn back, usually forming a stain from the ceiling, wall and floor, above and behind. A murderer may also step in the pool of blood at their feet and spray it around, leaving a visible direction in which the attack took place. As the assailant leaves the scene slightly disoriented, they may stumble around leaving fingerprints on the bloody walls, or footprints on floors. They may even attempt to use the bathroom, in a vain attempt to wash off the blood from their clothes, body or accessories. A good detective will routinely check the bathroom for stains in the sink, sink traps, and toilets. Even in cases where the criminal has attempted to clean up the apartment and all visible blood stains have been removed, there may be still traces left behind. An investigator can simply spray surfaces with Luminol and run over the surface with a fluoresce tube like an ultraviolet light (otherwise known as a black-light) to detect fingerprints. All invisible fingerprints or bloodstains glow under the UV light.



Following the footprints may even lead directly to the suspect hiding nearby. Under such circumstances, a warrant is usually sought. The investigator obtains the warrant so he can confirm the suspect's details. The investigator can then instruct others to check the suspect's car, house or clothing immediately.

BULLETS

If the investigator suspects that a gun was involved in the crime, they may spend time looking for slugs in the immediate vicinity, including walls, floors, as well as looking for ejected bullet casings from semi-automatic pistols. Police investigators can usually take these spent slugs and quickly determine what make, model or caliber of the gun was used. Each gun produces certain striations along the side of the bullet as it leaves the chamber. All guns except shotguns have inset grooves down the side of the barrel to force the bullet to spin upon release. These grooves help to ensure the accuracy of the bullet.

Gunpowder residue is also looked for. Each time a gun is fired a plume of fine chemicals is sprayed out the end of the barrel. The heavier metals in this plume will settle upon the floor, or imbed itself in nearby furniture, clothing or skin. This metallic spray can indicate the direction and location of the fired gun. Traces are also sprayed out of the chamber of the weapon backwards, such is the force in the chamber. It may end up embedded in the gap between the forefinger and thumb of the shooter. Suspects are usually swabbed here if police suspect a firearm was used. Bullets travel great distances if no obstruction is present to stop them, they may travel as far as a mile away in open spaces.

Slugs buried in doorframes and walls are often left untouched by the investigator, evidence technicians are usually called in to remove the entire doorframe or wall, rather than potentially damaging the slug. Removing the slug may cause further striations to appear on the slug, making it not only difficult to work out the particular gun it was fired from, but creates uncertainty about the results that may affect the admissibility of the evidence.

Murder weapons are rarely found beside the body. Most murderers have the presence of mind to at least attempt to dispose of it nearby. In their panic, murderers often dump the weapon in nearby dumpsters, sewers, fields or toss it off a nearby bridge. Experienced investigators attempt to reconstruct the mindset of the murderer and look for visible nearby places that seem perfect locations for dumping weapons.

OTHER USEFUL CLUES

There are many other useful clues at a crime scene. These include fibers, hair, pollen, paint chips, broken glass, foot prints, vehicle tracks, tool marks from lock-picks or jimmies. There are investigation specialists worldwide who track certain types of paint samples, vehicle tire marks, or makes of shoes. There are many databases that assist inexperienced investigators. It is often surprising to everyday citizens just how much effort can be expended by police on seemingly obtuse clues. Clothing samples are often left behind at the scenes of violent crimes, often caught up in the fingernails of the deceased. Wool samples have been used in the past to place a suspect at the murder scene, and convictions have occurred.

Other useful non-physical evidence can include answering machine messages, caller I.D. logs, phone bills, appointment books, computer records. Increasingly, video surveillance footage is being used to place suspects at the scenes of crimes. Police officers routinely ask local businesses for access to their security camera information to aid their investigations. (*More information about Forensics can be found in the theSpookEngine Main rulebook*).

INTERVIEWS

Once the detective arrives and take charge of investigations, the patrol officer will often be called upon to then dedicate himself solely to look for and collecting the names and addresses of witnesses and their basic statements. The officer is now often at liberty to leave the crime scene, and go knocking on nearby neighborhood doors. They will ask if the resident saw or heard anything. They may ask questions and take notes, as well. The officer may attempt to locate the victim's family, friends or business associates, as well. The officer may ask important witnesses to accompanying him to the station, where he will obtain a full oral statement, which is summarized and written down by the officer. The witness then verifies the accuracy of the statement, and signs it in front of the detective, with another officer acting as a witness.

Witnesses are questioned quickly because memory often fades quickly, and may become contaminated by other statements later heard. A human tendency is to unconsciously incorporate these other information strands to fill in the perceived gaps in knowledge of the incident. People instinctually want a full understanding of events, when the strength of witness statements often lies in the openness of meaning.

Information in some areas may not be forthcoming, especially if the victim is a gang member or drug dealer. In high-crime neighborhoods, the residents are often suspicious of the attentions of the police. The witnesses may also fear reprisals from the suspect or accomplices. The witness may also have other reasons for not complying or giving a truthful account; they may be embarrassed to be caught in the area, or trying to protect a friend or family member. Some people simply do not wish to appear in court, because of past indiscretions that may come to light.

A fully trained interviewer tends to ask open-ended questions to get the interviewee to open up. They also refrain from asking leading questions, as they are not helpful in the long run. The questions are usually kept simple, the interviewer doesn't want to create unnecessary confusion, or create a situation where the testimony is ambiguous. After the basic details have been established, the interviewer may ask closed questions like: "Was the car boot unlocked or locked?"

The interviewer may actually use a good deal of roleplay technique in real life. Various feints and diversionary tactics may be used to make the interviewee slip up and blurt out information that they would otherwise not be forthcoming about. (see the chapter on interrogation in the *theSpookEngine Controller's Guide* for further information).

What the interviewer can be just as interested in are the inconsistencies in witness statements, as the consensus that is forming. In court, any inconsistencies may be perceived as weakness in police investigations. The inconsistencies in statements may also hide the identity of the murderer or criminal. Clarifying these inconsistencies is useful in eliminating the scope of investigations.

Note: Games Masters should be careful to limit extraneous character detail offered up in witness statements, used to pad out the character's identity. Extra details may be interpreted as useful clues by the investigators, rather than mere color.

STAKEOUTS

Stakeouts are primarily used by police officers to garner enough information to confirm their initial suspicions about a suspect; police cannot simply drag suspicious civilians into the police station without some form of verifiable evidence. Stakeouts are used to verify witness statements and informant tip-offs. They are often necessary to build up information about the suspect's everyday activities, including details about the suspects' appearance, clothing, vehicles, residence, mannerisms and associates. The process also seeks to collect evidence of wrongdoing. Essentially, a stakeout is a stage down from obtaining a search warrant; the police performing the stakeout are obtaining information viewed from public places, and therefore, they are not breaking the law. A search warrant would allow the police to intrude into private areas, albeit with the necessary verifiable suspicion.

The surveillance operation may be overt, designed to put pressure upon the suspect and his associates. Or the surveillance may be covert, designed catch the suspect unawares whilst he plans or commits a crime. Stakeouts may take place from a nearby rented apartment or an unmarked police car or van. The detectives may spend many hours, even days staking out the suspect. The police usually record key events with cameras and audio gear, and may take photographs of individuals entering or leaving the location. All activity viewed is meticulously logged by the officer. The police do not require a warrant to see into any location a member of the public could see with readily available commercial spying equipment (i.e. binoculars). If the police wish to tap telephones, read mail, install bugging devices, or use specialist equipment, they are required to obtain a warrant.

An officer who wants to conduct a stakeout generally has to convince his superior of the merits of the operation. The time spent sitting in a car may be better employed investigating other pressing matters. It is often the case that a detective will conduct the surveillance alone, whilst his partner is busy elsewhere, or detailed to perform another stakeout shift. Use of surveillance on civilians by police has always been seen as a sensitive issue; those targeted for surveillance often feel aggrieved and later claim police harassment.

I N T E R R O G A T I O N S

Once police believe they have enough evidence to confirm their suspicions about the suspect or suspects, the police usually request they come to the police station for formal questioning. If the suspect refuses the invitation, and the police will have probable cause, and they may seek to arrest him.

All United States arrests start with the officer reading the suspect his so-called *Miranda* rights and getting the suspect to sign a waiver to this effect. Curiously, over 85% of suspects waive their rights to remain silent and start talking. These hastily constructed statements often provide damning evidence of wrongdoing. In the United Kingdom, a similar procedure takes place, the suspect receives a formal 'caution' – similar to the *Miranda* statement.

If the suspect clearly and unambiguously asks for a lawyer, the interview must cease immediately, until one is found. Once the lawyer arrives, he will generally advise the suspect to remain silent. Then he will start the process of negotiation with the prosecutor. It is quite rare for common criminals to have the presence of mind to ask for a lawyer; this is often to the advantage of the police.

Police use various feints and tactics to persuade the suspect to own up to their guilt. The main tactics employed by police revolve around control and authority. The interview/interrogation room is usually stark and barren of visual stimuli – usually just a desk, two chairs and a clock. This kind of sparse environment is employed by police to remove the suspect from their everyday frenetic reality. By purposefully leaving them in the room for long periods, the authorities can create the illusion that the only way to leave is to admit to wrongdoing. All throughout the process, the suspect may be being viewed through a two-way glass mirror, or secreted video camera or heard through audio equipment. Once the suspect starts to feel uncomfortable, isolated and powerless, a detective can stroll into the room to relieve them of their guilt. Some larger departments may even have a fully furnished interview room that looks like a comfortable office; it is designed to unnerve experienced criminals expecting the Spartan affair.

A detective has control over everything that the suspect sees and hears. The detective is allowed to lie. They can use the feint of informing the suspect that their co-accused has confessed, or that a witness saw the crime taking place, even that damning fingerprint evidence has been collected from the crime scene. The detective also has control over where the suspect sits, how freely they can move, and even whether they are offered food or drink. It may be withheld for short periods as punishment, or given as a reward for compliance. They may even refuse a bathroom break or sleep. Of course, there are limits placed upon the hardship that may be endured, even suspects have rights.

The detective is required to tell the suspect when his lawyer has arrived. A juvenile suspect cannot be interviewed until a family member or guardian is present. Unbeknownst to most citizens is the right to demand an end to the interview.

A tactic frequently used by police is the good cop/bad cop routine. The classic Hollywood scene of one officer feigning to be a friend, whilst the other browbeats the witness and issues threats. In reality, police are not allowed to strike or threaten the suspect with violence. Alternately, the good cop is rarely in a position to offer overt promises of assistance; the best they can usually do to aid the defendant is to put in a good word for them. The key to most interrogation strategies is hope, the faint glimmer of salvation that if they tell their side of the story, all will be well. They see in the moral good cop a compromised aspect of themselves that they may wish to rekindle, they have the opportunity to take this first positive step here and now and confess.

BRITISH INTERROGATIONS

United Kingdom police can detain a suspect without placing him under arrest for up to 72 hours. Different rules apply for suspected terrorists (see *the SpookEngine Brit-Ops Guide*). However, certain levels of authority are required to do so. After six-hours the duty Inspector is required to review the case and authorize further detention. After 15 hours, the Inspector is required to review the case yet again. After 24 hours, a Superintendent reviews the case, and more time is only allowed if a serious crime like murder or rape has been committed. After 36 hours, police must appeal to a magistrate to gain approval to continue to hold the suspect. Finally, after 72 hours of incarceration, the suspect must either be charged or released. The reality is that officers who continually detain suspects past the six-hour mark are seen as fishing for evidence, and may be accused of police harassment.

During his detainment, the prisoner is guaranteed the right to access a lawyer, if they so wish. The lawyer is able to provide advice to the accused, and can be present during any interview. For most offenses, the accused can ask for a lawyer immediately. In cases of “serious arrestable offenses”, including crimes like terrorism, the police are able to detain the prisoner for up to 48 hours without access to a lawyer. United Kingdom lawyers are divided into solicitors (general practitioners who usually defend cases in the magistrates’ court) and barristers (specialists in advocacy who practice in all courts).

FALSE CONFESSIONS

Despite what people may think, it’s actually quite easy to produce a false confession. Human nature, being what it is, is quite susceptible to coercion. In 1998, a college psychology study successfully coerced 90% of participants into confessing to a minor mistake, 65% of participants even believed they had made the mistake after the event.

Certain lines of questioning can lead individuals into agreeing with the officer. “Was the suspect wearing either a brown or white jacket?” may be enough to convince even a steadfast witness into override their memories that no jacket was ever worn. A series of rapid-fire leading questions by an unscrupulous interrogator can quickly establish a quite different scenario to what has taken place.

Police can even obtain false confessions from disturbed people who weren’t actually present at the scene of the crime, but crave the attention and fame. Some disturbed people regularly confess to crimes they were never involved with. Also, various low-life figures known to the corrupt policeman may be convinced to sign a witness statement for enough money to garner their next drug hit. In the case of serial killers, there are often a series of hoax confessions that accumulate, sorting through the various confessions can prove time-consuming, because the police never know if perhaps one of these people was actually involved in the case. Interrogators are usually careful in such cases, especially with potential hoaxes, not to provide any pertinent case information in the interview that may be incorporated into the suspect’s fictional confession. In such cases, police departments attempt to limit the information divulged to the press, for fear of hoaxes coming forward with crime scene information culled from news media.

POLYGRAPH

The status of the lie detection devices (i.e. polygraph) in modern policing is ambiguous. Most courts reject polygraph testing outright as being insufficiently reliable, although some courts allow defendants to present evidence that they have passed a polygraph test. American law enforcement agencies like the FBI and CIA and many police departments, utilize polygraphs in employment prescreening, and for its internal security reviews. A prisoner has the right to refuse a test, but those submitting to and passing tests are often accepted as being innocent by police officers. The polygraph test measures stress levels by monitoring blood pressure, heart rate, respiration rate, or galvanic skin responses i.e. sweat. The subject is initially asked a series of readily identifiable questions, some relevant and others not relevant. The questions are usually asked at 10 to 20 seconds intervals to ensure the meters level out again. The equipment is quite sensitive and an experienced polygraph operator is far better able to return accurate results.

MIRANDA

In the United States, every detained individual is required to have their rights read out to them. The name 'Miranda' comes from a 1966 Supreme Court hearing where the defendant was named Ernesto Miranda. This case established conditions whereby every arrested individual has the right to know their basic rights. Each arresting officer in the field carries a printed card with the Miranda rights statement. The following is usually read verbatim:

"You have the right to remain silent. If you give up this right, what you say may be taken down and used in evidence against in a court of law. You have the right to have an attorney present during questioning. If you cannot afford an attorney, one will be provided for you. Do you understand these rights?"

If the suspect is already at the station, the suspect is given a waiver form to read, initial and sign. If the suspect does not speak English, a translator is called in to render assistance. The questioning usually follows. If the suspect is questioned again, another waiver form needs to be signed, mainly to avoid accusations of improper conduct by the officers. If the rights are not read, or waiver forms not produced, any information gleaned from conversations is basically inadmissible at trial, it may even lead to a mistrial.

If or when the police believe they have gathered enough evidence, they may arrest and book the suspect. Booking questions, mainly routine questions like age, height etc, do not violate Miranda conditions.

Police routinely uphold the Miranda principle. If the suspect is read the warnings, and signs the waiver form, all evidence becomes admissible in court – police do not like wasting their time or letting criminal get away. Special circumstances exist for the mentally ill, those drunk or stoned, or minors. In most circumstances, the police have a duty of care to ensure their safety and excessive force is not used. Minors require a guardian or parent present before an interview can take place.

In the United Kingdom, the standard so-called 'Caution' goes: "I am placing you under arrest on suspicion of [the crime]. You do not have to say anything. It may harm your defense if you do not mention when questioning something which you later rely on in court. Anything you do say may be given in evidence."

The actual caution does not have to be given verbatim, but must be close. The suspect has the right to a solicitor, but the arresting officer does not have to relate this information, the custody sergeant will later relate this. The custody sergeant will also relate other information and expand upon their rights, as part of the booking-in process in the cells.

STING OPERATIONS

Sting operations are different from other investigations i.e. stakeouts, in that the police officer is pretending to be a criminal in order to catch other criminals. It is a proactive approach to law enforcement, rather than a reactive one. Such operations can be as simple as an undercover officer following up an informant's lead, through to a interdepartmental unit set up to bring down an entire drug cartel. Other potential operations include getting a teenager to purchase alcohol to see if a store owner is violating the law, setting up a fake fencing operation to purchase stolen goods from petty thieves, or even installing undercover agents in a stock exchange to catch out insider traders.

Most police undercover work tends to revolve around catching drug traffickers and dealers. Such agents will attempt to purchase quantities of narcotics from importers or wholesale distributors, or attempt to sell drugs to mid-range to low-range dealers. Such agents may be wearing a 'wire' (microphone) to remotely record the deals, and the currency used in the transaction will have had its serial number recorded, or even marked with invisible ink. This is in case the transaction is interrupted, or the criminals have been made aware of the police presence, and get away. Despite meticulous planning on the part of the police department, dealing with dangerous people in public places is never without incident, and the police have a duty of care to make sure members of the public are not harmed, placing them at a slight disadvantage.

After the narcotics transaction goes down, the drug traffickers are quickly arrested by uniformed officers. Undercover officers very rarely make the arrest themselves, as it blows their cover. Undercover operations may last a few hours, or continue over a period of many months, even years. Officers in deep-cover often have their movements monitored by scrupulous criminal bosses, especially if they arrive in town without solid criminal connections. Once trust develops, they may gain access to vital insider information into the criminal organization, or even find out about fellow corrupt officers. The life of an undercover cop is a life often tinged with jeopardy; one rarely knows when one's cover is or is about to be blown.

A variant on the basic sting operation is the 'decoy' operation. The decoy officer poses as a member of the public in a known dangerous location in an attempt to lure the robber or murderer to target him. Such operations can be exceedingly dangerous, given that most criminals carry weapons and may have little compunction to use them when they feel duped by an undercover agent. Often the undercover agent must initially refuse to hand over the cash to make the robber display or threaten them with the weapon. For police safety, such decoys usually have backup officers nearby to assist and protect them during the arrest. Serial killers often prey upon prostitutes, female officers are sometimes required to act as decoy prostitutes.

Undercover police often carry microphones and video cameras covertly to record incriminating evidence. This generally puts them at considerable risk if the criminals suspect foul play. Police also have the responsibility to avoid accusations of entrapment during undercover operations. Entrapment refers to the process whereby the officer suggests a criminal course of action, rather than catching the criminal out, they have incited the incident. Undercover police are careful not to induce crimes, but they are at liberty to assist in its preparation.

Going undercover is inherently risky, criminals may frisk the officer upon entry into secure locations, ask for samples of proffered narcotics, they may even be targeted for elimination by the criminal gang if they suspect the undercover officer represents competition. Most police departments do not allow their undercover officers to assist, aid, or abet in any kind of major crime. They may overlook minor indiscretions, but most authorities do not want to be seen to be advocating major felonies, even to catch major criminals.

A hazard of successful undercover work is that the organized crime group may seek revenge for being compromised. An undercover agent may also be mistaken for a criminal by a fellow officer; sometimes this may in fact be a ruse by the department, to establish their criminal credentials. The undercover officer is occasionally brought in for questioning, as well. Police departments often identify themselves by symbols like a "color of the day" or a hand signal to discretely let the uniformed officer know who they are confronting.

THE ARREST

The case is usually closed once a suspect has been arrested and charges filed. There are several ways in which a policeman can arrest a suspect. The first is if they suspect 'probable cause', if they believe the suspect present before them has committed a felony. They can arrest them on the spot. It is assumed that if a reasonable person suspects that the individual in front of them has committed a crime, they can be arrested. Police are at liberty to detain members of the public momentarily to ask a few pertinent questions, like when traffic police stop drivers to ask them questions. The officer needs to obtain an arrest warrant if the individual is located in a private abode. Federal cases and in some American states, police can also take their evidence to a prosecutor, who can go to a grand jury to ask for an indictment.

Once arrested, the suspect may be booked at the station house, or in larger cities, sent to a central booking and holding center. Once detained, the suspect is photographed, fingerprinted, searched and put in a holding cell. All of their possessions are inventoried, and taken away for storage. The suspect is allowed at least one telephone call, either by collect call or through memorized credit card details. Police don't necessarily have to give them privacy during this call, unless it is to their lawyer.

In the United States, the suspect must be taken to court within 24 hours for arraignment procedures to commence (48 hours at weekends). They may be given the opportunity to make bail and the court's probation department will take responsibility for him, or he will not make bail, and the correctional department will take responsibility for him.

U. S. POLICE RADIO CODES

Call Numbers: Each police unit is assigned its own call number. For Patrol units, this number is tied to the unit's car or beat. An example is LAPDs code "1-Adam-12", this means the patrol car is a two-person car (designation A or Adam), it is assigned to Central Division (assigned as 1) and the beat number is 12. These seemingly random numbers often filter down into the patrol officers subconscious, waking them from deep sleep late at night when it is called across the radio network, a useful skill when the officer is attempt to "crib" a little sleep on the sly.

Codes: Patrol officers used radio codes for speed, but also to maintain unit confidentiality. The following list is taken from the *Association of Public Safety Communications Officials (APCO)*, these codes are commonly known as the "10 codes". The "10" signal represents an alert to the listener that the next number following is transmitted in code. Not every United States department use the standard 10 codes, some opt for nonstandard codes.

10-4	Affirmative
10-7	Out of Service – mainly used to request a meal or toilet break
10.13	Existing Conditions (or Officer in Trouble in the NYPD)
10.17	Enroute
10.18	Urgent
10-20	Location
10.22	Disregard
10.23	Arrived at Scene
10.24	Assignment Completed
10.27	License/Permit Information
10.28	Ownership Information of a Vehicle
10.29	Records Check
10.30	Danger/Caution
10-32	(number/type) of Units needed to Assist Quickly

The LAPD uses a few different code system:

Code 1	Acknowledgement Call/Respond Over Radio
Code 2	Routine Call, No Lights or Siren
Code 2-HIGH	Priority Call, No Lights or Siren
Code 3	Emergency Call, Lights and Siren
Code 5	Stakeout area, patrol cars stay away
Code 6	Out of Car on Investigation
Code 6A	Out of Car on Investigation, Requires Assistance
Code 6C	Out of Car on Investigation, Suspect is Wanted
Code 7	Meal Break
Code 37	Vehicle is Reported Stolen
Code 77	Caution, Possible Ambush
Code 99	Emergency

In radio transmissions, the LAPD and other departments sometimes use section numbers of their penal codes in radio shorthand conversations. Californian examples:

187	Homicide
211	Armed Robbery
211 SILENT	Silent Holdup Alarm
240	Assault
242	Battery
245	Assault with Deadly Weapon
246	Shooting in Dwelling
261	Rape
390	Intoxicated Person
415	Disturbance
417	Person with a Gun
480	Hit and Run
502	Driving Under the Influence (DUI)

3. THE POLICE STATION

BASIC POLICE FUNCTIONS

PATROLLING

The most basic police function is patrolling the streets. Every probationary constable is asked to assist an experienced officer pound the beat. Officers performing foot patrols in public areas are known to deter anti-social behavior and theft. These regular beats also help to allay the fears and concerns of locals. Patrol officers generally walk the streets in uniform, they occasionally resort to wearing plain clothes to anonymously observe hooligan activity. The officer may also wear protective body armor or clothing in known dangerous areas. United States officers often carry guns, whereas regular British Police do not. The police department may have dedicated patrol units, utilizing motorcycles, horses and bicycles.



CRIME DETECTION

Every police service has its own dedicated detective unit to investigate major crimes. These detectives are normally specially trained in the detection of crimes. A detective usually attends and takes control of crime scenes.

The detective uses an array of information sources to compile a case:

- Specialist Scientific (coroner's reports, forensics reports, DNA profiles)
- Police Records (rap sheets, profiles and national and local crime databases)
- Found Evidence (murder weapon, photographs of crime scene, identity papers)
- Local Knowledge (personal experiences, witness statements and colleagues advice)

If a suspect is found, the detective generally interviews the individual. In terms of a major murder investigation, teams of detectives may be seconded to deal with the immediate threat posed by having a murderer at large. Local police under such circumstances maybe required to hand over their effective control of the case to a state or federal investigator, they may also be required to assist this officer in their investigations.

Another more active area of crime detection is surveillance, generally carried out by specialist detection units. Wiretapping, physical surveillance, computer logging, telecommunications investigation represent the proactive approach to crime detection and prevention.

PUBLIC ORDER

A primary responsibility of the police officer is to keep the peace. Police are often required to attend protest marches, parades, festivals, major sporting events, and rallies to ensure public safety. They are often issued with riot shields and batons to subdue rowdy or violent individuals who threaten public order. Unruly individuals in large crowds threaten the fragile balance of control police officers often have over their actions, once movement has started or violence has sparked, many people can end up being trampled, injured or killed. OC sprays (capsicum spray) is often issued to police officers to non-violently subdue out of control people.

If an incident does develop, most police services have anti-riot police on standby. Other specialist units to aid in the event of terrorist incidents, mass disasters and hostage situations, include SWAT teams, bomb squads, anti-terrorist units, and sniping units.

PUBLIC SAFETY

Police are detailed to protect the public. When children or the elderly go missing, or anyone for that matter, the police are required to help track them down. Police are frequently the first on the spot to aid those having heart attacks, epileptic seizures or other medical emergencies. They may be required to do all they can to assist the patient. Drunk and disorderly people, drug addicts, and the mentally ill represent a challenge to public safety; the police are required to deal with such incidence without inciting additional public disorder. The homeless are routinely moved on from public places, often under the auspices of public safety.

ENVIRONMENT

THE STATION HOUSE

The police station house is an American institution. Cops generally have a jurisdiction that they work within, it is usually a precinct; the precinct is comprised of many beats throughout the local city neighborhood. The stationhouse is usually the neighborhood base of operations for the department; the station house is usually subservient to the local police headquarters. In larger U.S. cities, the city is usually subdivided further into precincts. These precincts usually control the entire borough or suburb. These precincts will generally have some level of autonomy over the allocation of resources, rosters and personnel, but must follow direct orders from superiors. A police officer is usually detailed to a home department and a station house or office.

The station house is essentially the officer's home away from home. During the long hours, they get to know their fellow officers quite well, even intimately, if they happen to be their long-time partner. The station house usually has a front desk, where a duty/desk sergeant works, or a dispatcher talks to the general public. These individuals log various complaints related to violent incidence, stolen goods or breaches of the peace. Other rooms may include the mess hall, prison cells, records room, the interview rooms, the shower and toilet blocks, the incident/communications room, lounge area, shooting gallery and auxiliary rooms. Police officers often eat together and relax together in-between beats or cases; some may chat with the desk sergeant to find out the latest gossip or reported crimes.

The station house building is usually distinctively marked, and has a public entrance through to the front desk, where the current desk sergeant can be found. The station house is usually a separate building. Such buildings are usually reinforced, in case of riot, ram-raiding or rocket attack. There exists a separate entrance for the police officers, this entrance is usually protected by access card entry, video cameras, intercoms, or remotely operated locks.

BOOKING AREA

Suspects are processed in the booking area. There is usually a long central counter in this room; suspects are seated on one side, and the police on the other. The suspect is photographed and fingerprinted at this processing desk. The suspect may be asked to blow into a breathalyzer, especially if they show signs of intoxication, or have been involved in a car incident. Most station houses have video cameras throughout, the suspect may initially be remotely observed through the cameras when initially arrested, the officer trying to access the suspect's general demeanor.

Interview rooms and areas for police lineups are usually adjacent to the booking area. The police officer during the initial stage of processing, collects the suspect's name, date of birth, address, telephone number, height, weight and gender. During the booking procedure, the suspect belongings are removed, listed on an inventory sheet, and placed in an envelope for storage. The police additionally remove the suspect's shoelaces, belt and tie, especially if they believe the suspect may be suicidal.

Police in the booking area are not armed, although a firearms safe may be located close by, generally on the outside wall into the booking area, in case of emergency. This safety consideration ensures that officers cannot be overpowered in the booking area, potentially enacting a hostage drama. The atmosphere in the booking room varies greatly. It can be incredibly busy or quite, depending upon the hour of the day; fights and shouting matches often occur in the wee small hours of weekends, or after major drug busts or riots.

THE LOCKUP

All police stations have at least one holding cell to detain suspects. There may be additionally private or semi-private rooms in the lockup area for the suspect to talk with an attorney or lawyer. In the United States, suspects can only be held for 24 hours without charge (excluding suspected terrorists). If the suspect cannot make the bail payment, they are often transported off to jail or prison to await trial.

Lockups are rows of individual cells or large group cells. Each cell will contain bunks, steel sink, and a steel toilet. The fixtures and fittings are designed to remain bolted to the floor even when tampered with. Officers are required to check on held suspects to ensure they are not injured, ill or attempting to commit suicide.

Officers entering the Lockup area check in their firearms before entry.

PROPERTY ROOM

The property room is where evidence and prisoner's belongings are stored. It can range from a dedicated building down to simply a storage locker. The property room can store many things including weapons, drugs, jewelry and stolen goods. Formal procedures exist to maintain the integrity of the property room, the Property Clerk will insist formal requests are made to look at evidence, informal requests are often curtly denied.

CRIME LABORATORY

Large stations often have their own dedicated crime laboratory. The lab is maintained by specialist investigators, these are usually trained civilian experts, rather than police.

The crime laboratory may handle autopsies, toxicology, narcotics analysis, latent fingerprint identification, trace evidence (fibers, paint chips, soil samples, gunshot residue), questioned document analysis, firearm and tool mark identification, serology (blood analysis), DNA analysis and other specialties. Often the smaller labs send their specimens away to statewide testing facilities.

The crime lab can house a variety of equipment, including basic microscopes, ultraviolet spectrometers, gas and gas-liquid chromatographs, Fourier transform infrared spectrophotometers, mass spectrometers, and DNA processing equipment. There may also have a dedicated darkroom, and a firing range for the testing of suspect firearms.

There are many rules, regulations and protocols present in such facilities to ensure that no contamination or mislabeling occurs. There are also set standards for writing reports to limit the potentiality for misunderstanding and to help avoid subconscious or conscious bias. As such, the technicians will generally know little about the actual case to aid in impartiality.

Regional police services rely heavily upon the expertise of national agencies like the F.B.I. dedicated crime labs. Interagency exchange of information often ensures accurate forensics assessments for even the most bizarre of crimes.

SQUAD/MUSTER ROOMS

Patrol officers gather in the so-called muster room at the start of each shift. They are given their daily orders by the sergeant in charge. Assignments are called for each beat and patrol car. The roll call is also used to pass on information about ongoing investigations and wanted suspects. Depending upon the diligence of the sergeant in charge, a brief lecture may also be given on a specific training topic or changes to department policy. Other issues raised include opportunities for overtime, or changes to the law affecting policing. A typical roll call takes between 15 to 45 minutes.

Plainclothes units have squad rooms. These open plan rooms have desks for each officer, or detective. A lieutenant usually has an enclosed office with large windows overlooking the squad room. Officers congregate in the squad room at the start of each shift, and may return periodically throughout the day to perform or file completed paperwork. The squad room is usually a hive of activity throughout the day, detectives often rely heavily upon the instincts of all those in the squad room. Officers occasionally take statements from the general public or offenders here, or prepare for formal interviews at their desk.

Some detective units have a separate boardroom used to carry out their major investigations. Around the walls photographic evidence, details of murders or major suspects may be posted. Each day the team will usually meet up in the morning to discuss ongoing investigations and assign daily tasks.

OTHER COMMON LOCATIONS

There are many familiar locations established in crime shows and fiction that are frequented by police. In most large towns or cities, cops usually frequent so-called 'cop bars'. Police often share a sense of fraternity with their fellow officers that outsiders rarely understand. After hours on the job, they tend to congregate together to drink, party and carouse until the early hours. A local bar generally develops as the local cop hangout. Off duty cops return to the familiar surrounds to blow off steam about their days, safe in the knowledge they'll find a sympathetic ear.

Hospital emergency room and wards often become frequent destinations for detectives. The detective may require personal attention, or need to interview a wounded, colleague, victim or suspect. The detective may also occasionally be required to visit the Coroner in his office, to ask some few vital questions of the examiner. Psychiatric wards may also be visited from time to time.

Late night coffee shops have always been a staple of crime fiction. Often the officer meets up with their shady informant in the desperate hours. Homeless shelters, halfway houses, and local courts may also be frequented by police officers.

TYPES OF COPS

- ❑ Patrol officers
- ❑ Detectives
- ❑ Federal Agents
- ❑ SWAT/sniper teams
- ❑ Bomb/Biohazard squads

PATROL

Every day, patrol officers roam around established beats on foot, car, bicycles, horses and motorcycles. They perform a wide array of tasks. They aid people locked out of their homes. They check for unlocked entrances to commercial premises after dark. They respond to burglar alarms, and 911 calls. They may even break up bar fights, riots and intervene in domestic disputes. Patrol officers also issue speeding tickets, parking fines and respond when traffic accidents occur.

Patrol officers often work alone, even when in patrol cars.

Patrol officers are assigned familiar beats. Most patrol officers are monitored by remote radio transmissions; if an officer leaves his beat without permission for any reason, questions may be sternly asked later, especially if they have failed to respond to a reported crime.

DETECTIVES

A detective is an experienced officer who specializes in investigative crimes. Detectives investigate homicides, major robberies, organized crime, and other important cases. The average homicide detective in a big city investigates between six to thirty homicides a year as the primary investigator, and an additional six to thirty cases as the secondary detective. Detectives work together in pairs, or as part of a squad. The squad may specialize in Vice, Narcotics, Homicide or Organized Crime.

FEDERAL AGENTS

Federal agents primarily investigate serious crime. The crime usually has a national or international focus. As such, most of the time, they are attempting to defeat the operations of major organized crime groups or drug cartels. In any given country, a series of federal crimes exist outside of the jurisdiction of the states. Federal laws may exist regarding kidnapping, tax evasion or terrorist activity.

The other major aspect of the role is providing internal security. The agent as a servant of the nation seeks to defeat those hostile elements that would do harm the country and its citizens. Terrorists and hostile foreign nations and their intelligence agencies fall into this category. Additionally, the agent may be directed to maintain the economic power of the nation, as such, they may assist local companies defeat attempts at economic espionage by outsiders.

Federal agents may work in a major center or work in a smaller field office. They often work closely with local law enforcement officials and seek to maintain good working relationships with them. The identity of federal agents is often withheld from the general public, the sensitive information they deal in often makes them a target for foreign intelligence agencies. The role of a federal agent often requires undercover work. This work is often dangerous.

SPECIALIZED SQUADS

Special Weapons and Tactics (SWAT) teams were formed in the late 1960s in the United States. It was a direct response to a number of hostage dramas and sniper incidents that took place, like the later 1972 Munich Olympic Games disaster. Patrol officers are ill equipped and trained to handle most terrorist or hostage situations. SWAT teams respond to hostage situations, hijackings, cases of individuals barricaded themselves in houses or offices, or sniper attacks on civilians.

A SWAT team generally has between 20 to 30 officers organized into two sniper units, and five or seven personal “entry teams”. It is rare for these teams to be called out, so they spend most of their days training or executing high-risk search and arrest warrants on heavily armed narcotics dealers or gangs. Although SWAT team members are highly trained combat experts, every effort is made to ensure each operation occurs with as little force used as necessary.

A typical bomb squad unit has around two to ten team members. They are highly trained in bomb disposal and detection, in the United States the FBI and ATF run these programs. In the United Kingdom, bomb disposal training is usually provided by the Metropolitan Police force. Bomb squads investigate bomb threats and attempt to disarm them. The members usually work in pairs, one person in heavy armor who approaches and investigates the bomb, whilst the other watches from a safe distance to advise the armored officer and double-check their work. Such work proves quite stressful and tiring, it is handy to have the additional officer present to talk to; mistakes are often less likely to occur when the officer has someone else to talk to.

Bomb squads are also deployed to search areas where important visiting dignitaries are to meet later or stay the night. If a bomb explodes in the local region, a bomb squad is still deployed to check for additional bombs present, but to also gather physical evidence from the scene, in order to track down the bomb-maker. Bomb squads are also called in to investigate other potential volatile substances like decaying fireworks. Bomb squads operations are generally infrequent, in these down periods their expertise is normally called upon to monitor firearms sales, and inspect the operations of local gunsmiths and firing ranges.

In smaller cities, SWAT team and Bomb Squad members are often engaged to undertake other police tasks when their expertise is not required. They are usually called upon when a specialist situation arises, and they are likely to take charge of these investigations. Police officers in smaller cities may train periodically in SWAT or bomb disposal techniques; these officers usually volunteer for these specialist tasks. (*For more information on SWAT-style operations, see theSpookEngine main rulebook*)

I N T E R N A L A F F A I R S

Internal Affairs units investigate police accused of corruption or malpractice. Most police fear the investigations of internal affairs, even if they are law abiding. The work of internal affairs ranges from formal interviews with suspect officers, through to undercover sting operations to catch those officers “on the take”. Undercover officers usually wear a wire (microphone) to catch the officer in the act of corruption.

Such investigations can be triggered by anything from a public complaint, fears of their superiors, names brought up in ongoing organized crime investigations, or the testimony of a fellow officer.

I N F O R M A N T S

Informants usually give up information because it’s profitable to do so or it keeps them out of jail. The police contacts may ensure a reduced sentence, parole, or probation for themselves, or their friends or relatives. They may simply want revenge upon their rivals. Informants are paid cash by the department, or insurance companies in the case of recovering stolen goods. Some insurance companies provide for a straight 5% reward for information leading to the return of stolen property.

It takes a great deal of skill and dedication to develop a new informant. The process may start with the officer asking the felon about old crimes, and associates. Such information can be checked for its authenticity. If the potential informant proves reliable and trustworthy, the officer may convince the criminal to ‘keep a lookout’ for current information. Informants obviously need to keep their situation private. A regular out-of-the-way meeting place is usually established, or a form of telecommunications settled upon. If the officer is scrupulous in keeping his informant’s identity secret, the informant is more likely to offer up crucial information in the future.

Informants regularly provide background information, tips and warnings about drug sales, organized crime membership and background on leading figures, they may even provide details about important locations like local crack or whore houses.

The informant often expects the officer, and by default, the department, to overlook their ongoing illegal activities. The officer often has to balance between gaining further valuable insight from the insider and being seen to be legitimizing certain illegal activities. The officer keeps the details of his informant secret from the department, and therefore, may be held solely responsible for their actions if exposed. Informants often assume they have a “license to steal”. Officers may often look the other way in terms of illegal gambling, prostitution or loan-sharking, but will generally not tolerate violent crimes or other serious offenses.

LEVELS OF FORCE

Police Officers can face serious criminal charges, resultant from the use of excess force. They may also be suspended or dismissed from duty for racial or sexual vilification. An officer’s career can be stymied by allegations of vilification. If a suspect is resisting arrest, but isn’t using a weapon or being violent, police are trained in unarmed techniques (wrestling, judo, brawling, or maga krav) to force their compliance. Pain compliance maneuvers readily persuade suspects to stop resisting and these techniques provide little potential for injury.

If a suspect is attempting to physically assault an officer, the officer is given latitude to use intermediate weapons like OC sprays, tasers, or batons to defend themselves. Only if a potentially lethal threat exists i.e. a gun, knife, steel pipe, or someone with known martial arts competence is present, may the officer resort to drawing their firearm. Officers are generally loathed to draw weapons knowing they often exacerbate situations and charges may be later brought for excessive use of force. Generally, officers are only allowed to use one level of force greater than the threat. British police rarely carry firearms, relying upon a truncheon or OC sprays. American patrol police generally carry an automatic pistol with extra clips, truncheon, OC spray and even ballistic body armor in dangerous inner-city locations.

Police careers have ended because of the stress involved in unsanctioned use of firearms, even if the policeman is later cleared of wrongdoing. Once a revolver is drawn, the potential exists for not only unarmed criminals being shot, but also innocent bystanders. Many months of intense scrutiny await the officer from Internal Affairs after a shooting incident – every case of deadly force is investigated.

Occasionally an inexperienced officer will freak out under fire; they may fire wildly at every perceived threat or even shoot innocent bystanders. FBI statistics also confirm that gun battles over short ranges often result in very few hits being achieved.

At the scene of the shooting, a supervisor is required to advise the officer to surrender their weapon and remaining ammunition. This is necessary so technicians can perform ballistics tests immediately after the incident. The officer is swabbed for gunpowder residue on their hands. If the officer is injured they are then taken to hospital; any audio or video of the incident (from the patrol car) are saved for review. Department supervisors, media officers and press reporters will eventually descend upon the crime scene.

The officer is likely to be immediately debriefed by his superior, or just before he goes off duty. Some departments isolate the officer from further investigations to ensure its independence. The officer is usually given a day or two to compose him or her self before making a formal, written statement. Many departments require the officer to undergo post-incident psychological counseling. The shooter is eventually placed on desk duty, or suspended with pay until the review board can investigate the affair properly. It may take days or months depending upon the circumstances of the case. Internal Affairs review boards are made up of senior police officials.

A police union representative or hired attorney may act as a defense lawyer. All eyewitness statements are collected, along with forensics data. Some departments have civilian review boards to investigate such incidences. If the officer justifies the use of force, he is exonerated. If the officer is seen to have acted improperly, he will be suspended from duty, or reassigned to a less-prestigious branch, or fired. If there is evidence to suggest the officer acted in violation of the law, the internal review board will refer the case to the local prosecutor. Even if the officer is acquitted in the resultant trial, the family of the victim may bring a civil suit against the department.

UNITED STATES POLICE

There are nearly 50 federal agencies with national jurisdiction. By far the largest are the Federal Bureau of Investigations (FBI) and the United States Customs Service, each have around 10,000 agents. Around 10% of all United States police are federal agents.

Each state has its own state police force. They are given statewide authority. The largest state force is the California Highway Patrol with around 6,000 officers. Around 10% of all police in America belong to state police forces. In the United States, the states are further organized into counties. Each county often has its own sheriffs and deputies. The statewide forces tends to have specialist units devoted to dealing with large, complex statewide crimes – burglary rings, drug networks, and fencing operations – whilst the local sheriffs deal with petty crimes and maintaining local jails and court security. Each state generally has its own highway patrol service, as well. Around 5% of American police belong to country sheriffs’ departments. The largest being the Los Angeles County Sheriff’s Department with around 8,000 officers.

There are also city and town police forces. There are around 1,000 urban police forces. The 25 largest urban police forces account for around 20% of all police officers. The rest of the city cops belong to cities and towns ranging in size from a single part-time officer in rural locations, up to hundreds of full-time officers in a small-city force. The largest city police force is the New York City Police Department (NYPD); it has around 38,000 full-time officers.

NEW YORK CITY POLICE DEPARTMENT (NYPD)

The largest and best-known police department in the world is the New York Police Department. The mayor appoints the police commissioner to a five-year term, but can ask for his resignation at any time. This system is quite common amongst the Eastern cities. The commissioner in reality, has little in the way of freedom, he is required to implement the policy initiatives of the mayor and to reorganize the force as per mayoral decree. The commissioner and his assistant, the first deputy, are civilians. The chief of department, who is also required to assist the commissioner, is the highest-ranking police officer. The commissioner is compelled to appoint so-called ‘super-chiefs’ to run the five major bureaus: Detectives, Organized Crime Control, Patrol Services, Inspectional Service, and Personnel. There are also four lesser bureaus including Transportation, Criminal Justice, Internal Affairs, and Support.

The Patrol Services Bureau is subdivided into 76 precincts to cover the five boroughs within the city. Inspectors command each borough, and captains have effective command in each precinct. Officers of the 12 Transit Districts and nine Housing Police Services Areas patrol subways and large housing complexes.

The NYPD stipulates that officers must live in the city or an adjoining county, a policy found in many other municipal forces. An NYPD officer is armed at all times, on and off duty, to assist in arrests.

LOS ANGELES POLICE DEPARTMENT (LAPD)

The LAPD is familiar to many worldwide, due in part to its portrayal in Hollywood movies, Hollywood being a part of the Los Angeles beat. The Department has around 9,600 officers; these officers are divided into nine bureaus and over 50 divisions, groups, units or sections. The Air Support Division is larger than most major metropolitan forces, with around 17 helicopters, one airplane and 75 officers. Helicopters patrol the city sky over 18 hours a day, seven days a week. The Air Support Division footage is regularly seen in police chase compilations shows and *COPS*.

The Board of the Police Commissioners oversees the operation of the force. The Board has five members who are volunteers whom meet once a week. The LAPD Board of Commissioners is typical of West Coast police operations; it is intended to help isolate the chief from partisan politics or political influence. Strict civil services rules are in place to ensure the chief isn't fired without due cause.

The mayor appoints the Chief of Police; this appointment is subject to Board approval. The Chief is only allowed to serve two five-year appointments. A chief of staff and a specialist assistant deputy chief provide assistance to the Chief in performance of his duties. The chief appoints the deputy chiefs who head up the major bureaus: Fiscal and Support; Information; Communications and Services; Human Resources; Operations-Headquarters; Operations-South Bureau; Operations-Central Bureau; Operations-West Bureau; and Operations-Valley Bureau.

There are 20 Commanders; the deputy commander exists to take charge of the department during off-peak times. The commanders assist each regional deputy chief and commanders, they also assist each regional deputy chief and commanders heading up Internal Affairs, the Detective Services Group and several other smaller groups within the department.

There are 18 community police stations, each of these is headed up by captain. Each regional bureau has its own traffic division. The Detective Services Division is divided up into specialist units: burglary-auto theft, financial crimes division, detective headquarters, detective support (includes bomb squad), and robbery-homicide.

New recruits attend a police academy for seven months, and are then assigned to a geographic location as a patrol officer. A training officer is assigned to assist them during the initial 12 months probation period. The first two to three years of service are spent performing basic patrol assignments. An officer is eligible to complete the Police Sergeant or Police Detective examinations after four years of acceptable service. Patrol officers can be promoted to Sergeant or Detective – these are parallel ranks. A detective can also take the sergeants exam and visa-versa if the role proves to be a poor fit. Both ranks are promoted to the rank of Police Lieutenant and then into the upper ranks of the force.

FEDERAL BUREAU OF INVESTIGATIONS (FBI)

The FBI is the primary investigative division of the Department of Justice (DOJ). It is responsible for the breadth of over 200 federal crimes, including kidnapping, bank robbery, interstate theft, and foreign espionage. The Bureau has been investigating organized crime since 1957 and has assisted in narcotics investigations since 1982. The growth of the Bureau has been attributed to the growth of illegal activities that transgress state borders and authorities. This is why its primary focus today is in the area of organized crime and terrorism.

There are around 11,400 FBI Special Agents and over 16,000 civilian support service employees. The FBI Headquarters is located in Washington D.C. The Bureau has 11 division and four offices. The offices support 56 field offices, around 400 resident agencies, and 35 foreign liaison posts. Resident agencies generally house one to 12 agents; these are primarily located in rural areas to assist when the FBI needs the support of a local FBI agent. These regionally based agents respond to crimes and help to develop amicable ties with the local law enforcement officials.

Foreign liaison offices work abroad with American and foreign countries' authorities. They provide specialist knowledge to friendly law enforcement agencies, in return for helpful information that assists FBI operations throughout the United States. Each two years or so, each field office and headquarters division is inspected by the FBI's Inspection Division. This ensures strict policies are being adhered to.

The operational divisions of the FBI include the Criminal Investigations Division (CID) and the Foreign Counterintelligence Division (FCI). The other nine divisions provide support, either directly or indirectly, to operations.

Each FBI field office is supervised by a Special Agent in Charge, otherwise known as a SAC, it is pronounced "ess-ay-see". The larger offices located in Los Angeles, New York City and Washington D.C. are managed by Assistant Directors in Charge or ADIC (pronounced "A-dik"). An Assistant Director in Charge is assisted by a number of SACs, who are responsible for specific programs. The SAC are aided by managers called Assistant Special Agents in Charge or ASAC (pronounced "A-sack"), by Squad Supervisors who are in charge of investigative work, and by Administrative Officers who provide essential support services. Each of the larger resident agencies is run by a Supervisory Senior Resident Agent. He in turn reports to the field officer that covers that region.

FBI agents do not come under the auspices of federal civil service rules. The Director may make changes to personnel like hiring and firing, discipline and promotions at his discretion. The modern service employs agents of all minorities; such officers are valued for their ability to blend into the ranks of the many varied mixed race organized crime groups in America today. The FBI also employs women.

The prospective recruit is required to undertake a written test and undergo rigorous background investigations, including drug tests. They may also be subjected to polygraphic testing, they are frequently employed in internal investigation reviews. An agent may refuse to take the test, but a refusal is seen as a "negative inference" of guilt. The newly appointed Special Agent spends 16 weeks at the FBI Academy, they are then assigned to an FBI field office.

The FBI School in Quantico also provides training and support for local police officers, especially those involved in counter-terrorism, bomb disposal, and SWAT activities. The FBI is seen as the trainer of choice for all United States police departments. This kind of openness helps to establish ties between the local department and the federal agency.

The preeminence of the agency has been enhanced by the culture of conformity within the agency. Many agents aspire to the stereotypical image of the agency, it is known for turning out well-groomed, suit-and-tie wearing professional agents. Local law enforcement agents tend to become concerned when FBI agents become involved in local cases, assuming the federal agents will gain the greater share of the credit for solving the case. They may even "steal" informants with their greater resources at hand, or even ruin local investigations.

The FBI crime laboratory is the preeminent cutting-edge forensics lab in the world. It has access to the best personnel and equipment available. The FBI crime laboratory is also a leader in the area of profiling serial killers. The FBI crime lab regularly funds further research into forensics and psychological investigations.

BRITISH POLICE

POLICE AUTHORITIES

The police forces of England and Wales are locally based; there are 43 separate police forces. The Home Secretary is at the top of the command of control, with Police Authorities and Chief Constables controlling their particular regions (named the Tripartite System). However, mainly for historical reasons, the London Metropolitan Commissioner is directly responsible to the Home Secretary. Each provincial force has their own police authority: generally composed of two-thirds local councilors and one-third local magistrates. This is to help ensure that the general public through their elected councilors, have a say in just how local policing policy is enacted. Central government provides 51% of the budgetary requirements; the rest is obtained from the local council.

The police authority is charged with the duty of maintaining the standards as set out in the *Police Act* of 1964; it is to ensure that an adequate and effective police force is maintained in their area. Some of the authorities perform specific functions, some are subject to ministerial approval, include appointing the Chief Constable, Deputy and Assistants; fixing the size of the force; providing buildings and suitable equipment. Although the Chief Constable is entirely responsible for the direction and control of the force, the Constable is accountable to the Police Authority for the competence and conduct of the force. The authority also operates as the disciplinary authority for the force, if deemed necessary, they can call for the retirement of officers in the interest of efficiency – with the approval of the Secretary of State.

The tripartite system of control is thought to provide a system of checks and balances that ensures that neither the Chief Constable, or the Police Authority have unrestrained control over the Forces activities.

POLICE POWERS

The primary objective of the police is the prevention of crime; once a crime is committed the police are compelled to use their range of expertise to arrest the offender or offenders. The police are required to ensure that the law is adhered to in investigations. The police are themselves are not above the law, even if a greater crime will be committed, the police are not given permission to go beyond their working remit. Although, some would conjecture that recent terrorist related Acts of Parliament have gone beyond this principal.

The police officer is an independent holder of public office and is an agent of the law of the land: not of the Police Authority or the Government. Therefore, he or she can be sued or prosecuted for any wrongful acts committed in the performance of their duties. Even in the current terrorist climate in London, there are explicit controls over the much maligned ‘shoot-to-kill’ policy enacted by Transit Police. Going outside of this remit could bring about serious charges of manslaughter, or even murder.

POLICE AND CRIMINAL EVIDENCE ACT 1984

The way that a crime is investigated and any subsequent arrest/s is set out in the Police and Criminal Evidence Act 1984 (PACE) in its five Codes and Practices. These cover the power to stop and search; the power to search premises and seizure of property; arrests; detention, treatment and questioning by the police; identification of persons by the police; and the tape recording of interviews. The aim of the Act, and its Codes, is to give police powers that are needed to prevent and investigate crime whilst providing the general public with assurity that there are standardized ways in approaching the activity of policing. The Act also seeks to put limitations upon the powers of police work.

Elements of the Act include:

CAUTIONS

A person should be cautioned if suspected of an offence, or arrested for an offence, unless it is impracticable to do so by reason of his condition or behavior, or the individual has already been cautioned immediately prior to the arrest. Minor deviations in the content of the caution do not constitute a breach.

The first caution (arrest) should constitute the following:

“You do not have to say anything but it may harm your defence if you do not mention *when questioned*, something which you later rely on in court. Anything you do say may be given in evidence.”

The second caution (when questioned) should constitute the following:

“You do not have to say anything but it may harm your defence if you do not mention. *Now*, something which you later rely on in court. Anything you do say may be given in evidence.”

S17 POLICE AND CRIMINAL EVIDENCE ACT 1984 - ENTRY OF PREMISES FOR PURPOSE OF ARREST

A constable is able to enter and search premises for the purpose of:

- a) Executing a warrant of arrest, only obtained if reasonable grounds for suspecting that the person is on the premises
- b) Arresting a person for an arrestable offence, only if reasonable grounds for suspecting the person is present there
- c) Recapturing a person who is unlawfully at large, only if reasonable grounds have been established that they are present within
- d) Saving life or limb or preventing serious damage to property

S18 POLICE AND CRIMINAL EVIDENCE ACT 1984 - ENTRY OF PREMISES AFTER ARREST

A constable is able to enter and search premises occupied or controlled by a person under arrest if he reasonably suspects that evidence relating to the crime, or some other offence which is connected with or similar to that offence. A constable may seize and retain anything he may search for under this power. An officer of a rank of at least Inspector must authorize searches in writing not undertaken immediately after arrest, and before the offender is taken to the police station.

S24 POLICE AND CRIMINAL EVIDENCE ACT 1984 - ARRESTABLE OFFENCES

Arrestable offences are defined as

- a) Any offence expressly fixed by law.
- b) Offences for which a person of age 21 or over (not previously convicted) may be sentenced to imprisonment for a term of 5 years or more
- c) Offences deemed by statute to be arrestable, including
 - All Football offences under the Football Offences Act 1991 (Hooliganism)
 - Going Equipped for stealing (s25 Theft Act 1968)
 - Indecent photographs of children (s1 Protection of Children Act 1978)
 - Possession of an offensive weapon (s1 Prevention of Crime Act 1953)
 - Possession of sharp pointed articles (s139 Criminal Justice Act 1988)
 - Publication of obscene matter (Obscene Publications Act 1959)
 - Publishing material intended or likely to stir up racial hatred (s19 Public Order Act 1986)
 - Sale of tickets by unauthorized persons (s166 Criminal Justice and Public Order Act 1994)
 - Taking a motor vehicle without consent (s12 Theft Act 1968)
 - Touting for car hire services (Criminal Justice and Public Order Act 1994)

S 25 POLICE AND CRIMINAL EVIDENCE ACT 1984 -
GENERAL ARREST CONDITIONS

A constable may arrest when they have reasonable grounds to suspect that any offence has been committed or attempted which is an arrestable offence – or any offence for which power of arrest is preserved. He may arrest individuals for normally non-arrestable or reserved offences, if it appears impracticable to serve a summons or inappropriate because the general arrest conditions are not satisfied.

The general arrest conditions are:

1. That the name of the person is unknown and cannot be readily ascertained by the constable i.e. they may be unconscious
2. That the constable has reasonable grounds to suspect the address furnished is false
3. That the constable believes reasonable grounds exist for believing the arrest is necessary to prevent the person causing physical harm to himself or others, that they are suffering from physical injury, they may cause loss or damage to property if left, or if they are committing an offence against public decency, or causing unlawful obstruction to a highway.
4. That the constable believes he has reasonable grounds to suspect the arrest is necessary to protect a child or other vulnerable person from their attentions

S 26 POLICE AND CRIMINAL EVIDENCE ACT 1984 -
PRESERVED POWERS OF ARREST

The constable holds special statutory powers of arrest provided by a series of Acts including:

Trespassing on military land – Military Lands Acts 1892, s17

Non compliance with repatriation or prisoners – Repatriation of Prisoners Act 1984, s5

Entering and remaining on property – Criminal Law Act 1977, s6

Child absentees from care – Child Care Act 1980, s16

Personating an elector – Representation of the People Act 1983

Any offence under the Protection of Animals Act 1911 punishable with imprisonment, s12

Offences related to terrorism – Emergency Powers Act 1920, s2

Soliciting for prostitutes – Street Offences Act 1959, s1

Wearing of political uniforms, conduct breaches of the peace, by quasi-military organizations – Public Order Act 1936, s7

Escaped prisoners – Prison Act 1952, s49

Absentees and deserters from HM and visiting forces – Air Force Act 1955, Army Act and Naval Discipline Act

Absentees from remand homes – Children and Young Persons Act 1969

Sick and rabid animals – Animal Health Act 1981

Mentally ill persons – Mental Health Act 1983

Unlawful entrants – Immigration Act 1971, s24

Failing to answer bail – Bail Act 1976, s7

S 27 POLICE AND CRIMINAL EVIDENCE ACT 1984 -
ARREST FOR FINGERPRINTING

If a person has been convicted of a recordable offence and has not at any time been in police detention for the offence, and has not had time to have his fingerprints taken in the course of investigations or since the conviction. A constable may at any time, not later than a month after the date of the conviction, require them to attend a police station in order to have fingerprints taken. A constable is at liberty to arrest without a warrant any person who has failed to comply with such requirements.

STRUCTURE OF THE POLICE SERVICE ORGANIZATION OF FORCES

At the head of each force is the Chief Constable (or Commissioner in London), with senior officers heading up each department like Crime and Traffic Divisions. At the heart of operations in most police stations is the Control Room. This room is equipped with high-tech computer and radio equipment. The control room seeks to monitor and co-ordinate most of the day-to-day activities of the force, especially those officers who are currently on the beat. A major function of the Control Room is to give back-up assistance when required to these officers. The Central Communications Room keeps the police in touch with base and other officers by personal or car radio. This central hub of communications can also be used as a conduit to relay information across the police computer network: to other forces and specialist units. In major operations, the operations department can involve the CID, Traffic and specialist units (like Horses, Dogs and River police).

There are over 125,000 police officers in England and Wales; there is one officer for every 400 people. The size of the local force varies according to population and area. Most forces are either based in metropolitan or country areas, however, in areas where the population is sparse, one force may cover a large area with a relatively small number of inhabitants (like the Devon and Cornwall Constabulary). Each police force is sub-divided geographically into what are variously called Divisions, Sub-Divisions or Areas. These specific areas are usually under the command of a senior officer, who is usually of superintendent or chief-superintendent rank. This area may have a number of police stations.

TERRITORIAL FORCES

The territorial forces use the boundaries of the local government areas (counties and Scottish regions) established in the 1974/1975 local government reorganizations (although with subsequent modifications).

ON THE JOB

POLICE CONSTABLES

At the heart of UK policing is the police constable, Senior Officers make the major decisions and specialist divisions catch the majority of the media attention; but without the humble bobby walking the beat, there would be no immediate threat or presence to deter any would be criminal. These officers deal with the public and often make vital decisions at the scene of the crime. The PC is generally called upon to do what is generally thought to be police work: patrolling the streets on foot and in cars, answering calls for assistance, giving advice and dealing with minor disturbances. They also help out at the police station, handling inquiries or dealing with arrested people. At other times, they are involved in public order duties like at football matches or rallies. They usually work on a shift system, which is generally divided up into three shifts covering the 24 hours.

Not all crimes are investigated by the detectives of Criminal Investigations Department (CID). Crimes of minor theft, some automobile crimes and assaults are investigated by regular unarmed police officers. Officers are sometimes seconded to work in Magistrates, Crown and Coroners' courts. Some officers choose to stay as PCs, rather than become senior officers or detectives, because of the scope and variety of the job. Some prefer the direct involvement with the general public offered by such community liaison focussed roles. Such roles can include home beat officers, school liaison officers or crime prevention officers. There are also those who enjoy the specialist roles that are offered by the force including dog handling, mounted policing and court officers roles.

RANKS

Uniformed police ranks are in ascending order of superiority: constable (denoted as P.C. or police constable), sergeant, inspector and chief inspector. Those who pound the beat around the neighborhood (beat police) are usually of constable rank. Detective ranks (who are plainclothed) in increasing superiority: detective constable (D.C.), detective sergeant (D.S.), detective inspector (D.I.) and detective chief inspector (D.C.I.). Higher executive ranks of the force vary according to location (*see theSpookEngine Brit Ops Guide*). The ranks of the Metropolitan police include: police constable, sergeant, inspector, chief inspector, superintendent, chief superintendent, commander, deputy assistant commissioner, assistant commissioner, deputy commissioner and finally commissioner.

THE BRITISH POLICE STATION

The police station is the base from which patrolling officers' work, they are under the supervision of a Police Inspector and a number of Sergeants. The local senior officers will have their offices at the police station. The local CID detectives also carry out their operations from this station. Some forms of administration are also undertaken at the local station.

A large proportion of the incidents reported to the Control Room come from emergency 999 calls. However, some incidents are reported directly to the station in person or people directly telephone the local station. Officers are kept informed of events by radio from the station house. A section of the building is set aside for housing prisoners who have just been arrested; one of the Sergeants will always be on duty near these cells. The Duty Sergeant has responsibility for the safety of any prisoners under his/her custody.

CRIMINAL INVESTIGATION DEPARTMENT (CID)

The more serious crimes are the domain of Criminal Investigations Department. These plain-clothes detectives of CID generally handle serious crimes and major thefts. CID operations are sometimes broken down into specialist crime units like Scotland Yard's Serious Crimes Branch and 'Flying Squad' i.e. the Robbery Squad. Some larger Forces have their own specialist departments, whilst others do not.

Detective work is often glamorized in the media, but the job is often far from appealing. The moments of high drama are few, and the moment of tedium and frustration many. The successful detective is a dedicated professional, who has a sharp eye for detail, an excellent memory, and the ability to adjudge character. The detective must also be prepared to put in months, or even years, of painstaking work on certain cases. Every British Police Force has its own CID unit. About one in eight of all police officers are part of the CID, either as a Detective attached to the division, or as part of one of the specialist branches. Officers selected for CID duty are trained in one of the six detective training schools around the United Kingdom.

SPECIAL BRANCH

Special Branch was created in 1883 as the Special Irish Branch; this was to deal exclusively with a series of Fenian bombings; whose aim was independence for Ireland. The service later extended its functions to include responsibility for Royalty Protection, which is no longer part of its remit. It was initially formed as a small section of Criminal Investigations Departments (CID).

Every police force in Britain has its own Special Branch; they liaise closely with the Met Special Branch, which provides it with a central source of information, training and operational support. Although part of the police service, in practice it also coordinates closely with MI5. The Security Service primarily develops intelligence, and Special Branch provides the arrest powers and contacts. This is orchestrated so that either arm doesn't have too much power that it could potentially be abused - given their extended intelligence and policing powers. The service is essentially a conduit of information and intelligence for both the Met Police and MI5. In 1995, dedicated liaison teams were devolved to each Area to support Met Police priorities.

Special Branch provides armed bodyguards for prominent politicians and public figures, and it also investigates all firearms and explosives offenses that may have security implications. It supplies other sections of the force with assessments about threats to public order; especially those that may require the attention of the uniformed branch (beat police).

Responsibilities of Special Branch:

- ❑ Gather, collate, analyze and exploit intelligence on extremist political & terrorist activity
- ❑ Initiate, develop and conduct intelligence operations against terrorists and political extremists
- ❑ Disseminate intelligence for operational use to law enforcement agencies at local, national and international levels
- ❑ Provide armed personal protection for Ministers of State, Foreign VIPs and other persons at threat from terrorist or extremist attack
- ❑ Police the ports within the London area to detect terrorist or criminal suspects while travelling into or out of the country
- ❑ Assist other Government agencies to counter threats to the security of the United Kingdom from public disorder; the proliferation of weapons of mass destruction (nuclear, biological or chemical); espionage by foreign powers; subversion; terrorism by Irish or international groups; and sabotage to the infrastructure of the United Kingdom

FRAUD SQUAD

Each large station has some officers specializing in fraud investigations. In London, the Fraud Squad investigates the Stock Exchange, off-shore banking and charity frauds. Its office also contains the Public Sector Corruption Index. The Fraud Squad was set up in 1946 and is jointly run by the Met and City of London Police. It is available to help other forces who are investigating company fraud. Officers from the two London Forces are also located in the newly established Serious Fraud Office. This is a government department set up under the *Criminal Justice Act* of 1987 to investigate and prosecute serious fraud. The police work closely with teams of lawyers, accountants and other professionals who have expertise in fraud cases.

TRAFFIC POLICE

Each force has its own specialist Traffic Division. The officers present are not just detailed to stop speeding and enforce the law; they are also there to help motorists in difficulties, sort out traffic flows issues and deal with accidents. Traffic police have detailed specialist knowledge of the traffic laws and safety requirements of the different classes of vehicles. There are a variety of jobs in the traffic department, from patrol units, various back-up units, and intelligence sections (who analyze traffic problems and causes of accidents). Specialist accident investigators are able to reconstruct the crash from debris and various marks on the road.

MOUNTED BRANCH

Even today, mounted police officers are of benefit to the modern police force. They play a vital role in large crowd events like football matches, state ceremonies, race meetings and demonstrations. The riders have good skill levels and the horses are well trained – they aren't just for show, they are active in directing citizens. They are also used in urban areas; they also patrol small areas of open land such as commons.

CENTRAL SUPPORT SERVICES

There are number of central and regional services provided to the police by the Home Office; amongst these services are police training sites, the Police National Computer system and research facilities developing new police equipment. The Forensic Science Service provides expert scientific resources for the investigation of crime. The DTELS (formerly the Directorate of Communications) installs and maintain police radio systems. The Scientific Development Branch and Police Research Group is staffed by scientists, technicians and police officers: they are primarily concerned with operational research into policing methods and improving equipment for all police forces.

The Home Office runs district training centers for the initial education of all police recruits across Britain. This service, it is hoped, brings a degree of standardization across the various UK based forces and hopes to maintain high standards. The Police Staff College at Bramshill is also run by the Home Office, this facility seeks to train officers for the more senior posts within the Police Service. The cost of these services is shared between both the central government, and the local police authorities. Others like the DTELS and the Forensic Science Service charge for their services to police forces on a pro-rata basis.

POLICE NATIONAL COMPUTER

Since its inception in 1974, UK police have had access to the Police National Computer system giving them round-the-clock access to vital information. The details include all registered vehicles and their owners and an index of over 5 million criminal records. It also holds details of people wanted in connection with a crime, those reported missing, or those disqualified from driving. It has descriptors including a personal description, any aliases, known associates, any criminal records and last known address. It also has parameters to tell if the person may be armed and/or violent. All records are confidential and covered by the *Data Protection Act*. The system was updated in 1992 (the moniker PNC2 is now used) to meet the expanding needs of the police service. The system deals with over 100,000 inquiries a day. The system is run by the Police Information Technology Organization (PITO).

Features included:

Criminal Records: It contains information and descriptive details of people convicted/cautioned or recently arrested (including fingerprints and DNA). The full details of convictions are stored. There are also further listings of persons wanted, missing or disqualified from driving

Vehicle Records: The listing provides the keeper details of UK vehicles. It can also store ancillary information like if the car is stolen

Property Details: Certain types of information on stolen property can be stored on the PNC2

Driver's Database: This recently added database has links to both the DVLA and the Motor Insurance Database giving access to driving license and insurance details. There is a further link to the MOT database planned. This should end the process of issuing HO/RT1 to drivers to demand access to driving documents.

Finally, with the growth of transnational criminality in Europe, with its open border policy, the PNC is likely to end up being linked to the Schengen Information System (SIS). This European initiative shares police information garnered on a national level with its European neighbors.

NATIONAL IDENTIFICATION BUREAU

The service run by the Met Police is housed at New Scotland Yard, but is financed by all the UK police forces. It maintains records on criminals, their fingerprints and their convictions across the whole of the United Kingdom. The information is made available to police nationally through the PNC2 computer system.

POLICE COMPLAINTS AUTHORITY

The Police Complaints Authority (PCA) is an independent body that oversees the investigation of complaints about the police service. It doesn't carry out the investigations itself; these are always carried out by police officers. The PCA supervises investigations into the most serious complaints, and reviews the reports of each investigation. Whether it supervises or not, it decides whether disciplinary charges should be brought against an officer, if it hasn't already been brought by the local chief officer. Some minor complaints are dealt with solely by local Chief Officers. Serious complaints must go directly to the PCA for review. Over 25% of all recorded complaints are informally resolved by the local force involved, another 40% are withdrawn or not proceed with. Often these erroneous complaints are made in the heat of the moment, and are subsequently withdrawn. But, the police are bound by law to record every complaint that is made and treat it with the same due diligence.

POLICE ACCOUNTABILITY

Changes were made to the service during the 1980s to make police directly accountable to the general public. Amongst these measures the Scarman Report (1981) that led to the implementation of the Police and Criminal Act (PACE) of 1984. Other measures included the setting up of the Community Consultative Committees and the Lay Visitors Scheme.

POLICE COMMUNITY CONSULTATIVE COMMITTEES

There are no strict titles or formula for the operations of these committees, though they are usually termed consultative committees or consultative groups. Its membership always includes representatives from the local police, the police authority, constituent councils and voluntary, statutory and/or community groups. They meet regularly and keep records of these meetings. These meetings are generally open to the community. The average consultative committee meets every two months, at different venues throughout the local area; seeking to give all members of the public access. The local police senior officers will give a report and the members of the committee will raise any policing issues of concern to them, or their constituency. There is generally an open part of the meeting for members of the general public to raise their concerns in person, and the chair will take note of any issues if the police are unable to answer straight away.

UNDERCOVER COP OPERATIONS



The major reason for undercover operations is that they offer the opportunity for increased efficiency in police investigations, if the evidence can be safely gathered by normal police operations, a decent field supervisor won't entertain putting his or her fellow officers at risk. Such operations allow one to penetrate criminal organizations that are not readily susceptible to other investigative techniques. The price paid for these gains is that the undercover officer may well be exposed to some form of physical and psychological danger.

The types of operations undercover agents are used for include narcotics, firearms and terrorist related activities. These undercover officers gather intelligence that would otherwise go unnoticed. The objective of the operation might be to find out different kinds of criminal activities taking place in the jurisdiction, planning for the best use of police resources, or to try to keep ahead of criminal patterns. Of course, most undercover operations are used to gather information on specific crimes, the thwart criminal planning or serious crime, or to facilitate the making of arrests and seizures.

The vast majority of police resources allocated to undercover work go towards thwarting drug trafficking. Narcotics operations are the most likely to involve injury or death to the undercover agent. The following information mainly refers to this type of operation.

The choice of undercover officer is never taken lightly by superiors. There are particular types of personalities that simply are at odds with the challenge at hand. The desired traits aren't that different from those needed for investigative work. The candidate should already be a good all round officer preferably with detective experience. Many police managers suggest that the officer should have three years police experience with an investigative background. Most police departments make undercover work participation voluntary. The potential undercover officer needs to be able to follow instruction and communicate effectively with the chain of command. The officer needs to be resourceful, manipulative and assertive. They need to have well developed negotiating skills. They need to be mature and have a relatively stable family life.

Following orders is a vitally important aspect of undercover operations; the entire surveillance and operations team needs to be coordinated and organized. Unexpected changes of plan potentially put the officer's life in peril, the fact is, despite the wonders of communications the officer may ultimately be alone when best laid plans unravel.

The need to be assertive and manipulative is paramount in undercover work; the officer at times needs to assert his position of dominance over hard core villains. It is easy to acquiesce to dangerous demands when one knows the room is full of dangerous criminals, presumably carrying guns. The criminal underworld doesn't respect those who kowtow to others. One has to be manipulative to get the kind of the concessions needed to help maintain the relative safety of current arrangements. The type of criminal running narcotics is smart and cunning, they are generally on the look out for any sign of weakness to exploit. If they believe they are dealing with an amateur, they may think of killing the contact for their money or drugs. Of course, people who are assertive and manipulative don't often follow orders very well either.

Officers who do not communicate effectively or under communicate, risk their own lives and others. It's important for good management that every little seemingly incidental detail is communicated, the undercover officer isn't always in the best position to judge the overall success of the operation. They are not privy the accumulation of information back at base. The Control Officer of the operation needs to also be sure that the undercover agent is aware of a change of plan, without the requisite verbal, facial tick or non-verbal signal of acknowledgement, the operational command can quickly break down without communication.

Undercover operations that are hastily or badly planned often end in injury to the operative. Undercover officers who are poorly trained also risk serious injury. Most large police departments have formal training in undercover operations available. The types of topics discussed in this training include operational vocabulary, legal issues, negotiating skills and electronics. In the United States, the Drug Enforcement Administration (D.E.A) also offers this kind of training. Undercover officers are often sent on one or two-week narcotics training courses. Most training tends to explore failed operations of the past and how the situation could have been averted through better planning and technique. After this period of training, the cadet is likely to be sent undercover with an experienced officer, the new recruit is asked to: "Just keep out of the way and don't say a word". The new recruit is given the role of offsider or goon. This role lets them acclimatize the often confrontational surrounds.

Planning for an undercover operation needs to consider several important issues. The plans should outline basic issues like who, what, where, when and why? Who is going to be working undercover? Who are the criminals? Do all the other participants know them and what do they look like? Exactly what are we going to do? Buy, talk, show or see drugs? Where will the operation take place? Will the undercover operations move from the first locale to another?

The movement of location is by far the biggest fear of most Control Officers. If the officers detailed to provide surveillance see movement that they have not been told about, they are unable to provide adequate cover or backup. Another issue is what time will the meeting take place? Often drug dealers are poor timekeepers, they may well have a habit themselves. There may be important safety factors inherent with particular times of the day, and police departments cannot have men standing around idly for hours upon hours. If the meeting hasn't begun at a certain time, most police managers state the meeting should be cancelled.

Other issues in planning undercover operations revolve around whether electronic assistance will be used, what vehicles will be used, whether the undercover officer will be armed and any special assignments for the officers involved. It is suggested a formal meeting should be held to plan and to discuss objectives, that way every one is aware of the overall goals and difficulties, and can respond to unexpected situations in the appropriate, intuitive manner.

Most police services require that an operational plan should be written up and submitted, or at least discussed with a superior if immediate action is required. It should be clearly written and distributed to the entire team. The following information is usually the minimum requirement:

- Case Number
- Date, time and place of operation
- Undercover Officers
- Suspects and identifying data, including photos if possible
- Surveillance Officers with assignments
- Street Supervisor
- Office Supervisor
- Control Officer
- Vehicle descriptions with license numbers
- Flash roll involvement
- Radio call signs of officers
- All pertinent phone numbers
- Brief narrative of what is expected to happen
- Emergency signals to be used by undercover officers
- Location of the nearest emergency medical center

This operational plan should be distributed to all officers involved in the operation, the radio room, the squad secretary, the supervisors and any other appropriate person. A copy is always kept in the case file for future reference. Not only is the operation usually safer with an operational plan, but the undercover officer usually tends to stick to the plan. Criminals often interpret this as they are determined and in control, and they more often get their own way in the end.

Before the operation takes place, the chain of control is usually clearly defined. An undercover operation tends to have a street supervisor, often referred to as a case manager. The street supervisor is responsible for ongoing decisions about the case: directing surveillance, communicating with the undercover officers, authorizing changes to the plan and ensuring that the operation safely proceeds to its objective. There is usually a supervisor back at base to monitor the operation. The supervisor monitors the operation, communicates with the street level supervisor and makes decisions not delegated to the street supervisor and they have access to all types of communications in case of emergency.

Once the operation itself starts, surveillance is the key. Surveillance usually starts well before the intended rendezvous time. The surveillance team needs time to look around and find a place to setup and communicate their location, and even to determine if they have field of vision on other units. The surveillance team needs to be informed about any changes made to the plan, or dangers in their immediate vicinity. It may be the case that surveillance has been compromised, and the villains have blocked off the movement of the surveillance teams by parking cars or trucks in their path. One mobile surveillance team is usually detailed to sit outside of the villain's abode, watching for them to exit. The surveillance team here may pick up on unusual activity, or see additional people getting into the vehicle.

The reality of many undercover narcotics operations is that the criminals are often unable to obtain the drugs, or convince their source of supply to follow through with an agreed plan. At other times the crooks never intended to supply the drugs at all, they are just looking to rip off the undercover officer's money. Finally, the operation goes on for an extended period of time, the criminal may not trust the officer, or they may be attempting to coax the officer into a harmful situation so they will steal the money. The street supervisor is tasked with the responsibility to determine the maximum amount of time for an undercover operation, although operational command may well redirect resources to other vital operations, as they wish.

Radio discipline is a highly important aspect of undercover operations. The street supervisor has sole responsibility for communicating with the undercover officer, assigning surveillance duties, talking to the officer supervisor and monitoring any discreet transmitting devices. All other officers are detailed to keep their radio traffic to an absolute minimum as unnecessary traffic may compromise the operation. Plus, radio traffic may complicate vital response times in case of emergency.

Discreet transmitting devices are a staple of today's undercover work. They are often used to collect vital evidence of illegality. The use of audio, video, infrared, microwave and miniature sensors add flexibility to operations. Today's professional criminals may have access to various counter-surveillance technologies to defeat these devices. It often needs to be taken into account when planning occurs.

In most cases where an undercover cop is injured or killed, it has usually been caused by poor flash-roll management. In most narcotics situations, the criminal will eventually want to see that the officer has the money to pay for the narcotics. The undercover officer is given a roll of money, sometimes worth around US\$10,000 dollars, to show that they do have the money to pay for at least, part of the delivery. In some situations, the criminal may believe they can rip off the money without handing over the drugs, it may well be their only true goal. The proper etiquette for cash roll management takes into account a number of factors. The criminal should never suspect that they know the location of the cash roll, or even the existence of the cash roll, until the undercover officer is ready to make it known. If the criminal is unaware of the existence of the cash roll, the officer is theoretically as safe as he would be without it. The officer should flash the money at a time and place of his choosing. A surprise flash is often used when the criminal is not expecting it; the meeting may well have been set up solely for this purpose. Unfortunately, this type of preemptive technique may lead the criminal to devise a plan to steal it at the next meeting. A common technique is to hide the flashed cash in a vehicle of another undercover officer, and it is immediately driven away. Another technique is to show the money to a suspect in a bank safety deposit box. Finally, it is recommended that the officer never moves to a secondary location after flashing the money, especially if it is at the criminal's behest.

The final aspect of the undercover operation is to remove the undercover officer from the arrest scene. If it is time for an arrest to take place, no further evidence is to be gathered by the officer. If the undercover officer is still around, the criminal may feel like they have been tricked and may resort to violence.

BOUNTY HUNTING



Bounty hunting has been an occupation for centuries in Europe, although our modern concept comes to us from America's Wild West era. When sheriffs didn't have enough resources at hand to deal with outlaws, so they simply placed a bounty upon the head of the wanted criminal, usually brought in dead or alive. Wanted posters were usually posted in major centers.

The image of the rogue bounty hunter remains a constant in the public imagination, although most modern bounty hunters are trained and licensed professionals.

When a defendant is accused of a crime in America (federal or state), they may be allowed to post bail, which may run into hundreds of thousands, if not millions of dollars for drug dealers. The defendant may contact a bail bondsman. A bail bondsman offers basically a loan to the defendant, usually secured against an asset worth at least 10% of the total bail bond.

The bail bondsman does so in expectation of 10% of the total bail amount being charged for their service. The bail bondsman secures this risky loan with an insurance company, this is required by law in some states. The bail bond amount acts as insurance in guaranteeing that the defendant doesn't just skip town, around 20% of defendants invariably do. In circumstances where the defendant does skip town or miss their court appearance, a series of events takes place. The bail bondsman has to pay the full bail bond amount, despite the collateral put up by the defendant he is still out of pocket. The bail bondsman will usually seek to recover this outstanding amount from his insurance policy, meaning the insurance company is now out of pocket. The two parties invariably have a mutual interest, the bail bondsman doesn't really want to take the insurance companies money because he risks higher premiums in the future, whilst the insurance company obviously doesn't want to keep paying out large amounts. Both parties would rather forfeit 10% of the bail fee by hiring a professional bounty hunter to find the defaulter.

The reality is police departments do not have the time and resources to catch suspects they have already handed over to the court once before. Around 90% of bail jumpers in the United States are recovered by bounty hunters. They usually charge between 10% to 20% of the total bail amount as a recovery fee. Experienced bounty hunters usually work around 80 to 150 cases per a year, earning anywhere from US\$50,000 to \$80,000 annually. They are often required to work between 80 to 100 hours a week, and the work can be tough and relentless. They can usually be found driving around bad neighborhoods, trying to prize information out of suspicious locals, and tracking bad guys. The bounty hunters often enjoy the adrenaline rush of catching a suspect. It is fair to say that a high proportion of bounty hunters are thrill seekers at heart, most have the skills to work as security guards for slightly less money but a lot less aggravation.

The legality of bounty hunting varies from state to state. It is fair to say that bounty hunters in possession of the so-called "bail piece" – a copy of court paperwork indicating that the suspect is a fugitive – are given greater authority to arrest than even local police. When a defendant signs the bail bond contract, they waive their constitutional rights and agree to be arrested by the bail bond agent (bounty hunter). They also waive the necessity to obtain extradition orders from the state they are caught in. However, such arrests must comply with basic civil arrest procedures.

The bounty hunter needs a copy of the bail piece to arrest a fugitive. The bounty hunter isn't required to read the fugitive his 'Miranda' rights, announce their presence, or obtain a warrant to search private property. However, the bail piece doesn't give them immunity from prosecution for being found upon private land without good reason. The bounty hunter may also search the home of the fugitive. The basic principle is that the bounty hunter can enter private property, but they must first establish beyond reasonable doubt that the suspect is present at the location. The bounty hunter cannot simply enter other peoples' homes and commercial properties without due reason.

Some American states require that bounty hunters are licensed. Other states simply require that they register with them. A few states like Kentucky, Illinois and Oregon prohibit bounty hunters from making bail arrests entirely. These states instead require that the bounty hunter obtain a court order when they find out where the fugitive is. Then, the judge will order local police to arrest the fugitive. The bounty hunter can then request that the fugitive be remanded into their custody.

Bounty hunters rarely operate abroad, in some countries, they can be arrested or even shot if they meddle in local affairs. There have been cases where bounty hunters across the border in Mexico have been arrested.

The techniques employed by most bounty hunters are quite similar to that of any private investigator. To start with they research the bailer jumper. They may start by searching relevant databases, addresses, phone numbers, license plate numbers, and social security numbers to find the fugitive's last whereabouts.

Once they establish all they can from looking up, or obtaining pertinent records, they usually stake out the fugitive's address or frequent haunts. The bail jumper generally doesn't have an exhaustive plan to leave the state, or even thought about bail jumping until the very last minute. Consequently, they may have to return home at least once to get the necessary items they require. Once at the residence, the bounty hunter may search through the person's mail, trace telephone calls or talk to people, to see if anyone has seen the fugitive. Sometimes they may leave spy gadgets behind like disguised miniature cameras to observe the scene in their absence.

Many bounty hunters carry guns, mace or other weapons. To avoid having to use them, they often resort to the element of surprise when attempting to arrest the fugitive, like turning up in the middle of the night, or posing as a U.S. Postal delivery person or meter reader to gain entrance.

Violence remains an ever-present danger for bounty hunters. Thankfully, most violent criminals don't usually get bail, but violent people do get arrested on minor charges. A professional bounty hunter estimates that around 3 to 4 percent of fugitives resist arrest. Most simply try to run or do nothing but except their fate. The reality is that unless the fugitive poses a real threat to the bounty hunter's life, they cannot 'rough up' the bail jumper. Charges may end up being laid by the fugitive if the bounty hunter injures them during the course of the arrest. Bounty hunters rely upon their professional integrity to garner business, and so it's not in their professional interests to do so.

A typical day for a bounty hunter starts early with a call from a bail bondsman. The bounty hunter will drive over to the bondman's office and get a power of attorney, which gives him the authority to arrest the suspect on behalf of the bail bondsman. The bounty hunter will generally gather additional information from the bail bondman's records, including the fugitive's social security number, date of birth, car make and model.

The bounty hunter will then, "start looking for the Judas". The euphemism used refers to any associate who has been scorned by the accused. It may be a disgruntled drug dealer, ex-girlfriend, or family member who has put up the collateral for the bond and now feels betrayed by the suspect and their actions. Even a mother or father may offer up the information, if they can be convinced that further trouble awaits their offspring through further avoidance of the law.

One can use the metaphor of a predator hunting its prey for the activities of the Bounty Hunter. The bounty hunter likes to know the habits of his prey. He will seek to hit the places that the fugitive likes to hang out, traces the skip's phone calls and may even pore over discarded credit card statements for clues to their current location. Experienced bounty hunters may even tip bouncers, motel clerks and other service personnel at regular haunts, with \$20 to \$300 dollars to call him when the fugitive shows up.

A bounty hunter is not required to wear a uniform or display a badge, naturally, they can get a lot closer to suspect than regular uniformed police. The fugitive may become edgy when police approach, but they generally don't imagine that a bounty hunter is after them.

Staking out the fugitive can be a desperately long process. A bounty hunter may wait hours or even days at a location in expectation of an arrest - an arrest that may never take place. If the fugitive is discovered, the bounty hunter will make an appraisal of the potential for danger and respond accordingly. If the bail jumper is a young girl known for bouncing checks, the bounty hunter may simply ask her come along with him.

When hardened criminals are involved, the bounty hunter and his team may seek to find certain ways to distract the fugitive. They may attempt to distract his attentions with an attractive associate, jam something in the car door lock to momentarily confuse the fleeing suspect, or simply knock down a hotel room door.

Once the arrest takes place, the bounty hunter will usually drive the fugitive directly to the jail; they may have to drive across the country, traversing many of thousands of miles back to the fled state.

Training of bounty hunters has grown across the United States. A number of security experts and wannabe soldiers of fortune are drawn to the profession with the promise of action and quick bucks. The job has particular requirements. Bounty hunters need resourcefulness, intelligence and cunning to outthink and outsmart the bail jumper. Obviously, there is only so much that can be taught in a textbook. Many bounty hunters are former police officers or private investigators who long for the freedom of the work.

SECRET LIFE OF PRIVATE EYES

Private eyes have always been known to bend the rules from time to time, but some often go far beyond what is legal, and even beyond what is in the client's interest. Some private eyes are no better than confidence men, out to turn a quick buck through blackmailing their own clients. A Chicago-native private eye named Anthony Pellicano was finally caught by Federal authorities in 2002, in possession of C-4 plastic explosives and hand grenades; it was alleged he planned to blow up the car of *Los Angeles Times* reporter Anita Busch for daring to write about his celebrity clients' private lives. He was later charged along with two corrupt cops for taking part in a 'racketeering enterprise' that illegally wiretapped numerous individuals, including his own client actor Sylvester Stallone.



For years reporters like Ms. Busch had the strong feeling that intimidation tactics were being used against them, it was revealed in the case that Pellicano, along with fellow corrupt private investigators had tapped their telephones, hacked their computers, and they were routinely followed.

Here are some of the tricks of the trade not taught in night school:

CLIENTS

Some states in America do not have professional standards for private eyes. Consequently, anyone can set themselves up as a 'private investigator'. The gumshoe may have little to no training, or moral fiber. Clients generally expect to hire a professional when they employ a private eye, they instead could be hiring an ex-con. An old maxim of gumshoe fiction is that most of the clients are either "rich or crazy". It's actually a truism of the job. Major business figures like Bill Gates, Rudolph Hearst and Howard Hughes have all had cause to hire private investigators. Political parties have always hired private eyes, not the least Richard Nixon, around the time of the Watergate scandal. A function of power has always been to dig the dirt on rivals, whether political or commercial ones. Arnold Schwarzenegger even hired the fore mentioned Pellicano in 2001, to investigate him. He wanted to be sure no dirt would be uncovered about himself in the lead up to him running for public office (the Governor of California job), at least, things he didn't already know that could be exposed.

Crazy clients are a staple of any investigators business, despite some people having justifiable reasons for having their cheating husband followed, others are just plain paranoid. It's an unfortunate fact that some forms of schizophrenia lead individuals to develop strange associations and conspiracy theories. An unscrupulous private eye can feed upon these delusions for profit. The more charismatic ones may even gradually take control over their client's lives.

IMPERSONATION

Private eyes regularly misrepresent themselves as someone else. Often, private eyes can save themselves countless hours of tedious surveillance by simply misrepresenting themselves. The process called ‘social engineering’ or ‘pretexting’ is used. Basically, the private eye will impersonate the target and ring their bank, phone company, Internet information broker, or other businesses to gather confidential information. The process is similar to identity theft, but it is done for different reasons.

Private eyes are known to impersonate law enforcement officials, even though it is against the law. The investigator may often be a former police officer or retired FBI agent, so the process comes quite naturally to them. If an individual can pass off as a law enforcement official, it is a great deal easier to access the personal information required. Once the relationship has been established, the investigator can often build up the fictional relationship with the authority figure to ensure ongoing access to information.

Pretexting is used by private investigators to gain access to private telecommunications data. A private investigator can gather sensitive data from phone companies that show who the victim has been calling and where they have been calling from. Both suspicious spouses and organized crime groups have been known to pay dearly for such sensitive information. Some information gathered from pretexting operations may even be offered to companies involved in personal information exchange for profit. Some American states, as of yet, do not have laws to preventing pretexting.

SMEAR CAMPAIGNS

Private investigators have always been an active component in ‘smear campaigns’ to discredit perceived enemies of their clients. Whether the client is a political figure, business associate, family member or spouse, people are often willing to pay dearly for such the satisfaction of seeing them discredited. Private eyes have been known to approach associates of the rival and falsely misrepresent themselves as FBI agents or law enforcement officials. It tends to work because no one generally suspects a private investigator would have the audacity to commit a major Federal felony in the line of work. Private eyes often work this scam in pairs. Curiously, federal agents tend to work alone, despite what police dramas suggest. The private eye in this circumstance preys upon public expectation. They meet up with the rival’s associate, and suggest that the rival is actually a ‘person of interest’ in ongoing investigations, and they are themselves suspected of being a criminal associate. The agent wishes to obtain negative information about the rival and are not directly concerned with the associates’ affairs. They may leave behind a card with a ‘special phone number’ upon it, they are told to ring it with any further information that comes to light. The phone number simply goes to a private line in the private investigators’ office. They tend to customize the spiel to the associate, the local grocer will be told the rival is suspected of being a shoplifter, or a close neighbor may be told the rival is suspected of beating his children et al.

Ordinary, everyday people leading very humdrum lives tend to get caught up in the thrill of the chase. They’ll report in regularly with accurate, or exaggerated information if encouraged. The private investigator has basically duped a series of people into doing his own surveillance. Investigators tend not to attempt the ruse around experienced news reporters, but they may pass themselves off as assisting in an “on-going law enforcement inquiry” about a person of interest.

Such smear campaigns have been known to last decades. The former independent nominee for the U.S. Presidency, Ralph Nader, was targeted in the 1960s by General Motors and its private investigators. General Motors feared Nader’s book on one of their car lines known to have inherent flaws would cause embarrassment and potential law suits. Nader was targeted with unidentified intimidating phone calls, his phone was wiretapped and he was put under close surveillance. The smear campaign in this case failed spectacularly, the invasion of privacy was exposed, and General Motors was forced to make a public apology to Nader and pay him a substantial cash-settlement. It even led to a Congressional hearing recommending new safety regulations for the automobile industry. Nader’s book went on to become a number one best seller.

Despite this case, smear campaigns are seen as an essential part of the unofficial political process, and increasingly as a prime area of business espionage and economic espionage. Karl Rove of the Bush reelection team of 2004, used many aspects of this process to smear its opponents.

DUMPSTER DIVING

The stealing of garbage is a time-honored practice in private investigation circles. It's also a favorite of law enforcement officials, investigative reporters and even labor union organizers. A lot of personal information is thrown out regularly by both householders and companies. In the year 2000, Larry Ellison of Oracle, hired private investigators from the firm Investigative Group International to steal garbage from organizations that were defending Microsoft in an antitrust lawsuit brought over competing Internet browsers. It was later dubbed "Garbage-Gate". Ellison was far from apologetic about the tactic.

BREAKING AND ENTERING

It has been known that breaking and entering has been practiced by private investigators. Some have even been known gain the help of professional locksmiths. Many private investigators openly admit that it's a common practice in their line of work.

WIRETAPPING

The wiretapping scam as mentioned early involving private investigator Anthony Pellicano, included two corrupt cops, a corrupt employee from a phone company, and a computer software expert. The procedure is still frequently practiced today by investigators, both of the private and law enforcement persuasion. Despite their being easier ways to get the information, mainly through telecommunications companies themselves. It is still far easier to secret a bug in an office or home telephone, than to bribe someone at a telecommunications company.

COMPUTER HACKING

Anthony Pellicano's office was raided by Federal authorities in 2002, they found that Pellicano had utilized sophisticated technologies to commit wiretapping. Pellicano also had computer software programs to aid in eavesdropping, and encryption programs to securely store thousands of conversations gathered over time. He had his computer expert hack into and destroy journalist, Busch's computer, as well.

The Internet has become a prime tool of innovation for the private investigation business. One needn't have expertise in computer technology either, there are many on-line tools, resources and websites available devoted to accessing confidential information. Once established, the private investigator can quickly perform traditional investigative functions like missing person searches, criminal background checks, banking and credit histories, and even personal web surfing searches, in a thrice. There are also websites devoted to hacking and the tools of hacking available. Plus, shady individuals exist on-line who will offer their identity theft service for a price. In some states in America, Internet laws are still in their infancy, making it far preferable to traditional break and enter-style physical searches.

BRIBERY

If one cannot get information through illegitimate sources, why not just go to the main source. Private investigators have always known the importance of building up financial relationships with insiders. In today's society, people who work in service industries do not receive the kind of remuneration they were once accustomed too. They have become easy targets for corruption. Federal agents have also been caught accessing private information on behalf of their private investigator cohorts. Why risk impersonating a federal agent when you can simply have one on the payroll!

WITNESS TAMPERING

Private investigators have been accused of participating in witnesses tampering in criminal and civil cases. It is a natural offshoot of being employed by attorneys to 'dig the dirt' on the potential star witness. If all else fails, why not blackmail them, or threaten them with public exposure, or even violence?

INTIMIDATION OF JOURNALISTS

Some private investigators have been known to trade personal information about one client to protect the interests of another, or to save their own reputation. As outlined above, investigators have been known to wiretap and follow journalists around to gather compromising private information. There is generally one hard-hitting features writer at any given paper, making it easy to target that particular individual. Matters are often helped if the reporter has a rival at another paper, who may delight in printing up an exaggerated story. The investigator may even pay desperate associates to back up their false allegations. Investigative journalists have been known to be arrested on trumped up charges created by private investigators on behalf of their rich clients, who stand to lose by the writer's latest expose.

O.P.R. SCAM

An American scam to discredit Federal agents and agencies is called the O.P.R. Scam. The Justice Department's Office of Professional Responsibility, located in Washington D.C. is statutorily required to investigate each allegation of misconduct or impropriety reported against Federal agents. A lawyer of defendant in a federal case, like a drug dealer, files a series of allegations about the arresting officers and departments, hoping to discredit their case. It has been successful in the past.

RAPE INVESTIGATIONS

In the United States, private investigators have found a new avenue for making substantial profits, offering their services to either the victim or the rich accused rapist. The private investigator will leave no stone unturned in digging up the dirt on the accused or accuser; they may even play each side off against each other to bolster or inflate the price.

MURDER INVESTIGATIONS

It is common for a person accused of murder, to have their criminal lawyer hire at least one private investigator to help determine other viable scenarios, to show others have been responsible for the murder. These alternate scenarios may be leaked to the media, putting pressure and attention upon another suspect. If another suspect becomes the prime suspect in the general public's eyes, the police may be swayed in their decision to prosecute. If this occurs, the other person may well be charged, and a trial may take place. If they are acquitted, it is unlikely that the original suspect will be charged with the crime, unless compelling evidence is found. A second trial is generally seen as wasting money, and lacks the push of public sentiment or interest. The process is often a creative one. If the private investigator can produce an alternate theory that involves a maligned local figure or minority member, it is more likely to capture the imagination of a prejudiced public. It is also handy to have a local reporter on their side.

HOMELESS MAN SCAM

Another recent tactic used by unscrupulous private investigators is to pay a homeless man to make certain allegations against the target individual, or get the homeless man to commit crimes to aid in their activities. Some private investigators may even pose as being homeless to further their own agenda. The homeless man can claim to have seen the target individual at the scene of a crime, and an anonymous tip off later to confirm the identikit created can destroy an otherwise good reputation. Of course, the police cannot find the homeless man later to confirm their arrest. A case existed where a murderer escaped justice for several years because of the false identification by the 'homeless man'.

CONSPIRACY THEORIES

Money can be readily generated by private investigators, who falsely claim to have a particular area of expertise in investigations, especially conspiracy theories. Just like journalists with a hot story, investigators can sell falsified information seemingly to confirm a hot conspiracy theory. In their line of work, it may seem quite legitimate that they may stumble upon something of public importance. The Kennedy Assassination has long been a source of such conjecture, and like most popular conspiracy theories, there is always a neat little profit to be made from a well-packaged variation upon a theme.

OTHER POLICE AGENCIES

DRUG ENFORCEMENT AGENCY (DEA)

The history of federal drug enforcement agency goes back to around the turn of the 20th century, when the government was attempting to crack down on the newly discovered so-called wonder drugs like heroin and cocaine. During the next fifty years, the United States grappled with appropriate social and political responses to the growing dependence upon these drugs, and others newer synthetic forms. Multiple government agencies were tasked with monitoring and enforcing newly established drug laws, tending to hinder, rather than aid the process. With the growing trade in illegal narcotics, the traffickers began to find more sophisticated ways of delivering their product to local markets. In 1915 the Bureau of Internal Revenue became the first federal agency to be tasked with drug law enforcement. By the 1960s there were two agencies charged with drug law enforcement, the Bureau of Drug Abuse Control (BDAC), and the Federal Bureau of Narcotics (FBN). Around this time, sweeping social changes occurred with the growth of the counter-culture. Drugs were quickly becoming “normalized” in everyday life, Congressmen became concerned that the fabric of American life would be torn asunder by these social changes and sought to implement harder-line policies to deal with illegal drugs.

In 1960, around 4 million people had tried drugs, currently estimates suggest that around 74 million people in the United States have tried drugs. However, some communities in the 1960s started to see the effects of drug culture and its proportionate rise in crime. By the early 1970s, a sense of moral decay and delinquency had overtaken parts of the United States and political impetus was for a harder line on drug users and traffickers. In 1973, the Drug Enforcement Agency was established. At this time a number of Colombian-based drug-trafficking syndicates were manufacturing vast quantities of cocaine to meet ever-increasing demand in the United States – cocaine quickly becoming the drug of choice for celebrities and fashion conscious people alike. At the time, most of the heroin, marijuana and cocaine was being trafficked into the country by a network of lesser international drug dealers, who targeted specific towns and cities within the United States. Major law enforcement investigations, like the French Connection, made up of agents in the DEA’s predecessor agency, the Bureau of Narcotics and Dangerous Drugs (BNDD), graphically illustrated the complexity and scope of the heroin problem in the United States.

The DEA was formed by the Executive Order of the President, Richard Nixon, on 1st July 1973. It was a merger of the Bureau of Narcotics and Dangerous Drugs (BNDD) and various law enforcement and intelligence-gathering agencies. The DEA was charged with the responsibility to enforce federal drug laws, but to also work closely with local, state, federal and international law enforcement agencies to identify, target, and bring to justice significant international drug traffickers. Through previous experience, it had been recognized that international and local cooperation was needed to deal with cartels with global reach.

Today the DEA has grown to an agency of more than 9,000 dedicated employees, plus 4,500 special agents located in communities across the United States, and even posted overseas to liaise with other leading international drug enforcement agencies. The DEA has developed state-of-the-art investigative tools and techniques that are used in 22 field divisions, their offices are in more than 50 countries around the world, and they have high-tech labs across the United States. They are quite rightly acknowledged as one of the world’s premier dedicated drug enforcement agencies.

The DEA has been successful in prosecuting America’s so-called “War on Drugs”, a high priority of the Regan Administration during the 1980s. It has helped to train South American government forces in detection and prosecution of drug related offenses. The DEA can quite rightly claim their part in helping to prosecute the first wave of Colombian Drugs Cartels, and has had some success in breaking up their natural successors, the Mexican Drugs Cartels. However, these cartels have quickly learnt from past prosecutions and future success for the DEA is dependent upon finding new ways to detect illegal activity. The DEA remains United States police arm around the world, in cooperation with local authorities, in dealing with the threat of narcotics trafficking.

EUROPOL

Europol was created by the *European Union Convention Council Act* of July 26, 1993. This Act established a European Union Police Office Headquarters located in The Hague, Netherlands. The objective was to help improve police coordination between the various member states of the European Union to help combat terrorism, illicit traffic in drugs and other serious forms of organized crime.

Europol major task is to improve operational effectiveness in a few key areas including; combating terrorism, unlawful drug trafficking, trafficking in human beings, crimes involving clandestine immigration networks, illicit trafficking in radioactive and nuclear substances, illicit vehicle trafficking, counterfeiting of the Euro, and money laundering of organized crime groups.

Europol has been set the following principal tasks:

- Facilitate the exchange of information between the member states
- Obtain, collate and analyze information and intelligence
- Notify relevant member states about information concerning them and identified criminal connections
- Aid in investigations of its member states
- Maintain a computerized system of collected information

Each of the member states has been required to establish or designate to an existing national police unit the tasks as listed above. This national body serves as the sole liaison body between Europol and the other national authorities. The state is required to send at least one liaison officer to Europol, this individual is meant to represent the interests of the state within Europol.

To perform its main tasks Europol has set up a computerized information system/database called Schengen Information System (a newer model is being developed called SIS II). This database has over 15 million records, mainly related to stolen items, although one million records are devoted to people of interest. Data that is directly entered into the system is immediately accessible by other national units, liaison officers, the Director, the Deputy Directors, and empowered Europol officers. The system is mainly used to keep details of possible illegal entrants into the EU and stolen items of interests like identity papers, or radiological material. However, the newer system in development, to be implemented in 2007, seeks to keep records on 'troublemakers' and other people of interest.

Policy requires that personal information on the system can only be retrieved, used or transmitted by a competent member state service to prevent or combat, crime coming under the competence of Europol, or investigations into other serious criminal offenses. Any individual is free to request access to the files that relate to them, free of charge, from their relevant national authority.

An independent joint supervisory body exists to monitor the activities of Europol to ensure the rights of individuals are not being violated by its operations.

The management structure of Europol consists of a Management Board, composed of representatives of each member state; it is chaired by a representative of the member state currently holding the presidency. The Director is appointed by the council for a four-year term that can be renewed once. The Director or Deputy Directors may be dismissed by the council, after obtaining the opinion of the management board.

Europol is funded by contributions from the member states and other occasional receipts. The income and expenses are audited annually, and a balance sheet is produced each year denoting assets and liabilities. The audit is carried out by a joint audit committee made up of three representatives from the member states.

Each individual state is held liable for any damage caused to an individual as a result of legal or factual errors in data stored or processed within Europol.

Despite the possible overlap between Europol operations and those of sister service Interpol, Europol has become a key component of police enforcement operations within Europe. The changes in emphasis in data retention laws in the European Union over the past 10 years have ensured that Europol has been given wider ranging terms to gather and collate criminal data than national police authorities. Privacy advocates suggest that police have exploited this basic dichotomy to their advantage, and contravened national privacy laws.

I N T E R P O L

Interpol was created in Vienna in 1923. However, it was disbanded in 1938, but later reconstituted in Paris in 1946. The name Interpol was once the shortened telegraphic name for the International Criminal Police Organization. It was officially adopted as the organization's name in 1956 and has become synonymous with police cooperation and investigation around the world.

Interpol was "set up for globally enhancing and facilitating cross-border criminal police cooperation". Today, it is the second biggest international organization after the United Nations. The organization has 181 member countries spread across the five continents. It has become a vitally important instrument in dealing with the international drug traffickers.

Interpol sees its main mission as international police cooperation. Interpol helps introduce, coordinate and aid cooperation between disparate law enforcement agencies and officials from around the globe. In some senses, it provides the resources, platform and framework for different cultures to intermingle and break down long held cultural stereotypes. The one caveat to its operations is that Interpol must remain politically neutral, the employees of the group must not be seen to be investigating or coordinating operations of a political, religious, military or racial character. The group is therefore tasked with investigating international crime and avoiding national crimes. In reality, this means it must be identified that several member states are affected by the operations of a criminal enterprise, before it can act.

Interpol's work covers many highly specialized areas, but its main law enforcement concerns include maintaining public safety and fighting terrorism, organized crime, illicit drug production and trafficking, trafficking human beings, money laundering, financial and high-tech crime and corruption.

The headquarters of Interpol are now located in Lyon, France. The organization works simultaneously in English, French, Spanish and Arabic. Interpol receives, stores, analyses and circulates criminal intelligence from its 181 member states. Interpol databases are updated 24/7. It is the largest criminal database in the world. It can be accessed day or night by member police forces around the world.

Interpol provides the following services to its member states:

- Posts wanted notices of dangerous and wanted criminals
- Posts missing persons notices
- Posts unidentified body notices
- Publishes world crime statistics
- Publishes notices on drug trafficking, currency counterfeiting, sex offenders, murderers, and others
- Hosts international police symposiums
- Hosts information exchanges for improving investigative techniques
- Maintains a 24-hour remote access to its database

The General Assembly is Interpol's supreme governing body. It meets once a year and makes all the necessary major decisions affecting general policy. It is composed of nominated delegates from its member countries. Each represented country is given one vote.

The executive committee supervises and executes the decisions handed down by the General Assembly and undertake the work as laid down by the Secretary General. The Secretary General is the organization's chief executive, this role is a full-time position, usually given to a senior police official. The Secretary General is nominated by the executive committee and elected by a two-thirds majority vote of the General Assembly to serve a five-year term. Interpol is financed by its 181 member countries. Each country pays an annual contribution (usually calculated on a sliding-scale of the countries GNP).

In 2001, Interpol helped or participated in 1,400 arrests or identifications of wanted persons. Each participating country is required to set up its own office called the National Central Bureau, it is staffed by the countries own law-enforcement officials. This bureau provides a contact point for international cooperation. At any one time, Interpol posts between 6,000 and 7,000 wanted notices from around the world on its boards. Its database experiences more than 6,000 searches every month. In 2000, Interpol estimated that traffic between its member states reached around 2.5 million messages that year.

UNITED STATES CUSTOMS SERVICE

The U.S. Customs Service has the unenviable job of protecting 96,000 miles of United States land, air and sea borders, including more than 300 ports of entry. The service has around 20,000 employees to protect its borders. The service is the principal agency tasked with United States border protection; it has extensive air, land and marine capabilities. It regularly interdicts foreign ships within its boundaries. Its primary mission is to control all carriers, persons and articles entering and leaving the United States.

The U.S. Customs Service was founded in 1789 to help save the struggling independent nation from financial collapse. Without the revenue garnered from taxation, the independent state may have well ended up back in the hands of the British.

The main activity undertaken by the Customs Service is to prevent smuggling into the United States, there has been a long history of this activity and the service has attempted to thwart each successive scheme. The Customs Service today continues to be the first line in United States internal security. The service has a wide array of responsibilities, including the enforcement of over 400 laws and treaties, often on the behalf of other federal agencies.

Narcotics interdiction has been a primary concern of the service since its inception. With the repealing of the Prohibition in 1933, the service saw an upsurge in deadlier forms of contraband. The illegal narcotics included opium, heroin, hashish, marijuana and amphetamines. In recent years, the drugs of choice for a new generation have included sizable seizures of cocaine, and new designer drugs like ecstasy.

The service has many high-profile tools at its disposal to defeat this menace, including sniffer dogs, x-ray equipment and other forms of electronic surveillance and sensor devices. A decent sniffer dog and its handler can check 500 packages in 30 minutes. Dogs are also used to check vehicles, the process generally takes less than two minutes to complete - a customs official might take 20 minutes to complete the same search. Technological advances, including mobile and fixed truck X-ray systems are also used, and perform the searches almost instantaneously.

The Customs narcotics-interdiction activities often extend far beyond U.S. shores. Customs has aircraft fleets, equipped with sophisticated surveillance and tracking devices that they use in concertina with high-speed boats to intercept smuggler payloads and vehicles. The Customs Service is also occasionally invited by other sovereign nations to participate in counter-narcotics missions in high-activity areas like the Caribbean and certain South American countries.

The Customs Service also involves itself in investigating international money-laundering activities. They have expert investigators devoted to defeating the sophisticated schemes devised by international drug cartels. The *Bank Secrecy Act*, mandates that all individuals and corporations must disclose certain assets and transactions. Customs officials have been given the authority to track down potential breaches of these reporting laws, in the light of their brief to ensure all taxes and duties are duly paid to the United States government. The Customs Coordination Centre is one of the primary government weapons tasked with curbing money-laundering. Customs engages in continued undercover financial investigations to ascertain if breaches have occurred. Over a recent three-year period, Customs performed 12,000 investigations that led to 3,150 arrests and the seizure of nearly US\$1.1 billion dollars.

Trade Fraud is another area of investigation. Often individuals, companies and organized crime groups attempt to ship goods to foreign nations without paying the necessary duties. Items such as exotic and endangered animals, narcotics, rare paintings, illegally exported munitions, stolen cargo and banned pornography are smuggled into countries. Some items may also be deliberately undervalued, or even over valued as part of money-laundering activities. The Customs service is tasked with defeating all such eventualities. Another aspect of their work is the Forced Child Labor Command Center, this group seeks to monitor goods entering the United States to ascertain whether they are the product of child labor, or indentured child labor.

The Customs service is also tasked with performing strategic investigations into the importation of arms and explosives intended to do harm to the United States and its citizens. Included in this brief is the possible importation of weapons of mass destruction (WMDs) and related technologies. Additionally, the service is tasked with stopping the unauthorized export of technical or military-use technologies. These goods if not controlled may end up in the hands of hostile foreign countries, terrorist groups, or criminal organizations. Items seized in the past by Customs Officials include military aircraft, missile parts, night-vision systems, bomb-making devices, Phalanx missiles, and stealth and anti-missile technologies. The Customs officials are also required to maintain embargoes and sanctions on exports to foreign countries.

The Customs service also takes the lead in defeating Cyber Smuggling. It has dedicated divisions committed to investigating abuses undertaken via electronic means across the Internet and other telecommunications systems. A major area of investigation for the Customs Investigation Specialists is child pornography. The Customs service has been at the forefront of creating investigation techniques and tools for defeating child pornography. The group also routinely provides training and its expertise to other law enforcement bodies, and prosecutors in the United States and abroad. The group has affected hundreds of arrests. The group also deals with telemarketing fraud and cases of money-laundering performed by international organized crime syndicates.

Intellectual property rights protection is a major concern of the U.S. Administration. The United States post-industrial economy generates billions of dollars of revenue from original creations on screen, the written page, music, software and many other designs and trademarks. It is estimated that counterfeiting or pirated merchandise costs United States industry billions of dollars a year and around 750,000 jobs. The United States Customs Service maintains eight laboratories, in the United States and San Juan, Puerto Rico, devoted to analyzing imports to test their authenticity. They group also performs scientific and analytical research to develop new techniques to help identify fraudulent goods.

The Customs service is of course, primarily devoted to recouping the necessary taxes and duties on goods leaving and entering the United States. Figures suggest that the service is responsible for processing over a US\$1 trillion dollars worth of imports a year. The service devotes a large portion of its resources to streamlining the customs process. They have developed new technologies to help track and process consignments into the United States and a new automated commercial environment (ACE) system is scheduled to be implemented soon. The system relies upon account management to streamline the commercial import process. It is expected that inspectors will be able to use this system to make a paperless cargo clearance, as well as easily identify non-compliant cargoes. Customs current automated system (ACS) is due to be gradually phased out.

In the fiscal year of 2000, the Customs Service processed 489 million passengers. The service processed 140 million various forms of conveyance (passenger vehicles, trucks, private and commercial aircraft and small boats and vessels). Amongst the various items confiscated that year were 6.4 million rounds of ammunition, 150,000 pounds of cocaine, 9.3 million ecstasy tablets, 2,555 pounds of heroin and 2,872 pounds of methamphetamine.

Numbered amongst the recent successes has been the foiling of a terrorist plot in 1999, to smuggle a large quantity of explosives into the country from the U.S.-Canadian border by an Algerian terrorist. In August 2000, Operation Journey, a massive two-year investigation involving authorities from twelve nations targeted a global maritime drug-transportation ring, over 25 tons of cocaine was seized and 43 arrests made, including the ring leader. In March 2001, Customs officials, along with Moscow police, broke a Russian-based child pornography ring; due to Operation Blue Orchid the child pornography distribution ring was broken.

U N I C O R N (a.k.a. Unified Caribbean Online Regional Network)

The Unified Caribbean Online Regional Network is an international-crime clearing house for sharing law enforcement information electronically. This special initiative was sponsored and initiated by the U.S. Drug Enforcement Agency (DEA). It tends to focus its activities upon money-laundering schemes and provides information about drug cartels suspected of smuggling illegal drugs. It mainly focuses upon the movement of cocaine and heroin. Thirty-six Latin American and Caribbean countries participate in this joint venture.

The DEA's participation tends to revolve around the loaning out of surveillance equipment to help monitor suspected traffickers. One particular operation generated by the initiative, Operation Genesis, led to the arrest of 126 individuals in Haiti and the Dominican Republic. The level of cooperation facilitated by the scheme has never really been possible before in South America, and it is hoped that in the future that this leads to even greater arrests.

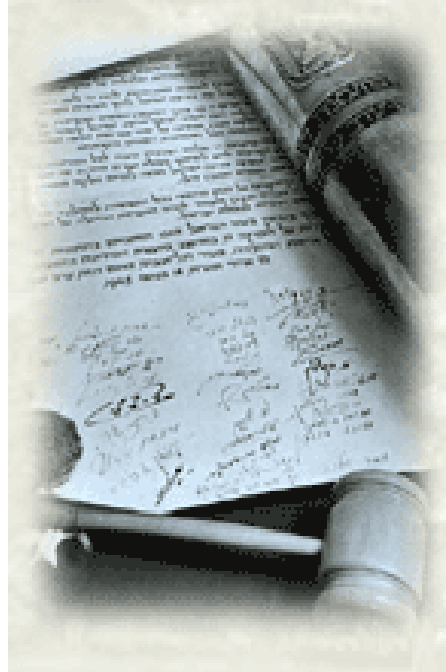
4 . THE COURT HOUSE

UNITED STATES

This section outlines the United States criminal court system and procedures; the basic process is mirrored in many Western countries, including Britain.

THE COURT ROOM

The courtroom environment can differ greatly depending upon the actual level of the court, and its location. District Courts judges in major cities are often required to plow through innumerable cases at each sitting, and the process often ends up resembling a cattle call, rather than the dignified silence found in most courtroom dramas. A rural courthouse, on the other hand, may only sit for one case a day; an informal air may even pervade. Minor matters may be heard in mere minutes in some regional courts, especially if the defendant doesn't contest the charge. A higher British court may require both the judge and solicitors to wear formal attire and wigs, whilst a rural American court may be home to attorneys wearing jeans. The judge may preside over the court from behind a monolithic wooden bench, or the judge may be simply seated behind an office desk; tribunals may take place outside of the court structure in city council chambers. Depending upon the severity of the crime, the defendant may actually be caged in the dock area, or simply seated next to his attorney at a desk.



ARRAIGNMENT

The first appearance made in court will be an arraignment hearing. In America, this procedure must occur within 24 hours of arrest. Arraignment hearings usually take place first thing each morning in a criminal court. A line of prisoners, usually chained together, shuffle into the courtroom from the nearby lock-up. They are usually still wearing the clothes they were arrested in last night, or the day before. Most looked disheveled and unshaven. The court clerk reads out their names and the related charges out. The suspect is now effectively a defendant. The defendant is meant to identify himself, and the prisoner is asked to state whether or not they have legal representation. If they don't have lawyer, they are asked if they would like a public defender appointed to them. The defendant is not able to provide excuses or explanations for their crimes at this time; the defence process comes later.

Police officers are not usually required to attend the arraignment hearing. They may attend as spectators, but there is very little other than basic formality to be observed. A fellow police officer escorts the prisoners to the courthouse, once there, the prisoners become the responsibility of the court officer. The police hand over their reports to the prosecutor, and may make a verbal report or recommendation at this time. In the busier urban precincts, police may be found in the waiting rooms drinking coffee, chatting amongst each other, awaiting their chance to speak with the prosecutor.

The arraignment hearing is basically a formal process of establishing the court's authority over the detainee, the police authorities have effectively handed over responsibility for the suspect to the court system. This hearing may be the start of months, or even years, of court proceedings.

PUBLIC DEFENDERS

After the arraignment hearing has taken place, the prisoner is led to a court holding cell. Eventually, the prisoner will be led into a nearby interview room or cell to speak to their private counsel, or meet with their newly assigned public defender. If the defendant cannot afford an attorney, or doesn't qualify to be represented by a public defendant, or they simply want to represent themselves, they will be asked to wait a couple more hours, until the others cases are handled. Every citizen has the right to defend him or herself in a court, but even senior defense counsels prefer the assistance of another attorney, if they ever find themselves facing charges in court. The meeting is primarily designed to resolve the case through the plea-bargaining process. The public defender will generally attempt to convince the detainee to plead guilty to a lesser charge, usually in the effort to resolve the case quickly. It is often up to the detainee to convince the public defendant of the merits of fighting the charges, especially as the case may take up a significant amount of time and resources that the public defendant rarely has access too. The attorney is meant to provide helpful advice, and provide relevant information as to gaining the most favorable outcome.

BAIL

In the eventuality that no plea agreement has been reached, the prisoner returns to the courtroom for a formal bail hearing. The bail commissioner (a court employee) will have met prior with the prisoner to ascertain their financial situation and discussed the charges with the prosecutor and defense counsel. After pleading not guilty, the bail commissioner, defense counsel and prosecutor will have met to discuss acceptable bail conditions and costs. The dollar amount derived is based upon the severity of the charge, and whether the defendant is likely to flee the state rather than go to trial. In the case of serious or violent crimes, bail is only given if all parties can agree the defendant doesn't pose an ongoing threat to either the victim or family, or the general public.

The bail conditions usually state where the defendant must reside until the trial starts and finally concludes. Bail is usually set at an amount the defendant can readily pay. However, if the charges are serious, the individual may require financial assistance from a bail bondsman, family member, or patron. Under these circumstances, additional requirements may be enforced to restrict the defendant's freedom. Both the guarantor and defendant stand to lose the bail money if the defendant absconds from justice. Most petty criminals rarely have access to enough money to post bail, and are forced to stay in jail for the duration.

The defendant is often required to surrender their passport. They are usually bound-over to remain in the state, as well. They may be required to periodically report to the court or attend hearings. They are required to stay out of further trouble. If the defendant is arrested or causes trouble yet again, the court will usually revoke the bail conditions and hold the defendant in jail until the trial concludes.

If the defendant has strong local community ties and is charged with a minor offence, the defendant may well be released without bail needing to be posted. The personal promise of the respected public figure to attend court when required has been accepted, otherwise known as "personal recognizance".

BAIL AND BOUNTY HUNTERS

Bail is basically a pledge of money to make certain that the accused shows up for their trial date. Bail can comprise of documents relating to cash or bank accounts, or the deeds to real estate, trust funds or automobiles. Lesser charges may require the deposit of cash. The defendant cannot post bail himself, he either requires a family member to find the money, or hire a bail bondsman. The bondsman charges a non-refundable 10 to 15% of the bail money as a service fee. The bondsmen often requires defendant to surrender some kind of collateral like a relative's house deeds, fore instance. The bondsman then borrows the rest of the money from an insurance company for around 3% of the total bail bond, and posts the bond with the court clerk.

If the defendant doesn't appear before the court, the bond is forfeit. The insurance agency will pay the court the outstanding amount, and they start the process of foreclosing on the bond collateral. If there is more money outstanding, the insurance company may hire a bounty hunter to locate and return the fugitive. Of course, the bail bondsmen will likely do the same to recover his outstanding losses. If the defendant makes all of his court dates and doesn't flee from justice, the bail money is returned, usually minus court fees and any outstanding local fines.

Bounty hunters are paid by the bail bondsmen for the return of the fugitive. Most American states do not recognize bounty hunters; they do not carry specialist licenses. In states where they are accepted, they are often required to meet the conditions and obligations of employment for private investigators - they are required to gain a private investigator's license. To obtain an investigator's license in most U.S. states, the applicant must have a clean criminal record. Due to the dangerous nature of employment, most bounty hunters are often better equipped and trained than police officers.

A freelance bounty hunter is usually paid 10% of the outstanding bail bond for the recapturing of a fugitive in his home state, and 20% is usually offered to cover expenses in locating bail-jumpers who disappear interstate. The bounty hunter is usually issued with court documentation outlining the individuals' status as a fugitive from justice, plus a certified copy of the bond (bail piece).

Bounty hunters are private citizens. They do not have any additional powers to that of any other private citizen. They are at liberty to arrest the defendant and use appropriate force where necessary. The defendant agrees to such terms when they sign up for bail. The bounty hunter is not at liberty to infringe upon the rights of other citizens in the process of arresting the fugitive. A bounty hunter doesn't need a warrant, as he is not allowed to trespass on private lands. If a bounty hunter breaks into another's house, other than that of the defendant, he may be seen to be breaking the law. The only time they may legitimately do so is if they are 100% certain the fugitive is hiding there.

If the bounty hunter arrests the wrong individual, he may be subject to kidnapping charges, and any resultant criminal damage or civil lawsuits that result.

THE PRE-TRIAL

A criminal trial takes a great deal of time to schedule. Prosecutors and defense councils usually have many other cases pending, and it takes time to settle upon a date when all parties can meet. The United States Constitution attempts to promise defendants a speedy trial, the Supreme Court has stated that this may take up to eight to twelve months from the arrest date or filing of the formal charges. Of course, that figure doesn't take into account the defence asking for delays known as "continuances", or time taken up in certain pre-trial motions or hearings. More difficult cases may take up to four years before coming to trial. Whereas, a simple drink driving charge may take as little as six-months. Most capital felonies take around two years or more. During this time, the defendant is either on bail, or in jail awaiting their trial. If the defendant is later convicted of the crime, the time spent in jail pre-trial is deducted from the final sentence.

It may appear to the general public that not much occurs between the arrest date and the time of the trial. During this time, the defence attorney and prosecutor are busy investigating the case, talking to witnesses, doing various tests on the evidence, and other activities devoted to presenting a winning case at trial. In the United States, the prosecutor is required to hand over any important evidence that would help acquit the defendant. Despite the combative nature of the courtroom, the prosecutor is not employed to convict at all costs. If they are found to be withholding vital evidence, not only could the conviction be overturned, the attorney could be fired or even be disbarred.

The defence attorney is also bound over to disclose important information in his possession, especially if they intend to use it to support their case at trial. A defence attorney cannot risk being sanctioned by the judge, or by the state licensing board of attorneys, their whole career depends upon it. Basically, it is assumed that all evidence has been submitted and vetted before the trial starts. Therefore, no surprise witnesses, or evidence, suddenly get introduced before the court. Both attorneys know exactly who is scheduled to testify and what evidence will be presented. It gives both attorneys equal chance to mount a compelling case. They may also discuss with the judge the admissibility and appropriateness of the evidence before trial.

During the pretrial phase, the defendant will gradually be made aware of the evidence the prosecutor intends to present. At such times, well-connected criminals have been known to use their legitimate, or illegitimate, associates to put pressure upon the prosecutor. Organized crime groups have been known to offer substantial sums to the prosecutor for them to 'take it easy', threaten or bribe potential jurors, pay off police officers or witnesses, or even murder the prosecutor and/or key witnesses. Organized crime groups may also seek to employ a dirty tricks campaign to destroy the credibility of the police officers involved.

SUPPRESSION HEARINGS

There are many different pre-trial hearings in the American court system; the most common is a suppression hearing. The hearing is called for the defense counsel to challenge the admissibility of evidence. The defense counsel may claim that the police violated the defendant's constitutional rights by obtaining illegally obtained evidence. The police and the defendant testify to their particular side of the story and if the evidence is found to be unlawful, it is excluded from the trial. Evidence obtained through torture obviously isn't admissible, other likely circumstances may include, statements gathered without the formal Miranda/Caution warning being issued, or tampering of evidence whilst its in police custody (i.e. broken chain of custody).

GRAND JURY

Most serious felonies go before a grand jury; federal felony cases always do. Some American states have replaced the grand jury process with a hearing before a judge. In both proceedings, the prosecution must establish probable cause for the trial to go ahead. The prosecution is required to put witnesses and the lead investigator on the stand to outline their case. A grand jury is made up of a dispirited group of local citizens who have been called up for jury duty. These citizens serve as jurors for a fixed term between 12 to 18 months, rather than for just one case like normal jurors do. The Grand Jury meets up whenever they are required. Grand Jurors review the evidence in the case to decide whether sufficient evidence exists to justify the case going to trial. They issue an indictment if they believe there is a case to answer. All Grand Jury proceedings are secret. There are no set rules for evidence, no judges present to advise, and definitely no cross-examinations. Only the prosecutor is present at the meeting. The defendant may be called up as a witness, however. The witness may not bring with them their attorney. They are allowed to assert their Fifth Amendment and say nothing at all, usually advised by their attorney. During the grand jury hearing, the prosecutor presents his case and calls witnesses. Pre-trials seem to be one-sided affairs, but the prosecutor is required to establish probable cause for continuance of proceedings. Anything the witness says in the grand jury is admissible at trial, and may be used against their testimony. Despite Grand Jury proceedings being secret, information invariably leaks out to the press, police and organized crime groups. It often proves embarrassing for police who have made accusations about their fellow officers.

PLEA AGREEMENTS

Around 85 to 90% of cases are settled by plea bargain or plea agreements. Most suspects eventually accept that they will be found guilty of the crime, because the evidence presented is so compelling. The prosecutor is at liberty to pick the charges they feel best fit the case. The defense attorney knows getting the defendant to plead guilty to certain lesser charges in return for an agreed sentence, is often their best course of action. Plea agreements can be negotiated at any time before the trial starts, and even during the trial. However, most agreements are reached long before the need for a trial arises. The prosecutor will often discuss pleas with the victim and his family. They may also discuss such pleas with the arresting or investigating officers in the case. Most misdemeanor cases are settled at the arraignment hearing. Negotiations for felony cases may go on for months. Often the defendant accepts a plea to show they are worthy of probation i.e. to avoid jail time.

DEFENSES

At law, there are various established defenses to crimes. The first defense is a case of simple mistaken identity. The defendant claims they have been mistaken for someone else and therefore, they are innocent. The second defence is they have an alibi. If someone else is willing to testify that the defendant was elsewhere at the time of the crime, they cannot be justifiably found guilty. Of course, if compelling evidence suggests otherwise (DNA, fingerprints or blood stains et al), the associate could well be charged with perjury. These two defenses if proven, mean the individual was not involved in the crime at all, and they are therefore, entirely innocent.

There are other defenses that may be best described as excuses. These defenses mitigate against the severity of the charge, but the defendant could well still end up facing prosecution.

Duress is an acceptable defense at law. It may well be the case that the defendant was forced, threatened or cajoled into performing the crime. However, if the individual is seen to have been reckless or negligent in getting into such a situation, the defense may not be accepted.

Entrapment is another acceptable defense. If a police officer, federal agent, or someone acting in concertina with law enforcement officials encourages a person to commit a crime, the criminal may be excused. Entrapment can also be established in cases where the officer lies and tells the criminal that the conduct is legal, or at least sanctioned by the officer. It is also unacceptable for law enforcement officials to offer inducements or uses unfair persuasion techniques to achieve their results.

Insanity is an acceptable defense, as well. Mental illnesses can impair ones understanding of unlawful acts as being wrong. Other mental illness issues render the individual incapable of controlling errant impulses leading to criminal acts i.e. true kleptomania, their conduct may be impaired temporarily (i.e. seizure) or permanently. Those who provide compelling evidence and testimony of their impairment at the time of the crime may be found to be not responsible, or entirely responsible, for their actions. This often proves to be an unacceptable defense for many, the successful claimant is often locked away in a high-security mental hospital for the protection of others and themselves. These facilities are often no more comfortable than prisons, and the defendant may remain their much longer ultimately than the maximum sentence allows for in prison.

Necessity is also an acceptable defense. On some rare occasions, an individual may be required to commit a crime to avoid harm to himself or another. The action undertaken must not be of greater magnitude than the original threat. If the person is found to have been reckless or negligent in the performance of the act, or they created the threat by their actions, the defence is not available.

The self-defense, defense is often utilized. A person may use force to defend himself or another person from the immediate threat of death, sexual assault, serious bodily injury, or kidnapping. The amount of force used must be proportional. Self-defense is not available to those being arrested by a police officer. Self-defense is usually not available to those defending their property. It is assumed under most state laws that the individual can retreat from the threat zone without using force i.e. the homeowner can simply leave their building. The individual is not entitled to aggravate the situation in any way. Some U.S. states do not require the householder to retreat from their property.

THE TRIAL

If all attempts at a plea agreement fail, the case will go to trial. Prosecutors win seventy-five percent of all criminal cases. Defense attorneys don't like taking cases to trial unless they firmly believe they have a great chance of winning, or they haven't been able to secure a good plea bargain for their client.

The defendant in the United States is guaranteed the choice between being tried by a jury or by a judge. Trials tried before judges often take less time, but juries are twice as likely to acquit defendants.

The witness is "sequestered" to appear before the court. This term denotes that the witness is under certain legal obligations too not only appear, but to avoid direct contact with any other witness. Or at least, to not discuss the case directly with them, if this order proves impractical. The witness must not hear the testimony of others, and must not speak to other witnesses whilst waiting to appear.

Witnesses cannot be questioned about anything other than what they saw and heard that is relevant to the case. They are allowed to identify people, objects, photographs, or documents. They are not allowed to offer opinions and they cannot testify about the validity of what other people have claimed. The basic principle is you cannot play one witness and their testimony directly against another.

Expert witnesses are allowed to give certain opinions pertinent to their training. A specialist in guns may fore instance, divulge that the victim was killed by gunshot, that this specific gun (as shown) was used, and the gunpowder tests carried out conclude that the defendant indeed fired the gun. They may not testify as to whether they think the defendant killed the victim. This conclusion is reserved solely for the jury, or judge, to decide, even if it proves obvious to everyone else. Juries have made decisions in the past that seem starkly add odds with the opinions of other people in attendance.

The jurors are expressly instructed at the start of the trial by the judge to weigh police testimony equal to that of any other witness and their testimony. This attempts to counteract the natural tendency of jurors to side with the authority figures. A jury must be seen as not simply rubber-stamping law enforcement operations.

The criminal defendant is not required to testify. The jury is expressly told that they cannot infer any guilt on their part if they refuse to do so. If the defendant does testify, the defendant may be cross-examined by the prosecutor, it may be in their defense's interests to deny this possibility occurring.

Jurors are told expressly that they cannot do any independent investigation into the crime to aid in their decision. They are not allowed to go near the crime scene, read newspaper reports of the ongoing trial, or talk to anyone, including their fellow jurors, about the case. The jurors are allowed to talk amongst themselves once they are all together in the jury room deliberating over their decision.

The attorneys have limitations place upon their closing arguments at the end of the trial. The attorney is not able to give his personal opinion about the credibility of a witness, or the defendant's guilt. They are, technically, not allowed to appeal to the juror's sympathy, emotions or passions. However, closing arguments are invariably polluted with impassioned rhetoric. Prosecutors often play upon key prejudices and the fears of the jury.

The rules pertaining to character testimony in court prove quite complex in action. A witness can be asked about another witness, or the defendant's reputation for truthfulness, or whether they are aware of similar conduct on their part. If the witness, or defendant, has a criminal record, the jury is only entitled to know of convictions registered in the past 10 years, which show the person to be dishonest. Other crimes, such as gang membership, and other forms of misconduct may be admissible if they help to show motive, personal identity or the existence of a conspiracy. The prosecutor often finds it difficult to show 'just cause' to introduce a defendant's criminal record into proceedings. The basic assumption is that each defendant has the right to a fair trial.

The rules pertaining to who is, or who isn't an expert often prove just as problematic. Even the validity of some readily recognized scientific tests and theories are regularly challenged. As a rule of thumb, individuals purporting to have medical licenses and University training are usually afforded the status of a professional. However, those acknowledged as leaders in their field, despite a lack of formal training, are often afforded the same consideration.

I N V E S T I G A T O R S

Defense attorneys often hire private detectives to assist in major cases. They help in many areas like finding and interviewing witnesses, taking down written statements, taking photographs, measuring distances, and providing their expertise in helping to prepare the case. An attorney is not allowed to act as both an advocate and a witness in the same case, rendering this type of outside assistance necessary. They cannot, for instance, give opinions on simple things like distances or the accuracy of photographs; they are not the investigator, but a prosecutor. When an attorney interviews a witness, an investigator is usually present; this ensures the investigator can provide their testimony of what occurred during the meeting in a court of law.

Most states require private investigators to be licensed. A background check is usually performed and they are often required to put up a bond. Public defenders often choose to hire staff investigators, these are mainly former police officers.

H E A R S A Y E V I D E N C E

The hearsay rule is probably the most complex and therefore, most problematic of all evidence rules. The rule basically states that the witness cannot testify about the truth of an unsworn, out-of-court statement. The classic example found in most law school textbooks outlines the situation where the witness comes across a dying person. The dying person exclaims, "I'm alive". The witness can testify that the statement was made, but they cannot establish the truth of the statement. They can only establish that the person was capable of speaking at the time, and was therefore, alive at the time of the conversation. It's a curious distinction, but one at law that is rigidly enforced.

Some exceptions are made in regards to this rule; business records, medical records, public records, stock price reports, almanac data, and similar reports are not regarded as hearsay evidence. Admissions declared by one's self are not deemed as hearsay; the logic is that the individual has 'expert knowledge' of the subject. Dying declarations are generally not regarded as hearsay.

In reality, other documents like police reports, witness statements, personal letters are all essentially regarded as hearsay – they all involve a certain level of personal opinion. However, these documents are sometimes tabled to discredit the witness, especially if their testimony is seen as being inconsistent with the written documentation. Such evidence is often used against police, who may have made conflicting statements. Although, technically the evidence is hearsay, it is often used effectively to cast doubt upon the credibility of that witness.

It is accepted that some level of personal opinion creeps into the descriptions of events by witnesses. However, there is a fine line between personal opinion and a coached witness stating verbatim what the friendly attorney wishes them to state. Jurors often distrust a witness who is able to accurately relate all the facts of the case, they actually expect a little indecision on the witnesses' part; it helps to show their humanity. Bored jurors often miss this during the very formal proceedings.

PERJURY

Police officers are occasionally caught out perjuring themselves to save the reputations of their fellow officers. Officers of the so-called ‘thin blue line’ tend to bond like those of no other profession. Police officers are often placed in situations whereby they are expected to tell white lies to save the reputation of their department. A veteran officer is quoted as saying: “Why, we had to lie. Nothing was safe. It was a case of self-protection; if anything went wrong, we were always made the goat. We were never believed, anyway, so the only thing to do was to make up the best story we could.”

Perjury is basically lying under oath. It’s a serious crime and often carries a heavy sentence. It mainly exists to protect the integrity of court proceedings. Apart from police lying under oath, occasionally the defendant’s alibi is exposed as a liar.

WITNESS

When a witness testifies, the following format is usually adhered to. The witness is called into the courtroom, the individual is asked to sit in the witness’ chair, usually located near the judge. They face the attorneys, and the jury and members of the public are granted a good line of sight off to the side. The individual is asked their name for the record, they are then sworn in by the court reporter. The attorney who originally called the witness for questioning will start the proceedings. When the attorney is finished asking questioning, the other attorney gets the opportunity to cross-examine the witness. The first attorney may wish to ask further questions in response, and the process continues until both attorneys are satisfied. The witness is then allowed to step down from the stand.

At any time, the other attorney may interrupt proceedings with valid objections. The question may be seen as irrelevant, repetitive, confusing, misleading, or if answered would lead to answer that is legally inadmissible. The attorney may also object to the other attorney seemingly badgering or abusing the witness. The judge is the ultimate arbiter of what is deemed objectionable. The objection may either be sustained and the witness is not allowed to answer the question, or overruled, the question stands and the witness is at liberty to answer. A lot of time may be spent wrangling over the admissibility of evidence, or the statements of controversial witnesses.

The trial process ends with both attorneys completing their closing arguments.

THE VERDICT

Trials can last for a few hours, or take many months to complete, this is generally dependent upon the complexity of the case. By trial’s end, both sides will have had the opportunity to present a compelling case and they ‘rest’ their case. Once the prosecutor and defense attorney have made their closing arguments, the jury retires to consider its verdict. The judge may instruct the jury about the finer points of the law and the particulars about the charges brought. The jury starts its deliberation process. Deliberations can take a few hours, or a couple of days. In murder trials, the deliberation often takes weeks.

In a trial by judge, the judge may announce his decision directly after hearing the closing arguments. In more complex cases, he usually goes off to his private chamber to ponder the decision. He will later instruct the court’s clerk that his decision is pending, after a short delay to inform all interested parties, he will return to the court and deliver his verdict.

If the defendant is found not guilty i.e. acquitted, he cannot be tried again on the same charge. However, if there is a corresponding federal charge, they may be brought before a federal court on the same basic charge, although, this is rarely occurs in practice.

SENTENCING

If the defendant is convicted, the arresting police may be asked to provide sentencing recommendations. The defendant is sentenced by the judge, the jury is only required to determine their defendant's guilt of innocence. Of course, in places like the United States, a murder-one charge may bring about a statutory death penalty, which often weighs heavily upon the minds of the jurors. Sentencing can mean imprisonment, fines, or probation, or a mix of all of them. The sentence is usually for a fixed period of time i.e. five years. The prisoner may become eligible for early release due to good behavior i.e. the parole process. A prisoner in the United States usually serves between 75% to 85% of their original sentence. Often the sentence stipulates a suspended sentence or probationary period. During this time, the defendant must report at intervals to their parole officer and refrain from further acts of crime, to avoid serving the entire sentence behind bars. The parole contract may stipulate other conditions like random drug tests, curfews, attending AA meetings, community service, or obtaining a steady job.

APPEALS AND HABEAS

Every criminal in an American state-based case has the right of appeal to a state appellate court, or the local states supreme court. If the case involves a constitutional issue, it may be appealed to the to a federal appellate court. Even if this proves unsuccessful, they can appeal to the U.S. Supreme Court.

The prosecutor cannot appeal a case of acquittal. However, he may be at liberty to appeal an unfavorable decision on a suppression motion. Death penalty cases are automatically reviewed by the state's supreme court, or the federal appellate court for cases tried under federal jurisdiction. Federal cases are usually closely monitored by the United States Supreme Court.

The appeals process can take anywhere from 18 to 36 months. Appellate courts rarely reverse trial courts. They general only do so in cases where a new rule of law has been established, or cases that broaden, or narrows all defendants' constitutional rights. If the case is reversed, the charges may be dismissed or the case returned to court for a completely new trial.

Those who challenge their convictions through state or federal courts do so by submitting a habeas petition. A habeas case is a civil case. Under such conditions, the convict must prove that either his attorney was constitutionally incompetent, or new evidence has come to light showing their innocence. Habeas cases prove hard to win, whereas in the original court case the defendant was presumed to be innocent until proven guilty, they now have to prove their innocent over their implied guilt. Attorneys who have been found to be constitutionally incompetent in the past have generally been the very inexperienced, or asleep/drunk during part of the trial. New evidence can only be used if it wasn't available at the time of the original trial. Courts generally take a very dim view of witnesses or the victim who recant their testimony during a habeas case.

EXTRADITION

Many nations have extradition treaties. Treaties allow for one country to request of another, the arrest and extradition of a fugitive who has absconded from their judicial process. Countries without the death penalty often refuse requests from countries that do. The same often applies to countries who have a poor civil rights record or are known to use torture.

The United States Supreme Court ruled in 1992, that kidnapping people from foreign countries by the United States government, to stand trial in the United States, didn't constitute a violation of American law. Of course, foreign countries won't stand idly by and watch U.S. officials do so. Of late, many allied countries have allowed for U.S. so-called 'extraordinary renditions' to occur without comment.

Several European Union countries have developed law enforcement arrangements that allow officers of neighboring countries limited jurisdiction in their territories to pursue fleeing suspects.

UNITED KINGDOM

This section outlines the United Kingdom criminal court system and procedures from arrest to prosecution.

ARREST PROCEDURES

Criminal proceedings can begin one of three ways in Britain: police arrest, warrant issued for arrest by a magistrate or a magistrate issuing a summons. If a warrant is issued, the police will seek to serve it on the accused. They will then be taken to a police station, going through exactly the same process as someone who has been caught doing something unlawful by police. The suspect is charged at the police station, they go through the formal process of getting legal representation and they may also be subject to an interview.

The police are entitled to interrogate (question) a suspect to obtain evidence. However, they are required to charge the suspect as soon as sufficient evidence is gathered, or the suspect has said all they wish to say regarding the matter (i.e. right to remain silent). Once charges have been laid, the suspect cannot be questioned again, unless it's necessary to prevent or minimize harm done to others, in order to clear up ambiguity, or where in the interests of justice, the suspect is given an opportunity to comment upon new evidence found.

Once the interrogation starts, the suspect must be formally *cautioned*, basically anything they say may be taken down in evidence. If a break in questioning occurs, the interviewing officer must ensure that the person is aware they are still under this caution. The suspect has the right to remain silent throughout in the interview (Section 34 of the *Criminal Justice and Public Order Act 1994*). In reality, if the defendant remains silent throughout the interview, it often looks like a sign of guilt to jurors. Where a suspect remains silent, the officer has the right to draw inferences about objects, marks or substances found upon the suspect, or even their presence at the crime scene.

The interviewing officer should only ask questions relevant to the case, the suspect can with total impunity, refuse to respond to the questioning. They may equally refuse to comment about statements made by the officer, questions that are deemed offensive, questions that cause the suspect to have to speculate about future events, or questions that roll several confusing questions in one. A solicitor present at such interviews will usually advise his client to not respond to such statements or questions.

The police are duty bound to make an audio interview tape of all interviews for *indictable* or *either way* offenses. If the suspect objects to the interview being taped, the police may still go ahead with the taped interview, if they consider it appropriate. The taping must be done openly, with the full knowledge of the accused. Two identical taped copies of the interview must be produced, one is the 'master copy', which is sealed at the end of the interview, and is not opened until court permission is granted.

Once the charge/s have been laid, the issue of bail arises. The police are the arbiters of this process in the short term, the accused can be held for 24 hours (48 at weekends) before they have the right to appear before a magistrate to ask for bail. The accused is either then *remanded in custody* or *remanded on bail*. Sometimes, the magistrate issuing a warrant will denote that the accused is 'backed for bail', under these circumstances, the police have no choice but to release the prisoner. Teenagers and children are nearly always given bail, except in cases where murder or manslaughter has taken place. Generally speaking, unless the criminal activity is of a serious nature, or the behavior of the accused poses an immediate threat to the general public, or it is reasonable to expect the accused may attempt to abscond from justice, bail will be granted. Police generally prefer to release people because of the overcrowding that may occur in the cells. It also upholds the spirit of innocent until proven guilty, and seeks to avoid undue embarrassment or financial loss sustained by the accused in missing work.

If bail is granted, the defendant is given a written note of the court's decision and told when they should next appear in court. It is an offense not to turn up for court proceedings (maximum penalty 3 months and £2,000 pound fine in the magistrates' court or twelve-months in prison and an unlimited fine in a crown court).

Often bail is granted with certain conditions attached that must be obeyed. Conditions can include the surrendering of a passport, reporting to a police station once a day, agreement to live in a certain location, agreements to avoid frequenting certain locations, or the deposit of cash or valuables as security. The accused has the right to appeal to a crown court judge to challenge these terms.

In the United Kingdom, the vast majority of people who are prosecuted for the more serious criminal offenses get legal aid. Most people tried in the crown court will usually get legal aid (assuming they pass the means test), unless they have been charged with drink driving offenses. The accused tried for a serious charge in the magistrates' court is also likely to get legal aid.

The process of determining where the prosecution will take place generally comes down to whether the charge is a *summary* offense or an *indictable* offense. Summary offenses like petty theft or drunken fracas are generally tried in the lesser Magistrates' Court. Serious offenses like murder or manslaughter always take place in the higher Crown Court. There is a range of offenses in the middle that are dubbed *triable either way*. All cases initially start out in the magistrates' court. Although, it's usually obvious where the case should be heard, formal procedure ensures that the arraignment takes place in the lesser court first. At this time, the prosecution and accused are allowed to discuss whether the *triable offense* is to be tried in the magistrates' court or a crown court. Charges of GBH (Gross Bodily Harm) are often disputed at this time. There are always mitigating and non-mitigating factors at play. Each side gets the opportunity to present their case to the judge, who then makes a decision where the case will be tried. If the decision is that the case will be tried in the magistrates' court, the defendant can insist on his right to a jury trial in the crown court. If they do insist and are subsequently found guilty, they can be penalized by the crown court. Most lawyers prefer the opportunity to try a case before a jury in a crown court, because of the prestige of the appearing in the higher court, but also because they feel a jury is more likely to return a not guilty verdict than a judge.

Juvenile cases work slightly different, unless the offense is deemed serious (murder or manslaughter), the juvenile will likely be turned over to the juvenile-court system. Minors are guaranteed anonymity under British Law, as there is the assumption that a minor is not a competent adult.

BRITISH COURT SYSTEM

A number of judicial bodies in the United Kingdom have been established to deal with minor disputes.

- Employment Tribunal and the Employment Appeals Tribunal
- Transport Tribunal
- Immigration Appellate Authority
- Immigration Service Tribunal
- Office of Social Security and Child Support Commissioners
- Pensions Appeals Tribunal
- VAT and Duties Tribunals
- General Commissioners of Income Tax
- Lands Tribunal

These tribunals have basically been developed to relieve the burden of caseloads handled by the various courts around the United Kingdom; they seek to find a remedy without the need for an expensive court case.

The British legal system makes the distinction between civil and criminal cases. Civil offences are disagreements between individuals and/or companies. Criminal Offences on the other hand are punished by the state. Which court system the case is heard in depends upon whether it is a civil or criminal matter. The value and complexity of the claim (civil matters), or the seriousness of the crime (criminal matters) will determine which particular level of court will handle the matter. The Lord Chancellor is ultimately held responsible for the management and organization of all courts in the United Kingdom.

CIVIL CASES

Most of the cases that appear before the courts in the UK are civil cases. In a civil case, the plaintiff brings an action against the defendant. A plaintiff could be an individual, company or public authority.

Most civil cases involve disputes about contracts, torts (mainly civil wrongs through negligence), defamation, libel or land dispute claims. The value of the claim is likely to be the arbiter of where the case ultimately ends up.

In a civil trial, it is normally the judge who makes the ruling. Such cases tend to pass through the court system slower than criminal cases, hence the attempts to establish various tribunals to resolve disputes quickly. Many trials are often settled out of court, the fees for expensive solicitors ultimately lead many to want to limit their liability if they lose the case. Ultimately, it's rare for guilt to be ascribed totally to either the defendant or the plaintiff, and a sum settled upon for damages by the judge often reflects this.

A basic rough guide to where cases take place:

- £5000 or less - Small Claims Court
- Below £50,000 - County Court
- Above £50,000 – High Court

COUNTY COURT

The majority of all civil law proceedings in England, Wales and Northern Ireland take place in a County Court – the equivalent in Scotland is the Sheriff's Court. Lesser complex dollar value civil cases take place here, or in the High Court. Civil cases include claims of debt, personal injury, or breach of contract claims concerning property or goods, plus family issues such as divorce or adoption and the repossession of houses.

Lesser value cases below £5,000 are usually heard in a county court or sheriff's court. They may also deal with bankruptcy cases of similar value, or even some divorce settlements.

Some other courts, like the Family Court, deal with family proceedings, as well. Family courts often deal in cases of abuse or domestic violence, and often resolve adoption/paternity cases. The type of work the family court undertakes depends heavily upon its jurisdiction. County courts that are also Family Hearing Centers, deal with minor divorce cases and other minor cases involving families.

County court staff process all the necessary court paperwork and the administration of court fees. They also handle court correspondence and respond to personal callers, prepare cases for hearing, and sit in the court with the judge to prepare orders. Bailiffs are attached to each court, when an application is made they enforce the orders, and seek to collect monies if a judgement has not been paid.

HIGH COURT

Civil cases not dealt with in the county courts occur in the high court, either at the Royal Courts of Justice in London, or at High Court centers in England, Wales and Northern Ireland. The highest existing civil court in Scotland is the Court of Sessions. Appeals against decisions made in Scottish sheriff courts go to the Court of Sessions in Edinburgh. The only right of appeal after the Court of Sessions is to the House of Lords.

A High Court is organized into three basic specialist divisions: Family, Chancery and Queen's Bench. These tend to deal in civil cases or great complexity, especially those that may set future precedence for similar cases explored in County Courts.

Family Division: The family division obviously deals in divorce and child welfare matters and in the administration of wills. Child welfare cases may be brought by a child protection agency or local authority, or a concerned parent or guardian seeking custody or access. Divorce is generally dealt with in county courts, but the high court hears a small number of contested cases.

Chancery Division: Complex matters related to disputes about wills, settlements, bankruptcy, land laws, intellectual property rights, copyright or corporate laws are settled in the Chancery. There exist various sub-divisions that examine specialist areas, like the companies court.

Queen's Bench Division: This division tends to deal with the remaining business of the high court. Disputes about contracts, torts or land issues tend to dominate its proceedings. The Queen's Bench often establishes precedents for future trials in new areas, or changed areas of the law. A number of specialist sub-divisions exist, including the commercial court. The Crown Office deals with actions against public authorities, and the Admiralty Court deals with all shipping matters.

CIVIL DIVISION OF THE COURT OF APPEALS

This division handles appeals for cases heard in the high court and county courts. From the high court, there may be the option of appeal to the House of Lords on a matter of legal importance – it generally has to be a cause of great financial hardship too many or a large legal loophole. From the Court of Appeal, there may be the possibility of an appeal to the House of Lords. However, this is rarely enacted unless its a matter is of great legal importance.

CRIMINAL CASES

The criminal courts in England, Wales and Northern Ireland, and especially Scotland have some integral differences in their structure.

Criminal Courts in England and Wales

Prosecutions taking place in England and Wales are handled by the Crown Prosecution Service. This service takes charge of cases referred to it by the police. Once the police have done their investigations into the crime, the CPS is required to decide whether a strong enough case exists to prosecute the suspect or suspects. If the CPS believes that a strong case exists, and it believes prosecution is in the public interest, then the case goes to the magistrates' court.

MAGISTRATES' COURT

The Magistrates' Court handles most-lesser criminal cases. Examples include minor theft or shoplifting charges. These cases are set for a summary trial in one of the 400 magistrates' courts around England and Wales. A summary trial takes place without a committal hearing or a jury. It is held before a bench of magistrates. In most cases, three magistrates preside. These magistrates are lay people, who are not professional judges. Like jury members, they come from the local community. Despite this, some cases are presided over by a district judge or a stipendiary magistrate. These latter individuals are legally qualified and salaried.

Magistrates cannot normally order sentences of more than six months or fines exceeding £5,000. The offender may be committed to a crown court by the magistrates, if they believe a more severe sentence is thought to be necessary. From the magistrates' court, a defendant has the right of appeal to a crown court on matters of fact or points of law.

CROWN COURT

The crown court generally handles more serious criminal offences. There is technically only one Crown Court, but it has 78 regional centers across England and Wales. Serious offences tried in the Crown Court include murder, rape and robbery charges. It also hears appeals of decisions handed down in magistrates' courts.

Trials that take place in Crown Courts are presided over by professional judges, juries usually decide guilt or innocence. The judge is present to ensure that proper trial process occurs and to adjudicate on legal issues like whether evidence is admissible or not. The jury decides the facts of the case, and considers who to believe (the defendant or the prosecution's claims), and apply law to the facts. The jury is required to reach a verdict of guilt or innocence. In criminal cases, the prosecution is required to prove the guilt of the defendant "beyond reasonable doubt". The prosecution team has the so-called 'burden of proof'.

CRIMINAL DIVISION OF THE COURT OF APPEAL

The Court of Appeal generally sits at the Royal Courts of Justice in London. It deals with appeals from the Crown Court and civil cases from the High Court, plus various tribunals and a few county court cases. The possibility exists that criminal cases held before the Crown Court can be appealed directly to the Criminal Division of the Court of Appeals. Appeals are usually made for clarification upon facts of law.

Criminal Courts of Northern Ireland

The Northern Ireland judicial system is very similar to England and Wales. Most lesser offenses in Northern Ireland are prosecuted by the Northern Ireland Police Service itself, or a specialist division thereof. Serious offenses are usually prosecuted by the Office of the Director of Public Prosecutions. The Lord Chancellor is ultimately responsible for the running of all courts in Northern Ireland. The Northern Ireland Office of the British Government is ultimately responsible for criminal justice policy.

A Magistrates' Court exists in Northern Ireland to hear lesser criminal cases. Magistrates' Courts are run by a single professional magistrate. These magistrates also preside over the Family and Domestic Proceedings Courts and various youth courts. Appeals are either heard in the County Court of Northern Ireland or the Court of Appeals - a court under the control of the Supreme Court of Judicature of Northern Ireland. Cases held in the Court of Appeals generally involve appeals based on "point of law" issues.

The crown courts hear more serious criminal cases, these cases are judged by juries of 12 people. The court is presided over by a judge who advises on points of law and decides what evidence is admissible. Due to Northern Ireland security issues, some so-called Schedule One cases are held in "diplock courts". Schedule One, or "scheduled offences" are those proscribed under the *Northern Ireland (Emergency Provisions) Act 1996*. These offences are those associated with terrorism including murder, robbery, hijacking and firearms offences. These were introduced to prevent intimidation of juries by terrorists; the so-called diplock court arrangement means the judges and juries are sometimes seated alone to avoid direct line of sight with the defendant. If an offense is committed on the scheduled list that is unrelated to terrorism, the DPP can issue a certificate "de-scheduling" it.

Appeals from crown courts are heard in the Court of Appeals. Individuals convicted of scheduled offences automatically have the right of appeal. An appeal can theoretically go all the way to the House of Lords.

Criminal Courts of Scotland

There exists no basic right of prosecution in Scotland. The authorities undertake prosecutions on the behalf of the general public.

Criminal offences are prosecuted by the Lord Advocate or his deputies (Crown Counsel), or the local "procurators fiscal" and their deputies. The procurators deal in investigations of sudden or suspicious death, as there are no official coroners in Scotland.

There are two basic types of criminal prosecution in Scotland: solemn and summary.

Summary offences are those less serious criminal cases. They are prosecuted in sheriff or district courts. A judge or sheriff presides over them without the need for a jury, and decides both on matters of law and fact. The offence is laid out in a document called a "summary complaint".

Solemn offences are greater crimes. They are prosecuted in both the High Court and sheriff courts. The trial takes place before a judge and 15 lay people (jurors). The offence is defined in the document called "the indictment".

SHERIFF COURTS

There are 49 sheriff courts in six sheriffdoms in Scotland; these courts mainly deal with local offences. In summary cases, the sheriff is at liberty to impose fines and prison sentences. Under the solemn procedures, they can impose heavy financial penalties, or even refer the case to the High Court if they feel a greater sentence is necessary.

DISTRICT COURTS

District Courts are local Scottish courts. These small courts preside over local matters, generally involving minor matters of public disturbance or petty theft. District courts are usually presided over by a Justice of the Peace, who is given cursory rights to impose minor sentences, penalties or social service orders

HIGH COURT OF JUSTICIARY

This is the highest court in Scotland. It has regional courts in Edinburgh, Glasgow and other major cities. It has exclusive jurisdiction over serious crimes (solemn ones) such as murder and rape. This court also sits as the Scottish Court of Criminal Appeals.

HOUSE OF LORDS

The House of Lords is theoretically the final avenue of appeal for all courts in the whole of the United Kingdom in civil cases, and for England, Wales and Northern Ireland for criminal cases. The cases are presided over by the so-called Law Lords: the Lord Chancellor and the twelve Lords of Appeal.

COURT OF EUROPEAN JUSTICE

The Court of Justice of the European Communities was set up under the Treaty of Rome in 1957. This was the same treaty that established the European Community. The European Court is permitted to intervene in UK law: any UK court, civil or criminal. It can ask for a review of a judgement it considers to be at odds with the principles of European Law, if it is felt to be an important matter. When no right of further appeal can be obtained from a national court, an individual may seek to pursue the matter in terms of European law.

ENVIRONMENT

THE COURTHOUSE

A courthouse is not as secure a location as one might expect. Unless the defendant is extremely disruptive, or has a great deal of vocal support, or is known to be excessively violent, little extra security is usually afforded. Security is increased, however, when the verdict is finally reached and sentencing occurs. A defendant given a long-term prison sentence may throw a tantrum in the dock or may defiantly upturn the odd desk on the way out in retribution. Court officials may even be required to wrestle the angry prisoner to the ground, so they can affix handcuffs.

The prisoner is usually transported to and from the courthouse in a transport van. The prisoners are usually shackled together. The correction officer driving the van will usually be armed. The prisoner is given some advance warning of being transported to the court for their hearing, but they may have little warning about being transferred between prisons.

Courthouses have separate entrances for the prisoners. These entrances lead directly to the holding cell area. There may be several officers on duty in this holding area. The prisoner is systematically searched before being transported to the courthouse.

The actual courtroom is never located on the ground floor, and these courtrooms seldom have windows. Prisoners are led into courtrooms in small groups for arraignment hearings; they enter one at a time for their actual hearings or trials. A courtroom has three doors, one for the judge to enter near the bench, one at the side for the prisoners, and one at the back of the room for the general public and attorneys. All of these doors can be locked if the situation demands it. The judge's bench is often reinforced with bullet-proof steel plates behind its wood veneer, and a panic button is usually secreted behind it. The judge can summon court officers from the security office if a dangerous situation develops. Some judges have even been known to keep a loaded pistol behind the bench.

Most major metropolitan courthouses now have metal detectors and x-ray machine installed at the public entrances to the building. There is usually a court security officer manning the equipment. In a few states, the attorney can bypass such security precautions by showing their bar membership card. Security cameras located at major entrances are very common in most courthouses these days.

Court personnel may have their own parking area and dedicated entrance. These employees are often required to swipe a magnetic I.D. card on entrance, or use a key entry system to enter. It may be the case that firearms may be smuggled into a courtroom covertly, by unscrupulous, lowly-paid court employees.

The defendant during pre-trial hearings is routinely shackled and handcuffed, and will be forced to wear a prison issue uniform. At the trial, the defendant is allowed to wear their own clothing, which a relative has usually brought in for them. The prisoner may still be required to have their legs shackled during the trial, but the handcuffs are usually dispensed with. Basic security in a courtroom usually includes two court officers armed with pepper spray or tazers. A correctional officer may also be present and armed in a similar fashion.

American figures suggest around a third of judges regularly carry handguns, whilst around a quarter of prosecutors do as well. They generally don't carry them around the court building, preferring instead to leave them behind in their office. Police officers present in a courtroom are not allowed to carry firearms.

INTERPRETING CRIMINAL STATUTES

All criminal statutes define crimes in terms of required acts and required states of mind; this is usually referred as their *intent*. The requirements are usually known as the *elements* of the offense. The prosecution is bound to convince the judge or jury that the person charged with the crime (the defendant) did the acts and had the intent as described by law. If we take an example of someone shoplifting, most statutes define the following three elements: the defendant must have entered the structure, the structure must belong to another person, and at the time of entering, the defendant intended to commit a crime. Therefore, the prosecution must address all three areas in their case. If the prosecution fails to meet all requirements, the prosecution will certainly fail, jury bias notwithstanding. Even if they do meet the requirements, the defendant may manage to conjure up a plausible defense for their actions: casting doubt upon the claims of *intent* by the prosecution.

COMMON CRIMINAL DEFENSES

REASONABLE DOUBT

Even if indisputable evidence exists that a crime has taken place, the defendant may be deemed not guilty of the crime. The presumption of innocence is a primary aspect of most modern legal systems. The prosecution has to present a case that proves the defendant's guilt beyond a reasonable level of doubt.

SELF - DEFENCE

A number of very specific mitigating circumstances protect defendants from prosecution. The first of these is self-defense. In crimes of violence, it is often stated that the defendant had to protect himself from harm.

The major things taken into account when deciding such cases include:

- Who was the aggressor?
- Was the defendant's belief a reasonable one?
- If so, was the force used a reasonable response?

Most law system inscribe the basic belief that people have the right to defend themselves from physical harm, but the response must be equal to the threat posed. It is therefore, not acceptable to slay someone simply because they entered your property and stole some items, but you can use reasonable force to hold them down until police arrive. In some situations, it is entirely justified to be the aggressor, as well.

INSANITY DEFENCE

Law maintains the basic principle that the defendant is only responsible for their actions if they know what they have done is wrong. Some people suffer mental illnesses or disorders that limit their ability to act as fully functional adults. The McNagten rule in American Law defines insanity as, "the inability to distinguish right from wrong". Another common test is called 'irresistible impulse': a person may know the act is wrong, but because of mental illness, they cannot control their actions. Rarely will a defendant enter a plea of, "not guilty by reason of insanity". Most judges or jurors cannot readily differentiate between the act the crime, and the supposed clarity of the plea in court, juries invariably find them guilty. The plea of insanity often comes down to the testimony of a psychiatrist in consultation with a complete case history. If the defendant raises insanity as a defence, they must submit to psychological tests conducted at the behest of the prosecution.

If the insanity defence is successful, the defendant will not be automatically set free; they will usually be confined to a mental institution until their sanity is established. Some people end up spending more time in mental institutions than they would have done if they had been sent to prison.

INFLUENCE OF DRUGS OR ALCOHOL

Defendants who commit crimes under the influence of drugs or alcohol sometimes argue diminished responsibility. This defence rarely works unless it can be established another agent spiked the defendant's drink or gave them drugs unknowingly misrepresented as another substances like medication.

ALIBI DEFENCE

The alibi defence maintains that evidence exists that the defendant was somewhere else at the time of the crime. It is a commonly used defence that is perfectly respectable at law - some perceive it as an act of deliberate deception. Defense attorneys often make a case to jurors that it's simply a legal term referring to evidence that the defendant was elsewhere at the time the crime was committed.

ENTRAPMENT

Entrapment occurs when the government (or its agents) induces a person to commit a crime and then tries to punish the person. It is assumed that government agents must not induce others to commit crimes. However, if the judge or jury believe the suspect was predisposed to commit the crime, they may well be still found guilty. Defendants with lengthy prior convictions for the same type of crime find it difficult to argue that entrapment took place.

UNITED KINGDOM LAWS

COMMON LAW

BREACH OF THE PEACE

At common law, the police have the duty to keep the peace, in pursuance of their duty and in order to prevent breaches of the peace, the police are allowed to make arrests. Any person under common law may enter a building without a warrant, where a breach of the peace is currently taking place. A police officer can arrest those he suspects of committing an offence, or he reasonably believes they are about to start or renew their unlawful activities. They are making common law arrest; a normal citizen effectively has the same right. *This is an arrestable offence.*

MURDER

At common law this is committed when a sane person over the age of 10 years, through a deliberate act or omission causes the death of a fellow human being, either intending to kill that person or some other person, or to cause GBH. *This is an arrestable offence.*

MANSLAUGHTER

This is the unlawful killing of another without the sole intention to kill or cause GBH, or a death taking place within a year and a day of the initial injury. *This is an arrestable offence.*

INDECENT EXPOSURE

At common law it is an offence to expose a naked person in public, this is an indictable offence. However, it must be to more than one person, and it is not necessary to show that anyone has been offended. *This is an arrestable offence.*

ASSAULT

S39 CRIMINAL JUSTICE ACT 1988 - COMMON ASSAULT

It is a summary offence to assault or beat any person. A constable may arrest only to prevent a breach of the peace, if he has seen the incident in person. If the victim is under the age of 17 years old, the power of arrest granted under the *Children and Young Persons Act 1933* may apply. Six months maximum sentence.

DEFENCES AGAINST ASSAULT

Consent: Only if an illegal act isn't involved e.g. bondage

Lawfully Justified: A just and proportional defence against attack to oneself, property or relative

Legal Right: An officer may use as much force as necessary to prevent a breach of the peace, in the course of a lawful arrest

S81(1) POLICE ACT 1996 - ASSAULT

It is an offence for any person to assault a constable in the execution of his duties; there is no defence available to those who claim they didn't know he was a Police Officer at the time. The officer must be acting according to the law at the time with regard to his 'execution his duty'. It is also an offence to assault anyone aiding an officer in the execution of his duties.

S51 ASSAULT ON POLICE ACT 1964

It's an offence for a person to assault, resist or wilfully obstruct a constable in the execution of his duties, or a person assisting the constable (*Pace Arrest*)

S39 CRIMINAL JUSTICE ACT 1988 (COMMON ASSAULT)

Summary offense to assault or beat any person. A constable may arrest only to prevent a breach of the peace, if the victim is under 17, the power of arrest under the *Children and Young Persons Act 1933* may apply. Maximum sentence 6 months.

S1 CHILDREN AND YOUNG PERSONS ACT 1993 (AMENDED 1989)
(INJURY AND ASSAULT)

It is an offence for any person of 17 years or older to wilfully assault, ill-treat, neglect, abandoned or expose the child to circumstances likely to expose them to injury.

S18 OFFENCES AGAINST THE PERSON ACT 1861 - WOUNDING OR
CAUSING GRIEVOUS BODILY HARM WITH INTENT

It's an offence to unlawfully and maliciously cause or inflict a wound with intent to do GBH to any person. Maximum sentence, life imprisonment. *Arrestable offence.*

S20 OFFENCES AGAINST THE PERSON ACT 1861 - GRIEVOUS BODILY
HARM OR UNLAWFUL WOUNDING

It's an offence to unlawfully or maliciously cause or inflict grievous bodily harm (e.g. broken bones, cuts to skin). Life in prison maximum sentence. *Arrestable offence.*

S47 OFFENCES AGAINST THE PERSON ACT 1861 - ACTUAL BODILY
HARM

Any injury or hurt calculated to interfere with the health and comfort of the victim, but not amounting to GBH, maximum five year sentence. *Arrestable offence.*

H A R A S S M E N T

S16 OFFENCES AGAINST THE PERSON ACT 1861 - THREATS TO KILL

A person who makes threats to kill another person and the other person believes it may be carried out, shall be guilty of this offence.

S2 PROTECTION FROM HARASSMENT ACT 1997 - CONDUCT

A person who pursues a course of conduct (including speech) – at least on two separate occasions – in breach of s1 (Apprehended Violence Order) commits an offence. Six months maximum sentence, or a £5,000 max fine – *Arrestable offence.*

S3 PROTECTION FROM HARASSMENT ACT 1997 - CIVIL REMEDY

A person who is or may be the victim of the conduct in s1 may make a civil claim for damages for anxiety or financial loss sustained from the harassment. The High Court may make an injunction. It is a criminal offence to breach this injunction. The offence is triable either way with a maximum penalty of five years imprisonment – *Arrestable offence.*

S4 Protection from harassment act 1997 – causing fear of violence

A person whose conduct (including speech) causes another to fear - on at least 2 separate occasions - and believes that violence may be committed, and the defendant knows that their actions will directly result in fear and intimidation may be guilty. Five years maximum sentence. A person charged with this offence and tried in a crown court, but not found guilty, may be still tried for s2 – *Arrestable offence.*

T H E F T

S1 THEFT ACT 1968 - THEFT

A person will be guilty of theft if he dishonestly appropriates property belonging to another with intent to permanently deprive. A defence in law is the claim that the accused honestly believes they had a right to take the property, or the accused merely borrowed it with the full intent to give it back. *Arrestable Offence.*

S3 THEFT ACT 1978 - MAKING OFF WITHOUT PAYMENT/BILKING

It is an offence to dishonestly take goods with the intention of not paying, knowing fully that payment is required on the spot for the said goods or service.

S8 THEFT ACT - ROBBERY

This offence is committed by any person who steals and immediately before or at the time of doing so, and in order to do so, uses force on any person, or puts or seeks to put any person in fear or being then and there subjected to force. *Arrestable offence.*

S9 THEFT ACT 1968 - BURGLARY

This offence is committed by any person who enters any building or part of a building as a trespasser with the intent to steal, inflict GBH, rape, or damage anything or anyone in the building. Or having entered the building, under these circumstances, commits any additional acts not premeditated at the time of entry. *Arrestable offence.*

S10 THEFT ACT 1968 - AGGRAVATED BURGLARY

This section is the same as the above, but with the additional condition that any person entering, including associates entering are carrying a firearm, explosive, weapon of offence (purpose made to cause harm, injure or incapacitate) – *Arrestable offence.*

S11 THEFT ACT 1968 - REMOVABLE OF ARTICLES FROM PLACE OPEN TO THE PUBLIC

Where the public has access to a building, or part of a building in order to view the building or a collection housed within, any person who removes items without lawful authority shall be guilty of an offence – *Arrestable offence.*

S12(1) - TAKING A CONVEYANCE

It is an offence to take a conveyance without the consent of the owner, or other lawful authority, including those who allow one's self to be carried within the stolen vehicle (passenger) – *Arrestable offence.*

S12A - AGGRAVATED VEHICLE TAKING

Same as above, but with any of the following circumstances also taking place:

- The vehicle is driven dangerously on the road or other public place
- Owing to the driving of the vehicle, an accident occurs causing injury to any person
- Owing to the driving of the vehicle, an accident occurs causing damage to property other than of the vehicle
- Damage is caused to the vehicle

It is not necessary to prove the particular defendant directly responsible for aggravated circumstances - *Arrestable offence.*

S13 THEFT ACT 1968 - ABSTRACTING ELECTRICITY

It's an offence to dishonestly use electricity without authority, or too dishonestly cause waste – *Arrestable offence.*

S15 THEFT ACT 1968 - OBTAINING PROPERTY BY DECEPTION

It's an offence for any person to obtain property belonging to another with the intention of permanently depriving them of it by deception – *Arrestable offence.*

S16 THEFT ACT 1968 - OBTAINING PECUNIARY ADVANTAGE

It's an offence to obtain pecuniary advantage by deception. A pecuniary advantage may be obtained by:

- Overdraft: To obtain an overdraft, or an improvement of existing terms
- Insurance: Take out an insurance policy or annuity contract, or obtain improvements to existing terms
- Remuneration: Receive opportunity of greater remuneration (or earnings) in an office of employment, or to win money by betting.

This in an *Arrestable offence.*

S22 THEFT ACT 1968 - HANDLING STOLEN GOODS

A person who handles stolen goods, if knowing or believing them to be stolen goods, or he dishonestly receives the goods, or dishonestly undertakes or assists in their retention, removal, disposal or realization by or for the benefit of another person, or if he arranges to do so is guilty – *Arrestable offence.*

S25 THEFT ACT 1968 - GOING EQUIPPED

It's an offence for any person when not at his abode to have any article for use in the course of, or in connection with any burglary, theft or cheat – *Arrestable offence.*

F I R E A R M S

S5 FIREARMS ACT 1968

A person commits an offence if, without the authority of the secretary of state, he has in his possession, or he purchases/acquires or manufactures/sells/transfers A-class prohibited weapon.

A prohibited weapon is:

- Any firearm designed or adapted to fire two or more missiles successively without repeated pressure on the trigger
- Any pump action or self loading rifled gun (except one chambered with .22 rim fire cartridges)
- Any smooth bore revolver (except one chambered with 9mm rim-fired cartridges, or a muzzle loaded gun)
- Any self loading or pump action smooth bore gun which is not an air weapon or chambered for .22 rim-fire cartridges and either has 1) a barrel less than 24" in length, or an air weapons 2) is less than 40" in overall length.
- Any firearm that has either a barrel less than 30cm, or less than 60cm overall length other than an air weapon, a muzzle loading gun, or a firearm designed as a signaling device.

C R I M I N A L A T T E M P T S

S1 CRIMINAL ATTEMPTS ACT 1988 - CRIMINAL ATTEMPTS

If an individual does more than merely prepare to commit an offence, they are guilty of attempting to commit the offence. The power of arrest also comes into full force at this time.

S9 CRIMINAL ATTEMPTS ACTS 1981 - VEHICLE INTERFERENCE

A person shall be guilty of an offence if they interfere with a motor vehicle or trailer, or anything carried upon it to aid another or themselves commit and act like theft of the goods, motor vehicle or trailer at a later time (i.e. preparatory acts for later removal of the property).

C R I M I N A L D A M A G E

S1 (1) CRIMINAL DAMAGE ACT 1971 - DESTROYING OR DAMAGING PROPERTY

A person without lawful excuse who destroys or damages any property belong to another, with the intent of destroying it, or being reckless as to its destruction, or has intent to do so, shall be guilty of an offence.

This is an Arrestable offence.

S1 (2) CRIMINAL DAMAGE ACT 1971 - DAMAGE WITH INTENT TO ENDANGER LIFE

An offence is committed by a person who without lawful excuse destroys or damages property belonging to himself or another:

- Intending to destroy or damage any property or being reckless as to whether any property would be destroyed
- Intending to destroy or damage property to endanger the life of another or being reckless, endangering the lives or others

This is an Arrestable offence.

S1 (3) CRIMINAL DAMAGE ACT 1971 - ARSON

It is an offence to damage or endanger life by destroying or damaging property by fire.

This is an Arrestable offence.

S2 CRIMINAL DAMAGE ACT 1971 - THREATS TO DAMAGE

It is an offence without lawful excuse to make threats to another intending to cause fear that damage or destruction will be carried out on property belong to a third person, or to his own property to occasion harm onto others. *This is an Arrestable offence.*

S3 CRIMINAL DAMAGE ACT 1971 - POSSESSION WITH INTENT TO DAMAGE

It is an offence to have anything in one's custody or control, intending to use it without lawful excuse to destroy or damage property belonging to a third party, or one's own property, likely to cause harm or endanger life. *This is an Arrestable offence.*

CRIMINAL JUSTICE

S39 CRIMINAL JUSTICE ACT 1988 - COMMON ASSAULT

It is a summary offence to assault or beat any person. A constable may arrest anyone to prevent a breach of the peace, or if they catch them in the act. If the victim is under 17 years old, the power of arrest is under the *Children and Young Persons Act 1933* may apply. Six-months jail maximum penalty.

S51 CRIMINAL JUSTICE AND PUBLIC ORDER ACT 1994 - INTIMIDATION OF WITNESS JURORS AND OTHERS

It is an offence to intimidate, or intent exists to intimidate, or knowing or believing another will do so, or assisting in it, witnesses, jurors, or potential jurors in a course of justice. They may not be obstructed, perverted, interfered with or occasioned harm. *This is an Arrestable offence.*

S91 (1) CRIMINAL JUSTICE ACT 1967 - DISORDERLY

It is an offence in a public place to be guilty of being drunk and disorderly. This includes highways, and any other premises or places the public has access to at the time. *This is an Arrestable Offence.*

S139 CRIMINAL JUSTICE ACT 1988 - BLADES

It is an offence to have an article, which has a blade with a sharpened point, folding pocket knives are exempt if their cutting edge blade is no longer than 3 inches long. The *Offensive Weapons Acts, 1959 and 1961*, restrict the manufacture, import, selling, hiring, offer of sale, exposure or to have in one's possession for the purpose of sale, hire or lend Flick knives or Gravity knives.

S139A CRIMINAL JUSTICE ACT 1988 - OFFENCE OF HAVING ARTICLE WITH BLADE OR POINT

Any person in possession of any knife, knife blade, razor blade, axe and any other fashioned article which has a blade with a sharpened point and has been adapted to cause injury with him on school premises shall be guilty of an offence. *This is an Arrestable Offence.*

S139B CRIMINAL JUSTICE ACT 1988 - POWER OF ENTRY

A police constable may enter, using reasonable force, any school premises and search the premises or any person within for any article with a blade or pointed weapon; he must have reasonable grounds to suspect so before entry onto the grounds. Reasonable force may be used if necessary to carry out the search. A constable may seize any such article found.

S141A CRIMINAL JUSTICE ACT 1988 - SELLING BLADES

Any person who sells to a person under 16 years old any knife, knife blade, razor blade, axe or any other similar article with a blade with a pointed end shall be guilty of an offence. This Act does not cover flick knife, gun, gravity knife, knuckle-dusters, swordstick, push daggers, these are covered under the other such as the *Offensive Weapons Act. This is an Arrestable Offence.*

S167 CRIMINAL JUSTICE AND PUBLIC ORDER ACT 1994 - TAXI
TOUTS

It is an offence to solicit persons in public places to hire vehicles to carry them as passengers. It doesn't include soliciting persons to hire licensed taxis or public services vehicles on behalf of a holder of a PSV operators' license with his authority. *This is an Arrestable Offence.*

DRUGS

Controlled substances in the United Kingdom are classified either as 'A', 'B', or 'C', according to toxicity.

Class A:

Narcotics including Opium, Morphine, Heroin (Smack, Junk) and Cocaine (Coke)
Hallucinogens, including LSD, Ecstasy (E, Disco Biscuits)

Class B:

- Cannabis (Dope, Weed, Ganja, Hash, Marijuana, Pot)
- Amphetamines (Speed, Pep Pills, Meth)
- Barbiturates

Class C:

- Diethylpropion
- Phentermine
- Mazindol

S3 MISUSE OF DRUGS ACT 1971 - IMPORT AND EXPORT

The import and export of controlled drugs are prohibited unless authorized under the regulations
This is an Arrestable offence.

S4 (2) MISUSE OF DRUGS ACT 1971 - PRODUCTION

It is an offence to unlawfully produce by manufacture, cultivation or by any other method, or in the production i.e. no actual participation required in the production/cultivation of the controlled substance.

S4(3) MISUSE OF DRUGS ACT 1971 - SUPPLY

It is an offence to unlawfully supply, including distribution, or offer to supply controlled substances to another. *This is an Arrestable offence.*

S5(2) MISUSE OF DRUGS ACT 1971 - POSSESSION

It is an offence to unlawfully possess a controlled drug

S5(3) MISUSE OF DRUGS ACT 1971 - POSSESSION WITH INTENT TO
SUPPLY

It is an offence for a person to have a controlled drug in their possession unlawfully or for the purpose of supplying another unlawfully. *This is an Arrestable Offence.*

S6(2) MISUSE OF DRUGS ACT 1971 - CULTIVATING CANNABIS

It is an offence to unlawfully cultivate any plant of the cannabis genus. *This is an Arrestable Offence.*

S8 MISUSE OF DRUGS ACT 1971 - PREMISES

A person commits an offence if being the occupier, or concerned with its management, knowingly permits or suffers:

- Unlawful production of a controlled substance
- Unlawful supply, attempts or offers to supply controlled substances
- Prepares opium for smoking
- Smoking cannabis, cannabis resin or opium

This is an Arrestable offence.

SEXUAL OFFENCES

S1 SEXUAL OFFENCES ACT 1985 - KERB CRAWLING

An offence is committed by a MAN if he solicits a WOMAN for the purpose of prostitution from a motor vehicle, whilst in a public street or public place, or in the immediate vicinity of a motor vehicle.

S1 SEXUAL OFFENCES ACT 1956 - RAPE

A man commits rape if he unlawfully has sexual intercourse with a woman, who at the time did not consent to it, and at the time he knows she does not consent to it, or he is reckless in finding out whether she consents to it. *This is an Arrestable Offence.*

S5 SEXUAL OFFENCES ACT 1956 - DEFILEMENT

When a man has sexual intercourse with a girl who is aged under 13 years old. *This is an Arrestable Offence.*

S6 SEXUAL OFFENCES ACT 1956 - DEFILEMENT

If a man has sexual intercourse with a girl under the age of 16, he shall be guilty of an offence. If the man is under 24 and has not previously been charged with the offence, and believed at the time the girl to be 16 years old, he may have grounds for a defence. *This is an Arrestable Offence.*

S12 SEXUAL OFFENCES ACT 1956 - BUGGERY

Buggery, in this context, is between males or between males and females in an *unnatural* manner, it also includes acts with animals in any manner whatsoever. *This is an Arrestable Offence.*

S13 SEXUAL OFFENCES ACT 1956 - GROSS INDECENCY

It is an offence for a man to commit an act of gross indecency with another man, or be a party to it. *This is an Arrestable offence.*

S14 & 15 SEXUAL OFFENCES ACT 1956 - INDECENT ASSAULT

It is an offence to indecently assault a female (s14) or a male (s15). There must be evidence of indecency and assault, an assault may constitute only threats and doesn't need actual battery. Actual touching of body parts is not necessary, indecent circumstances are enough. *This is an Arrestable Offence.*

TELECOMMUNICATIONS

S42 TELECOMMUNICATIONS ACT 1984 - FRAUDULENT USE

It is an offence to make use of any service provided by means of a telecommunications system with the intent to avoid proper payment.

S43 TELECOMMUNICATIONS ACT 1984 - IMPROPER USE

It is offence to send by a public communications system any message or other material grossly offensive, indecent, obscene or menacing, or false or persistent (to cause annoyance or inconvenience or anxiety). Maximum six-month sentence.

S51 POST OFFICE ACT 1953 - DISFIGURING LETTER BOXES

A person shall not with due authority affix or attempt to alter a post office box, mail or telegraphic post or other property belonging to the Postmaster General.

S50 POST OFFICE ACT 1953 - INJURIOUS SUBSTANCES IN/ON A LETTER BOX

It is an offence to place or attempt to place in or against any post office letter box or telephone kiosk/cabinet any fire, match, light, explosive substance, dangerous substance, filth, noxious or damage substance, or do anything likely to injure the box, kiosk or cabinet or its accessories.

S1 MALICIOUS COMMUNICATIONS ACTS 1988 - SENDING LETTERS WITH INTENT TO CAUSE DISTRESS AND ANXIETY

It is an offence to send any letter with intent to cause distress or anxiety, £2500 maximum fine.

MISCELLANEOUS

S78 HIGHWAYS ACT 1835 - DRIVING FURIOUSLY

It is an offence to drive any carriage furiously to endanger life or limb

S24(1) IMMIGRATION ACT 1971 - ILLEGAL ENTRY

A person who is not a British citizen is guilty of an offence:

- If he knowingly enters the UK in breach of deportation order
- Remains the UK beyond the time limit allowed to stay
- Fails to comply with any medical examinations required, without reasonable grounds
- Fails to comply with any restrictions placed upon him under this Act, without reasonable grounds
- If he disembarks from any ship or aircraft after being placed aboard it for his extradition
- If he contravenes any restriction place upon him with regard to places he is allowed to visit under this Act

This is an Arrestable offence.

S26(1) IMMIGRATION ACT 1971 - REGISTRATION

A person who fails to register as required or comply with any registration process is guilty of an offence.

S4 VAGRANCY ACT 1824 - INDECENT EXPOSURE

It is a summary offence to willfully, openly, lewdly and obscenely expose himself with the intent to insult a female. It may be committed in a public or private place.

S28 TOWN POLICE CLAUSES ACT 1847 - INDECENT LANGUAGE OR BEHAVIOR

It is an offence to shout or sing obscene or profane songs or to use language of a similar nature in any street or public place to the annoyance, danger or obstruction of residents or passengers.

S1 PREVENTION OF CRIME ACT 1953 - OFFENSIVE WEAPONS

It is an offence to have an offensive weapon in a public place without lawful consent, or reasonable excuse. Offensive weapons may be items adapted to cause injury, or articles expressly designed for the purpose.

S4 PEDLAR'S ACT 1871 - PEDLAR/HAWKER LICENSE

Any person who acts as a pedlar or hawker must obtain a proper certificate to operate. It is an offence to trade without one.

S1 PUBLIC MEETING ACT 1908 - DISORDERLY CONDUCT

It is an offence to act in a disorderly manner for the purpose of preventing the transaction of business for which a meeting was intended for, or incite others to do so.

PUBLIC ORDER

S1 PUBLIC ORDER ACT 1936 - UNIFORMS

It is an offence to wear a uniform signifying association with any political organization or object in a public place or public meeting. This is an Arrestable Offence

S2 PUBLIC ORDER ACT 1936 - ORGANIZATIONS

It is an offence to be involved in the Controlling, Managing, Organizing, Training or Equipping any organization or persons for the purpose of enabling them to be employed for:

- Adopting the functions of the Police or Armed Forces
- Promoting any political objective by force, or by arousing fear that force may be used to achieve their political aims

This Act makes exceptions for the employment of a reasonable number of stewards to assist in the preservation of order at public meetings held on private premises. Also, in giving them instruction in their duties, or allowing identification badges.

S1 PUBLIC ORDER ACT 1986 - RIOT

If twelve or more people are present together and use or threaten violence for a common purpose, and if their conduct is enough for a reasonable person to fear for their safety, this shall constitute a riot, being an offence. This is an Arrestable offence.

S2 PUBLIC ORDER ACT 1986 - VIOLENT DISORDER

Where 3 or more persons present together use or threaten unlawful violence that would lead a reasonable person to fear for their safety, it shall constitute a violent disorder. This is an Arrestable Offence.

S3 PUBLIC ORDER ACT 1986 - AFFRAY

A person is guilty of an affray if he uses or threatens unlawful violence towards another and his conduct would lead another reasonable person to fear for their safety. A constable may arrest without a warrant anyone he reasonably suspects of committing this offence.

S4 PUBLIC ORDER ACT 1986 - FEAR OF PROVOCATION OF VIOLENCE

A person is guilty of an offence if he uses threatening, abusive or insulting words or behavior towards another with the intent to cause that person to believe immediate unlawful violence will be used against them. A six-month maximum sentence can be imposed. A constable may arrest anyone he reasonably suspects of committing this offence.

S4A PUBLIC ORDER ACT 1986 - INTENTIONAL HARASSMENT, ALARM OR DISTRESS

A person is guilty of an offence if they intentionally cause another person harassment, alarm or distress by using threatening abusive words or behavior, or he displays any writing, signage or other visual representations that cause harassment, alarm or distress. The offence may be committed in a public space, or private place, but there is no offence if the act is done by a person in a dwelling and seen only by the person also present in that dwelling. A six-month maximum sentence can be imposed. A constable may arrest anyone he reasonably suspects of committing this offence.

S5 PUBLIC ORDER ACT 1986 - HARASSMENT, ALARM OR DISTRESS

A person is guilty of an offence if he uses threatening, abusive, insulting words or disorderly behavior within the sight or hearing of another person likely to be caused harassment, alarm or distress. The constable may only arrest the individual if they engage in further offensive conduct immediately or shortly after the warning - £1000 maximum fine.

S38 PUBLIC ORDER ACT 1986 - CONTAMINATION OF GOODS

It is an offence to possess:

- Material for contaminating or interfering with goods or making it appear so
- Possess contaminated goods, interfered goods, or goods which appear to be so with the view to the commission of an offence under this Act
- Interfere with, or make it appear so, goods whether natural or manufactured and mix them together
- Place such goods where they may be consumed, used, sold, or supplied with the intent to cause public alarm or anxiety, cause injury to members of the public consuming or using the goods, cause economic loss by goods being shunned, or by steps taken to avoid proper alarm, or cause anxiety, injury or loss.

It is also an offence to threaten to do so, or claim another has already done so. A maximum 10 year prison sentence exists. This is an Arrestable offence.

PUBLIC HOUSES

S2 LICENSING ACT 1902 - CHILDREN

It is an offence to be drunk in a highway or other public place, whether it is a building or not, or in a licensed venue, whilst being in charge of a child apparently under the age of 7 years

S12 LICENSING ACT 1872 - CARRIAGE, ETC

It is offence to be drunk whilst in charge on any highway or other public place a horse, automobile, motorbike, bicycle, animals etc. The Offender can be arrested, as per the Criminal Justice Act 1967 s91(1) of Drunk and Disorderly behavior.

S12 LICENSING ACT 1872 - DRUNKENNESS

It is an offence to be found drunk in any highway or public space.

S12 LICENSING ACT 1872 - FIREARMS

It is an offence to be drunk in possession of any loaded firearm, including airguns. The offender may be arrested. This is an Arrestable Offence.

S60 LICENSING ACT 1964 - PERMITTED HOURS

The permitted hours of opening for weekday ON-license hours, other than Christmas day or Good Friday, are from 11am to 11pm. Although, if the licensing justices are satisfied the venue can open earlier at 10am.

The permitted hours of opening for weekend OFF-license hours can start from 8am until the permitted hours of that locality – no later than 11pm.

S174 LICENSING ACT 1964 - DISORDERLY ON LICENSED PREMISES

Power is afforded the licensee the opportunity to expel disorderly patrons, possibly with the assistance of the police. A constable must assist upon request.

S175(1) LICENSING ACT 1964 - PROSTITUTES

The license holder shall not knowingly allow the premises to be used for habitual resort or place of meeting for reputed prostitutes. They are allowed if they are simply present to imbibe refreshments, however.

S177 LICENSING ACT 1964 - GAMING

The licensee shall not allow any game to be played on the premises in such circumstances to contravene the Gaming Act 1968, it shall be an offence.

S178 LICENSING ACT 1964 - CONSTABLES

It is an offence for the license holder to:

- To knowingly allow a constable to remain on the premises whilst on duty, except in the execution of his duty
- Bribe or attempt to bribe any constable
- Supply any liquor or refreshment to any constable on duty, except by the express authority of a superior officer

TRAFFIC

S88(7) ROAD TRAFFIC REGULATION ACT 1984 - EXCEEDING TEMPORARY SPEEDING LIMIT

This act allows for the issue of orders for temporary speeding limits by road authorities. General limits were provided for by the previous 1977 Act, 60mph on single carriage-ways, 70mph on dual carriage-ways, however, the Act imposed certain 60mph limits of certain dual carriage-ways and 50mph on certain single-carriage-ways.

S89(1) ROAD TRAFFIC REGULATION ACT 1988 - SPEEDING Level 3 Fines, discretionary powers of Disqualification, plus obligatory 3 to 6 point, or 3 point loss and fixed penalty (accumulated 12 points lost by drivers results in license suspension in the UK).

S1 ROAD TRAFFIC ACT 1988 - CAUSING DEATH BY DANGEROUS DRIVING

A person who causes the death of another person by driving a mechanically propelled vehicle dangerously on a road or other public place is guilty of this offence. *10 years and/or Unlimited fine, Obligatory 2 years Disqualification and Retest, Obligatory 3 to 11 Point loss.*

S2 ROAD TRAFFIC ACT 1988 - DANGEROUS DRIVING

A person driving a mechanically propelled vehicle dangerously on a road or other public space is guilty of this offence. 6 months in prison and/or Statutory Maximum fine, 12 months Disqualification and Retest, Obligatory 3 to 11 Point loss.

S3 ROAD TRAFFIC ACT 1988 - CARELESS AND INCONSIDERATE DRIVING

A person driving a mechanically propelled vehicle without reasonable consideration of others on a road or public place is guilty of this offence. Discretionary Level 4 Fine, Obligatory 3 to 9 Point Loss.

S3A ROAD TRAFFIC ACT 1988 - CAUSING DEATH BY CARELESS DRIVING HAVING CONSUMED ALCOHOL

A person who causes the death of another person by driving a mechanically propelled vehicle on a road or public place without due care and attention, or without reasonable consideration and is:

- Driving unfit due to drink or drugs
- Has consumed enough alcohol to exceed the prescribed consumption level by law
- Fails to provide or submit to the required breath, blood or urine sample blood alcohol test within 18 hours of incident

Is guilty of the offence.

10 years Prison and/or Fine, Obligatory 2 years Disqualification and Retest, Obligatory 3 to 11 point Point Loss. This is an Arrestable offence.

S5 ROAD TRAFFIC ACT 1988 - DRINKING AND DRIVING

If a person drives, attempts to drive or is in charge of a motor vehicle on a road or other public place after consuming enough alcohol to exceed the prescribed limit, he shall be guilty of an offence.

This is an Arrestable offence.

S5(1)(A) ROAD TRAFFIC ACT 1988 - DRIVING WITH EXCESS ALCOHOL

6 months prison and/or Level 5 Fine, Obligatory Disqualification 1 year minimum, Obligatory 3 to 11 Points loss.

S5(1)(B) ROAD TRAFFIC ACT 1988 - IN CHARGE WITH EXCESS ALCOHOL

4 months prison and/or Level 4 Fine, Discretionary Disqualification, Obligatory 10 Point Loss. (This Act is used to prosecute individuals sleeping behind the wheel or directing L and P plate drivers whilst they are drunk).

S6 ROAD TRAFFIC ACT 1988 - BREATH TEST

A constable in uniform has reasonable grounds to suspect an individual has been drinking, has been driving drunk, attempting to drive whilst drunk, or in charge on a motor vehicle whilst drunk, may be tested. It is an offence not to submit to testing. Level 3 Fine, Forfeiture of Vehicle, Obligatory Disqualification, Obligatory 4 Point loss.

S7 ROAD TRAFFIC ACT 1988 - FAILING TO PROVIDE SPECIMEN FOR LABORATORY ANALYSIS

6 months and/or Level 5 Fine, Obligatory Disqualification, plus Obligatory 3 to 11 Point loss.

S12 ROAD TRAFFIC ACT 1988 - RACING AND SPEED TRIALS ON PUBLIC HIGHWAYS

Level 4 Fine, Obligatory Disqualification, Obligatory Endorsement, plus 3 to 11 Point loss.

S100 ROAD TRAFFIC ACT 1988 - DISQUALIFIED DRIVER

A constable in uniform may arrest without a warrant any person driving or attempting to drive a motor vehicle on a road he has reasonable cause to suspect is disqualified from holding or obtaining a driving license.

S103 ROAD TRAFFIC ACT 1988 - DRIVING WHILE DISQUALIFIED

6 months prison and/or Level 5 Fine, Discretionary Disqualification, Obligatory 6 Points loss.

S164 ROAD TRAFFIC ACT 1988 - PRODUCTION OF DRIVING LICENSE

A constable may request the production of a driving license from the driver or supervisor or a L-plate driver:

- If the vehicle is being driven on a road or
- If the vehicle is believed to have been in a R.T.A. or
- If an offence has been committed in relation to the use of the vehicle on a road

The driver is also required to give their name and address and the name and address of the vehicle owner. If the driving license is not produce at the time, it may be produced within 7 days at a police station of the driver's choosing and they must give their date of birth.

UNITED STATES

RICO (INFLUENCED AND CORRUPT ORGANIZATIONS ACT) 1970

The Organized Crime Control Act of 1970 amended existing federal racketeering statutes. The Racketeering Influenced and Corrupt Organizations Act (RICO) was thus turned into law.

RICO seeks to specifically prohibit four activities:

- a) Investing the proceeds of a pattern of racketeering into an enterprise that engages in state or foreign commerce
- b) Acquiring or maintaining a stake in an interest brought about by racketeering
- c) Using a pattern of racketeering activity
- d) Conspiracy to either of the above.

There are 27 defined Federal offenses that constitute racketeering under the Act; the particular offenses include specific types of gambling, prostitution, drug offenses, obscenity, theft, fraud, extortion, counterfeiting, bribery, obstruction of justice, cigarette boot-legging, and various labor law violations. A number of state-based crimes are also included as racketeering, including specific types of gambling, murder, kidnapping, arson, robbery, bribery, extortion and drug offenses.

This law broadly defines the types of groups subject to the law, including any conspiracy or group, legal and legitimate interests, or any other kind of association that it feels can be cited in such proceedings.

The RICO laws have enabled prosecutors to gain convictions against leading organized-crime figures, and they allow the government to seize the proceeds of crime. The RICO Act also makes it possible for citizens to sue those convicted of the RICO statutes, where they can show losses attributed to these racketeering activities. This concession has mainly been utilized by citizens attempting to sue for losses sustained by the actions of corrupt corporate executives and corporations, even the U.S. Supreme Court has been pursued. It seems attempting to sue leading organized crime figures is actually a really bad idea.

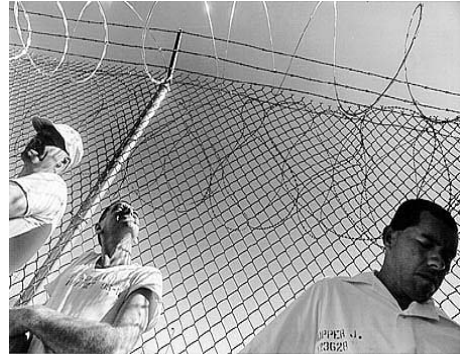
The RICO Act has been responsible for many leading Mafia figures being put behind bars, often for a very long time. The RICO law has proven to be a highly successful Act, it is particularly well defined, meaning criminals don't often get off on technicalities. The Act has also proved to be quite expansive, being used to prosecute crimes in circumstances not originally envisaged by the lawmakers, a case in point, it has been successfully used to prosecute legitimate businessmen. Other cases include trials against spouses in contested divorces, accountants and protest organizations.

There have been attempts in the past to have the RICO statute declared unlawful, but efforts have proved unsuccessful. However, there have been a number of amendments added to the statute, both limiting its scope and expanding it in particular areas.

5. SCHOOL OF HARD KNOCKS

“Danbury [prison] was a very unique place within itself. It was mostly a population of white-collar criminals, and some major smugglers were in there... I knew a lot of interesting people in Danbury. From bankers to lawyers, to doctors to Indian chiefs. You could more or less learn anything you wanted to learn in there, in reference to illicit activities. It was basically a school. My bunk-mate was Carlos Lehder, he said he was from Colombia and he spoke excellent English, well mannered and his clothes were pretty neat”.

George Jung – major cocaine trafficker, portrayed by Johnny Depp in the 2001 film, *Blow*.



George Jung was a minor criminal during the swinging sixties in America; he found his niche transporting pot (marijuana) in motor-homes from California to a College around Amherst, in the Northeast. He later maximized his profits by taking a small private plane down to Mexico, effectively cutting out the middleman. He was arrested for the sale of marijuana, only because he happened to be selling to other criminals dealing in heroin, despite the general reluctance of federal agents, he was charged and sentenced – pot at the time was regarded as nothing more than a minor drug. After Jung left Danbury Prison, he became a key player in the virtual avalanche of snow (cocaine) that cascaded into the discotheques and up-market drinking establishments of the United States during the late 1970s and early 1980s. He was the transporter of choice to the Carlos Lehder organization, and to the infamous Pablo Escobar and his Medellin Cartel. His arrest could have been seen as a major setback, instead, it was the making of him.

George not only enjoyed many engaging conversations with prominent, if disgraced, bankers and lawyers in relation to their fraud schemes – and more importantly, how they could be improved upon - he also met minor Colombia criminals, who in turn, put him in contact with the major players in the cocaine trade. With this information and contacts, he quickly developed an effective small-scale operation to smuggle suitcases worth of cocaine carried on as hand luggage by attractive female air stewardesses out of Colombia into the United States. Eventually, the organization developed close ties with government officials in the Bahamas, especially the island known as Norman’s Cay, 210 miles off the coast of Florida. Norman’s Cay acted as a transshipment point for large scale trafficking into the United States. The drugs were flown by private light aircraft from the island airstrip back to one of the many private Florida-based airstrips. Large-scale air traffic in the region helped to disguise their covert operations from the DEA. The funds were laundered through *the Bank of Nova Scotia* in Panama. The operation only came to a close, and Jung arrested, when Norman’s Cay became a virtual playground for coke fried drug traffickers, holding 24-hour parties of drunkenness, violence, orgies and drug abuse. The DEA eventually noticed and moved in. Jung’s Panamanian bank account totaled around US\$100 million dollars by the mid-80s.

LIFE ON THE INSIDE

Even the best-laid plans of criminals sometimes go awry. The security guard makes an unscheduled trip to the toilet, an ill-advised associate decides to go on a major spending spree directly after a heist, or the oxy-acetylene cutting equipment fails leaving the poor criminal one sturdy air vent away from freedom. It is advised in the Player Advice section of the Player’s Guide that it’s wise to consider making up a secondary character. That doesn’t necessarily mean their primary character can’t have a full and active social life on the inside. There are a number of specific problems associated with going to prison.

Individuals who have no major gang affiliations find it difficult to avoid harassment or intimidation on the inside. Even if the individual is tough, they may need to develop their social skills to evade the attentions of others. Many so-called 'prison gangs' exist in the United States prison structure, which are often linked to major gangs on the outside. They developed in the main to assist minorities groups from being subjected to violence or intimidation. These gangs often require the convict to operate in similar ways as they would on to the outside. They may be required to protect senior members, smuggling in contraband, concoct or sell drugs, help patrol or establish the gang's turf, or gain revenge for unprovoked attacks upon their fellow inmates.

Long term prisoners are also encouraged to take up specific hobbies or trades by the prison authorities. It is meant to assist them rehabilitate back into society, and aid them in finding a trade on the outside. Machine shops, kitchens, farms and libraries are often found in prisons. However, these facilities are often abused – prisoners develop weapons in the machine shop, and libraries are used as make-shift 'night-schools' to pass on illegal criminal knowledge.

The prisoner is rarely housed singularly in a cell, as solitary is often viewed as a form of punishment. They often share the cell with another prisoner, or up to three or four others. In the long lonely nights of prison lock downs, and periods of lights out, talk invariably turns to their con exploits. Valuable advice is often given, and friendships formed. Just like in any other occupation, cons are often proud of what they do. Those who are advancing in years, but have spent many of those years in prison often lament the excitability of youth, and attempt to dissuade their companions from a life of crime. However, they often give up and accept that their young wayward companion will not be told, and instead, try to pass on their experience and wisdom of the trade. They hope that by passing on their knowledge and wisdom, it will stop them from getting arrested. It rarely succeeds, but there is no harm in trying.

What this means for the player character is that there are many opportunities for personal advancement whilst the character is essentially resting; and there are even a few ways to incorporate the incarceration into evolving story lines.

The following opportunities exist for story inclusion:

- A complimentary external gang wants the prisoner to eliminate a newly jailed senior figure from a rival gang
- The prisoner is asked to discuss or broker cooperation with a jailed senior figure of another gang
- The prisoner is jailed in the same facility with a 'supergrass' (informant), who he is asked/motivated to eliminate
- The prisoner gets word of the location of the proceeds of a large heist, and he must gather further information to aid his companions on the outside to find the boon
- The prisoner aids in the production of hooch, drugs or other contraband items and realizes that a rival gang is doing the same and wants vengeance
- The prisoner develops a specific skill like money forgery from an elderly master forger
- The non-affiliated character is asked to find the necessary protection money to avoid being hurt

Depending upon how many characters end up in prison because of a failed heist et al. It may be in the Games Masters and Players interests to simply suspend the normal timeline of events and restart the campaign from when the characters emerge from prison. It may be the case that some excitement might be had by sending all the prisoners to the same jail and playing out their period of incarceration. If a single character is jailed, some effort should be given to keep the player updated about what is occurring on the inside, preferably without taking up too much campaign time. One should give them the opportunity to resume their primary character when enough time has elapsed. It may be a viable suggestion to correlate the prison sentence served in terms of games sessions the character is suspended for i.e. a five-stretch is served in five game sessions. Perhaps they have got out early for good behavior? The point being here is that some accommodation should be made for the primary character, as it's probably the one the player has bonded too the most.

DEVELOPING SKILLS

Rules already exist for character development over longer time periods (see Other Contested Skills in Player's Guide). However, this chapter looks specifically at it in terms of incarceration. It's assumed on the outside, the character has many more opportunities to be led astray from applying themselves to learning opportunities. In prison, many prisoners resort to activities like bench pressing and study to simply to stop themselves from going mad.

For each three-months of incarceration, the prisoner is allowed to roll their Willpower rank to determine if they have managed to remain focussed on personal development. The prisoner may have made the effort to bench-press everyday in the exercise yard, if the player successfully completes with Willpower roll i.e. doesn't botch it, they increase their rank by one (2 successes generally being needed on the outside). The exception to this rule is when the character attains a skill rank of five or more. Under these circumstances, the Willpower roll must be equal to or greater than the rank desired. If a burly thug already has a Strength rank of 5, he will need to devote himself to the task like an Olympic weightlifter to achieve the Strength rank of 6 (he will need to achieve 6 successes or more).

Basically, a prisoner continues to improve in their skill ranks despite not being an active criminal. This reflects the reality of being in the favorable prison environment. But it also ensures resting characters, and their players, don't feel unfairly penalize for having their character locked up: everyone makes mistakes.

NEW CONTACTS

The incarcerated character can also attempt to develop new associates on the inside. Normally, establishing new contacts is only possible by in-game character interaction. One simply cannot just increase the contact skill rank to gain an instant contact. However, whilst in the prison environment and out of the main narrative, it is possible. The player must roll against their Conversation rank successfully, to gain an additional associate. They can specify the general type of contact required i.e. master forger, enforcer, or driver et al, but the Game Master ultimately has the right to veto to forbade any outlandish or impractical suggestions. This new associate is a Level One associate i.e. someone they barely know. Each successive three-month period, the player can simply choose to further ingratiate himself to his new friend, no roll required. Level three is the highest level of familiarity that can be achieved, at this level, the contact is as trusted and respected as a close friend or relative. There is no limit placed upon the number of contacts that can be gained this way. However, the actual contacts skill rank does not change.

Example: Jimmie 'Magic Fingers' has been caught stealing cars, police cars, that is. How was he to know they have internal cameras now days? Anyway, he is bound over to serve 18 months in Belmarsh Prison, at Her Majesty's pleasure. Although, if you see a queen in prison, the last thing you do is bend over to be knighted. During this incarceration he gets to know his cellmate 'Boring' Eric Othelwaite, a master forger who could bore for England, if the international football side weren't already amply qualified. Despite hours upon hours of stultifying hours of unadulterated tedium, Jimmie grows to like Eric. After an initial successful Conversation roll in the first three months, he spends most of his spare time over the next six months with Eric and becomes his bosom buddy (Level 3) – no roll required. Jimmie then attempts to develop other friendships, especially with the young female typist in the Prison Warder's Office. Apparently boring can rub off; and he botches his Conversation roll. He is heartbroken and lovelorn. Thankfully, Eric is still around to comfort him by telling him about his own string of romantic misadventures, or better termed rejections. In the last six months of Jimmie's prison stay, Eric seeks to teach young Jimmie the basics of forgery. Jimmie has never been exposed the clandestine world of forgery before, but learns quickly (two successful Willpower rolls). He leaves prison with a lifelong friend, and knowledge of basic forgery techniques (2 ranks).

ENVIRONMENT

PRISON

A defendant, who is sentenced to jail, is immediately taken from the courthouse to prison by correctional officers. The prisoner may spend a couple of days being evaluated, before being sent to a prison with the appropriate security level for his crime, record and behavior.

Once the defendant turns into a prisoner, he is now the sole responsibility of the correctional department. The correctional officers assign him to a prison and may transfer him to another with either little notice or reason given. A prisoner's rights become subjugated into those allowable under the complex rules and the unwritten customs observed in the prison environment. The prisoner's rights to contact with the outside world, to receive newspapers and magazines, to write letters home, or to make telephone calls or see prisoners, become subservient to the security needs of the prison. Such prisons may be 'locked-down' at any time, usually when rioting occurs.

What prison the defendant is sent to is usually dependent upon the seriousness of the crime committed. Jails are local facilities that are often run by a county or city. They are generally used to hold inmates awaiting trial, or serving short-term sentences of less than a year. Prisons are usually reserved for longer-term stays. They are usually divided up into security levels, in the United States they are subdivided into: supermaximum, maximum, medium, minimum, and community or other. Prisons can be as small as a single building, up to larger facilities like the Louisiana State Penitentiary that occupies an 18,000 acres site.

SECURE LOCATIONS

Prisons are fundamentally designed to be secure locations. Most modern prisons are built away from built up areas like cities or towns. The surrounds are usually cleared for up to several hundred feet. This is designed to offer zero cover for escaping prisoners, but it also stops confederates aiding their escape from the outside.

Most outer walls of modern facilities usually incorporate chain link fences, generally topped off with multiple coils of double concertina wire. Most older prisons have high, thick concrete or stone outer walls. This type of construction proved necessary when prisons were built in urban areas. The stone walls at Leavenworth in Kansas, U.S.A., are around 35 feet high, four feet wide and extend over 35 feet below ground to prevent tunneling. Most modern prisons in the United States are privately owned, and thus, favor the cheaper option of chain link fences. Most prisons have multiple, or a double row of fences, usually separated by a 10 feet wide area that contains various sensors and patrolling dogs. Watch towers are usually incorporated into the facilities design, located for clear observation of the entire perimeter. A few prisons incorporate natural barriers into their design, like the infamous, former prison of Alcatraz located in San Francisco Bay, and Angola Prison that is surrounded by formidable swampland.

Inside the prison, most areas are protected by electronic gates or doors, which are often remotely controlled. There is generally a bullet-proof glass control room located on site that can 'lock-down' the facility instantaneously, if rioting or breakout occurs. The doors in higher security areas of modern prisons are designed like air locks, only one door at a time can be open. A person enters the area, and the door is closed behind them, a guard or camera checks them, and only then is the next door opened. Control rooms in prisons are often protected by electric locks. The method of entry into secure locations may be a key, electronic keyless entry, or a card and PIN/password entry system. The prison warden may be able to remotely disable the control room's camera monitors and door controls in case of rioting.

Every prison cell has a solid metal door. In older establishments, there is usually present a 'master bar' that allows the guard to open or close a series of connected cell doors at once. It's essentially comprised of a brake mechanism. The guard has the opportunity to lock individual cells before releasing the break to free the other prisoners. It may prove necessary to withhold privileges to an insubordinate prisoner.

Some prison mount tear gas cartridges into the ceilings of mess halls and shower blocks, so they can be triggered to quell rioting or fights. Most prisons are blanketed with security cameras that are viewed from a centralized station. Camera output is routinely videotaped, sometimes, grabs are taken at 5-second intervals from multiple cameras, but they can be manually changed to focus in on an ongoing incident.

G U A R D S

In supermaximum-security prisons, it is standard to have one guard for every four inmates. These inmates cannot leave their cells without a correction officer to escort them. High-security inmates are allowed only one hour per a day of exercise; these inmates are routinely shackled when outside the cell. In a medium-security prison, it is standard to have one guard for every eight inmates. Medium-security prisons allow freedom of movement by the prisoners around the prison without the need for an accompanying guard.

Correction Officers (CO) in the United States carry as standard pepper spray canisters on their belts. The officer may also be issued with a radio, latex gloves, handcuffs, a baton, and various keys and electronic pass cards. Correction Officers in higher security areas often wear a form of body armor. This armor is only puncture resistant, and doesn't have the capacity to stop bullets. It is designed to withstand punishment from physical blows. Correctional Officers do not carry firearms as standard; firearms are generally kept in reserve, located in the wall towers or in a locked armory. Even federal agents or police officers visiting prisons must surrender their firearms at the outermost gate. Some prisons equip their officers with body alarms; these devices trigger an alarm if the officer is knocked to the ground. Some guards may also have emergency pins located at the base of their radio units - the pin can be pulled to trigger an alarm.

For a prison break to occur, the inmates usually have to corner a series of guards, and steal their uniforms, before any alarms are triggered. Another method of escape is to befriend certain guards, and finally convince them to bring in contraband items or weapons.

V I S I T O R S

Visitors represent a major security hassle for prison authorities. Visitors often smuggle contraband items into prison during visits. In supermaximum or maximum-security prisons, the inmates are never allowed full-contact visits, except when they talk with their attorneys. At other times, they are separated from their loved ones by glass, reinforced plastic or wire mesh screens. Visitors talk through telephone handsets. In medium-security prisons, the inmates are allowed full contract visits, but they are routinely stripped searched before and after the visits. A usual trick of prisoners is to force contraband items inside their rectum and retrieve the item later.

Visits require the approval of prison staff. An inmate has to submit a list of family members and friends, this list is checked by prison staff for criminal records and to verify their identity and current residence. It is often the case that family members with criminal records are not allowed to visit. The prisoner's attorney is regularly allowed to visit with his investigators and assistants. Prison authorities usually require the visit to be scheduled a day in advance, and the attorney's I.D. is checked upon arrival. Each state in the United States keeps up-to-date lists of attorney's who are authorized to practice within the state, such lists are regularly perused by prison authorities. All visitors are required to enter through a metal detector. Family members and friends may be frisked if the prison authorities suspect contraband or weapons are being carried. Attorneys are never searched.

Prison visiting rules may forbid the wearing of revealing clothing, or multiple layers of clothing. Visitors are forbidden from wearing jewelry, or bringing in money, tobacco, keys, magazines, or listed contraband items into the visiting area. Visits often take place in a large room, with benches to separate the prisoners from the visitors. Attorneys and clergy members usually meet the prisoner in separate interview rooms. These interview rooms generally have a glass window to allow the guard to see the activity going on within. Most United States prisons do not allow for conjugal visits, but some prisons allow for such visits in limited conditions.

Prisoners can make collect telephone calls to the individuals included on their visitor's list. These telephones are recorded and monitored by prison authorities. Telephone calls to lawyers need to be arranged in advance, so that they are not monitored.

Prisoners are permitted to receive mail. Mail sent from an attorney or from a court of law is required to be opened in the inmate's presence, such mail is not allowed to be read by the guards. Other mail received may be inspected or read by the prison authorities. The wardens are given total discretion to prohibit or allow certain mail items. Magazines, general fiction, non-fiction books, including law books, are allowed. The copies may however be searched for hidden text or contraband items hidden within. The warden is, however, given discretion to prohibit materials he considers may threaten the prisons security, order or discipline. One particular type of book that may fall foul of prison guidelines is 'true crime' fiction, such books may contain sections devoted to investigative techniques or even tales of real life prison breaks.

C E L L S

Prison cells are designed to make it difficult for prisoners to find hiding places for contraband items. The cell is designed to withstand violent damage, generally being constructed out of steel, stone or concrete. The beds and toilets provided in modern facilities are usually made of steel and solidly fixed into place.

This hasn't stopped the ingenuity of prisoners. Convicts often build metallic tools and weapons covertly in the provided machine shops. Machine shops are provided for rehabilitation purposes, but are readily abused. Prisoners often make makeshift knives, called in the U.S. prisons "shivs" or "shanks"; they are usually made out of plastic or metal, usually crafted out of cutlery. These items are often utilized to dig away at the mortar around bricks to aid in escape. Makeshift one-bullet guns have also been fashioned in machine shops, little wonder then that prison authorities over the past twenty years have started to question the wisdom of providing machine shops.

Prisoners are generally not allowed to own radios or TVs in United States prisons, because the telescopic antennas can be readily turned into so-called zip guns. Most items that could be turned into a weapon, or used to jam a lock are generally forbidden. Items like pocket knives, glass containers, chewing gum, newspapers, magazines, beepers, or cell phones may be banned. Cell phones are also banned on the grounds that a prisoner can make unsanctioned calls, or even carry on their nefarious business activities from inside prison.

Prisoners are not allowed to own anything of substantial value. Such items could be used to bribe the guards or other prisoners, generally upsetting the delicate balance of power inside. They basically create security issues. Cash, toiletries containing alcohol, jewelry, or even expensive sneakers are prohibited. Some prisons have established rules whereby the family and friends are not allowed to give items directly to the prisoners, instead they are required to buy gifts from an approved prison catalog, often at inflated prices.

Prisoners obviously wear special issue uniforms whilst inside. The color chosen is usually in stark contrast to the guard's uniform. Escaped prisoners often get caught quickly because most of the local residence instantly recognized an escaped prisoner because of their uniform.

F U R L O U G H S

Some American states have special training opportunities called furlough programs. These programs allow the prisoner to attend training classes or undertake work outside of the prison. These prisoners are usually lower-security risk prisoners who have only a short time to run on their sentence. They generally need to have a good record of behavior to participate.

C O N V I C T L I F E

In a prison there is no one to turn to for help.

Most prisoners do not hold gang affiliations, despite Hollywood allusions, most prisoners generally aren't too bright and may inspire pity rather than fear. However, there are prisoners who one should fear. The prisoner soon realizes they have no one to turn to on the inside. They may go to a guard for assistance, but they will soon earn the reputation for being a snitch. Being a snitch isn't the reputation you want to earn in prison, it can lead to violent retribution, or even death. Prisoners often come to the realization that they either must submit to a stronger foe, or be willing to fight.

Once the prisoner finds their place within the hierarchy of the prison, most inmates become bored. The monotony of the average prison day starts to grind on certain individuals. Each prisoner in a medium to low-security prison has a job, unless they are too sick or currently in solitary confinement. Jobs range from teaching fellow prisoners, through to sweeping floors. Most jobs are menial in nature.

Some prisoners attempt to use their time wisely, curiously, a frequent area of study is criminal law. Some of these prisoners often become so-called 'jailhouse lawyers', attending to the needs of fellow prisoners and advising them on their appeals. Some convicts use their constitutional right to petition the state or federal courts about the poor treatment and conditions suffered in their prison. Some of these individuals have won meaningful concessions, whilst others in contrast file frivolous petition after frivolous petition.

Prisoners held within supermaximum or maximum-security facilities are locked in their cells 23 hours a day. They are given an hour a day for exercise, but only if they behave. Death row inmates are usually 'locked down' for most of the day; they may be given the opportunity to spend the day in the day room under guard supervision if they have behaved. Those in high-security prisons often spend their days reading, listening to radios, watching television, or playing games with neighbors.

Most convicts generally attempt to limit their interactions with fellow prisoners in an effort to avoid trouble, the belief being that they are just counting down the days until they get out. Those having trouble with others often join one of the prominent prison gangs in the U.S. prison system. The Aryan Brotherhood, Black Muslim, Mexican Mafia and Sicilian Mafia are prominent national prison gangs. There are also a number of prominent state-based and local gangs operating in prisons. These prison gangs are often based on race or ethnicity, and they are generally allied with gangs on the outside, although they remain functionally separate. These gangs attempt to enforce their rules and ethos within the prison, they seek to protect their fellow members from the attentions of other inmates. Gangs members often sport gang tattoos and use special hand gestures to recognize each other. Prison authorities often attempt to suppress gang activities and rising tensions by transferring prominent gang members to other institutions.

T R A N S F E R S

Transfers of inmates are kept secret from them until the very last moment, they are often unceremoniously told to pack up their possessions and get ready for transfer. The prisoner is not allowed to tell either their attorney or family of a move until they have arrived at the new facility. This contingency ensures no attempts at ambush on route are possible. Prisoners are occasionally given their leave of prison to attend funerals, seek specialist medical attention, or visit a dying relative. The prisoner is usually escorted by an armed correctional officer during this day release.

Prisoners have come up with ingenious ways in the past to use the transfer process to their advantage. In one instance, a black prisoner who had obtained parole simply substituted his own prison I.D. card for that of another, the other prisoner simply walked out to freedom. The original prisoner then protested that they had been robbed. Another incident involved a forged transport order. A gang managed to steal an U.S. Marshal's car and hacked into the U.S. Marshal's office telephone answering service. With the aid of forged court orders for a prisoner transfer, they managed to convince a weekend prison guard to release their associates into their custody. The gang was successful and managed to turn such arrangements into a profitable ongoing business. The gang charged prisoners US\$100,000 dollars, and only abandoned the scheme when they thought it they were running too high a risk of being caught.

L E A R N I N G

There are many opportunities for the eager young criminals to learn from experienced professionals in jail. Some who enter prison for petty theft often emerged with a working knowledge of a more sophisticated criminal trade. They may have served their unofficial apprenticeship in anything from burglary to making explosives.

Some convicts even continue to conduct criminal enterprises from inside. Crimes favored by convicts include confidence scams undertaken by mail or telephone. An example of a successful fraud comes to us from a group of inmates housed in Angola Prison, Louisiana. The group managed to bilk hundreds of gay men out of thousands of dollars, by setting up a "lonely hearts" dating fraud. The group had intended that the money reaped would go towards bribing the parole board on behalf of their leader.

Despite being incarcerated, some prisoners do enjoy an active sex life. Female staff members and guards may consent to those who they fancy, whilst some of the more dubious attorneys may bring in prostitutes as their hired "staff" for private legal visits. Despite graphic allusions to it in prison fiction, rape in prisons is a rare event. Incarcerated men often find willing homosexual partners, and rarely need to resort to forcing their affections on others. Despite this, prisoners report that when rape occurs, prison authorities often refuse to investigate too deeply.

Narcotics are abundant in prisons. Despite precautions taken when visitors attend, contraband does invariably get exchanged. Corrupt prison officers also bring in contraband items for profit or favors. A guard can purchase around an ounce of marijuana for around \$40 dollars on the outside, and sell it to death row inmates for around \$150 to \$200 dollars. As most corrective officers are poorly paid - US\$13,000 a year - it may prove very tempting to make a bit of profit on the side.

Most prisoners have little respect for their jailers. Prisoners will often take revenge upon disliked guards for the merest of slights, to say nothing for petty acts of retribution. Prisoners will spit, hurl insults, throw bodily excreta, punch out with their fists, or use homemade knives, if they get half the chance. The Corrective Officer is at liberty to retaliate by denying the inmate privileges, confining him to his cell, or putting them into solitary confinement. However, the 'us and them' mentality that develops means a certain percentage of officers might well respond by organizing a beating of the prisoner, or framing them with contraband items. Other prisoners attempt to befriend the guards in an effort to get to know their personality, not because they like them, but to build up an intimate knowledge of their psyche. Once they have done so, they can subtly manipulate them into doing their own bidding.

During riots, guards and other prison personnel may be taken hostage. They do so mainly to get attention for grievances, or to assist in an escape plan. Guards taken hostage have been raped, tortured and killed by the convicts.

GETTING OUT

The ways in which a prisoner can gain their release include finishing their term, finishing their term early due to a term reduction for good behavior, by gaining parole, receiving a pardon, or by dying. Those who leave prison often experience stigma and prejudice from the general public, despite the prison system being partly designed to offer rehabilitation. Even prisoners committed to changing their ways, may end up back on the wrong side of the law, either through stigma or lack of opportunities. Individuals with prison records are often restricted in the types of work they are eligible for and certain restrictions may be placed upon their free movement. They may also be required to attend parole officer meetings regularly. Of course, employers are suspicious of former criminals, as well.

Parole and 'good time' prison release policies are designed primarily to encourage the prisoners to join legitimate society. Most prisoners generally behave themselves on the inside, mainly in the hope of it reducing the time served. Good time is a reward for good behavior and for completing the various rehabilitation programs within the prison. The prison itself judges whether the prisoner is deserving of good time. Such schemes can reduce the time served by up to 15% to 50%. These good time programs are popular with prison officials in America, due to the expanding prison population.

Some convicts attempt to offer up information about other inmates in the prison, to the prison authorities in return for greater privileges. Often 'stir-crazy' convicts will contact police, prosecutors and correctional officers about making a deal to provide information about associates, as a means to getting out or gaining greater privileges on the inside. Such 'snitches' have helped to convict major underworld figures in the past. As a matter of precaution, most attorneys advise their clients not to discuss their case or deeds with other prisoners.

Parole in the United States is a power granted to the local governor, or the United States President. Only they have the power to pardon defendants. The governor appoints a parole board to review each defendant's conduct and may grant early release. A prisoner is required to serve at least half of their sentence before becoming eligible for parole. The prisoner's case is reviewed every six-months. Parole boards do not have to state a reason for denying a release, or even detail the criteria that they used. Parole is similar to probation, in that the prisoner is released under strict supervision and certain conditions must be complied with. If the parolee violates the conditions set, he is instantly returned to prison. Parole can last anywhere between one to ten years. Some U.S. states have a so-called "shock parole" system in place. It program ensures first time offenders are released early, in the hope that the shock of prison is enough to reform their wayward ways.

Prisoners are at liberty to apply for pardons or reprieves. A pardon means a full exoneration for the crime and it erases a guilty verdict. A reprieve reduces the severity of the sentence. A reprieve is usually sought by death row inmates who wish to have their charges transferred to life without the possibility of parole.

PROBATION

The probation process is used to monitor prisoners instead, or after, a prison sentence to ensure that they have not returned to illegal ways. The probationary process usually imposes a series of conditions upon the released individual, usually to do with their conduct. If the prisoner fails to meet these conditions, or commits another offence, they are returned to prison to serve out their entire sentence.

Probation officers are representatives of the court system. They are usually trained as both investigators and as counselors. They are employed to supervise the convict and ensure that they do not commit further crimes. A probationary officer may supervise over 100 clients, at any one time. Most cases thankfully require little close supervision.

Probation in the United States is limited to 10 years, although newer laws are in place to allow 20 years probation for sex offenders.

Some courts require that the convict pay restitution to their victims, generally by the performance of community service. They may be asked to pay probationary costs, or outstanding fines, as well. American courts generally impose a lump sum cost, whereas European courts tend to favor the process whereby the convict pays a percentage of their yearly earnings towards the costs.

Some probationary prisoners are sentenced to live in halfway houses; these residences are designed to provide a safe environment free of drugs and alcohol. These halfway houses may also offer various treatment programs to ensure the individual doesn't lapse into old dependency ways. As part of rehabilitation process, the center may offer counseling and render assistance in helping to find a job. A variant of this process is the reporting center. The probationer lives in their own home, but will spend their days at the center undertaking treatment and counseling in its structured environment.

A new alternative available in some U.S. states is a "boot camp". The probationary period starts out with a mandatory 90 to 180 day boot camp. These boot camps are a combination of the military-style basic-training, and the residential-style counseling programs. The participants are required to perform military drills, physical exercise, and hard labor to supposedly build up their self-discipline. If the individual pass the course, they are deemed ready to continue on to intensive but normal probation. If they fail, they are escorted back to jail.

6. GUIDE TO MODERN CRIME

The following section gives an overview of modern criminal techniques. Obviously, some omissions have been made to stop this simply turning into a 'how to' guide to crime. The author wishes to make it known all information has been obtained from open source material, if you have concerns about certain elements within this section, please forward them onto the author at kershaw_matt@yahoo.com.au

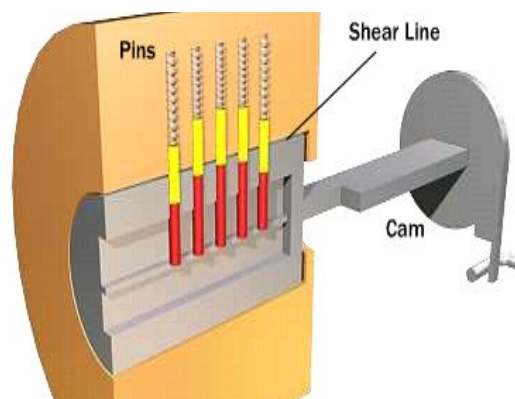
LOCKPICKING

LOCK FUNCTION

Lockpicking is basically the manipulation of a lock's components to open the lock without the necessity for a key. Locks come in all different shapes and sizes; many innovations and variations have been produced over time. However, most locks are based upon the same basic principle.

We will examine the standard deadbolt lock here. Basically, when you turn the key, the bolt slides into the notch in the doorframe, securing it. The movable bolt or latch is embedded in the door, so one cannot gain direct access to its component parts. When you turn the key in the lock, this bolt extends into the notch located inside the door cavity; when you turn it the other way, the bolt retracts, and the door now moves freely.

Most deadbolts use a 'cylinder lock' design. A cylinder lock requires that the key is inserted to turn the cylinder, otherwise known as a plug. This in-turn rotates an attached cam, basically it operates like a simple gear. When the plug is turned one way, the cam pulls in on the bolt and the door can open. When the plug turns the other way, the cam releases the bolt and its spring snaps it into place, so the door cannot be open. In a deadbolt, there is no spring mechanism present. Instead, the turning cylinder slides the bolt forward and backwards. A deadbolt is more secure than a spring-driven latch because it is much harder to push the bolt in from the side of the door, like using a credit card, for instance.



The basic interior of a cylinder lock has a series of pins in a line. This is a so-called pin-and-tumbler design. These pins vary in length. The pins are divided up into pairs. Each pair rests in a shaft that runs through the central cylinder plug and into the housing surrounding the plug. Springs are located at the top of each shaft to keep the pin pairs in position inside the plug. When a key is inserted into the cylinder, a series of notches located on the key ridge push the pin pairs up to different heights. If the wrong key is inserted, the pins are either pushed too far in or below the plug. The bottom pins are of different lengths, so that they rest between the housing and the cylinder, making it impossible to rotate the cam.

The correct key will push each of the pairs of pins far enough in to release the cylinder, enabling the cam to spin and in turn move the bolt. The point at which the pairs of pins allow free movement of the cylinder is called the 'shear line'.

Because the pins are hidden inside the lock, the simple puzzle element of the position of the shear line for each pair of pins becomes complicated, but not impossible to figure out. The basic pin-and-tumbler cylinder lock has five pins. There are around a million different pin configurations, meaning it is unlikely for a criminal to hit upon the right key by sheer happenstance. These locks offer a fair degree of security. Such locks are found everywhere, like in homes and in basic padlock designs.

PICKING

The basic tools used for lockpicking include picks and a tension wrench.

Picks are long, thin pieces of metal that curve up at the ends, similar in design to a dentist's pick. They are primarily used to reach into the lock and push the pins up. Tension wrenches can be found in many varied shapes and sizes. They can be quite complex or fairly simple in design, a tension wrench can be little more than a thin flat-head screwdriver.

The first step in picking is to insert a tension wrench into the keyhole and turn it in the same direction as you would turn the key. This turns the cylinder fractionally, so that it is slightly offset from the housing area around it. This creates a slight ledge in the pin shafts that can be exploited.

Whilst this pressure is still being applied, a pick is inserted as well into the keyhole. The pins are then systematically picked. The object is to lift each pin pair up to the level at which the top pin moves completely into the housing – like using the key. At this point a slight click can be heard, or felt, as the upper pin falls into place on the ledge in the shaft. This ledge attempts to keep the upper pin wedged firmly in the housing, so it cannot fall back down into the plug (cylinder) again. This process continues until all the pairs or pins are in the correct position, the upper pins pushed completely into the housing whilst the lower pins rest inside the plug. If this is achieved the plug will rotate freely and the lock can be opened.

The process is relatively easy to understand, but the application is notoriously difficult in practice. Locksmiths have learned exactly the right pressures to apply to certain types of locks and what to listen for. A good sense of touch is vitally important. Some individuals find it best to visualize the internals of the lock whilst attempting to pick it.

RAKING

Raking, otherwise known as 'Scrubbing', is a simplified version of picking. Instead of precisely picking each pin, the individual inserts a pick with a wider tip all the way to the back of the plug. Then they pull the pick out quickly, hoping that it bounces all the pins up on its way out. As the pick exits the plug, the plug is turned with the tension wrench. This process is far less successful than picking each pin individually, but it does occasionally work. Often some of the upper pins catch on the ledge, meaning the locksmith can simply pick any remaining pins.

WAFER TUMBLER

Wafer-tumbler locks are relatively common. They work in the same basic way as pin-and-tumblers, but they have thin wafer-shaped tumblers rather than pins. These are picked in exactly the same way, in fact, they often prove easier because the keyhole is often wider. Some designs utilize a single wafer, rather than a pair. They are spring loaded so that they extend out of the cylinder, securing the lock's housing. The correct key pushes the wafers down far enough so that they are all retracted into the plug.

Double-wafer locks have wafer tumblers at both ends of the plug. Although a complication, they are picked in exactly the same way as standard ones. Wafer locks are found in most filing cabinets, lockers, and cars, as well as in many commercial padlock designs.

TUBULAR LOCKS

Tubular locks offer superior protection to pin-tumblers and wafer-tumblers, but often at greater expense. Instead of one row of pins, tubular locks have pins positioned all the way around the circumference of the cylinder plug. Conventional lock-picking techniques usually don't work on this type of lock.

Some pin-tumblers are also modified to have mushroom shaped heads. This design may cause the plug to shift early, as the pinhead hasn't great purchase upon its ledge. It takes a great deal of skill and dexterity to not inadvertently move the plug prematurely. It also makes it more difficult to move the pins into position or get an accurate feel for what is going on inside the lock.

TOOLS

An experienced lock-picker can open basic locks with just paper clips and a screwdriver. However, the job is substantially easier with the right tools. A basic lock-pick set contains several picks and a tension wrench. The picks usually differ in the shape of their heads. Different heads usually suit particular types of locks and particular types of picking techniques.

There also exists an electric lockpick gun. This device basically has of a series of pick-shaped pieces of metal on the end. You inset those long pieces of metal into the lock, and the metal pieces vibrate, pushing the pins up. It works in a similar way to raking, although not as effective. You gradually turn the gun as the picks vibrate, it hopes to catch some of the pins at the shear line. It may open the lock in a matter of seconds, but mostly, it won't open it at all. Lock pin guns are rather limited in use, but they often help to defeat lesser quality locks quickly.

RE - KEYING

Pin-and-tumbler locks can be re-configured to fit a different key, provided it is of the same basic lock design. Some locks are designed to be compliant with the universal keying system protocol. Basically, an experienced locksmith can quickly rearrange the pins inside a plug to accept a different key – the lower pins are of standard varied lengths (the uppers are all the same size). Additionally, taking an existing key blank and working it to suit the pins in a lock can create a duplicate key.



MASTER KEYS

Most standard locks are designed to open with *two* types of keys. The first one is called the 'change key', this opens only that specific lock. The second is called the 'master key', this is designed to open several others within the same group. In these locks, a few of the pin pairs are separated by a third pin called a 'master wafer' or 'spacer'. When three pins exist in a shaft, there are two ways to position the pins so that the cylinder can freely rotate. Master keys are designed to aid locksmiths in quickly replacing a customer's lost key. He can trial a few master keys and find out the right grouping. This system is also employed in large buildings, the building manager will have access to the master key that can open all the doors in the building, but other staff can only access their own particular rooms.

THE PICKER CODE

Lockpicking is an essential skill for locksmiths, it lets them get past a lock without destroying it. When someone loses their keys and wants to get into their house, they don't want to have to pay for a new set of locks are well. Burglars on the other hand, don't have any scruples about stealing someone's valuables, no matter destroying their locks. There are simpler ways to break into a house than picking the locks. A well aimed brick through a window being the most obvious route. As such, most burglars generally no nothing at all about lockpicking. Spies and detectives on the other hand, have good reason to want to cover their covert tracks.

Recreational lockpickers exist, they usually refer to themselves as 'hackers'. They enjoy the fun of it all, similar to their computer namesakes. They trade information freely and do it for the mental challenge rather than crime. There are many dedicated sites and forums around the web that keep such hackers up-to-date with the latest information and technologies.

CAR LOCKS

Modern cars have a range of security devices to stop theft, including convention locks, keypad systems, and keyless entry systems. Each system requires different tactics to defeat.

There are several ways one can unlock a conventional car door. Obviously, using the actual key or somehow obtaining a duplicate key is a possibility, or even manufacturing an entirely new key from sheer trial and error. The second method is by pressing the unlock button inside the car i.e. secretly stowing away inside the vehicle. The third is by picking the combination lock on the outside of the door. The fourth is by sliding a plastic strip known as a 'slim jim' into the door cavity and pulling the knob up inside of the door. The fifth is by using or imitating the keyless entry remote control. Finally, one can imitate a signal from a remote control center.

More expensive cars tend to include power door locks, whilst cheaper models generally have standard manual locks. In more complex computerized cars, the body controller decides whether to send power to the actuators to open the vehicle's doors.

BODY CONTROLLERS

The body controller is simply a dedicated computer inside the car. It controls and powers a lot of advanced functions including helping to save fuel, aid ignition, aid power steering, switch on/off interior lights, command security features, power GPS/mapping software, and beep when you leave your lights on, or leave the keys in the ignition. The body controller is often designed to continuously monitor all the possible door opening signals. It monitors any door-mounted touch pads and unlocks the doors when the correct code is entered. The controller may also lock down the car after several failed attempts to open. It may monitor radio frequency signals for the correct radio transmissions from its key fob, it also monitors switches housed inside the car. If it receives a signal from any of these valid sources (imitation signals), it provides the power to the actuators, leading to the doors unlocking.

ACTUATORS

A convention car door lock has to withstand thousands upon thousands of repetitions of opening and closing, it is designed to be sturdy. Inside the cavity of the car door exists the mechanism known as the power-door-lock



actuator. An actuator is basically a small electric motor that turns a series of spur gears, the last gear drives a rack-and-pinion gear set that is conversely connected to the actuator rod. The rack basically converts the rotational motion of the motor into the linear motion needed to move the lock up and down. A metal hook known as the actuator rod basically mimics the motion by pulling up and down a convention non-motorized internal car door lock. The design of the actuator motor includes a centrifugal clutch that stops an individual simply pushing the gears around in the lock, meaning it's impossible to simply force the lock open. Of course, such systems are reliant upon the door lock not being defeated by convention lockpicking means; you can simply mimic the car door key combination.

INTERNALS

The actuator is positioned below the latch, a rod simply connects the actuator to the latch, another rod connects the latch to the knob that sticks up out of the top of the door. When the actuator moves upwards, it connects with the opening mechanism. When the latch is down, the outside door handle is disconnected from the mechanism and it therefore, cannot be opened. To unlock the doors, the body controller supplies power to the door-lock-actuator for a timed interval.

BREAKING IN

Police and AAA drivers often employ a tool with a thin metal strip with a flat hook attached to it, to assist motorists who have inadvertently locked their keys in their car. Whether the car is a convention or power door lock, the process is the same. A simple vertical motion to either the knob on the door or the power-lock-actuator inside is all that is required to open the door. What the police officer is doing is simply fishing around internally to find the location where the knob and actuator connect. Once found it is a simple process of pulling it up to open the door.

ELECTRONIC MONITORING

Most remote keyless entry systems and keypads systems require additional electronic signals or data input before the body controller will admit entrance, or even start the engine. If the lock has been opened, but the other systems remain intact, the body controller may be configured to shut down the engine system entirely, and start the burglar alarm system. It is often the case in luxury cars with malfunctioning computer systems that they have to be transported back to a major city on the back of a car transport to be fixed. It is therefore, a necessity for professional thieves to gain insider knowledge about the weaknesses of various makes and models.

BURGLAR ALARMS

There are many different types and designs of burglar alarms.

ELECTRIC CIRCUIT ALARMS

Basic alarm systems use the dynamics of a simple electrical circuit at key entry points. The reality of a simple electrical circuit is that electricity circulates around constantly from its two points of opposite charge, if the circuit is broken for any reason, this energy ceases to flow. Burglar alarms utilize this dynamic.

A close-circuit system requires that the door remain closed for the circuit to remain intact. An open-circuit system requires that the door be closed to complete the circuit. In the first case, once the door is open the electricity ceases to flow, initiating the system to sound its alarm. The second system triggers the alarm whenever the electricity *starts* to flow i.e. when the door is shut.

Close circuit systems are of course inherently flawed, why bother closing the door when entering? Additionally, the intruder can usually just cut the connecting wires to the door.

A magnetic sensor is often built into the doorway to create an electrical circuit. The sensor consists of a few simple components: a battery powering the circuit, a spring-driven metal switch built into the doorframe, a magnet embedded in the door, a separately powered buzzer with a relay-driven switch. When the door is closed, the metal switch and magnet directly line up in the door frame. The spring-loaded metal switch inside its housing is pulled down to complete its internal circuit, due to the magnetic attraction. This current powers the relay's electromagnetic, meaning the buzzer circuit stays open. If the door is opened, the internal circuit breaks, and the buzzer circuit is broken, meaning the alarm signals. This type of system can be built into a window, door or cabinet – anything that has a hinge-like system. This type of system is routinely employed in alarm fire doors and other common entry points, like commercial docking bays.

Another simple alarm system employs a small button. The button is embedded in the doorframe, so closing the door pushes it in. When the door is open, the button gets released, sounding the alarm. Such systems are rarely employed these days, as the burglar can simply just close the door behind him, or attempt to superglue the button down, or use a credit card whilst opening.

Most modern burglar alarms also incorporate a control box. A control box is hooked up to one of more different alarm circuits. It usually has its own power supply. It monitors the circuits and sounds the alarm if they are opened or closed, depending upon their design. Once the alarm does go off, even if the intruder disables the circuit and power supply, the control box in an entirely different location will continue. Its alarm will not be disabled until someone enters the correct security code into its connected keypad. The control box is usually specifically located to be housed in an out-of-the-way position, not easily reached by an intruder.

The basic closed circuit system can be employed in many creative ways. A foil wire might be affixed to a pane of glass, which when smashed, breaks the circuit. One might have two metal strips minutely spaced inside a floor mat, when the pressure of a footfall is applied, the circuit completes. Pressure pads use the same basic principle. Electrical Circuit Systems are often employed as perimeter precautions, as they are often much cheaper to maintain than other more advanced systems. The weakness of such systems is that specific trigger actions need to be undertaken by the intruder, and intruder may simply wait in one location, and thump a security guard over the head to gain even greater access. Other systems are able to monitor passive activity, as well.

MOTION DETECTORS

Motion detectors are becoming common place in today's society, they are regularly employed to time the actions of automatic doors for instance. There are several different types.

Automatic doors employ the radar-based motion detector. A box above the door simply sends out regular bursts of microwave radio energy (or ultrasonic sound waves), and then it waits for the reflected energy to return (bounce back). If the usual pattern of return for the room is broken, it measures any increased timings, so enabling it to understand if someone is moving directly towards the automatic doors or away. If someone enters the room, the system knows something has changed because of the disturbed reflected patterns.

Another simple design is a photo-sensor motion detector. These devices are readily employed in stores and shopping malls. When a customer enters the store, the motion detector sounds a chime or bell. These photo-sensors comprise of two parts: a source of focussed light (usually a laser), and a light sensor. If someone walks across the beam, the light sensor that is directly aimed at, notices the loss of light. It will then send a signal back to the control box.

More advanced security systems usually include a passive infrared (PIR) motion detector. These sensors detect infrared energy emitted by an intruder's body heat. When an intruder walks into the field of view of the sensors, the sensors immediately detect the increase in infrared energy. Most PIR enabled motion systems provide for some level of fluctuation, as heat energy in any enclosed space can vary with the opening of doors. However, such systems are almost foolproof, because there is a great disparity between inanimate objects at room temperature and human beings.

Such systems generally don't trigger their alarms immediately, especially in the home environment. Allowances are made for alarms being accidentally triggered. A short delay in triggering allows the homeowner to override the system by inputting a security code to disable the system, or indeed, aid the experienced criminal in finding and disabling the control box.

ALARMS

There are many different things a security system can do when it detects an intruder. In more advanced systems, the control box may be wired to perform several different things depending upon the time, location and the type of intrusion. It may simply monitor the ongoing intrusion until certain events take place. When the intrusion meets a certain criteria, several different components may activate:

- Sirens or other loud alarm noises or warnings
- Flashing outdoor lights or claxons activate
- Connect to a telephone auto-dialer device

The sirens and lights may serve several purposes: it may alert other occupants and neighbors to the intrusion, it may drive away the intruder, or it may signal police to which house is being broken into.

The telephone auto dialer may be configured to dial the police directly and play a prerecorded message over and over, giving the address and other relevant information. It may dial a security company that installed the equipment, who will usually send around a ranger to investigate; it may even feed specific information about the intrusion from its security system. The security company may simply relay this information to the police.

S A F E S

There are several types of commercially bought safes. They serve different purposes and most are standardized to meet strict industry-wide codes of practice and rating schemes.

Most safes are tested to rate their effectiveness against temperature rises, explosions, impact or drop damage.

F I R E S A F E S

These safes are made primarily to avoid fire damage, they are usually made of thin steel sheets, or occasionally plastic, molded together to form an inner and outer shell. In the gap, insulating material is piped in; the insulating material is designed to keep the temperature inside the safe from rising over a specific temperature, at least for a short standardized period of time. Most fire safes on the market today are rated to stop hazardous rises for one to two hours. Such safes are primary used to store vital documents and electronic media. Because of the requirements of their construction, they are slightly easier to crack than other safes.

The rating system employed for fire safes:

- A class 4 hours
- B class 2 hours
- C class 1 hour
- D class 1 hour
- E class ½ hour

Some insulated Fire Vaults are rated in 2,4,6 hour increments.

B U R G L A R Y S A F E S

These safes are made primarily to avoid burglary, they are usually constructed of solid steel plates, or a combination of solid steel and a composite fill material like concrete. These safes are divided up into categories based upon the level of protection delivered and testing endured. The four most common classes include, B-rate, C-rate, U.L, and TL-15.

B-rated safes are basically any box with a lock attached to it. An unwritten rule in the safe industry is that a ¼ inch body and ½ inch door is standard. This level rating is given automatically, no testing takes place as it is the default rating. It may feature additional lock work, hard plates or relocks to increase its effectiveness.

C-rated safe is defined as having a ½ inch thick steel box and a 1-inch thick door and a lock. No testing is necessary to earn this rating.

E-rated safes have a 1-inch thick body and a 1½ inch door.

TL-15 safes have passed a series of standardized tests defined in UL Standard 687. This independent testing laboratory (Underwriters Laboratories Incorporated) gets its engineers to perform a series of standard safecracking tests with standard tools to see how quickly the safe can be defeated. The TL-15 rating refers to the NET working time needed using common hand tools, drills, punches, hammers and pressure applying devices to crack open the safe (i.e. 15 minutes). To earn this label the safe needs to be constructed of 1-inch thick steel or equivalent. There are over 50 different approaches to cracking safes. A safe cracker will often try 2 or 3 ways based upon his knowledge of the relative weaknesses of the particular make and model.

TL-30 safe is simply a higher grade safe that requires a standard 30-minutes to defeat. Of course, the engineers that test the safes also have in front of them the blueprints for the safe. These working times should be considered as the shortest working time for cracking safes with standard non-power tools.

TRTL15/TRTL 30 are safes similar to the ones above but also resist expert attack by a cutting torch during the attack.

TRTL60 safes are able to resist attack from power tools and cutting torches for at least net working time of 60 minutes.

TXTL60 safe also resists attack by high explosives.

Composite safes are becoming the most widely used class of safe in business today. They offer both fire and burglary protection. A variant exists in terms of the rating system known as X6 (i.e. TRTL30X6). This simply means that each side of the safe is equally protected as the front door. If the safe cracker has the opportunity to attack a normal safe from behind a wall cavity, it may require less time and effort to open.

MYTHBUSTERS EXPOSE

The American Science-based television program did an expose on Hollywood heist films and debunked a series of myths that have developed around them. It followed a fictional illegal entry into a maximum-security site. The team met various security measures on route. It's a nice little investigation into the practicalities of breaking and entering into secure sites.

FINGERPRINT SCANNERS

The team members were first required to come up with ways to defeat commercially available fingerprint scanners. The first concern was to find an item with the desired fingerprint upon it. Once found the item was placed in a vacuum sealed fume cupboard, and super glue vapors evaporated around it and eventually the fumes settled upon the oil deposits in the fingerprints, the image was finally lifted from the surface with the aid of aluminum foil. Fingerprint kit powder finally revealed the image and it was then scanned. The team blew up the resultant image onto acetate and repaired some of the broken whorls and lines within the fingerprint image, basically cleaning it up. It was then scaled back down again and applied to a copper-coated circuit board, photo reactive chemicals were applied to burn the image onto the copper with the aid of a bright light. The circuit board was then dumped into acid to remove excess chemical, and to create an edged black print that was later cast into ballistics gel.

Despite elaborate attempts to recreate falsified fingerprints in latex and ballistics gel, one of the two commercial scanners involved were defeated by a simple cleaned up photocopy of the fingerprint. The ballistic gel fingerprint worked on both scanners, whilst the latex mould finally worked on both when a little moisture was applied to the surface.

SCALING AN AIR-CONDITIONING DUCT

The team members had to make their way up an aluminum 10-foot air-duct. One chose to make a rig out of super industrial magnets, whilst the other rig consisting of vacuum-sealed suction cups. Both systems failed the covert design aspect of the challenge, as they both created ridiculous amounts of noise. The first system failed the test, the industrial magnets were virtually impossible to remove after contact with the duct, but the second system just about worked. It was later modified to incorporate a series of automatic switches to enable only one of the hand and foot cups to be detached at any one time – kind of like an airlock. An electric vacuum pump was added; the modified rig was successfully used to scale the outside of a glass building before the user got tired on the sixth-floor. It was later revealed a modern day ‘Spiderman’ named Dan Goodwin used steel hooks and suction-cups to scale a 100 story building in 1981.

L A S E R G U A R D E D R O O M

The room had a series of visible spectrum lasers and non-visible ones installed. The team members had to make their way through the room by any system they could devise. It was explained straight up that all laser infrared systems on the market today are non-visible infrared systems. Movies like *Entrapment* showing visible red spectrum lasers shining out across the room are pure Hollywood fiction. The laser systems work by a transmitter beaming directly across the room to its receiver, if the signal is interrupted at any time, the alarm sounds. The first myth exposed was blowing powder onto the beam to illuminate it. This generally doesn't work that well at all, only showing a momentary glowing haze, and only seen with the assistance of IR goggles. Also, it's likely to set off the alarm, as the powder has enough substance to disturb the laser signal. Regarding the use of IR goggles, they are of little benefit in themselves, as they tend to make the source area of the laser glow, but not the actual beam projected out.

The team members then attempted to use a laser pointer to target the receiver whilst they moved past the transmitter. After carefully moved the pointer in from an angle, into nearly the direct point of transmission of the beam, they were able to defeat the system successfully with patience. It is assumed from the experiment that the required output beam of the laser signal must be known to imitate it successfully. It is assumed that if the intruder knows the location of the various laser trips and their design, it is theoretically possible to defeat all systems with the same basic method. Another system used was a so-called optical door. Basically a series of mirrors were rigged together to deflect the beam up across and down to the receiver on the other side; unfortunately, as soon as the unit was moved into place, the alarm was signaled. It could theoretically be used if the security was off momentarily, although highly impractical.

G L A S S D O O R S

The team was next detailed to break into a room with a reinforced glass door, which had audio sensors present inside the room. The team tried the classic glass cutter and suction cup routine. Unfortunately, cutting glass without getting any firm purchase on the other side proves problematic, and even getting the glass out of the hole proves extremely difficult. The team then toyed with the idea of causing thermal shock to the door, the team heated an area of the door and then quickly cooled it down again. It didn't work. The team finally tried drilling a small hole and then levering in out segments of the hole with pliers one piece at a time, despite the slowness of the process, it avoided setting off the audio alarm. This only worked because the glass was tempered and laminated, the laminate stopped bits of the door from simply falling off and hitting the floor on the other side.

P R E S S U R E S E N S O R S

The team was next detailed to open a glass case with a pressure sensor attached. The team initially tried sliding a knife under the glass case, and then sticking the pressure pad down with bubble gum. Although they managed to eventually slide the knife underneath the case and lift the glass casing without setting off the alarm, the bubble gum failed to hold the pressure pad down. Electrical tape was substituted, and it duly worked.

U L T R A S O N I C M O T I O N D E T E C T O R S

The team was required to move silently through a room installed with an ultrasonic motion detector. The ultrasonic motion detector sends out a series of high-pitched pulses into the room that fragment in a familiar pattern, if this is disturbed in any way the alarm sounds. Various attempts were used to dampen the higher frequency sounds of movement, as these prove easier for the sensors to pick up. A bunny costume was used, but ultimately the only realistic way to get through without setting off the alarm was to move very slowly (20minutes for 10 feet), literally inching ones way across the expanse. Strangely enough, being covered with a white sheet proved successful in this test, although serious doubts exist over whether this method would defeat high-quality systems.

THERMAL DETECTORS

The team was required to move across an expanse without setting off the room's thermal detector. The theory is that if the individual moving across the expanse can lower their body temperature (98°F/red spectrum) to room temperature (63°F/blue spectrum) they would succeed. The individual was sprayed with a CO₂ fire extinguisher to cool the body down before entrance, it failed to work for long enough. They then tried a neoprene-type insulating wet suit to evade it with little success, as the body slowly transferred its heat to the suit, they also tried the application of mud like in the *Predator* film, although it may technically work, getting an even coverage of mud would prove virtually impossible. They even tried heating up the room, unfortunately, the heat slowly rose into the corners of the room, triggering the alarm, as well. However, a fire-suit ultimately proved successful. Finally, a pane of glass placed at the front of the sensor allows visible light to pass through but not infrared heat energy.

STANDARD SAFES

The team was required to open a standard safe by whatever means possible. The team chose to break off the tumbler and drill right through the exposed area with the aid of endoscope to slowly pick the tumbler present. It took a rank amateur two hours to defeat a standard 5-minute. Safes are rated according to how many minutes it takes a professional safecracker to open them.

GLASS RELOCKER SAFE

The team finally attempted to open a so-called glass re-locker safe. These particular safes are sensitive to drilling or movement, excessive force applied leads to bolts being triggered internally and the safe locks up. Inside the safe are sheets of glass that break when pressure is applied. The film *The Score* showed a professional safe cracker pumping water into the safe through a small drilled hole at the top, a depth charger being dropped into the hole and the safe blew open without the glass re-locker sealing the safe shut. The team found that using a thermal lance to cut the hole was problematic in itself and time consuming, the water poured into the safe immediately drained out of the gaps in the safes door. After filling these holes, the general principle was found to be sound.

PROTECTION RACKETS

A protection racket is a scheme to extort money from individuals or a business by a criminal organization. It seeks to protect against threats posed by the criminal organization itself and other external threats. The 'protection money' paid ensures against retribution by the criminal group or continued harassment by its agents.

The protection money is usually collected by a 'bag man', who may even take the time to listen to the merchant's grievances. Strangely enough, a curious partnership may develop between the merchant and the criminal organization; to further both their enterprises, the legitimate business needs to grow – the criminal group may take a percentage cut. It is not unusual for the criminal group to not only protect the legitimate business from attacks from other local crime groups, but also take steps to hinder the legitimate business interests of competitors. It may be impossible for a competitor to open up a store within the district, either through zoning problems caused by paid-off councilors, continuous damage visited upon their premises, or outright threats directed towards the commercial rival. Other groups usually attempt to solicit or threaten the 'mark' (client). It is not usual for 'turf wars' to occur between rival criminal gangs over these clients.

The protection racket is usually a core activity of organized crime organizations. Smaller gangs generally don't have the experience or talent to undertake the more advanced forms of illegal activity.

PIRACY

Piracy continues to be a problem in international waters. The US State Department, and the International Chamber of Commerce, routinely issues warnings to both pleasure cruisers and professional shipping companies. The current world hotspots for piracy include the seas off India, around the east-coast of Africa, Latin America, the Caribbean, Indonesia and China. A particularly risky area for United States shipping is off Guatemala. The U.S State Department also warns its citizens to be cautious around the Straits of Malacca between Riau Province and Singapore, and the waters north of Sulawesi and Kalimantan.

The Chinese Government has been notorious in turning a blind eye to the lucrative business of piracy, it has been known for the Chinese officials to confiscate a stolen ship and set the pirates loose again. A number of stolen ships have also been re-registered in China under new names.

Piracy is defined as any crime committed on high seas in international waters. It may seem an anachronistic way of living, but it often proves particularly lucrative, especially when pirates intercept large freighters full of readily salable items like cigarettes or alcohol.

A major surge in piracy occurred in the late 1990s when Southeast Asian economics started to falter. This situation was compounded when local governments had to cut back on spending upon their naval stocks. A popular location of Southeast Asian pirates to set up their hideouts, are the hundreds of islands that make up Indonesia. Piracy is a rampant problem in the area. Figures suggest that pirates are increasingly becoming more violent, *Associated Press* figures suggest 67 people were killed by pirates in 1998, up from 51 in 1997.

Pirates prefer to come along side ships in their speed-boats in the dead of night. They clamber aboard using grappling hooks as the ship attempts to slow down to avoid having an accident. Organized crime groups tend to target merchant ships, whilst 'river rats' (small time criminals) tend to go for pleasure craft.

WHITE COLLAR CRIME

The term 'white collar crime' is a euphemism used to denote the criminal activities undertaken by business professionals, management or senior officials inside corporations. 'Blue collar crime' in comparison is the term used to describe the criminal activities undertaken by lower echelon workers within the same corporations, or it is sometimes attributed to common crimes and affrays in the public sphere.

Traditionally, those in high paying jobs wore crisp white pressed shirts, whilst laborers like prison convicts were given blue denim work wear to undertake their hard labor. The prosecution of white-collar crime has often been seen as more than a little lax. Whilst, the prosecution of blue-collar criminals for crimes against companies as being particularly astringent. Inequitable power relations existing between the rich and poor have ensured that those in power often protect their fellow colleagues who find themselves compromised.

COMPANY LIABILITY

Most countries have their own dedicated Company Law Acts to ensure prosecution of those who fraudulently attempt to deceive shareholders, governments or law enforcement authorities. One particular advantage for using a company as the basis for fraud is limited liability. Depending upon the status of the company, there are certain protections afforded those who control it. Private companies are said to have unlimited liability, as the people who run these privately owned corporations are more than likely the sole owners, they are considered 100% liable for any wrongdoing done in the company's name. Companies owned by many shareholders, but not listed on the public stock exchange, are said to have limited liability; depending upon the type of crime perpetrated, the employees or company may be found liable, or may not. There may be a limitation placed upon the dollar amount such a company is liable for under the local Corporations Law Act.

A publicly listed company is said to have 'zero liability'; under certain circumstances, the directors or senior staff, are not liable for the activities of the company. It is assumed that full disclosure of the companies activities has taken place in accordance with the limitations placed upon it as a public company by corporate laws act i.e. widely available yearly profit and loss statements, profit forecast etc. Legally, the corporation is essentially afforded the same status as a human being. As a company cannot serve jail-time, most company and tax laws set fines for breaching the conditions. There are limits placed upon the liability of the company, depending upon its status (as above).

The most common fraudulent activities undertaken by companies include the creation of illegal shell companies, the creation of dummy credit trading accounts, illegal transfers of monies to foreign accounts, fraudulent tax returns, using illegal accounting practices, bid rigging of government contracts and trading beyond insolvency using protected employee benefits or entitlements (e.g. superannuation accounts). One should understand that these illegal activities are generally motivated by personal greed, if regulators look hard enough, they generally find someone has personally benefited from the deception, and then we end up in the realms of personal liability.

PERSONAL LIABILITY

Most countries outline in their Corporate Laws particular cases where a business professional or indeed the director becomes personally liable. Each company is required to produce an accurate annual report and pay the required amount of taxation due. Efforts are sometimes made by senior management to hide disastrous sets of figures, often to buy themselves time to sell their own stock options before share prices start to plummet. Sometimes, the reverse occurs and they buy more stock before prices boom. Under both circumstances, it is assumed the employees has used 'insider knowledge' to gain unfair advantage. It is assumed that each investor or stockholder has ready access to the same basic financial information, although this is rare in actuality, company law seek to uphold this basic principle. Cases of insider trading are rare, but not necessarily because it doesn't occur. Business professionals realize it is often hard to conclusively prove, and some level of advantage is inevitable. Those found to be colluding to disguise figures are generally personally liable for tax fraud. Of course, those individuals doing it to disguise money-laundering activities concurrently taking place face serious criminal charges, as well.

Another related area of concern for most governments is the proper 'disclosure of interests'. Many company CEOs and directors often hold equivalent positions in related companies, senior financial advisors often also work for competing companies, often concurrently. Company law acknowledges that these individuals have ready access to the other companies records, which may cause a potential 'conflict of interest'. That individual could potentially undermine the performance of one company, or may act in concertina to create a virtual monopoly. Governments are usually strongly against anti-competitive practices and stipulate certain requirements of disclosure for all business executives. It starts getting into the realm of racketeering.

SMALL BUSINESS

Most white-collar crime doesn't actually involve million dollar deceptions by jet-setting company directors or stock market high-flyers, it's done by trusted small business cashiers or bookkeepers. It is quite amazing how employees of small businesses can squirrel away hundreds of thousands of dollars in side accounts without attracting suspicion. Most members of firms have ready access to one particular area of the business they could defraud, from foodstuffs going missing from loading bays, cashiers forgetting to, or canceling sales and pocketing the cash, through to bookkeepers creating dummy accounts to hide double-dipping. Each employee of a firm is solely responsible for any illegal activity undertaken whilst in their employ – most employment contracts stipulate it. Although, a victim can go through the civil courts to sue for damages against the company, they can only pursue the employee for criminal damage.

MONEY LAUNDERING

The term money laundering comes to us from the metaphor to 'clean', or legitimize, money acquired from illegal activities. Through a series of financial transactions, the hope is the money acquires a level of legitimacy good enough so that it can be freely spent or invested. Money laundering has traditionally been associated with the financial transactions of organized crime groups, it now encompasses any financial transaction that generates an asset as the result of illegal acts. Activities such as tax evasion or false accounting practices may be classed as money laundering. Therefore, money laundering can potentially be practiced by individuals, small or large business interests, corrupt government officials, organized crime organization members, cults, states or intelligence services. Money laundering is usually facilitated by a complex series of shell companies based in offshore tax havens.

The process of money laundering comes to us from the trial of Al Capone in 1931 for tax evasion. Many methods were developed to hide the profits of illegal alcohol sales during the Prohibition era. Meyer Lansky, a fellow mobster, perfected the art of transferring the funds from New Orleans mob-run slot machine to overseas accounts. He did this through a complex series of money transfers to shell companies, holding companies and offshore accounts. Meyer even bought a Swiss bank after 1934 *Swiss Banking Act* created the principle of bank secrecy! The term 'money laundering' itself comes to us from the Watergate scandal in United States in the 1970s. The 'Committee to Re-Elect the President' transferred illegal campaign contributions to Mexico, and transferred them back through a company in Miami. The Guardian newspaper referred to this process as 'laundering'.

The 1980s saw a gradual trend toward criminalization of money laundering, the 1988 Vienna Convention required State Parties to introduce laundering as a crime in their domestic legal systems. The United States sought to strengthen its own laws during the 1990s in response to the increasing profits made by Colombian and Mexican drug barons.

The process became an even higher priority after September 11, 2001. It became clear that the terrorists who attacked the World Trade Center in New York had received laundered money through a company called *Clearstream*, a centralized clearing house bank, based in Luxembourg. The terrorist had received money transfers from *Bahrain International Bank*, owned by Osama bin Laden, through *Clearstream*. The company was accused at the time of being a major supporter of the underground economy, because of its lax reporting procedures and unpublished accounts. Clearstream is basically a centralized debit and credit operation for hundreds of smaller banks; it provides the necessary financial clearing to authorize these transactions worldwide.

The process of money laundering is well understood, the process is split into three stages: placement, layering and integration.

Placement: This is the initial point of entry for the funds culled from criminal enterprise

Layering: This is the creation of complex series of networks that the funds flow through in an effort to obscure the origins of the transfers

Integration: This is the point at which the funds flow back to the legitimate economy, all transferred funds seem to come from legitimate sources.

Examples of Money Laundering

In most states around the world, there are Federal reporting requirements on bank deposits and transactions. In the United States and Australia, you cannot legitimately make a deposit or withdrawal of cash above \$10,000 dollars without it being reported as a 'significant cash transaction' to the authorities. As such, it would be hard to quickly deposit vast sums of cash or withdraw them, no matter, successfully launder the proceeds of organized crime through a check account. If you continually deposited say \$9,000 dollars a day, you would still likely raise the ire of bank officials – banking software would likely pick up the irregular depositing process - and they would likely report the activities to the regulators as suspicious.

One method to beat the requirement would be to give your money to an intermediary, who is about to deposit a large sum of legitimate cash into his bank account. He could charge you a small premium, and then write you out a check for the remaining cash. Of course, if you did this on a regular basis, suspicion would fall upon your friend, as well, and create a paper trail straight back to you.

Another method is to establish a legitimate business whose cash flows cannot be successfully monitored, and funnel small change through the business, even paying taxes upon it if necessary. This is commonly known type of shell company. It is best if the business deals directly with the public, it performs a type of service rather than supply goods, and the bills are regularly paid in cash. If you deal directly with the public it helps to ensure plausible anonymity – you can create false jobs and payments on your own records. It is assumed that one doesn't have an ongoing relationship with the general public, therefore, it is unreasonable for you to keep track of the actual identities of the customers. The transaction documents must therefore be looked at as *prima facie* evidence of a legitimate financial activity. If you owned a business selling computer parts instead, you would have to account for where you purchased the goods in the first place, a plumber on the other hand, would only have to account primarily for their fictitious labor.

To avoid suspicion, these labor intensive shell companies usually limit each fictitious transaction to below \$500 dollars. People are generally more likely to pay for bills less than \$500 in hard cash. Above this figure, most people will pay by credit card, check, or another easily traceable payment method. The business should ideally actually function as a legitimate business; any decent fraud investigator would quickly discover a fictional business.

Using the plumbing business example, it is reasonable to expect that business expenses will largely consist of labor costs, plumbers generally used fairly inexpensive components in jobs. Customers will primarily expect to pay in cash. As it stands, the plumbing business still needs to purchase enough parts to cover both the legitimate and fraudulent jobs. A problem with this example in reality is that most plumbers provide warranties for their work, and therefore, generate secondary records containing customer names and addresses.

At the end of the process the remaining assets are generally sold off. If money laundering is done well, it is almost impossible for investigators to investigate, no matter prosecute. The money can be diverted through innumerable countries that don't speak the investigator's language, further hampering investigations and making it a costly process to employ interpreters. Another problem hampering investigations is the information required could be deleted by insiders in one of the host banks, and some of the banks present in the money stream may actually be fraudulent in themselves. Such investigations are time intensive and absorb manpower, banks simply don't hand over their customer's personal details by phone, because someone calling says they are a 'policeman' or 'bank investigator'. Formal channels of communication need to be engaged and legitimate representations made. The banks are required by law to maintain the privacy of their financial details, and foreign police agencies often have to work in concertina with local police bodies to collect the necessary information. An emerging possibility in these post 9/11 days is that stooges may be deployed to work for banks and generate mountains of paperwork of 'suspicious transactions', or organized crime groups may be willing to give away small bundles of cash to create these complex kinds of paperwork problems. If the turnover times between reporting and investigation were to grow, most funds will be long collected before investigators arrive to incept the cash flow.

In most territories, a person who assists in the concealment of the proceeds of crime is considered to be a money launderer. An individual may be unwittingly involved in the money laundering process. Business professionals and bank staff may even be criminally liable in some jurisdictions for their culpability. However, the act of concealing money is often a different charge to strictly laundering it.

Politicians and lobbyists also launder money, they may set up personal non-profit organizations to move money between trusted organizations. Donations accepted from inappropriate sources may be used illegally to aid in reelection campaigns, or used to progress the interests of a non-affiliated lobby or interest group.

TAX HAVENS

The so-called Shell companies are often setup in tax havens. These places generally have low company tax rates, or tax is non-existent. Popular places include the Dutch Antilles, Liberia, Nauru, Canary Island, and most of the Caribbean.

LAUNDRY MATS, ANTIQUES & TRACK MEETS

Another form of placement often used by organized crime is to buy high value items such as antiques and vintage cars for cash, and they are then resold for legitimate money. Many countries, however, have reporting specifications that require businesses to report significant cash transactions to a government financial watchdog. Another technique that developed during the 1940s in Las Vegas was to use Casinos like a 'laundromat'. Basically, a gang runner would be detailed to go to a casino and buy up a large amount of gambling tokens or chips, and then proceed to play for a short period of time, using only a token amount of chips. He would then return to the cashier's booth and cash the remainder. Other organized crime groups center their laundering activities around fixed sporting events or horse racing. They get their stooges to put on innumerable small bets with legitimate betting vendors and then put pressure upon the sportsmen or women to throw the event. The sport of boxing has long attempted to live down its Mob associations during the 1950s, and horse racing has always been regarded as suspect.

SMURFING

Smurfing is a colloquial term for the structuring process of money laundering. It basically means a large financial transaction is later split up into smaller multiple transactions, or visa versa. This process seeks to evade the scrutiny of regulators or law enforcement officials. These financial transactions are usually made at a level below the territories stipulated reporting limit, over this limit the company or bank would be required to submit a 'suspicious transaction report' (SARs) to the pertinent government authority or body.

The transaction reporting limiting varies from country to country (United States US\$10,000, Australia AU\$10,000, United Kingdom £1,000, Canada CAD\$10,000, France 3,000 Euros, Netherlands 15,000 Euros)

UK PROCEEDS OF CRIME ACT 2002 (POCA)

The United Kingdom has dedicated legislation to prosecute money laundering. The *Proceeds of Crime Act 2002* under sections 327 to 340. The Act outlines the following activities associated with money laundering as illegal: the acquisition, transfer, removal, use, conversion, concealment or disguise of monies. The legislation stresses that the money is either the proceeds of crime or terrorist funds. The law states that the exercise of money laundering needn't involve money strictly speaking, it may involve any asset, either tangible or intangible, held. Additional to the prosecution of money laundering, any asset held that has come from criminal activities can be seized under the Act. Each individual (not just those financial service employees or firms) are technically required to report, or obtain consent from the authorities for their involvement in criminal or suspicious activities involving money or assets of any kind in Britain. Because of wide ranging legislation, the UK FIU authority and the *Serious Organized Crime Agency* receive a large volume of suspicious activity reports (SARs) each year, in 2005, over 200,000 SARs were received. The legislation was somewhat relaxed in 2005, now low value transactions involving suspected criminal property doesn't require specific consent for the transaction to take place, although reporting of all transactions is still requested.

ANTI MONEY LAUNDERING SOFTWARE

Most banks now have dedicated software applications that seek to find relationships between accounts, assign trust ratings, recognize scenarios and detect suspicious behavior. Independent producers like Fortent and ACI Worldwide have produced similar packages to great affect. *The Financial Crimes Enforcement Network* (FinCEN), an organization created by the *United States Department of the Treasury*, seeks to make its database available to over 40 different agencies worldwide. As money laundering is a global enterprise, the U.S government recognizes a global response is required, it makes its information available through the *eGovernment* initiative. This service offers training and advice to foreign government organizations to help improve the efficiency of their anti-money laundering applications.

FRAUDS , DECEPTIONS & SWINDLES

Here is a nice A to Z of leading swindles throughout the centuries...

Accident Faking: The activity of faking accidents to swindle insurance companies is far bigger than one might suspect. An operation in Alabama managed to garner several million dollars over a seven-year period. These rings often buy duplicates of legitimate X-rays. Such swindles can often involve duplicitous doctors, lawyers, osteopaths, nurses, insurance agents, police authorities and businessmen. Some gangs actually favor injuring their claimant who is usually someone down on their luck, the gangs enhance the wounds by manipulating the victim's bones and injecting infectious materials – this errant medical practice often leads to amputations. It goes without saying that the claimants are usually of low intelligence or just desperate for drugs. A faked pedestrian accident has long been the mainstay of small time con artists. 'Floppers' are adept at feigning injury, whilst bouncing off the bonnet of an innocent motorist, the innocent driver adds much needed validity to their claims. The Flopper may have an old skull fracture that shows up on X-rays, no matter how old the original accident. A Diver is someone who lurks at night and waits for a car to pass, they hit the panel of the car door hard with their fist whilst crouched down. They often bite their lip on 'impact' to cause blood to quickly flow.

Badger Game (Sex Swindle): This con has been practiced worldwide and is ancient in its design. Basically, a man picks up a woman, she takes him to a nearby room and just as they are about to perform sexual congress, the woman's *husband* dashes in suddenly and demands satisfaction. Usually, the victim is only too willing to hand over their cash in lieu of receiving a potential beating from the jealous husband. A variant is the Panel Game, a thief sneaks into the room and retrieves the man's discarded clothing, whilst the pair copulate, usually through a hidden panel. This con is often worked in brothel surroundings, the victim is unlikely to go to the police and say they have been robbed in a brothel (that is usually an illegal activity in itself). Some have sought to garner even more money off the victim by replacing the prostitute with younger aged girls (nine to fourteen), and blackmailing the client for vast sums of money later. The *father* usually enters the room and threatens to send the culprit to prison for a hundred years.

Bankruptcy Fraud: This form of fraud has fast become one of the leading types of organized crime activity in the United States. A company is set up by a 'front man' with no previous criminal record. 'Nut Money' is given to the stooge to be deposited in a bank account (usually somewhere in the vicinity of \$30,000 dollars). This establishes a line of credit, the company then starts ordering goods that are quickly paid for in full. This continues as the orders increase in volume, but the payments become slower. The goods received are quickly sold off at extremely low prices, or transferred to other legitimate business outlets. The Nut Money is then pulled out of the bank account and the operator quickly disappears. This is referred to in Britain as 'the Long Firm'.

Begging: The practice of begging is probably more accurately described as a profession when practiced by an expert con man or woman. Whilst some beggars do it out of pure need, others have managed to feign deprivation to earn quite sizable fortunes over the years. A U.S based faker named George Gray managed to earn over \$10,000 dollars a year around the turn of the 20th century. The 'marks' are often shrewdly chosen before the approach is made, and faces are remembered. A number of additional tricks have been tried and tested over time. One beggar used to carry small chunks of stale bread in his pocket, dropping one and screaming out in pure ecstasy at his find; he would then eat it with relish. Passersby would look upon the pitiful scene and duly hand over money for a man to get a proper meal. George Gray could feign an epileptic fit on cue, which often roused people to hand over money to aid in his medical care. Another technique is to basically annoy people by making a real pest of oneself. Eventually, the mark will offer money just to get rid of you. Another famous practitioner took advantage of his pallid, yellow complexion to feign leprosy; some people would rather drop their wallet than deal with the man with outstretched arms quickly heading towards them!

Big Store: Buck Boatwright is noted as the first big time swindler to move from running 'short cons' to larger ones. He would set up a permanent base of operations, either in an office or store front in a well-respected part of town. He would hire employees and have 'customers' hanging around. He either offered local police and politicians a flat bribe or percentage of profits to keep them quiet. He managed to attract a number of small-time con men with the specific skills he needed to become his criminal partners. Although he set up illegal betting dens, the basic 'big store' idea has become central to many professional swindles today.

Blackmail: The practice of extorting money by threats of public disclosure, censure or exposure to ridicule is widespread, but it often doesn't show up in official police figures. Many cases are handled discretely by private investigators instead. The victims are often too scared to even get this kind of assistance and willingly pay off their blackmailer. Most cases involve a variant of the badger game, pictures are taken of the victim in sexual congress with someone who is not their spouse or partner. Homosexual liaisons are often a source of social embarrassment, even in the 21st Century; advantage can often be gained by threatening to expose the illicit tryst. Another major area of blackmail practice is in the exposure of business irregularities. The blackmailer may essentially be a freelancer, who works his scam and then moves on to another target located elsewhere (sometimes they work in pairs), others work solely for organized crime syndicates. It is often good organized crime practice to blackmail a well-respected local businessman and then use the advantage gained to become their legitimate business *partner*. Legitimacy is often desperately craved by mobsters, because it's a key component in covering up their illegal activities.

Cackle Bladder (Con Man's Trick): This device is occasionally used by confidence men to 'blow the mark off' i.e. to get rid of a victim once the money has been taken. It was often used in illegal betting dens in the early twentieth century when horseracing fixes proliferated. The bettor was encouraged by early wins and then given a red-hot tip. Once the horse lost and the victim had lost a substantial amount of money, there was always the possibility that the victim would not leave the illegal-betting establishment gracefully. Under such circumstances, a cackle-bladder was worn by the lead con man. Another supposed loser seeks to remonstrate with the chief conspirator first, drawing a gun and in the melee, supposedly shooting him dead, a small bag of chicken blood concealed in the mouth is bitten into. The victim now thinks they may be implicated in a homicide and will likely flee. The device is used more often today by insurance scammers.

Carnival Gyps: Fairground games of chance are generally anything but. All of the standard games are capable of being rigged. Each of these 'gyps' games have various 'gaffs' or fixes associated that can be applied to them. The standard coin toss game relies purely upon percentages. A standard poker machine returns 15% of total takings, whereas the coin toss game in comparison returns around 20% of the takings. The milk bottle toss game, where the participant tries to knock down six milk bottles with baseballs from a podium, relies upon three of the bottles bases containing lead. The customer can generally knock down the normal ones, but the bottom heavy ones usually remain upright. If dissatisfaction occurs in the participants, the assistant will reassemble the pyramid with the heavier bottles at the top, and demonstrate that it can indeed be done. There is another game of chance called the 'string game' that guarantees a prize to every participant, by manipulating the wires a prize can be removed from a string. Valuable prizes in this arrangement aren't entirely hooked up to the rig, and therefore, cannot be dislodged. Finally, the 'mouse game' takes a live mouse that has been spun around on a wheel, it ends up disoriented, and it is put in a maze with 60 numbered holes; the public bets on which hole the mouse will enter. The trick here is that the attendant judges the bets on odds or evens, and pushes a foot pedal that places a black sheet behind each odd or even hole. It doesn't raise the ire of the public when a mouse fails to enter the closed hole, because the mouse is moving erratically.

Cash Machine Rackets: With the rise of automatic teller machines, various ingenious ways have been developed by crooks to gain favor. The most obvious way is to jump someone as they are retrieving cash, however, many ATM booths also have cameras attached. Besides, there is often a limit to the amount of cash that can be withdrawn a day. Another method is to install a camera not far from the ATM, and gradually record people making their transactions, the theory being here that the credit card is later stolen and the footage is used to obtain the PIN number. Another method is to seal up the ATMs withdrawal slot with screws, or install a false panel over the top of the withdrawal slot. The thieves then can retrieve the dispensed cash at their leisure. Most bank machines have a telephone connection to the main office to help customers report such incidents; thieves counter this practice by putting the communications system out of service.

Check Passing: The professional check-passers usually passes eight to ten bad checks a night. Successful bad-check artists tend to favor passing them in bars or taverns, places where bad lighting and informal credit arrangements exist. One can pretend to be outrageously drunk in bars in the hope of getting a paycheck from a well-known firm cashed by the barkeep. Some bartenders may even shortchange the drunk, figuring that they are well and truly beyond comprehending their own deceit. There are estimated to be around 2,500 bad check artists working full-time in the United States. They tend to assume roles of authority figures like doctors, lawyers and judges. It is more about the front and story that is presented, than ultimately the actual quality of the forged check presented.

Death Threat: A letter is sent to the individual, claiming that the poster is a member of a known gang that demands money or their life is forfeit. The best known case of this kind of extortion was the Black Hand gangs of New York in the early years of the 1900s. The name was meant to echo some of the menace of the Mafia, although this wasn't initially the case. The people involved were just con merchants, who happened to pick a particularly menacing name, historically the Black Hand society sprang from Spain, not Sicily. The letters were signed with a menacing black hand. The extortion racket was so successful that sixty other similar operations soon sprang up.

Double Decker Coffins: A mainstay of Mafia practice throughout the early 20th Century and presumably still in practice today is the double-decker coffin. The coffin is constructed with a false bottom that a murder victim is placed in, just below the recently deceased. No undertaker has ever been convicted of this kind of deceit, because they can readily claim the Mafia must have dug up the body and replaced the coffin. This is seen as a less risky method of disposal than the classic 'concrete overcoat' (placing the body in a construction work) or feeding the body into a garbage shredder. Other ways of disposal include burial at sea and feeding the remains to pigs.

Company Fraud: The following is an example of the kind of activities that go on in company fraud situations. Barry Minkow in the 1980s was the boy wonder of Wall Street. The sixteen-year-old was on Oprah and on the cover of financial newspapers. His business was started in his parent's garage in Reseda, California. This rug-cleaning business called ZZZZ Best, within four years it had an estimated worth of \$200 million dollars! The youth basically invented profits. To gain these profits, he staged burglaries to collect insurance. He forged \$13,000 dollars worth of money orders, as well. But the basic scheme was to add bogus charges to customer's credit cards through the companies' merchant account. If these charges were discovered, he would rant it was down to his employees, and duly took the money out of another person's account. This basic way, he was able to move money around to where it was needed to show a healthy profit, despite very little in the way of stock, assets or turnover. He then set up another company called Interstate Appraisal Services, solely to confirm ZZZZ Best's job contracts. It was alleged that large orders from insurance companies to repair fire-and-water damage in large buildings existed. These phony revenue sources were enough to convince banks and investors to put money into ZZZZ Best. Those initial few investors collected good returns, like in most get rich schemes. Problems arose when the auditors insisted upon seeing the at least one of these ongoing repair sites, Barry leased office space and put up ZZZZ Best signs and duly brought in an outside contractor to work on the site, who was paid a big bonus to keep quiet. It worked and soon the company's massive success attracted celebrity status for its owner and the life of a millionaire. He soon negotiated with a security firm to have the company go public, it made its debut in December 1986, at the height of Wall Street stock madness.

Eventually, Minkow was exposed because of credit card irregularities, rather than the non-existence job revenues. Although today there are new accounting procedures in place, offshore business interests can often disguise the kind of collusion between companies in this example. Another basic company swindle is to produce forged invoices at banks to gain a line of credit. A variant is producing forged documents supporting the existence of a large capital assets to gain further expansionary capital.

Computer Crime: It may seem as if computer related crime is a recent invention, but it goes back to the advent of banking supercomputers in the 1970s. The main weakness of any computer system is that employees need to be issued with passwords. These employees can perpetuate deceptions like setting up fake insurance policies, or sifting small amounts from bank customer accounts to dummy accounts. Most computer crime is actually perpetuated, or at least aided by trusted employees, not hackers. Each computer system not only has bugs and glitches in its raw encoding and its hardware setup, but systematic loopholes can also be found in its operation. Given that most computer systems are in a perpetual state of upgrade and integration, it is rare for any one I.T. professional to truly know the entire system and its weaknesses.

Confessions: It is rare, but sometimes organized crime gangs pay someone to 'take the fall' for a higher ranking member's indiscretions. Under such circumstances, the volunteer will greatly improve their stocks amongst the crime syndicate. It is often difficult for prosecutors to argue with a man who has given a full confession.

Counterfeiting: The process of counterfeiting currency is quite tricky, but ultimately proves hugely rewarding. To successfully recreate money, one needs access to the raw materials, specially the restricted bleaches, inks and dyes found in most modern notes. Other things needed include engraving tools, steel plates, files, vials of acid and a quality printing press. Advances in computerized photographic equipment, color printers and photocopiers have aided the operations of would-be counterfeiters. The counterfeiter needs to replicate the intricate whorls, loops and crosshatching on the note. Modern notes may also have serial numbers, watermarks, embedded metal strips and some are even created out of particular plastic polymers. A large scale counterfeiting operation also requires planning for the distribution of the monies. A number of wholesalers, distributors and passers are needed to slowly distribute the cash. Wholesalers generally get the cash for 12% of face value, they sell it on to distributors for 25% of face value, and finally the street level passer gets it sold to them for 35% of its face value.

Diamond Switch: The action is simple, a con woman or man asks the salesperson to look at a precious stone, the salesperson is distracted momentarily (deliberately or accidentally) and a worthless or inferior stone is substituted. This kind of substitution has the potentiality to rise in frequency today given that such precious stones are now routinely grown in laboratories.

Drop Swindle: This confidence trick requires the 'dropper' to drop a wallet at the heels of a likely victim and they pretend to subsequently find it. This wallet is generally stuffed full of counterfeit money. The dropper pleads that he is in a hurry and that the person who has lost the wallet would likely pay handsomely to have their credit cards, money and I.D.s back. He offers to 'sell' the wallet to the target for \$50 bucks, in lieu of them sharing equally in any reward. This swindle seeks to use the victim's avarice back upon themselves, the dropper knows precisely the person is likely to keep the wallet.

Embezzlement: The redirection of company assets to a corrupt employee (or employees) has been with us since the first days of commerce. Employees often harbor resentment towards their bosses wealth, position and status. Probably the major reason for embezzlement, however, is the finding of a new partner. Many middle-aged men and women are prone to falling for someone much younger than themselves, and want to impress their new lover. The employee could have been a model employee for years, but love truly does conquer all, including morality it seems.

Fake Murder Fakes: A twist on faking your own death is to get someone else to take out a large insurance policy upon their own life to your benefit. The way specified to recoup is to substitute a corpse. This is a blatant lie. The con artist collects the money and lives the high life, whilst the mark ends up dead. Promises of splitting the profit 50/50 convince some desperate people of the validity of such schemes, their greed overcomes any natural skepticism.

Flaking (Frame Up): Police and private investigators use this term to describe attempts at framing people. Some police resort to making up fictional crimes, or pinning unsolved crimes, on known villains; they attempt to justify this practice to themselves by saying they are providing a public service (i.e. getting villains out of circulation), or they are allaying public concerns and fears caused by unsolved crimes.

Gold Brick Swindle: The swindle involves trying to sell triple gold-plated metal bars off as real ones. The swindle as worked by Reed Waddell in the United States in 1880, required that the top brick contain a slug of real gold. If the victim didn't believe his outlandish claim, he would simply pull out a slug of this gold and implore them to go off to the nearest assayer. He also had the presence of mind to set up a dummy assayer's office just nearby, as well. This swindle can be done with any precious metal.

Get Rich Schemes: There are various get rich schemes in existence, but most follow the basic tell-tale formula. They either offer shares in a non-existent companies (see stock fraud) or offer outrageous returns on investments. An early forerunner to this type of scheme was set up by William Miller, who later became known as 520%. In 1899, he told all his fellow working class community that he was in a position to offer the kind of the returns usually reserved for the Vanderbilts, a mighty 10% return on investments. People queried how he could afford to offer a 10% annual return, he corrected them, he was 10% a week! Queue his nickname of 520% (52 x 10%). The only way he could do it was by robbing Peter to pay Paul. In 1920, Charles Ponzi, an Italian immigrant took this concept to the next level, he offered a 50% return in three months. He duly paid his initial investors with the money that flowed in subsequently, once word got around, over \$2 million dollars flooded in from small family investors everywhere. Ponzi soon became something of a minor celebrity and spent money on expensive clothes, further adding to his mystique. Ponzi became known as the "man who invented money". Of course, he was later exposed.

Green Goods Swindle: This confidence trick requires that a victim be shown supposedly counterfeit money (it is actually real money) and then an offer is made for the victim to buy the satchel of counterfeit money for a very reasonable rate. The package is then substituted for worthless (green) paper. Such schemes were occasionally carried out by post.

Gypsy Curse Swindle: This con game involves a supposed Witch Doctor, Gypsy or other kind of mystic informing the victim that they will come to harm from the spirit world unless they hand over a substantial amount of money. The victims will either die or suffer ongoing bad luck if they don't pay. Although such schemes seem out of place in the modern supposedly rational world, it only takes a number of 'coincidences' to happen to turn most skeptics into believers. The coincidences might be prepared by the swindlers themselves, a minor car accident or anonymous negative letter sent to their employee might be enough to cause the 'bad luck'. The swindlers might instead work it by sending out numerous letters, hoping that happenstance will lead some of the victims back to them.

Handkerchief Switch: This famous Gypsy con is practiced annually by fortune-tellers, palmists and card readers. The victim is first up told their fortune for a small fee. The fortuneteller takes this time to gauge the relative gullibility of the client. They are then told that the fortuneteller's power of prayer will solve his or her problems. The prayer must be accompanied by a candle that the size and price of determines how long these potent prayers will continue. The victim is then informed evil spirits dwell within them, they are asked to return with a raw egg at their next visit. A substitution is made and an egg is broken that has been filled with black liquid. The victim is informed that this omen constitutes a warning that evil spirits exists within them, and it transfers to everything around them i.e. the bad luck. The rub is that the money they have is the source of the evil, they are asked to bring big bills as payment next time. They are sewn into a handkerchief that is quickly replaced by a substitute one. It is either thrown into a river or the sea, or flushed down a toilet.

Heir To A Fortune Swindle: This type of swindle has been successfully used so many times that it is often the only type of scam pulled by an experienced grifter. Basically, the victim is informed that they are one of a number of heirs to an immense fortune, but the claim is currently being made in another state. The catch is that the bogus legal firm needs the victim to forward their legal expenses immediately to proceed further with the claim. The fraud can be perpetuated in person or by mail; this preference often comes down to the relative skills of the swindler. A variation was used in the Edwards Heirs Association swindle in the United States in 1880s. Letters were sent out to people named Edwards, the claim was that a 65 acre estate on Manhattan Island belonged to the family. An annual fee of \$26 dollars was needed to fight for the legal rights to ownership of the disputed land, and the income generated from the ritzy Woolworths Building that now stood on the site.

Horse Scam: This trick has been used many, many times over the years, but measures have been taken to reduce the incidence of this fraud. Basically, one horse is substituted for another that looks alike. A 'dead ringer' as the phrase denotes. The horse often has stencils, bleaches, special dyes and dental instruments attached to imitate the original horse precisely. Today, most track associations in the U.S. require horses to have lip tattoos and other forms of identification, but overseas horse may not.

Insurance Frauds (Faked Deaths): The insurance industry has never sought to make the figures available as to number of suspected life insurance frauds perpetuated each year. But it is thought to be a rampant activity. The motive on the other hand is well known. But it would be wrong to assume at the heart of every insurance fraud there is a need for money. Disillusioned spouses often use the cover of a faked death to run off with their new lover, hoping that a large payday is due in compensation to their remaining wife and children. Of course, without a body, compensation cannot be claimed until seven years have passed, this is when the missing person is deemed officially dead. There have been cases in history where organized murder rings have specialized in killing off husbands, so the wives could claim their life insurance policy. Others have made a healthy living out of selling substitute bodies to these fraudsters.

Internet Crime: The rise in identity theft can be directly linked to the rise of Internet banking and online purchases. With a social security number, your full name and access to an Internet databases; an experienced identity thief can quickly generate the rest of one's details including bank account numbers, driver's license and other important personal details. Consumer details are regularly traded online. Identity thieves swap or sell the details to others from around the globe in secretive forums. The theory being that it is harder to track down purchases being made worldwide, than from just one source. It is often very difficult for the victim to gain some degree of control over their finances and credit rating. Sophisticated hackers often use hacking programs that leach around the web generating credit card numbers, using the very same algorithms as the banks do to scramble purchase information. These programs generate viable account numbers that are used to open up online consumer accounts that purchases are made from. A thief essentially doesn't need to have access to the victim's plastic card to defraud. The top 10 scams online include online auctions, hacked merchandise sales, computer equipment and software pirating, dubious internet services, work-at-home schemes, business opportunities and bogus franchises, multilevel marketing and pyramid schemes, credit card offers, advance fee loans and false employment offers.

Key Racket (B-Girl Swindle): Basically, the barmaid gives the customer the supposed key to her apartment in exchange for cash. This old scam dates back to the 1900s in San Francisco, it relies upon the man being particularly drunk, the girl makes the excuse that her boyfriend is present, so she cannot directly accompanying him back to her flat. She demands the cash because she could be lumbered with the expense of changing the locks if the man doesn't show up. It worked so successfully in its day that many locals considered it entertainment to see the men wandering around blankly at night, seeking out the location of their non-existent paramour.

Land Frauds: Selling derelict or non-existent land has been a continued source of income for swindlers over the years. From selling land in Florida, “America’s tropical paradise” in the 1920s, which just happened to be underwater, through to a guy called Charley Ort selling a former city dump ground in Miami for millions after he cultivated tropical flowers on the derelict site to hide the mess. The key word in any new fraudulent development is ‘proposed’. It is proposed that a new marina is going to be built on the marshland, it is proposed that a new multi-lane highway will open up this isolated location. It is even worth investing in shade cloth around the outside to mask a derelict piece of land inside, and put up freshly painted signs advertising the new development, near the land you are attempting to sell. The actual development doesn’t need to go up, or even get council permission. In the mind of the investor, all they see is the potential for increasing land value. A variation on the theme was the Great Michigan ‘free land’ swindle. The infamous swindlers Col. Jim Porter and Yellow Kid Weil bought up several thousand acres of sub-marginal land in Michigan at a dollar an acre. They gave away these lots to prostitutes, madams, waiters and bartenders as tips. Later they would inform the marks that they would have to send away \$30 dollar to have the transaction recorded at the country seat. This process had been only \$2 dollars before the swindler’s intervention, Porter’s cousin had raised the fee to \$30 dollars; \$15 was arranged to go to the pair. Another fraud in the 1850s for the city of Nininger, Minnesota relied upon a falsified newspaper called the Daily Bugle, it contained loads of advertising for local businesses, including dry goods stores, hardware stores, millinery stores and showed pictures of local churches and courthouse. All lovingly falsified - no wonder the investors jumped at this slice of America’s heartland.

Medical Quackery: Each year the public spends billions of dollars on so-called miracle medicines, cosmetics, drugs and therapeutic devices. The line between acceptable practice and outright fraud has always been blurred; the public accepts some degree of chicanery in this area because of the placebo effect kicking in. The tonic salesman at the local fair with his willing accomplice has long since packed up his miracle cures, but today there are still people willing to believe that a charlatan has stumbled upon a miracle cure for male pattern baldness, male virility, wrinkles and relief for aches and pains. At the more serious end of the market are those people selling instant cures for cancer and other forms of serious illnesses. These so-called cures are sometimes deadly in themselves. An emerging trend is for tour operators to offer trips to foreign lands like Thailand offering hope of curing diseases like cancer, through their so-called natural, ancient or mystical ways.

Money Making Machine: This swindle involves a tall tale of a gentlemen who has fallen upon hard times, he has debts that need instant payment. Fortunately, he also has an amazing device, a money-making machine! He demonstrates this device to his victim, it generates an exact duplicate of the currency inserted, but it generates a new serial number (through its so-called internal ‘scrambling’ device). However, it takes six-hours to generate this duplicate. The swindler demonstrates the machine by putting in a blank piece of paper in its tray, and he also places a genuine bill in the other compartment of the machine. They wait in the apartment for six-long hours and another genuine bill emerges! The victim is implored to take the bill to a bank for verification, the swindler then inserts another genuine bill into the slot. Upon the victim’s return, the swindler now states he doesn’t really want to let go of his little gold mine. Eventually the machine is leased or sold for anything up to \$50,000 dollars to the victim. The swindler now has a good 12 hours before his deception is discovered.

Murphy’s Game: A rogue named Murphy in the 19th century first conceived of this confidence swindle. He would pretend to be a pimp outside a building, the ‘pigeon’ would be convinced that a cheap whore awaits upstairs, but the money would have to be given directly to the pimp, to avoid any evidence that the whore had exchanged money for her services. The pigeon is sent up stairs to a non-existent apartment, and the swindler departs. A modern variation now exists that is often called the ‘\$75 Sony Trinitron’ scam, it substitutes sex for consumer items. A pair of hustlers frequent the bars around town and one makes a show of delivering an expensive radio or other vaunted electronic consumable, in exchange for a few dollars. They then let it slip that the seller is in contact with wholesaler’s warehouse and he can virtually get anything at ridiculously cheap prices. A big deal is currently going down and he has found a way of covering the disappearance of 10 Sony Trinitrons (or latest valued consumer item). However, they need to be moved at once. The suckers are taken directly to the wholesaler in a rented van, the con artist enters the warehouse with the money, and is never seen again (leaving through a side entrance). The duped victims cannot go inside and ask for their stolen televisions or go to the police.

Pedigreed Dog Swindle: Is a quick hustle and a short con. It is more important for the various schemes that it sprang in its wake, but it is still a good lesson in the short con game. A man enters a bar with a mongrel terrier. He makes a point of showing the dog's impressive pedigree papers and asks the barkeep to look after his faithful dog for \$10 dollars, as he needs to go off to meet up with his bank manager. Whilst he is gone, his partner in deception enters the bar. He pretends to be very impressed by the dog, pretending to be an enthusiast, he eventually offers to buy the dog for a paltry sum, but eventually offers more and more money for the dog. The man eventually says, "Listen, I'll stop conning you. I know my dog flesh. That's a valuable dog". He offers to buy it for \$500 dollars. Finally, the swindler says that he is going to be out of town for a couple of days, but he will make the effort to swing by the bar in a couple of hours, just before he leaves. If the barkeep can swing it, he will pay \$500 dollars for the dog upon his return. The original con artist returns looking sorrowful, he explains that his business has fallen through. The barkeep is likely to offer to ease his financial woes by buying the dog, he reluctantly agrees to the sale if \$300 dollars is offered, but only under the proviso that he can later buy back the dog the following month for \$400 dollars. He and his accomplice are never seen again. The short con was later developed into the long con (profits increased 10 to 100-fold. The pedigreed dog becoming a gold mine or some oil stock, but the same principles apply.

Pigeon Drop: This con game is thought to be the most practiced confidence game of all time. There are many different varieties but the basic form relies upon con man one stumbling upon a wallet, purse, attache case or even a paper bag stuffed with money, in the presence of the unsuspecting victim. As this happens, con man number two enters and claims he is also entitled to a share of money, as much as the other two – the unsuspecting victim being drawn in as a third party. An animated argument ensues about whether the money should be instantly divided up or first checked to find out if its stolen money. Con man number one says that his boss has police connections and can check it out. He does so, and a report comes back that wallet was probably dropped by some gambler or tax evader. The 'boss' offers to hold the money until all three can produce a substantial amount of money to demonstrate they are acting in good faith and are responsible enough to keep the secret. The second con man, determines not to be cut out of the arrangement, and instantly produces a large sum of money. Con man number one and the victim then hurry off to get their money. When the victim returns and hands over his share, it is the last he ever sees of the 'boss' or the other two. The plot to this con appears to be ludicrous and transparent, but it relies upon the high powered bickering that makes it seem like the victim is likely to miss out on his share, unless he abides by all the conditions of the agreement. The money is generally so great that the victim suspends their disbelief.

Playing Card Frauds: The heyday of riverboats along the waterways of America in the mid-19th century led to many innovations in the cheating at poker and other card games. There were few riverboat gamblers who worked alone. They were often paired with others or even operated in small groups of up to six partners. Commonly, these extra confederates would stand around the table as 'interested spectators', and send a signal at the appropriate time to denote the hand of the victim. This was either done by a puff of a cigarette, scratching a certain part of the anatomy, playing coded music or the position of a walking stick. This process was called 'iteming'. At stops along the route, they even changed their confederates to allay suspicion. In illegal gambling dens today, similar activities are still get tried out, often with fatal consequences.

Political Graft: Probably the most famous example of orchestrated political graft was the Harding Administration in the 1920s in United States. The so-called Ohio Gang let it be known when they arrived in Washington that they were there for just one reason, to make money. A price tag was basically placed upon everything they controlled, Judgeships, lucrative Prohibition-agent jobs, public lands and oil reserves. The bribes and payoffs were made at The Little Green House on H Street in Washington. Poker games, a bathtub of gin and prostitutes convinced men to join in the graft game. The President's Attorney General Harry M. Daugherty was thought to be the ringleader, but the President knew little of the goings-on. It has been estimated that the gang took around \$300 million in illegal payments. The Teapot Dome Scandal, as it became later known, is a largest example of the kind of graft that routinely takes place at all levels of government and society at large. Local councilors often have it in their gift opportunities to make substantial amounts of money, from land re-developments through to changes in zoning laws. Some fall prey to personal interest or easy money.

Publishing Scam: Joseph ‘Yellow Kid’ Weil in the early 20th century managed to pay a crooked printer to substitute a picture of a news story in McClure Magazine for his own, a financial success story article entitled, “\$100,000 A Year”. It was enough to convince many that he was that businessman. The Canadian so-called *Yes, Men* group set up a spoof World Trade Organization web-site in the late 1990s. Shortly afterwards, they were being sent requests to attend business conferences around the world. The organizers hadn’t realized their mistake. A high proportion of modern business scams usually have some kind of web presence, as most people still don’t know just how easy it is to set up a convincing web-site. Outside sources of legitimacy, or even dummied-up ones, are greatly valued by con men. Most people look towards news sources to make sense of their world, therefore, it is often these things that are highly valued by swindlers to subvert. Although it may be nearly impossible to convince a good journalist of your credentials, it may be easy to convince a lowly paid printer to rearrange some articles to one’s favor.

Pyramid Schemes: This is one of the oldest cons in existence. Pyramid rackets catch on every few years or so, and entice the gullible to part with their money. Essentially, the player pays an entry fee of \$1,000 to enter the pyramid scheme at the bottom rung (16th rung). They need to entice two new people into the franchise, \$500 dollars from each new player goes into the central register account, and the other \$500 dollars goes back to the initial player (they then retrieve their initial investment of \$1,000). Once everyone on the 16th rank has recruited two associates, they then move up to the number eight rung, once the people below them recruit, they then move up to the number four rung. Then they progress to the second rung and finally they reach the number one rung. They are promised a payment of \$16,000 once this occurs. Because of the multiplication effect that occurs with individuals having to recruit two new people at every single layer, it soon becomes almost impractical for those on lower rungs to expect a final payment. Such schemes devastated the Californian economy during the 1980s. Pyramid schemes often form the basis of chain letters.

Salting: This refers to the process of ‘salting’ a worthless mine, making it appear to be rich in gold ore or other minerals when it is not. This can be achieved by shooting gold specks into the ground with a shotgun. Obviously, it takes some skill to direct the victims eye line to the right areas, it is cost prohibitive to spray specks everywhere, so it’s more likely to be used inside the mine area. As people want to believe they are getting a working mine at a bargain price, this practice usually works.

Shanghaiing: In the 1800s in San Francisco men were often forcibly pressed into service aboard outbound ships, the illegal process became known as being “sent to Shanghai”, as many outbound ships from the port took this long, dangerous voyage to the Orient. The term was later shortened to shanghaiing. At this time, runners were sent out scouting for potential victims, usually drunk ones lurking near the port. The runners carried the tricks of the trade: brass knuckles, blackjack or slungshot, a knife, a revolver, obscene pictures, several bottles of rum and whiskey spiked with Spanish fly, and a flask of liquid soap. The soap would be slipped into simmering stews to make it disgusting, to make the victim more receptive to the runner’s spiel. The doctored liquor would be proffered, and the lewd pictures would be handed around to illustrate the delights of the boardinghouses along the Barbary Coast. Modern day pirates have been known to board passenger liners and take sex slaves. The practice of shanghaiing itself is not entirely dead in the Orient.

Shanghai Smoke: During the heyday of the San Francisco shanghaiing, various concoctions were mixed into food and drinks to knock out or impair the senses of victims. A legendary local called Shanghai Kelly developed the Shanghai Smoke, a cigar heavily laced with opium. The cigar was readily offered to strangers and the individual was often then led into a nearby alley and waylaid. It became so notorious that people soon refused to accept a proffered stogie.

Shell Game: The simple game has three shells and a single pea. The sucker is clearly shown the pea being put under one of the shells, they are then moved around and the sucker is required to put down money and guess which shell has the pea. However, the pea is not under any of the shells. If the sucker chooses the right shell, the operator carefully lifts the shell so that the pea is stuck between the back of the shell and the table top, it is quickly then gathered between the first finger and the thumb. The operator might pull the other shells towards him, whilst slipping the pea under one the remaining shells to show that no deception has taken place. The principle of the shell game is to never let the sucker win, the theory being that they will bet even greater amounts in a futile effort to break even.

Shortchange Artists: Shortchange artists often take jobs as cashiers, ticket sellers, bartenders, checkout clerks and check cashiers simply to aid in their nefarious activities. These jobs provide ample opportunity to make money from confusing customers. The classic shortchange sting involves the swindler being the customer. The gypster enters a store and purchases an item for less than 50 cents and pays with a \$20 dollar bill. He starts talking away to the sales clerk about all-manner of things, and throughout the process. When the clerk puts down the change (usually a ten-dollar bill, or five-dollar bill with four single dollars and the rest of the change), the crook makes another purchase of around 10 cents or so. He pays for it with a quarter (25 cents) from the change. He makes no effort to pick up the change, and then apparently finds an overlooked one-dollar note. He tells the clerk he is sorry for having forced her to change a twenty when he had a single all along. The customer then motions to pick up the \$10 bill, but puts down the one-dollar instead. He continues talking. Next, he shoves a further 10 dollars in bills across the counter and requests 10 dollars from the pile in exchange. He then proceeds to leave, for those keeping score, he has now \$9 dollars out of pocket. The clerk probably doesn't even realize this until the swindler pretends to remember the oversight. He asks the clerk to check the money, and does so and ends up red-faced that they may have left the customer out of pocket. Psychologically, the clerk has now been put on the defensive. At this point the customer considers the whole mix-up his fault and proceeds to hand over a dollar note in exchange for the original \$20. The sales clerk is only too willing to do so, forgetting she has already given him back \$10 dollars. By this time they will do anything to get rid of the difficult customer. Despite security firms urging all stores to be on a lookout for similar confidence scams, it is estimated that the success rate of this type of scam is around a healthy 50% or better rate.

Slot Machines: The mechanical slot machine is a complicated device with over 600 different parts. However, one reliable apparatus within it is adjusted to determine the house percentage. Most slot machines are set at 25% takeout – the percentage rating is basically on the profits generated by the installation of the machine. The average gambler loses 25 cents in each dollar invested, or course, most keep reinvesting this initial amount until its all gone. The house percentage is usually dictated by law, some unscrupulous operators attempt to tinker with the internal mechanism to gain a greater take. Of course, they don't declare this additional revenue because they usually have to pay tax on these takings. Some casino operations attempt to adjust the ratio to 95% on some machines, they boss hopes to spark a winning spree that attracts more people to play. Modern slot machines are computerized, rendering them somewhat immune to physical manipulation, but the machines settings may be altered by electronic means.

Smack Game (Matching Coin Con): One standard confidence game is called 'smack'. It involves two swindlers and a victim; it is often played in bus and train stations, airports and bars. The Con Man A joins Con Man B, who has already lined up a potential victim. Con man A suggests they pass their time matching coins for drinks, or smokes. Soon the game becomes about playing for money. The basic game is that the person who chooses the odd coin out is the winner. Con man A goes off to the toilet after some time and Con man B informs the victim that he dislikes Con man A intensely. He suggests they have a little fun and cooperatively cheat him. Con man B tells the player to call the opposite to him every time, therefore, either player will end up winning each round. Con man A loses out every single round, Con man B can bet with confidence to win the larger pots (knowing the bet laid down by the victim) and generally takes some of the victim's money in the process. Then Con man A makes a protest after some time that Con man B and the victim are in league with each other, they both deny the charge vigorously, but Con man A is not satisfied. He asks them to leave in separate directions to allay his fears, Con man B whispers to the victim to meet up at a place nearby. Of course, he never turns up to divide the takings fairly.

Spiritualism: Due to profound change brought about by the impact of science in the 19th century, many people looked toward spiritualist to shore up their faith. It was quite the fashion in the early 20th century to dabble in spiritualism. Although, the Victorian pastime has somewhat abated in the minds of 21st century souls, many people can still be fooled into believing a medium brings news from those long dead. Standard tricks of the trade include mysterious rappings, spirit lights and materialized spirits, even levitating chairs. These tricks are often achieved through standard magic tricks or specially rigged equipment. The swindler is generally more concerned about working out a client's details *before* they enter the séance room than contacting the other side.

Some clairvoyant frauds will do their research on their new client (Internet search) before they meet them, or get a private investigator in to do it for them. With the advent of search engines like Google, the process can be automated with a small ear-piece and an assistant elsewhere busily typing in information proffered by the client. This small initial investment often pays off handsomely in the long run. If the clairvoyant manages to capture the imagination of their desperate client at the start, they can manipulate them well into the future. America's greatest Spiritualist, Daniel D. Home did his homework when he met the Empress of France in 1854. He knew Napoleon's daughter would want to contact her late father, Home managed to get a rubber replica cast made of the late General's right hand. The hand was produced in the near darkness; she recognized it instantly, because it was missing the third finger! Once a clairvoyant has the confidence of their client, they are *very* open to suggestion – much like a cult leader has control over one of his followers.

Stock Fraud: This example of a stock fraud is taken from Leo Koretz's scam of 1917. Basically, he sold shares in the fictional Bayano Timber Syndicate of Panama. He had supposedly made a fortune in mahogany from the vast land holding, but had then discovered oil on the property; he needed additional capital to realize the asset, hence the newly incorporated company. Each stockholder received a whopping 5% quarterly dividend from the scheme. However, he managed to convince all of his greedy investors to reinvest their dividends in yet more shares. Or course, he owned no such land, but many more people scrambled into his office to hand over their cash to get in on the supposed great deal.

Three Card Monte: Three-card Monte is a classic card gyp. It rises in popularity every few decades or so, as a new crop of suckers grow up. The basic game has three cards that lie faced down. The dealer shows the red queen, the target card, and then shuffles the cards. The sucker has to pick which is the right card to win the game. The average victim will watch the cards being dealt and usually pick the correct card every time, initially, the players usually win and lose in equal measures. The first players are usually shills in the employ of the dealer. This attempts to coax outsiders in to play. Once they join in, the dealer will show his true adroitness at hiding the queen. The odds therefore are with the house. There are innumerable variations on this classic card gyp. The most popular variant is the dealer bends the corner of the red queen, and then when the cards are reshuffled, he bends it back and bends the corner of one of the other cards. The victim thinks they have the advantage by spotting the queen in the deck, they are wrong. Another variant is when the victim does spot the right card and lays down a substantial bet, one of the shills steps up and puts down double the cash on another card, the dealer informs the player: "Sorry, only one card can be bet a game". He promptly hands back the bet, if the player protests, the shill has been coached to protest that their cash was down first, the dealer ultimately throws his hands up in disgust, saying he doesn't know whose was down first and so all bets are off.

Watered Stock: This term originates from unscrupulous stockmen in the American Wild West. These men would drive cattle to market, feeding them on route with all the dry feed they could find, and just before arrival at the stockyards, they would let the cattle drink all the water they could hold. Most cattle are sold by weight, therefore they would garner extra profits by their actions. This term has come to mean a general stock swindle, making up imaginary company assets, or exaggerating current stock levels to attract gullible investors. One such activity is to continually transfer across stock from one warehouse to another in advance of the auditors, or course, they could simply pay off the company auditors.

Wealthy Foreigner Scam: The premise of this scam is that a foreigner gentlemen arrives in a strange land, his intermediaries fan out across the country to look to purchase either large tracts of land, invest vast sums in existing businesses or investigate the opportunities for audacious new ventures. At no point does the supposedly rich gentlemen announce himself in society as a rich lord or businessman, he leaves it to his intermediaries to plant the suggestion into the minds of others. Before the arrival of the group, they will have systematically targeted failing business ventures, failing industries or any other large venture that has access to considerable stores of money that they can lavish upon the potential new rich investor. If the operation has been successful, the businessman will quickly court the outsider with expensive dinners, trinkets and other favors. The businessman does so in the hope that salvation will be theirs, saving their teetering business interests. They may even be tricked into supplying letters of introduction to others.

White Collar Crime: This particular type of crime is often regarded as a hidden crime, society seems to be less interested in the criminal activities of well-educated people in professional roles, than prosecuting mostly desperate people who resort to petty crime to survive. The crimes can include embezzlement, antitrust violations, business swindles, graft taking, income tax evasion, stock frauds, defrauding the government, violations of pure food and drug laws, consumer frauds and union-management collusion. The incidence of white-collar crime is often hidden by embarrassed business organizations, mainly because it may effect investor confidence. This type of crime also effects government departments. The investigations are usually handled in-house, rather than getting the police involved. The actual cost to organizations is thought to be immense, easily outstripping petty thievery by a factor of ten.

VARIOUS OTHER NOTABLE SCAMS

Albert Adams ran numbers games (type of illegal lottery), his standard practice was to 'lay off' numbers that had been heavily bet upon, like bookies reduce their risk by making bets with other bookies on the same horse. When operators came to Adams with hot numbers, he noted the number down and claimed he already had too much action, subsequently, he would lay off the same numbers off all around town, even if he had little action on it. The point being the small operator had to assume the risk, and eventually they were caught out. Humiliated, the small operator would then have to borrow money from Adams, he became their co-operator and eventually got rid of his rival. The same scheme could plausibly worked on bookies today.

Bolber-Petrillo Murder Gang killed husbands on behalf of their spouses for insurance money. Even if the husband didn't have a life insurance policy, they would provide an actor associate to impersonate the husband to get one. They killed their victims by various means, leaving the drunk husband near an open window in the dead of winter was popular, many would later die of pneumonia. They pushed construction workers off roofs, with items like postcards in hand to show they may have been distracted at the time. They also poisoned some victims, but favored the use of a canvas bag filled with sand and used like a blackjack. This method left no marks on the victim, so they would likely be reported as having died of a cerebral hemorrhage. One of its members in prison even hit upon the idea of just digging up bodies to murder for insurance purposes, presumably with a faked new identity.

'Count' Victor Lustig was an infamous con man. He managed to sell Eiffel Tower not once, but twice! He was a self-styled Count who quickly realized the possibilities of a newspaper article about the tourist attraction being badly in need of repairs in the 1920s and it would prove costly. The Count duly invited six leading scrap metal merchants to a luxury hotel and introduced himself as, "Deputy-Director-General of the Ministry of Mail and Telegraphs". He stated that since the Eiffel tower was too costly to repair, it would be torn down and sold for scrap. However, the government was fearful of public reaction, so the plans had to remain secret. Each merchant was detailed to provide a secret negotiated price, once the government announced how much would be saved by the scrapping the tower, the public would be more likely to accept the decision.

THE PIMPING GAME

Prostitution is a large sector of the underground economy. Its participants often call it "The Game". Players, Pimps, and Macks usually control the pimping game. These men of power control and manipulate the actions of the subordinate sex workers. A "Player" or "Pimp" usually assumes a particular style and manner of operation. White pimps tend to own or operate massage parlors, strip clubs, escort services and brothels. Whilst street level pimping in the United States is usually the sole preserve of African Americans males.

Those involved in pimping often refer to the “rules of the game”, and they strictly adhere to them. The golden rule, is the “pimp must get paid”. The Pimp must not be bashful in asking or demanding money from clients; there is to be absolutely no shame in the profession. Secondly, the game is “sold and not told”. The pimp is required to develop “his game” or “his rap”. He must be able to convince both his clients to take advantage of his services, but he must also be able to entice other attractive prostitutes to join his stable.

The pimp must possess a certain degree of charisma and smooth-talking persuasiveness. Pimps often develop poetic rhymes and scats (their game or rap) to illuminate their vision to potential prostitutes. An example: “Keep on believing in me, and your next move will be your best move. Green for the money, gold for the honey. I’m the motion, just like the ocean. All a bitch gotta’ do is come on drink some of this love potion”. The pimp may occasionally have to be a little economical with the truth in terms of what he can actually offer, and how far the new girl has to go in the line of duty. That’s not really a problem, however, as the pimp philosophy tends to place people into one of two categories, namely pimps or hoes. It’s up to the individual to decide whether they are to be abused or use others. Metaphorically, pimps treat their women like racehorses, they train them up and put them out on the track to make as much money as possible.

The Pimping profession is capitalistic by its very nature, the pimp must believe in himself and his product (women). It is ultimately his responsibility to ensure his Hoes (prostitutes) are seductively dressed and ready for business. A pimp is required at times to be brutal in letting his prostitutes go, if they are either too messed up on drugs or no longer attractive (or not young enough), he has to avoid sentimentality for the sake of business.

The third rule of successful pimping is the pimp has to always be immaculately dressed and propagate the right social connections. The Pimp is often the first point of contact for the client. He should look impressive and wear clothes befitting his station. Clients expect pimps to dress outlandishly. This is why pimps continue to wear pastel or animal print suits and feathered pimp hats, long after they went out of fashion. It also adds to the mystique of call girl culture, the client is instantly reassured that his fantasy life matches with the Pimp’s reality. The Pimp is also required to forge societal links, for his own sake and his hoes. The more links he can establish with the rich and famous, the higher the potential profits, and such associations may attract a higher-class of ho or call girl into his service. Every pimp desires more money and prestige; his best bet to get this, is to meet up with people of influence in his own town or city. He may face the possibility that his dedicated hoes may doubt his abilities over time if he doesn’t secure them higher paying work or more glamorous surrounds. The pimp/ho relationship is a complex one, if the pimp cannot grant the prostitute access to a higher social network, they will often leave him for another pimp who can. Or at least, a pimp who has his “rap” going on.

The most respected pimps are called “Macks”. They are generally at the top of their profession and employ many hardworking and successful prostitutes. “Players” are pimps with an average stable of women, they are generally well respected and make a decent living. At the lowest rung of the ladder are the so-called “popcorn” pimps. They are lucky to have a couple of prostitutes working for them on the street. They may be dressed in normal clothes, take drugs or drink cheap alcohol, and allow their hoes to also indulge. Despite the stereotype, professional pimps generally frown upon their hoes taking (excessive) drugs.

Successful pimps are skilled at playing upon a woman’s vulnerabilities. They will assess the psychological state of the candidate to determine if they have the attributes to handle the lifestyle. His true talent, however, must be his ability to keep his women happy. He must be able to vary his demeanor from mean and callous, to affectionate. He generally plays upon the rudimentary aspects of the quasi father/daughter relationship. It is a fact that two of the most successful pimps of all time, Iceberg Slim and Ice Tea, were said to be so cold-blooded that their monikers reflected their capacity for heartlessness. The psychological dominant/subordinate relationship is often played out in pimp/ho relations. It goes almost without saying that a pimp should never fall in love with his hoes. It clouds his judgment and weakens his relations with not only the girl in question, but too the rest in his stable. They themselves may hold out expectations of being his girl.

Pimps are occasionally required to get violent with clients. They must protect their hoes, or they may face financial loss if they are injured; distrust may also become an issue between him and his working girls for letting it happen. The more successful pimps are often in a position to employ bodyguards.

Pimps are often educated into the business by inner-city mentors. They learn basic marketing and investment techniques, and ways of how best to maximize their profits. Successful pimping often requires investment in your product (prostitutes) first. The more attractive the Ho, the greater the returns. The fact is that white girls prove to be more marketable, and white girls are less likely to be arrested. Pimps often believe that black women get into fights more often, resist arrest more often and become belligerent far easier than their white counterparts.

The culture of free enterprise in pimping means that prostitutes are free to move on from their current pimp if they feel dissatisfied. Of course, some kind of monetary arrangement usually goes on between the pimps. Of course, some pimps do not respect the ideals of free trade, they often exact brutal revenge upon any ho who attempts to leave his stable. Hoes who flirt or make eye contact with other pimps are often harshly dealt with. She is termed to be “out of pockets” (flirting with another pimp), and she may be subject to being “broke”, meaning physically reprimanded or hurt. The basic rule of thumb between pimps is that it’s “Bro’s before Ho’s”. It’s perfectly legitimate for the flirting pimp to “break” the wandering ho, meaning to take all her money for her disloyalty. The culture of pimping is unashamedly misogynistic; the double standards mentioned above simply follow through the reality that there are plenty more potential hoes out there, and there is no need for unnecessary violence between pimps over wandering girls.

I D E N T I T Y T H E F T

Identity theft (otherwise known as Identity Fraud or iJacking) is when someone wrongfully acquires or uses another person’s personal data. The term identity fraud is more accurate in that the criminal impersonates rather than removes the victim’s identity. This is usually done for financial gain.

The act usually takes place in relation to credit card fraud, although mortgage fraud and other kinds of financial fraud are quite common. A less common usage for identity fraud is to enable illegal immigration, terrorism or espionage. Blackmail is another reason why an identity could be stolen, a thief could use this access to personal details to either expose wrongdoing or create it. There are rarer cases of identity theft where the details have been stolen to obtain medical treatment, or to evade criminal prosecution.

C O M M O N T E C H N I Q U E S

- Stealing mail or rummaging around rubbish bins i.e. dumpster diving
- Eavesdropping on personal transactions in public places to obtain personal data i.e. shoulder surfing
- Harvesting personal information via computer databases
- Infiltrating organizations that store vast amounts of personal data
- Impersonating a trusted organization in electronic communication i.e. phishing
- Spam Email (Electronic) and Normal Mail that requires the respondent to reply with personal data

Estimates of the total financial loss attributed to identity fraud in the United States in 2006, equals US\$56.6 billion dollars. Only 15% of victims find out about their loss by the proactive actions taken by the merchant or bank, 73% of cases involved the thief gaining access to credit card details (either physically or electronically).

DATA PROTECTION ACT: In the United Kingdom all personal data is protected by the Data Protection Act. The Act outlines the terms by which an organization can hold personal data. Under English Law, the deception offenses listed under the Theft Act 1968 are being increasingly used to prosecute most identity theft cases. The case of *R v Seward* EWCA Crim 1941 was the test case for using the Act in this way. In the case, the defendant was acting as the ‘front man’ in the use of stolen credit cards and other documents. He purchased goods to the value of £10,000 pounds of unidentified suspects.

The three elements of identity:

Biometric Identity: Attributes that are said to be unique to the individual i.e. fingerprints, voice, retina, facial structure, DNA profile, hand geometry, heat radiation signature.

Attributed Identity: The components of an identity given at birth i.e. name, birth date, place of birth, parents' name and addresses.

Biographical Identity: Those personal details that accrue over time as a person interacts with society including:

- Registration of birth
- Educational details and qualifications
- Electoral register entries
- Social Security details/Tax details
- Employment History
- Registration of Marriage
- Mortgage account information/property holdings
- Insurance Policies
- History of interaction with organizations such as banks, creditors, utilities and public authorities

We can break down these groups into identifiers and tokens. An Identifier is a characteristic that needs no additional supporting information to readily identify you as a unique person; like your name, your appearance or your fingerprint. A token is a physical or electronic object shown to demonstrate a fact or event, like a bus ticket or birth certificate.

BIOMETRIC IDENTIFIERS

Biometric Identifiers e.g. fingerprints, facial structure and DNA coding, are thought to be foolproof in popular cultural. It is not. There are various ways to subvert the process. Like most form of electronic information, these databases are managed by employees who are given privileged access to perform their daily administrative duties. They can be bought, or the databases hacked into to obtain these passwords.

All biometric testing relies upon scanning machines; these devices are never entirely foolproof. Here are some examples of the ways these machines can be spoofed:

Capacitive Scanners: These scanners measure minute electrical differences caused by the interaction of a finger upon the scanner. The body conducts electricity, the differences in ridges and troughs of fingerprint whorls create unique electrical patterns. After every use, a layer of natural body oils is deposited upon the scanner. Some scanners can be fooled into working by simply breathing on the glass plate. A bag of water can be placed over to a limited effect. And graphite powder can be applied to the fingerprint and adhesive tape applied over it and pressed down.

Optical Scanners: These scanners are a little more sensitive. The basic trick is to get a copy of the fingerprint you need (using the graphite method above or holding the fingerprint above the pot of super glue, the fumes stick to the moisture – a common forensic technique. The print is then photographed and scanned into a computer, the image is inverted and sharpened up with an image editing program. Photo sensitive copper-clad boards are sold by electronic hobby stores worldwide, and prove perfect for transferring the image. The image is etched onto the board. Finally, a gelatine mould can be made from the board, this mould can be secreted upon the person and eaten upon entry to the secured area.

Other forms of testing can also be readily faked or subverted. It is understood that face recognition software is often fooled by changes in appearance over time, in as little as two years. Rulings in the United Kingdom have sought to stop teenagers wearing hoodies (hooded tops) because these hoods stop the *hoods* from being identified by the recognition software. Just because a camera catches a known villain on screen, it doesn't inevitably mean a conviction will follow.

DOCUMENTS

The tokens or documents we use everyday are readily obtained through various legal and illegal activities, not always needing the consent of the person in question. Some can be denoted as ‘vital records’ or ‘breeder documents’ because they can be used to generate other proofs of identity like driver’s licenses, or passports et al.

Birth Certificate: In the United Kingdom the birth records is a public domain document, anyone is entitled to obtain a certified copy of any UK birth certificate. This can be done by turning up at a registry, or simply applying by phone, fax or internet. In Scotland and Ireland one needs to contact the appropriate General Register Office or local Registration Office. In the United States these vital records are handled on a state-by-state basis. Some states require I.D. to gain a birth certificate, whilst others do not. Even those states that do recognize of risk of spoofing, faked passports and driver’s licenses can be used to gain legitimate documents. It is a great loophole that many scam artists use.

‘Ghosting’ is a term used to refer to people who obtain the birth certificates of dead children and assume their identity. The individuals simply look up obituaries and public registers. This activity is known to authorities and some authorities who cross-check between birth and deaths files to catch out such criminals. These illegitimately gained records are often used by drug traffickers, terrorists and they prove handy for human trafficked people to build up their new persona; they can then acquire a passport, drivers’ license et al.

US Social Security Number: These nine digit SSN numbers are vitally important to all United States residents, along with the birth certificate, the SSN is the platform for all further proofs of identity. The first three digits refer to the area number of the state; the next two digits are group numbers, they are issued in sequence from odd 01 to 09, even 10 to 98, even 02 to 08 and finally odd 11 to 99. The final four digits is the serial number, these are issued consecutively from 0001 to 9999. Parents are required to apply for a social security number for their child and provide appropriate documentation. The SSN was only originally intended to aid the IRS in their investigations, it is now widely used for medical records, insurance, education and even some credit cards. Because they are widely used, they are widely stolen as well.

UK National Insurance Number: This government issued number is automatically issued to each child at sixteen. It is nine characters long and consists of letters and numbers i.e. XY123456Z. It is issued by the government so recipients can gain access social security benefits and be accountable for taxation purposes. It isn’t used in the same pervasive way as in the US to gain credit cards – US credit reports are indexed by SSN. In 2001 it was noted that there were 81 million insurance numbers issued for only 60 million people, business has therefore little confidence in the scheme and has not sought to use it as a standard form of identification in the UK. Criminals still value the details, as it allows them to commit tax fraud and benefit fraud. The cards are also valued by illegal immigrants who need to provide a national insurance number to gain legitimate employment.

Bank Accounts: Most countries around the world have restrictions upon opening up bank accounts. In the United Kingdom, the bank is required by law to verify the name and current address of their customer. They do this by asking for two forms of primary identification. However, everyone in the UK is guaranteed by law to be able to open up a bank account, and if pushed, most banks will open up a basic savings account with little more than a gas bill receipt.

Drivers’ License: The drivers’ license is used as a de facto identification card the world over. It is used as proof of identity to open bank accounts, credit cards and even gain state benefits. The U.K Driver and Vehicle Licensing Agency (DVLA) notes that a birth certificate is not absolute proof of identity, and may ask the individual to get a photograph of them signed by another resident, to verify the veracity of their claims to a drivers’ license. However, only a small percentage of these photos are ever investigated.

Internet Searching: There are many reported cases of people simply typing in 'birth certificate', 'passport' and 'dead child' into a internet search engine and turning up dozens of results; including manuals on how to commit the crime. There are many other biographic identifiers that can be of some use in criminals, including email addresses, usernames and passwords, ATM or cash machine cards and Personal Identification Numbers (PINs).

HOW TO STEAL AN IDENTITY

One of the considerations to take into account in identity theft is that each form of identification is used to gain each other. If you have a birth certificate you can use it to obtain your drivers' license, if you have a drivers' license it can be used as evidence to gain a birth certificate. This reliance is both a strength and a weakness, once an identity thief has one important record, he can make light work of completing the I.D circle. If a falsified record was originally used to break the circle, it can eventually be replaced. The thief now has 100% legitimate records at their disposal.

Who steals identities? The type of criminal engaged in the activity cuts across many different sectors: illegal immigration, drugs trafficking, money laundering, vehicle theft and frauds against the public and private sectors. The major purpose of false identities is to enable serious and organized criminals to conceal themselves, their activities and their assets. There is also a thriving secondary market in the selling of identities.

IDENTITY FACTORY

In early 2002, a resident of Southwark, London was arrested in a police sting and charged with multiple cases of the production of forged documentation. In the small home in South London, police were surprised by the sheer scale of the cottage industry and dubbed it the 'identity factory'. The police recovered 13,000 blank identity documents. Found inside the residence were computing and card manufacturing equipment, plastic card printer and embosser, card readers and a top-of-the-range industrial color laser printer, along with four computer systems, laminators and scanners. The police also found bank stamps, Immigration and Home Office stamps and Nigerian visa and passport renewal stamps. Three adjoined garages contained filing cabinets full of blank National Insurance cards and various other forged blank documents. Police estimated that 2,600 identities had been produced at the house before the raid took place.

Account Takeover: Also known as account hijacking, this is by far the most common type of identity theft. Basically, the criminal finds a credit card receipt, with a credit card number, expiry date and the name of the victim on it. They will use the information to make purchases by post, telephone or online (called Card Not Present fraud). Credit card cloning is also possible with these basic facts. The thief will make up their own card based on the information stolen and use it personally; they usually take the time to learn the signature before using it. This step is valuable, as some credit card companies do not allow for goods to be sent to any address other than that listed as the home residence of the card owner. The final step in taking over someone's account is to impersonate them whilst making a phone call to the bank to order a replacement card or to register a change of address. The same account takeover is used online for everything from email accounts to bank accounts. Using this technique, the cardholder wont receive any statements at their own address, and will probably only find out about the theft after their account has been emptied, or a phone call is made by investigators at the bank, inquiring about suspicious or erratic purchases on the card.

This particular type of theft means the thief doesn't have to go through the hassle of establishing a new account and they can usually pick an account with a reasonable credit rating. However, the account is likely to have a short active life.

Application Fraud: A more sophisticated credit fraud is application fraud. In this instance, the identity thief assembles a portfolio of identity papers and uses them to open up a series of new accounts in the victim's name. When the accounts reach their limit, the thief just opens up more, until the victim's credit rating hits the floor. This particular variant of credit fraud can quickly reap significantly larger sums of money, but it involves a higher degree of risk – as the credit rating plunges the victim's details may be flagged by credit companies (security alert issued). However, with greater rewards usually comes greater police interest.

This type of identity fraud has been used by terrorists. In the post September 11 environment, governments are seeking to crack down on this activity. The United States has the *US Patriot Act 2001*. Financial institutions are required to verify the identity of any person seeking to open up an account to a reasonable level of compliance. They must maintain these records to the best of their ability, and they must consult lists of known or suspect terrorists or terrorist organizations and determine if these people are seeking or opened accounts. Basically, the financial institutions have had to implement a Customer Identification Program that seeks to keep all information up to date.

Wholesale Assumption of Identity: In this scenario, the thief basically seeks to become you. They usually start with two or more breeder documents (Birth Certificate and Social Security Number) and complete the rest of the chain of identity, until they have a full set of duplicate documents. In these documents, your details will be the same except for home address, photograph and signature. Any crimes committed by the thief will likely to rebound upon the victim, as well. The benefits of this type of identity fraud are that the person has genuine documents that are harder to discount as real, and if they are ghosting a dead person, there is less chance of exposure. However, any outstanding crimes or warrants by the victim are likely to rebound upon the impersonator – even a bad credit rating.

HOW TO GET THE INFORMATION

Personal information can be harvested from two sources, the victim themselves or the people they trust. To live in a society, we must share personal information to vouch for our worthiness. Individuals place their trust in banks, employers, credit card companies and family and friends. Businesses are assumed to work in 'a circle of trust' where they only pass on the information to other worthy businesses or government bodies. Without this investiture of trust, financial markets would quickly topple over.

Inside Job: Sometimes, the circle of trust is broken by insiders, each employer and business has to trust their employees to not divulge the information provided by their customers. Credit companies rely upon the due diligence of banks and they actively seek out irregularities. However, at either stage someone can falsify records. Although there are usually strict procedures in terms of privacy in most financial institutions, information does get sold on by disgruntled or untrustworthy employees. An increasing concern for many people is the outsourcing of data collection in the financial and telemarketing field. There have been many cases of identity fraud taking place in India. There is a healthy secondary market in the trade of personal information. In the internet age, with access to credit agency computer passwords and subscriber codes, an illegal user could quickly access thousands of credit reports. The most common occurrence of insider theft is an employee of a smaller scale firm. The employee simply sells on a list of customer details.

Family Members: There have been quite a number of cases where an ex-wife (or de facto girlfriend) has opened up a line of credit in her former husband's name. Once linked on computer systems as having lived at the same address for a period of time, the personal records become meshed to a certain extent. It is quite common for drug users to sell off the personal details of their friends and family for that next hit. We trust people within our inner circle, but sometimes this trust is misguided.

Infiltrators: Others simply use brute-force or high-tech attacks to gain the personal information. Once most hackers gain access to customer databases they will usually set up a legitimate form of access for themselves. They can usually come back at their leisure, assuming the company isn't diligently updating their systems.

LAW RESPONSES

The United States *Identity Theft and Assumption Deterrence Act* 1998 made it a federal offense when anybody “knowingly transfers or uses, without lawful authority, a means of identification of another person with the intent to commit, or to aid and abet, any unlawful activity that constitutes a violation of federal law, or that constitutes a felony under any applicable state or local law”. This law is broad in its application including all standard forms of personal effect and methods of transference including mobile phones. The maximum penalty being 15 years in jail. The *Identity Theft Penalty Enhancement Act* (ITPEA) 2004, provides for a mandatory two-year prison sentence for anyone caught in possession of another person’s identity. There are additional state-based laws, as well.

The United Kingdom has been particularly slow in reacting to this emerging type of crime. There have been proposals for the introduction of Citizen I.D. cards and proposals of Fraud Law Reform, including a new offense of ‘fraud by false representation’.

In the United States the Federal Trade Commission (FTC) has overall responsibility for combating identity fraud, In the United Kingdom there is a credit industry coalition called CIFAS that seeks to inform the public and issues CIFAS Security Alerts to all its members.

Credit Card Cloning: Credit card cloning is on the rise. The process of credit card cloning begins with the thief acquiring a victim’s credit card details. Then a cloned card is created and used to purchase items in person (or by other methods, if desired). To clone a credit card, one doesn’t need to ever see the original card. Under some circumstances like bank insider jobs, the victim may never get the credit card issued, no matter use it.

The banks have set up a series of checks and balances for credit card usage, these scan for abnormal spending patterns, checks to see if these transactions are physically possible and even flag purchases occurring out of the state regularly. The system is also capable of checking for items purchased that have a high resale value like DVD players or stereos.

The cloning of credit cards is not a simple process.

There are three stages to credit card cloning:

1. **Acquisition:** This is the stage of collecting the credit card information from generally collusive retailers or compromised customer databases.
2. **Manufacture:** There are three basic levels of manufacturing. The highest is a convincing card, printed in the bank’s colors with the correct name and numbers embossed on the front, plus a hologram. These cards will generally be accepted everywhere, assuming a security alert hasn’t been put out on them. The equipment needed for manufacturing top quality cards costs around US\$10,000 dollars. In East Asia there are many illicit factories that can pump out around 5,000 completed cards a night. These cards are usually smuggled in travelers’ suitcases to the West. The second tier of card forgery seeks to use existing cancelled cards and apply a new magnetic strip. Sometimes they are ‘remanufactured’, basically the old embossing is removed with a hot iron and it is re-embossed with the new details. They may arouse suspicion if the quality of re-embossing is poor, or the electronic details differ from what is found on the card. The final level of manufacture is basically applying a new magnetic strip to any cost-saver type consumer card the thieves can get a hold of. These cards are generally only used in ATM machines. The advantage of this poor quality option is that writers like the MAKstripe can be purchased for around US\$750 dollars and demonstration versions of computer programs to alter magnetic strips like RenCode2000 are freely available online.

3. Verification: The criminal may have a convincing looking cloned card, but problems could arise when he goes to use it. The magnetic strip may not have recorded properly, there may have been a manufacturing error leading to inconsistency in the naming of the card and the magnetic strip, the card could have subsequently been reported as lost or stolen since it was skimmed. All these incidences could lead to arrest. A prudential identity thief usually tests the card by purchasing petrol from an automated pump, using a credit card-enabled payphone, or by making a machine based transaction. Another avenue is to approach a collusive retailer who will 'innocently' let the purchase go through.

Skimming: Along the back of standard credit card you can see a long 16-digit number, start and expiry dates and a name. There is also a dark brown (black, silver or gold) strip that runs the length of the card. It is made from the same material as floppy discs and contains all the information on the front of the card magnetically encoded. When a card is fed through a cash-point machine, it reads the magnetic strip.

Skimming occurs when a sales assistant swipes the card twice, once through the cash-point and once through a device known as a skimmer. This device can hold hundreds of credit card details. Modern skimmers are the size of a pager and can be easily fitted to a belt. They can be purchased online for as little as \$350. Some newer models come with a button for instant eraser of the incriminating information. In the UK the selling of such credit card details to criminal groups can garner as little as £5 pound.

SECURITY FEATURES OF CREDIT CARDS

Security Codes: Most cards now carry a security code, known as CSC, or otherwise known as CVC, CVV2, CVC2 and CID. Visa and MasterCard (American Express four-digits) have this three-digit long numbers printed on the signature strip, but not on the magnetic strip, or embossed on the front. It seeks to foil the skimmer, he could write it down, but that may raise unwanted attention. However, merchants are reluctant to use this new security feature for risk of losing business.

Chip and PIN/Smartcards: This new system has been on trial in Asia, Australia and South America and is gradually being rolled out in Europe; and plans are set for the United States. Each Chip and PIN enabled card contains a tiny microchip that is connected to a grid made up of small metal pins. When the card is inserted into a reader, the metal pins make contact with the pads, allowing the chip inside to be read. This microchip contains the same information present upon the magnetic strip. Instead of signing a credit card slip the customer types in his private Personal Identification Number (PIN), similar to ATM/Cashpoint card. Despite the claims of the banks, there are many problems with this new system. Most fraudulent card use takes place in other countries, some not enabled with the new technology – the banks having a fallback policy of still processing these transactions manually. This technology has no impact on Card Not Present fraud. Any technology is quickly broken and there already exists smart card reading machines, and there are techniques like 'shoulder surfing' that can readily collect the required PIN numbers, anyway.

ATM CARDS

To successfully use ATM/Cashpoint cards two different things are needed. The actual card or the account details, and the PIN number – precisely why Chip and PIN credit card smart-cards have been introduced. Most banks actively acknowledge these two elements should be kept separate, they generally hand the ATM card to the person and then follow up by sending out the PIN number by post to the last known address. There are however, many ways to obtain this information including:

Obtaining the account information

- Physical theft of the card
- Theft of card by machine tampering
- Theft of card details by machine tampering
- The 'card cleaner'

Obtaining the PIN

- Theft of written record
- Shoulder surfing
- The so-called 'helpful stranger' method
- Remote cameras
- Localized camera
- Keypad overlay

Combined Methods

- Machine takeover
- Inside Job

Physical Theft of the card: There are many ways to obtain the card including muggings, bag snatching, picking pockets, burglary, theft from a motor vehicle. Many people combine the remote camera techniques and then follow the victim to obtain the card. Another technique is the 'dropped money' scam, basically someone says that the ATM user has dropped some money behind them, they look and bend over to pick up the ten dollar note, when they turn around again their ATM card has gone. In most cases, they end up losing far more money than gaining ten dollars.

Theft of card by machine tampering: One technique is called the 'Lebanese Loop', this card trapping device is made up of thin pieces of plastic, often with a small loop of film, that is inserted into the card slot. It stops the card from verifying properly, and it stops the card from being swallowed by the machine or ejected. The victim soon gives up trying to get their card back, one of the criminals usually makes a bee-line to the machine to stand in line behind the victim. Once the victim leaves, or goes into the bank to seek a remedy to their situation, the card is then quickly retrieved by the would be thief.

Skimming can be done at ATMs that actively swallow the card and other similar ones. The criminal attaches it in such a way that the card passes the reader before entering the machine. The more professional gangs will construct a fascia board to make it look like part of the ATM machine. The gang may even compliment this setup by installing a small webcam in the construction to gather the PIN number. Such units can also include a wireless link, so that the criminals can remotely download the data.

The 'card cleaner' scam relies upon the victims gullibility. The ATM is fitted with a fascia board that comes complete with a 'card cleaner'. A label attached requests the customer to use the 'card cleaner' before use of the ATM. A variant on this scam is putting up a card skimmer upon the vestibules glass doors. Some banks put their ATMs in their lobby entrance, to make the customer feel safe whilst accessing their account, mainly at night. A sign attached to the doors informs the client that for safety reasons, the doors are now magnetically secured, and their card needs to be swiped for customers to gain entrance.

Theft by written record: It maybe surprising how many people write their pin number on their ATM card, or at least, put it on a piece of paper in their wallet or purse. The elderly sometimes have trouble using the machines, no matter remembering their passwords. It is also surprising what dumpster diving can achieve, many business don't bother to shred their records, and very few households take steps to filter their garbage.

Shoulder surfing: It wasn't long after the invention of the ATM that thieves realized that if they could get a victim's ATM details, they could make a lot more money than simply mugging them. Shoulder surfing entails quickly making a bee-line for the ATM when the victim arrives, they stand behind them, and surreptitiously look over the victim's shoulder to memorize the PIN number. If the 'Lebanese loop' technique is being employed, the criminals may even attach a sign denoting that the machine is malfunctioning and may require the user to insert the PIN number a number of times for service. Today, some thieves utilize a mobile phone with camera functions to capture the PIN number over the victim's shoulder.

The Helpful Stranger: This technique is often used with the 'Lebanese Loop' technique. The criminal pretends to be another customer standing behind the victim, once the victim puts in his card and loses it, the criminal steps forward and assure the victim that the same thing happened to him the previous week. He assures that victim that he managed to get his own cash and card back by repeatedly inputting his PIN number. This kind of helpful banter generally makes it easier for the criminal to legitimize observance of the input of the PIN number.

Keypad overlay: These devices are simply affixed over the keypad, either mimicking the display, or being transparent, so that it looks like it is used to keep out the moisture. The device has small pressure switches that record the number entry. The device is usually used in conjunction with a skimmer.

Machine takeover: In 2003, a man was charged with installing 55 ATM machines in New York, Florida and California. Although the machines worked the same as any other ATM, the machines also had skimmers installed, along with access to the machines own camera unit, the Albanian-Yugoslav crime syndicate managed to harvest \$3.5 million over two years. The group managed to install their machines in convenience stores by offering the owner a \$1.75 fee on withdrawals, more than the standard \$1 they usually receive.

HOW MUCH CASH CAN BE WITHDRAWN A DAY?

It seems obvious that the most cash you can withdraw a day is the maximum withdrawal limit. However, there are a couple of scams that can be tried. As the withdrawal limit is a daily event, if one times it properly, one can make two full withdrawals within minutes of each other. Most ATMs are designed to reset at midnight, consequently, most criminals seek to withdraw two lots at this time. The other trick is to make a full withdrawal, draw out a number of notes from the middle of wad that is ejected, wait, and watch the remaining cash being swallowed by the machine. Most ATMs are design to time out the cash once it is offered to the customer. Some of these ATMs don't have the facility to count this returned cash, and therefore, the assumption is made that no withdrawal of cash has taken place. By repeatedly doing this exercise, the thief is able to get sufficiently more than the limit – only limited by the cash held or bank account amount. One ATM in America was relieved of \$26,000 dollars by this reversal fraud. Once the card details and PIN number are retrieved, the details can be sent anywhere in the world. Any card with the appropriate manufactured strip can be inserted. These details are frequently traded with foreign crime groups to reduce the risk of arrest.

In the United Kingdom, the *Banking Code* ensures the customer is only liable for the first £50 of withdrawals before reporting the loss of a card. However, the victim is entirely responsible of all losses sustained if it can be established the customer kept PIN number details poorly disguised or in plain sight of (written on the card) the card i.e. in wallet or purse.

CARD NOT PRESENT FRAUD

This type of scam requires only the credit card holder's name, credit card number and expiry date. A debit card is just as susceptible to this kind of fraud. Once these details are obtained, the criminal can buy goods online, by mail or by phone, and direct the goods to a different address. Although, some merchants query the transaction, as they are liable for card not present fraud, most do not. The information is often culled by criminals from skimming devices used surreptitiously by sales clerks, waiters et al. The information can be reconstructed from discarded receipts. Although merchants put four of the numbers from the credit card number on the sales docket, the process is not uniform. The entire credit card number may be reconstructed from several receipts. Old carbon swipe machines are still in use, and the discarded carbons are a good source of customer information. On-line there are a number of computer programs that generate sequences of credit card numbers from valid Bank Identification Numbers (BINs). The first four digits of credit cards identify the bank, these programs generate valid numbers. However, some of these card numbers won't have been issued yet, and the fraudster will still have to guess at the expiry date. There are a number of newsgroups, internet relay chat (irc) channels that discuss card number generators, vulnerabilities of e-commerce site engines and even secretive groups where credit card details (and full identities) are traded.

The goods usually targeted for purchase include mobile phones, laptop computers and other digital equipment. DVDs and other types of media are also targeted, mainly because they are readily convertible into cash at second-hand dealers. Online auctions are often targeted by thieves because of the general gullibility of the public compared to the online business. Indonesia, Romania and the ex-Soviet republics have organized crime gangs who continuously work this kind of fraud. Certain companies have recently sought to cut down card not present fraud by using the credit card, Card Security Code (CSC) to validate orders, Address Verification System (AVS) asks as well for the home address of the card holder. Other password-based systems issued by banks include the Verified by Visa MasterCard Secure-Code, they operate similar to the Chip and PIN systems.

DUMPSTER DIVING

In the United States in the year 2000, two identity thieves were jailed after stealing hundreds of thousands of dollars, the criminals putting the figure close to US\$1,000,000 dollars. It all started when one became a methamphetamine addict. The pair were invited by fellow addicts to scout around a local dump in search of salable items. One was not impressed with getting dirty, and decided to go investigate a recycling shed nearby. He stumbled upon a big barrel full of discarded tax forms from a local accounting firm. Each form had the person's name, date of birth and Social Security number: everything needed to take out a line of credit in their name. With the information gathered the businessman and I.T expert visited online credit companies and applied for cards in his victims' names. He used the address supplied to pass the credit scoring process of verification and then changed this address to a mail drop. He even asked for a second card made out in his own name, to allow him to use his own I.D. when required. After some time, they hit upon the idea of using the information they had gathered to apply for a credit report on the individual to establish their credit rating – at the cost of a few dollars more. If the victim had enough credit to get a home-loan, they were deemed worthwhile exploring. They eventually had established 15 further mail drops and purchased 15 mobile phones, each had the victim's name upon it, so they could answer the credit companies queries. Towards the end of their operations, they had many fellow drug users scouting for additional forms of identification and transcribing them for use. They were travelling to Las Vegas to get a \$1000 cash advance on the credit cards – an everyday occurrence in the gambling town – and they were only caught when one of their fellow drug users inadvertently led a security guard back to their hotel room in Vegas.

Dumpster Diving, or Bin Raiding as it is called in the UK, is still a primary source of information for identity thieves, although many people are now taking some precautions in their on-line activities, they regularly throw out credit slips received by mail with little thought. The going rate in the UK per document is around £5 pound, whilst in the United States, one can expect around US\$5 dollars. Some crime syndicates will pay additional sums for more valuable documents. A petty thief in the United Kingdom reports that he got £50 pound if he managed to find a document with a full credit card number or bank details.

The main sources of physical documents are household rubbish, business rubbish or recycling centers. The modern obsession of recycling and recycling bins has made it somewhat easier for identity thieves. It has even been known for some gangs to drive around on recycling nights, around affluent suburbs, collecting paper waste. One in five bins have been found in studies to contain a full credit card number, most with an expiry date. However, if you have several purchase receipts, you can usually reconstruct the full number. Most merchants put four of the credit card numbers on the receipt, but which numbers printed varies according to the retailer. Additionally, 1 in 5 bins contain a bank account number and sort code, 1 in 6 bins contain a utility bill and 1 in 4 contains official letters of some sought. Studies have also suggested that the majority of businesses also throw out personal details without taking steps to destroy the information (shedding, burning etc).

S O C I A L E N G I N E E R I N G

The term social engineering comes to us from the 1970s, when phone phreaking was all the rage. The precursor in many ways to hacking, phone phreakers like the infamous Captain Crunch sought to use technical information to gain access to telephone networks and make calls worldwide for free. To gain the requisite technical information, they sought to impersonate a phone technician to gain technical specifications sent out to them by the phone company, or to query a particular technical aspect they were unclear about. The process has come to be known as social engineering. It is used widely to scam people. Basically, the fraudster assumes the identity of another or claims to be a representative of a company in order to get the victim to divulge personal information. This takes many different forms.

The Pretext Call: The caller pretends to be someone else in order to gain access to information the victim would otherwise not reveal. The criminal generally assumes the role of an important body – the police, tax authority, credit company, bank et al. Direct marketing companies and market research firms often ring people in the hope that they will readily hand over their personal information, some identity thieves attempt to spoof this process. Pretext calling is also used by private investigators, and law enforcement agencies even occasionally resort to it. The classic sting is to ring up the victim, who you already have some details about, and tell them you are from their bank, the victim is reassured of your credentials when you relate their personal details, now the thief asks to confirm their PIN number.

There are numerous stings to tempt the gullible. A financial institution rings to verify the client's personal details after suspected fraudulent activity occurs in their account, a business chases up an unpaid bill, or someone spruiks a special offer by phone, or a utility company rings in the early evening threatening to cut off the owner's power supply if the overdue installment isn't immediately settled. They often frame the question to identify if their property will be occupied in a particular timeframe, so they can also rob the residence, as well.

The identity thief also assumes the role of a customer and rings up banks, credit companies, merchants et al. This is often to change their address on customer records or to provide falsified credit details, this is to gain various credit statements that can be used to source further documentation.

Fake Documents: Instead of using the telephone, the thief uses a written letter, usually with a convincing form attached to gather personal information. There is one recent scam in the United States that purports to be sent from the victim's bank. A letter arrives with an additional I.R.S. form. The letter informs the victim that the bank is updating its records in order to exempt the taxpayer from reporting interest or having tax withheld on interest paid on his or her bank account. The victim will have 31% of his or her interest withheld if they don't fill out the accompanying I.R.S. form and fax it urgently. The I.R.S. form mirrors existing tax forms and fools many people.

Bogus Job Offer: The victim applies for an online job, or newspaper one, and is readily informed that they have got the job subject to the sole condition that a background check must be performed. They are asked to forward sensitive details and they never hear again from the employer. All respondents are sent the same information, and this scam often preys upon the desperation of older workers to get a job. A modern variant includes money laundering, as well. The victim is hired to act as a 'payment processor' or 'correspondence manager' for a percentage of the money funneled through their account. They readily hand over their bank details for the easy cash, unfortunately, it is only later that they realized they are an accessory to theft. In a further twist, the crime syndicate could even blackmail them with this information for further money. Often the money funneled through this type of account is removed from other victims' accounts. In other setups, the victim is asked to personally forward on 'packages' of money, making them even more of an accessory.

Newspaper/Internet Advertisement: This works somewhat in reverse to normal social engineering operations. The criminal takes out an advertisement in a local paper purporting to be a bank or credit union (logos and branding professionally done). The institution is either an existing one or a fictional one. The existing one needs a plausible sounding reason for the customers to call, the fictional one may offer outstanding returns for money invested or worthwhile financing perks. Once they ring, a series of personal questions is asked to confirm the identity of the customer. This of course, works online just as well.

Phoney Identity Theft Prevention Service: There are many companies currently selling insurance policies to protect against identity theft, sometimes for free, most experts suggest that most of them are fraudulent operations, attempting to do precisely what they purport to stop. Others are selling things like credit card loss protection insurance. A pair convicted in the U.S in 2002 netted over US\$12,000,000 dollars by offering such a policy for US\$299. The pair took the money and used the credit details to steal the rest of the money in the victims' account.

The Law: In the United States the *Financial Modernisation Act* 1999 makes it illegal to use false, fraudulent statements to get customer information from anybody (customer or a company), to use forged documentation to do so, or to ask another person to do the same. The United Kingdom *Data Protection Act* 1998, states to 'knowingly or recklessly, without the consent of the data controller, to obtain personal data', in an offence. It is also an offence to sell illegally obtained information. This act is mainly used against errant private investigators and debt collection agencies, and only fines usually apply.

OTHER SOURCES OF INFORMATION

There are a series of other security loopholes in everyday life, which are readily exploited by identity thieves.

Telephones and PINS: The use of mobile phones, answering machines and voicemail functions has become widespread, however, many people don't think to change the PIN settings from their default on these technologies. Mobile phones are readily exploited by identity thieves they even circulate the PINs amongst themselves for popular makes of phones. One case where a woman was charged US\$20,000 for overseas calls, was facilitated by the crook ringing the operator and asking to have the call charged to the victim's mobile, the mobile message bank message was changed to say "Yes, yes, yes".

Mail Theft: The theft of mail circumvents having to look through dumpsters, and as such, has led to a gradual rise in this type of theft. One organized group in San Francisco managed to steal US\$1,000,000 dollars in the Bay area through a rather simple scheme. They hit local neighborhoods and posted lookouts, whilst the others stole mail from the mailboxes. It is especially easy to steal from apartment blocks this way. The group didn't even bother to open the personal information, they simply took out the pre-approved credit cards sent out to the residences. Postal workers are also occasionally implicated in mail theft schemes. It has been known for postal employees to 'thumb' over letters to see if a credit card is inside or to take the mail home and sough the valuable letters and deliver the rest. An old favorite of petty criminals is to break into public postal boxes leading up to Xmas: many people send cash directly through the mail to nieces and nephews.

Public Places: A source of opportunistic crime is of course overhearing or seeing activities in public spaces. Individuals sometimes use mobile phones to pay bills, readily shout down their line their credit card details. Petty thieves often loiter around department stores, not necessarily to shoplift, but to pick up any stray consumer forms, credit or loyalty consumer cards or other information lying around.

ONLINE IDENTITY THEFT

The internet as a technology is always changing and evolving, many identity thieves take advantage of this new frontier; it can quite rightly be called the Wild West of frontier fraud.

Phishing: This is the term for a falsified email purportedly coming from a respectable institution, it usually attempts to persuade the recipient to forward their personal information. There were reportedly 3.1 billion phishing emails sent out in the month of April in 2004. It has risen significantly, even from this date. Major banks, credit agencies, government departments and major online retailers (Paypal, Amazon et al) are usually targeted for impersonation in this type of fraud. Some of these emails suggest that a 'security server update' is necessary, that a breach has occurred in the user's account, or that a password update needs to be made to confirm current user details. In all these cases, the victim needs to send a return email with their personal details, or go to a supposed recognizable site and input the data required. A government example of phishing, informs the user that new government requirements are being currently phased in, and therefore, the bank or institution is required to urgently update/reconfirm the customer's details.

In recent years, enterprising hackers have offered so-called 'phishing kits' to spammers. These online kits start from around US\$200 dollars, and they give the potential spammer access to millions of current email addresses, access to current open relays, remailing facilities and all the necessary graphical elements to create dummy websites of major banks, or other large corporations. All the spammer needs to do is send out the emails, and watch the money come rolling in.

The Email: The email sent in this type of operation usually has a few modifications made to it to deceive the recipient into believing it came from their bank or an online merchant et al. The header of the email will have been tampered with to show that the sender is a reputable bank or merchant. It is relatively easy to spoof this by accessing the user settings in most email programs. You can instantly change the name to read whatever seems plausible, when the email pops up in another person's inbox, the name of the sender is usually configured to show up in the 'From' section, rather than the actual email address. Some current browsers automatically open up the HTML attachment present in the email, making it even easier to spoof links.

The Links: The way in which most HTML links work means that the actual link can be quite different from the text written upon the page. The text in the link indicates it goes to the official Amazon Books site, but the actual link goes to a similarly named domain name. In amateur phishing attempts, you can see the difference by observing the address shown when you scroll the mouse over the link – it is different from the text shown on the page. Another way of confusing the recipient is by encoding the link with the IP Address, rather than in words. Under normal circumstances, you input <http://www.google.com> to go to the Google site, however, the computer automatically searches for it in one of many Domain Name Systems; computers work best with numbers, humans don't. It then links you to IP (internet protocol) address '216.239.59.99'. The link can be displayed in these numbers to disguise its real domain name to the uninitiated. Another way of spoofing a link is to use the @ symbol in the link. Internet protocols were set up originally in such a way to allow for automatic identification. This feature is hardly ever used but the functionality still exists, and can be exploited. If you input <http://www.barclaysbank.co.uk@www.fraudsareus.com>, you won't be sent your friendly bank manager, but the second address.

There have been a number of errors in web browsers that have been exploited. The major one was in the way Microsoft Internet Explorer operated a couple of years ago. If you inputted the address <http://www.microsoft.com%01%00@www.fraudsareus.com> the additional ASCII code (%01%00) part of the address would be unable to be processed. The browser address bar showed the Microsoft site, but the actual website would be the criminal equivalent. Another method is to link to a scripted page that defaults to remove the address and toolbars.

The Website: The fake website is usually near identical to the original site. The web-builder will have harvested most of the images and text from the original site, they even may have added whole pages to their own site from the original. The customer will be directed to a page where they confirm their personal details. In a modern twist, some scams have the page display an error message after input and redirects the victim back to the legitimate update page. The details are now safely stored by the thieves, and the victim believes nothing untoward has just happened. Another phishing trick is to direct the victim to a fraudulent site that immediately re-directs to the legitimate site. However, a pop-up window has been activated, as well. It presents itself as a login screen for the main site. Pop-up windows don't show their web address and therefore, the scam is more likely to deceive.

Phishing utilizes the same techniques employed by spammers, and therefore tends to share the same types of problems. The individual receiving the email may not actually frequent the merchant or bank as denoted, the header may denote a male recipient, but it's actually be sent to a woman. This is because the emails are usually indiscriminately harvested from web page content.

The UK *National Hi-Tech Crime Unit* (NHTCU) made arrests in May 2004, where a number of UK citizens were employed by Russian organized crime gangs to open bank accounts to launder funds from phishing attacks, before the money was then forwarded to Russia. For their efforts, each UK local collected 7% of the profits from the laundering. The countries of the Former Soviet Union, including Estonia, Latvia, Lithuania, Russia and Ukraine are thought to be the major source of many phishing scams, and a lot of other illegal porn and internet Spyware for that matter.

Keystroke Logging: There are two different forms of keystroke logger, one is hardware based and the other is software based. The hardware version fits discretely between the keyboard plug and the keyboard socket on the back of the computer tower. The basic unit can be purchased for US\$90 dollars and can record an entire year's worth of keystrokes. The keystroke logger's information can be downloaded by removing the device, or by gaining access to the machine and downloading the information to disk. Obviously, one has to have physical access to the target machine. The software key logger is basically an application that sits invisibly in the background of the computer's operation, logging away all keystrokes made. It can either be directly inducted onto the computer, or it can be sent along with other executable files to the user by email, or remotely installed by a thief if the computer has been hacked. The information is gradually stored on a secret file. Retrieval can be done remotely or in person.

Spyware: The software keystroke logger is an example of Spyware. A major delivery system for Spyware is called a Trojan. A Trojan is a hidden program that installs itself automatically on a computer by stealth, named after the mythic Greek Trojan Horse. This can be done by downloading Warez programs (pirated software), by clicking links online (that lead to executable files), or by opening up attachments in emails.

Worms and computer viruses are also other major forms of Spyware. These small programs are spread generally around the internet by emails, this infection occurs when infected attachments are opened up by the user or automatically by the browser. Some worms and viruses are enabled to search for the email user's address book and automatically send all recipients the virus. Viruses or worms generally affect the computer operations in one or two ways. They can cause the system to immediately crash, or work behind the scenes in far subtler ways.

Backdoors: Hackers use 'rootkits' to establish a backdoor into a computer system. At anytime they can take control of the computer for their nefarious purposes.

Organized crime gangs often use worms and viruses to spread keyloggers, phishing emails or other malware (malicious software). The software installed often attempts to gain total control over the machine, these Botnets (networks of subordinated computers) are usually used to host illegal porn sites, spam servers or Warez material. Some enterprising gangs even hire out these machines for as little as US\$60 dollars or US\$2,000 per week.

Some unscrupulous sites show pop-ups designed to scare the user into downloading their supposed security programs. They display messages or warnings that look like genuine operational errors, a typical warning is “Warning: Your internet connection is dangerously insecure”. Although some links contain legitimate packages, others are automatically instructed to download and install executable files to infect the victim’s machine. Some pop-ups show the close window X inside the screen to fool people into downloading.

Protections: Most computers today have a series of applications running to stop Spyware attacks. The most obvious is a Spyware detector. The legitimate versions – they are not above being spoofed themselves – can be bought or downloaded from the web. Firewalls are also used, this type of program establishes protocols for sending and receiving data.

Some banks and businesses have realized this type of attack presents problems for online accounts. If a key logger is easily installed, the identity thief only has to retrieve the keystrokes log and work out which information represent is the password. Some banks in Switzerland, Germany and other European countries and some global businesses have instituted two-factor authentication. Basically, the password changes over time according to either an electronic password generator, or an issued scratch-off plastic card (similar to scratch lottery card). So, unless the thief can gain access to the handheld generator or get a hold of the plastic card they cannot gain entry. Of course, they could get the information from an insider, or work out if the plastic cards are manufactured in identical batches. The electronic password generator is fast becoming a standard tool of secured corporate computer networks in the US and UK. Corporations are now starting to issue handheld electronic password generators to their executives. The theory being, that the professionals can access their corporate materials remotely and securely. The companies sometimes require the executive to immediately hand over the device when they are fired or leave the company, to help limit any potential loss.

With the kind of information garnered from Spyware and key logging, the identity thief can not only take over the victim’s financial life, but also their on-line life. There have been cases where fraudsters have taken over e-Bay and Paypal accounts and used them for nefarious deeds. This kind of account hijacking can destroy public reputations.

Advance Fee Fraud: Most people have come across variations of the Nigerian Banking Scam (otherwise known as the ‘419 Fraud’ after sections pertaining to fraud in the Nigerian Criminal Code). It started out life as the Nigerian Letter Scam, because it was originally operated through traditional postal means. People are often surprised that it works, but people have committed suicide for the losses sustained in this type of fraud. Like most scams, it relies upon the greed of the victim. In most situations, a letter arrives from someone important in another country; they desperately need to move vast sums of money urgently from their country. They need a suitable bank account to move the money into i.e. the victims. If the bank-account details are sent by the victim, the bank account is then quickly cleared of its savings.

The email usually purports to come from someone important like a Prince, General, Professor, Government Minister or Senior Bank Official. The email arrives out of the blue, and states that the pair have a mutual business acquaintance (not specified) who recommended the victim as ‘an honest man of good character’. The sender declares that they know of a substantial amount of cash (usually tens of millions), it has either been left by a deceased foreigner, or is a secret government slush-fund, or the money was hidden away by a former dictator. The sender states that they cannot retrieve the money themselves, because it either must be paid to a foreigner, or they are forbidden from opening a foreign bank account because of their status or for fear of being killed. They always mention a substantial cut for the victim and confidentiality is a must.

Once a victim replies, a response is sent asking the victim to demonstrate his identity or bona fides. This is asked for because the sender is about to put substantial trust in someone they have never met before. The victim is asked to send bank details, and even personal letterheads. The letterheads are used to forge letters of recommendations to hook other people into the scam. A victim is supplied with forged documents showing the existence and availability of the money. This is generally the finish of stage one – the short con - of the various advance fee frauds. The bank account is usually systematically cleared of funds.

In stage two, the victim is led to believe a trusted relationship has been slowly built up over time by the continuous flow of documents. Then, an unexpected problem occurs. Money is urgently required to bribe an 'inside man', usually a government official or policeman. The money may also be needed for unexpected transfer fees, registration fees, attorney fees or various forms of taxation.

There is also a stage three variant, where the victim is detailed to fly to a certain foreign location to meet up with their business partner in person to obtain the money. Locations like Nigeria, London, South Africa, Spain and Amsterdam are popular meeting places. The victim arrives and is asked to exchange even more money for forged checks. In other cases the victim may be robbed, kidnapped or even murdered. The criminals choose such locations because they are more familiar with them, they can setup the meet locales in advance and they choose places where jurisdictional problems exist for their return to face trial.

There are three known variants of the Nigerian Banking Scam:

Lottery Winner: Instead of money in Nigeria, the victim is informed they have won a lottery in a foreign country, usually of Spanish or Dutch origin. Quite how the victim thinks they could win a foreign lottery, without ever buying a ticket is beyond most people, but gullible, greedy people apparently don't respect international boundaries or logic.

Black Money Scam: The victim is contacted with an unbelievable story of untold wealth to be had. When the victim finally meets up their correspondent in person, the con-artist shows a suitcase full of black paper. He informs the victim that it is U.S. bank notes that have been coated in a special black solution, to help the money be smuggled out of the United States. The con merchant then grabs a couple of the notes and produces the 'special cleaning fluid' and grabs the 3 or 4 notes he knows to be real US\$100 dollars. He readily cleans them up. The victim is invited to take them to a bank to authenticate them. The victim returns and then the con artist fabricates a story that he needs quick money and is prepared to sell the cleaning fluid and case to the victim for a fraction of the case's contents (usually the fee is US\$20,000 to \$500,000 dollars). The blackening of the notes is achieved by a solution of petroleum jelly and iodine. The 'special solution' in question is just washing-up liquid.

Cashier's Check Excess: The advance fee fraud appears to work in reverse. The criminal scouts around online sites for a high value item like a car or motorbike. They contact the buyer and inform them that they can only pay by a banker's cheque (or banker's draught) that they have already drawn. This check is written for a substantial amount of money, more than the item for sale. The buyer says that they will put their trust in the seller to eventually forward the difference in money paid for the item. The sale is then completed. The victim (seller) receives the check promptly, and sends off the item. However, the check bounces. This scam works because – at least in the United States – it uses the time lag between the deposited funds becoming 'available' to you and the two weeks required to actually clear the check. Some people are gullible enough to believe they have the money, plus there is an assumption of promptly sending the goods sold at online auction sites upon receipt of payment.

HACKERS

The term Hacker in popular culture is a bastardization version of the original underground term. Some enthusiasts bitterly resent its appropriation to refer to irresponsible, reckless computer users who cause financial loss and frustration to businesses and consumer alike by illegal entry to servers. A true hacker generally attempts to minimize the damage done to other people's property, whilst attempting the intellectual challenge of cracking into a heavily protected sites.

In the new Millennium, three basic types of hackers have emerged: the Script-kiddies, the Professionals and the Guns-For-Hire.

Script Kiddies: The name ‘script-kiddy’ is euphemistically used to denote a relatively new cracker, who neither has the knowledge or the tools to break into highly secured sites. The negative connotation tends to denote that new hackers are usually quite young – it is not unknown for 12-year-olds to take up the past time. As with anything technology based, the young frequently adapt far better than older users. The Script aspect of the derogatory title refers to a technique known as a SQL injection, one of the most basic forms of hacker attack. These young teenagers often get a kick out of talking in their own ASCII language online called l33tsp33k (elite speak). These *hax0rs* often source their own rootkits (tools of the trade) from others and cull their knowledge of computer system flaws from newsgroups, forums and IRC groups. They either eventually lose interest in these affairs towards the end of puberty, or move up to the next level of skill. As you can probably tell, the better hackers generally look upon the activities of script kiddy exploits with disdain. Through general incompetence, rather than strictly malice, they do managed to cause damage to websites and servers. They aren’t above altering webpages to brag away in elite speak, or gloating in crackers forums about their heady exploits. Serious hackers measure their success by the difficulty of the entrance, rather than quantity.

The Professionals: Once hackers have learnt the basics, it is time to move up from simply hacking free web-sites or poorly maintained ones. Professional hackers generally go after bigger and more important sites; it is the likes of Microsoft, N.A.S.A and Paypal that get the biggest ‘pings’ (web hits) in a day. The professional is more likely to be older, but not that old. They may enjoy the mental challenge of creating new viruses and worms, or be bored with hacking and want to make money out of their past time. There have a number of reported cases of quality hackers from Russia offering their services to companies, after reporting the security flaws in their systems. They long for some kind of remuneration for their years of devotion. Many eventually complete high school and move on to doing Computer Science Degrees and Post Grad courses and move into the professional computer security field. This standard of hacker is more likely to have the wherewithal to orchestrate Denial of Service (DoS) attacks.

Guns-For-Hire: Those hackers who don’t have the social skills to move into adulthood, or are absolutely addicted to the buzz of hacking, eventually find their employment and financial options limited. One obvious solution that comes quickly to mind is the thriving black market in personal information. If they can successfully crack a merchant’s supposedly secure web-site, they can on-sell the gathered customer information for a moderately large return, enough at least to stave off having to get a 9 to 5 job to pay for their latest computer upgrades. These hackers may actually be approached by talent scouts from organized crime gangs and offered highly paid work to create the latest Spyware, crack targeted corporate web-sites, maintain spam generation/illegal porn sites, and organized Denial of Service attacks. Terrorist groups are increasingly hiring hackers to help in planning of attacks and for Denial of Service attacks on key Government assets and infrastructure.

TRICKS OF THE TRADE

There are many techniques for gaining access to secured web-sites.

Script Attack: Most web-sites have scripted content (SQL, PHP, PERL et al) that maintain its interactive features like the guest-book, form-style check boxes, java content, automatic email send boxes and forums. The content-management system deals with all of this user content in much the same way as a computer program would. As such, if you add scripting elements to say, a guest book entry, it will likely be read and decoded as new server content.

Worms & Trojans: Worms quickly replicate themselves over and over again, but their indiscriminant nature tends to belie the reality that they, along with Trojans, can allow the creator access to other peoples’ computing systems (if they have been designed too).

Social Engineering: It is sometimes just as easy to pick up a telephone or send a convincing email to someone working at the company in question, fooling them into believing you work there. Unscrupulous I.T employees have been known to simply hand over a User I.D password if you mention the right name and relate that you have forgotten your password.

Insider Knowledge: There are many forums on the web and IRC channels where disgruntled I.T. experts will anonymously post the weaknesses of the latest systems or servers, or others will relate how they gained access to corporate sites. Often the security system found compromised at one merchant site is exactly the same as used by another merchant, companies often outsource their shopping basket content or payment options. It only takes limited imagination to realize these other companies may be viable targets.

Hacking Kits: Otherwise known as 'rootkits'. The hacker relies upon well-established scripts and computer programs to gain total control over a site, or at least, to gain entry into its server. The real skill in hacking is often in the application of those kits and the various modifications made.

Automated Password Generators: These small computer programs, or scripts are rigged to continuously input an entire dictionaries (and beyond) worth of passwords into a particular login page over time, to hopefully gain access. These utilities don't just stop at so-called 'dictionary attacks', they will also generate name variants using substituted numbers, sometimes used by people to help complicate their passwords.

Denial of Service Attacks (DoS): This particular type of operation uses DoSnets (slave computers) to attack one particular server (website) in a short period of time. These attacks maybe used to disguise a real attempt at hacking into the server, or the attack may be designed to purely put the server out of action. It is not unknown for hacking groups to use this form of attack on other disliked hacking groups. Some hackers even attempt to extort cash out of corporations by threatening such attacks.

Physical Access: A break-in may occur to aid in efforts to hack the server, or disable it completely. Items like a USB drive may be used to gain data from computers not linked to the Ethernet (company relay) or Internet (world wide web). The individual may be able to inset a hardware keystroke logger on nearby machines, as well.

Email: Staff members may be targeted with Trojans, or Chameleon programs sent to their corporate email accounts. If these managed to get through the Firewall and other security features, they may be opened up and upload the hackers own rootkit into the main server, and create a backdoor into the entire corporate site. Otherwise a software keystroke logger may be uploaded, and access can be gained later.

Open Relays: Open relays exist on the internet, they function like open doors. They allow spammers and hackers to masquerade as other users or simply mask their activities. Basically the internet started out working like the fabled pony express, each computer forwarded on packets of information needing delivery to other computers. Many servers are still setup to operate in this particular way, and regularly forward on messages without identification. Directories of open relays can be purchased on the web, but many companies also block transmissions from known open relay sites. There are also re-mailer services available on the web, that perform in a similar way, stripping away the users I.P details and address from emails.

R E S P O N S E S T O H A C K E R S A N D S P A M M E R S

Many ex-hackers find themselves working for major corporations or Internet security firms. Their knowledge proves invaluable in stopping havoc breaking out across the Internet. These experts are usually employed to maintain sites, update security systems (firewalls, remote access to servers, implement new software), or find any particular weaknesses in the system. They are also often employed to actively watch for real-time hacking, implement trojan or worm filtering, or prevent denial of service attacks. A sharp rise in spamming in the past two years has insured that internet security firms make substantial amounts of money filtering out spam of large corporations; figures suggest that 80% of all email is spam, proving costly for many corporations in the direct loss of labor hours. Firms like Spamhaus in Britain actively attempt to catch spammers by posting dummy emails around the internet. Spammers have so-called spam-bots (computer programs) crawling around the internet looking for active email addresses - once the spammers target this dummy address, Spamhaus finds out the I.P. address of the sender and informs major clients, to reject all email coming from that particular I.P. address.

The so-called white-hats, Internet security experts, (black-hats being hackers) have become quite proficient in recent years in identify the source of spam or phishing. They look for the so-called an 'email fingerprint'. They correlate all of the known elements, including the I.P. address, domain name, email address, From line, any misspellings, words frequently used and types of products, to identify the source of the fraud.

In recent years, governments throughout the West have attempted to deal with the growing threat of spam and phishing, the United States created the CANSPAM (*Controlling the Assault of Non-Social Pornography And Marketing*) Act in 2003. Since this time, most of the better known millionaire spammers working in California and Florida, have either moved their operations to Canada or developed smarter ways of doing business. Canada has been slow in enacting effective measures to counter Internet crime, and is seen as a relative haven for spammers. Of course, most Internet crime worldwide comes out of the former Soviet Union, and is known to have close links with the Russian Mafia.

FENCES

Fences (or Fixers) are individuals who deal in stolen property. The fence purchases stolen goods from the thief, giving money, drugs or other consumables back in return. The fence will usually pay a fraction of the retail value for these stolen items, usually less than 25%. The fence may sell the stolen goods at a market stall, legitimate retail store or even hawk them down the local pub. The fence may also on sell items to another fence who specializes in that particular type of item. He may hock the goods at a pawnshop, or get young hoodlums to do it for him. Fences generally avoid selling items directly to local pawnbrokers. Some organized crime fences store their goods in purpose-built lockups and occasionally open them up for illicit retail amongst the local criminal fraternity.

Police occasionally establish elaborate sting operations to catch out local thieves. They operate a pawnbroker's business for a couple of months and take a careful note of those frequenting the store with suspect goods to sell. Such operations have proven wildly successful in the past.

Fences are important in any game of crime, as these people realize the profits of criminal enterprise. It basically isn't worth stealing items, unless you have somewhere to quickly dispose of them for cash. A professional thief wants to be assured that the stolen goods aren't hanging around his apartment just waiting to be discovered when a warrant is issued.

Most fences tend to dedicate themselves to buying and selling certain types of goods. It is rare to find a fence who will simply take any stolen item. The final sale price arrived at for the stolen goods will often rise and fall in relation to demand for the item and amount of stock offered for sale. Even a fence doesn't want to be saddled with excess stock for too long. Some fences may ask trusted thief to steal to order from local shops or warehouses. It may be the case that the fence knows insiders at these businesses, who gives him a tip-off when valuable items are received. Ideally, the players should gradually get to know a series of fences. Situations should exist where higher prices may be realized if they have the patience to find the right fence. Selling stolen goods shouldn't always be an automatic process. A final note, fences like players characters rely upon the Appraise skill to do business, it may be the case that they occasionally wildly under- or over-estimate the price of the goods.

7. THE DRUG DEN

A TO Z OF DRUGS

ALCOHOL

Is known to causes more deaths, crime, and health and behavioral problems than all illegal drugs combined

Commercial names: Beer, wine, distilled spirits

How it's taken: swallowed

Effects: All body systems are affected causing dilation of blood vessels, mood swings, unrestrained behavior, inability to control motor functions, disorientation, poor coordination, slurred speech, headache, nausea, vomiting, and diarrhea, decrease physical response time, progressively impairs mental functions, constricted pupils, multiple and blurred vision, reduces side vision, sleepy or stuporous condition, unconsciousness



Potential Health Consequences: Addiction, sleep disturbances, blackouts, brain damage, heart disease, liver disease, damage to the stomach and pancreas, sexual dysfunction, cancers, death

Comments: In cases of overdose (alcohol poisoning), the victim could suffer unconsciousness, slowed heart rate, brain damage, liver failure, coma, seizures and death

AMPHETAMINES (Methamphetamine & Methylphenidate)

Most amphetamines in use are illegally manufactured in makeshift laboratories

AMPHETAMINE

Commercial names: Adderal, Biphetine, Dexedrine, Ionamin, Pondimin, Redux Street names: bennies, black beauties, crosses, cross-tops, hearts, LA turnaround, pep pills, speed, truck drivers, uppers How it's taken: swallowed, injected, smoked, snorted Appearance: capsules or white flat double scored "mini-bennies"

Effects: increased heart rate, blood pressure and metabolism, feelings of exhilaration, energy, increased mental alertness, rapid breathing, hallucinations, talkativeness, inability to concentrate, heightened aggressive behavior, confusion, panic, paranoia

Potential Health Consequences: rapid or irregular heart beat, reduced appetite, weight loss, malnutrition, skin disorders, ulcers, various diseases that come from vitamin deficiencies, heart failure, stroke, death, tremor, loss of coordination, irritability, anxiousness, restlessness, delirium, panic, paranoia, impulsive behavior, aggressiveness, tolerance, addiction, psychosis resembling schizophrenia, heart, lung, and brain damage

Comments: High addictive, and available only by prescription (non-refillable)

METHAMPHETAMINE

Occasionally lethal, always unpredictable in nature, and the fastest growing drug threat worldwide today

Commercial names: Desoxyn Street names: chalk, crank, crystal, fire, glass, go fast, ice, meth, speed

How it's taken: injected, swallowed, smoked, or snorted

Appearance: creamy, white or granular powder, or in lumps in aluminum foil or plastic bags, or red liquid resembling red kool-aide (usually stored in plastic jugs)

Effects: aggression, violence, psychotic behavior, increases impulsive and risk-taking behaviors including bizarre and violent acts, increased heart rate, blood pressure, metabolism, feelings of exhilaration, energy, increased mental alertness, hyper- excitability, restlessness, feelings of exhilaration or euphoria, heart palpitations, rapid perspiration, confusion, psychotic episodes, panic, paranoia (often resulting in homicidal or suicidal thoughts and actions, talkativeness, insomnia, unusual aggression, irritability, anxiety, nervousness

Potential Health Consequences: memory loss, cardiac and neurological damage, impaired memory and learning, tolerance, addiction, rapid or irregular heart beat, reduced appetite, weight loss, malnutrition, poor dental health, heart failure, decreased attention span, extreme insomnia, skin welts known as "crank bugs", severe depression, auditory & visual hallucinations, delusions (including "formication" which is the sensation of insects creeping on the skin), organ damage, stroke, death

Comments: High potential for abuse; available only by prescription (non-refillable)

METHYLPHENIDATE

Commercial names: Ritalin Street names: JIF, MPH, R-ball, Skippy, the smart drug, vitamin R

How it's taken: injected, swallowed, or snorted

Effects: increase or decrease in blood pressure, increased metabolism, energy, increased mental alertness, talkativeness

Potential Health Consequences: digestive problems, loss of appetite, weight loss, inability to concentrate, irregular heartbeat, heart failure

Comments: highly addictive, available only by prescription (non-refillable)

BARBITURATES

Accounts for approximately one third of all reported drug-related deaths, includes suicides and accidental drug poisonings

Commercial names: Amytal, Luminal, Nembutal, Seconal, Phenobarbital

Street names: barbs, bluebirds, blue devils, blues, downers, goof balls, phennies, rainbows, reds, red birds, tooies, yellows, yellow jackets

How it's taken: swallowed, or injected

Effects: reduced pain and anxiety, feeling of well-being, lowered inhibitions, slowed pulse and breathing, lowered blood pressure, poor concentration and judgment, sedation, drowsiness, slurred speech, lethargy, lack of facial expression or animation

Potential Health Consequences: slows down central nervous system functions such as heart beat, breathing, brain activities and reflexes, physical and mental responses are slowed, causes confusion, fatigue, impaired coordination, memory, judgment, respiratory depression and arrest, death, addiction, depression, unusual excitement, fever, irritability, poor judgment, slurred speech, dizziness; life-threatening withdrawal when use is abruptly stopped range from restlessness, insomnia and anxiety to convulsions and death

Comments: High potential for abuse; available only by prescription (non-refillable); some may have up to five refills in 6 months; a few are available over the counter

BENZODIAZEPINES (ROHYPNOL)

BENZODIAZEPINES

Commercial names: Ativan, Halcion, Librium, Valium, Xanax Street names: candy, downers, sleeping pills, tranks, BZDs, benzos

How it's taken: swallowed, or injected

Effects: sedation, drowsiness, reduced pain and anxiety, feeling of well-being, lowered inhibitions, slowed pulse and breathing, lowered blood pressure, poor concentration and coordination, , slurred speech

Potential Health Consequences: dizziness, confusion, sleep disturbances, fatigue, impaired coordination, memory & judgment, brain damage, heart and liver disease, respiratory depression and arrest, death, addiction

Comments: available by prescription; may have up to five refills in 6 months

ROHYPNOL (ASSOCIATED WITH SEXUAL ASSAULT)

In Texas, to be under the influence of Rohypnol is termed "to get roached"

Commercial names: Rohypnol, flunitrazepam

Street names: forget-me pill, Mexican Valium, R2, Roche, roofies, roofinol, rope, Rophies

How it's taken: swallowed, snorted

Appearance: small, white tablets with "Roche" inscribed on one side with an encircled "1" or "2" (indicating a 1 or 2 mg dose)

Effects: reduced pain and anxiety, feeling of well-being, lowered inhibitions, slowed pulse and breathing, lowered blood pressure, poor concentration, impaired judgment, difficulty walking

Potential Health Consequences: visual and gastrointestinal disturbances, urinary retention, memory loss for the time under the drug's effects, confusion, fatigue, deep sedation, blackouts (that can last up to 24 hours), amnesia, aggressive behavior, impaired coordination, memory, judgment, respiratory depression and arrest, death, addiction

Comments: associated with sexual assaults; high potential for abuse; available by prescription (non-refillable)

CANNABINOIDS (MARIJUANA)

The most misunderstood and underestimated drug of abuse, with a long term effects on performance

MARIJUANA

Street names: bud, bong hits, blunt, dope, ganja, grass, herb, joint, Mary Jane, pot, reefer, sinsemilla, skunk, weed

How it's taken: smoked, or swallowed

Appearance: green to light tan dry leaves broken into small pieces, small oval seeds with one pointed end

Effects: euphoria, slowed thinking and reaction time, poor concentration, delayed decision-making and reaction time, confusion, impaired balance and coordination, impaired eye tracking ability and visual distance measurement, distortions in time estimation, paranoia, red eyes, slowed speech, "care less" attitude, lack of motivation, chronic fatigue, irritating cough, chronic sore throat, anxiety, fearfulness, immobility, aggressive urges

Potential Health Consequences: containing over 400 different chemicals, smoking one marijuana cigarette is as harmful to the lungs as smoking 4-5 regular cigarettes, greatly increasing the risk of developing emphysema, cancer and other lung disease; other consequences include cough, lung damage, emphysema-like conditions, frequent respiratory and sinus infections, impaired memory and learning, long-term negative effects on mental function, attention span, concentration, memory, judgement and logical thought, increased heart rate, low motivation, increased appetite, anxiety, abnormal sleep patterns, panic attacks, lowered immune system, tolerance and addiction, lung or oral cancer; in males it affects fertility through its suppression of testosterone production

Comments: high potential for abuse; available for research purposes only, approximately 20 times stronger than in the 1960's (500-800 % increase in THC concentrations), known as the "gateway drug" because of the high likelihood of the user experimenting with other drugs

HASHISH

Street names: boom, chronic, gangster, hash, hash oil, hemp

How it's taken: smoked, swallowed

Effects: same as Marijuana

Potential Health Consequences: same as Marijuana

Comments: high potential for abuse; available for research purposes only

COCAINE (CRACK COCAINE)

Causes the strongest mental dependency of any known drug with a lower treatment success rate than any other chemical dependency

Commercial names: Cocaine hydrochloride

Street names: blow, bump, C, candy, Charlie, coke, crack, flake, freebase, rock, smoke, snow, toot

How it's taken: injected, smoked, or snorted

Appearance: white granular or lumpy powder chopped into a fine powder, or crystalline rock the size of a small pebble; crack looks like small lumps or shavings of soap with the texture of porcelain

Effects: increased internal body temperature, increased heart rate, blood pressure, metabolism, feelings of exhilaration, false sense of power, energy, increased mental alertness yet with difficulty concentrating, unusual defensiveness, anxiety and agitation, wide mood swings, runny or irritated nose, restlessness, hallucinations, over-reaction to stimulus, insomnia, paranoia, profuse sweating and dry mouth, talkativeness, dilated pupils

Potential Health Consequences: chest pain, respiratory failure, nausea, abdominal pain, strokes, seizures, headaches, visual impairment, malnutrition, rapid or irregular heart beat, narrowed blood vessels, high blood pressure, heart palpitations, reduced appetite, weight loss, insomnia, compulsive tooth grinding, nasal damage, tooth decay, hallucinations, depression, sexual dysfunction, personality changes, violent or paranoid behavior, heart failure, stroke, death

Comments: high potential for abuse, upsets the chemical balance of the brain, speeds up the aging process by causing irreparable damage to critical nerve cells, can cause the onset of nervous system illnesses such as Parkinson's disease

GHB (ASSOCIATED WITH SEXUAL ASSAULTS)

Most GHB is created in clandestine laboratories where purity and quality cannot be guaranteed, resulting commonly in overdoses

Commercial names: gamma-hydroxybutyrate

Street names: G, Georgia homeboy, grievous bodily harm, liquid ecstasy (x)

How it's taken: swallowed

Appearance: capsule or grainy, white or sandy-colored powder; most frequently sold as a slightly salty, clear liquid in small bottles where users pay by the capful or the teaspoonful

Effects: reduced pain and anxiety, feeling of well-being, lowered inhibitions, slowed pulse and breathing, lowered blood pressure, poor concentration; it produces intoxication followed by deep sedation; it can cause nausea, vomiting, delusions, depression, vertigo, visual disturbances, seizures, respiratory distress, loss of consciousness, amnesia, and coma

Potential Health Consequences: drowsiness, sedation, nausea/vomiting, headache, loss of consciousness, loss of reflexes, seizures, coma, death, fatigue, impaired coordination, memory, judgment, respiratory depression and arrest, death, addiction

Comments: associated with sexual assaults; high potential for abuse; available for research purposes only

I N H A L A N T S

Young teenagers (aged around 12 -17) are more likely to abuse inhalants, because they are inexpensive and readily available

Commercial names: Adhesives (glue, rubber cement); Aerosols (spray paint, hair spray, deodorant, air freshener, analgesic spray, asthma spray, whipped topping sprays); Solvents (nail polish remover, paint remover, paint thinners, typewriter correction fluid, felt-tip markers); Gases (fuel gas, butane, propane, cigarette lighter fluid, nitrous oxide); Cleaning Agents (dry cleaning fluid, spot remover, degreaser); Nitrites (isoamyl, isobutyl, cyclohexyl, nitrite room odorizers)

Street names: glue, huffing, laughing gas, poppers, rush, snappers, whippets

How it's taken:

Sniffing: breathing in the inhalant directly from the container; sniffing puts the vapor immediately into the lungs

Huffing: soaking a rag with dissolved inhalant (or a solvent-soaked rag), putting the rag in one's mouth, and inhaling

Bagging: placing the inhalant in a plastic bag, covering the nose and/or mouth with the bag, and inhaling

Spraying: spraying the inhalant directly into the nasal or oral cavity

Appearance: Amyl nitrite (isoamyl) is used for heart patients and diagnostic purposes because it dilates the blood vessels and makes the heart beat faster. It is a clear yellowish liquid that is sold in a cloth-covered, sealed bulb. The bulbs emit a popping or snapping sound when broken, which accounts for the nick names "poppers" and "snappers". Butyl nitrite (isobutyl) is packaged in small bottles, often marked incense, and sold under a variety of names including "locker room" and "rush". Nitrous oxide ("laughing gas") is a colorless, sweet-tasting gas used by doctors and dentists for general anesthesia, and often sold in large balloons from which the gas is released and inhaled for its mind-altering effects, but it is no laughing matter. Inhaling the gas may deplete the body of oxygen and can result in death; prolonged use can result in peripheral nerve damage.

Effects: stimulation, loss of inhibition, disorientation, confusion, feelings of drunkenness, possible hallucinations, incoherence, headache, nausea or vomiting, ringing in the ears, slurred speech, loss of motor coordination, wheezing, runny nose, nosebleeds, coughing, double vision, poor judgment, sneezing, watery or irritated eyes, red or blistered nose and mouth, flushed face, dizziness, loss of appetite, decreased blood pressure followed by an increased heart rate, chest pain, agitation, limb spasms, muscle and joint aches, lost control of bladder and bowels

Potential Health Consequences: unconsciousness, cramps, weight loss, damaged senses, muscle weakness, fatigue, salt imbalance, depression, memory impairment, damage to cardiovascular and nervous systems (nerve damage), unpredictable or violent behavior, blood disease, damage to blood, bone marrow, brain, liver, heart, lung and kidneys, unconsciousness, sudden death

Comments: responsible for Sudden Sniffing Death Syndrome, which can kill on the first use; most people who die from inhalant abuse die from either lung damage, heart attack, or a combination of both

K E T A M I N E

Larger doses can produce a frightening experience called a "K-hole" or an "out-of- body, near-death experience that can last 30 minutes to 2 hours

Commercial names: Ketalar SV Street names: cat Valiums, K, Special K, vitamin K

How it's taken: injected, snorted, smoked, or swallowed

Appearance: in liquid form, or as a white powder that is snorted or smoked with marijuana or tobacco products

Effects: profound hallucinations and visual distortions (known as "K-Land"), increased heart rate and blood pressure, impaired motor function, anxiety, nausea, chills and sweating, delirium, respiratory depression and arrest

Potential Health Consequences: high blood pressure, depression, recurrent flashbacks, potentially fatal respiratory problems, memory loss, numbness, nausea/vomiting, psychosis, amnesia, delirium, irrational behavior

Comments: available by prescription; may have up to five refills in 6 months, hallucinogenic used by young teens, high school students, college students, "rave" dance party-goers

LSD

The effects of LSD are wildly unpredictable. A "bad trip" could include terrifying thoughts and feelings, fear of losing control, fear of insanity and death, or flashbacks.

Commercial names: lysergic acid diethylamide

Street names: acid, blotter, boomers, cubes, microdot, tabs, yellow sunshines

How it's taken: swallowed, absorbed through mouth tissues

Appearance: tablets, capsules, liquid form, thin squares of gelatin, or absorbed on colorful paper to be licked; "blotter acid" is paper soaked in LSD and sold as squares which cause a "trip" that lasts 3 - 12 hours

Effects: altered states of perception and feeling, sensing imaginary things, nausea, increased body temperature, heart rate, blood pressure, and blood sugar, loss of appetite, irregular breathing, sleeplessness, anxiety, numbness, weakness, tremors, chills and sweating, dilated pupils, loss of appetite, dry mouth

Potential Health Consequences: chronic mental disorders, persisting perception disorder (flashbacks) – up to 3 to 6 months later, depression, irrational behavior, violence, delirium, amnesia, loss of ability to separate fact and fantasy, distortion of senses, paranoia, panic

Comments: high potential for abuse; available for research only, most common hallucinogenic, users include young teens, high school students, college students, and "rave" dance party-goers

MDMA (ECSTASY)

Considered the most commonly used club drug, it combines the properties of speed with mind-altering properties

Commercial names: methylenedioxyamphetamine

Street names: Adam, clarity, club drug, ecstasy, Eve, hug drug, love drug, lover's speed, peace, rolls, Stacy, STP, X, XTC

How it's taken: swallowed, injected Appearance: tablet, capsule, or powder form

Effects: euphoria, hallucinogenic effects, increased tactile sensitivity, empathic feelings, hyperthermia, increased heart rate, blood pressure, metabolism, feelings of exhilaration, energy, increased mental alertness, nausea, vomiting, blurred vision, chills, sweating, tremors

Potential Health Consequences: heat stroke, dehydration, impaired memory and learning, rapid or irregular heart beat, depression, paranoid thinking, violent or irrational behavior, insomnia, convulsions, reduced appetite, weight loss, heart failure, injures brain neurons that are critical to regulating mood, emotion, learning, memory, sleep, and pain

Comments: high potential for abuse, available for research purposes only

M E S C A L I N E

This hallucinogenic drug causes the user to lose the ability to separate fact and fantasy, which contributes to the possibility of death from suicide or accidents

Commercial names: mescaline

Street names: buttons, cactus, mesc, peyote

How it's taken: swallowed, smoked

Effects: altered states of perception and feeling, nausea, increased body temperature, heart rate, blood pressure, loss of appetite, sleeplessness, numbness, weakness, tremors

Potential Health Consequences: chronic mental disorders, persisting perception disorder (flashbacks), irrational behavior, depression, psychosis

Comments: high potential for abuse; available for research purposes only, hallucinogenic used by young teens, high school students, college students, "rave" dance party-goers

M E T H A Q U A L O N E

Once widely used to treat insomnia, it is no longer legally distributed in the U.S.

Commercial names: Quaalude, Sopor, Parest

Street names: quayludes, ludes, mandrex, quads, quay, soapers

How it's taken: injected, or swallowed

Effects: euphoria, reduced pain and anxiety, feeling of well-being, lowered inhibitions slowed pulse and breathing, lowered blood pressure, poor concentration, sleepiness, dizziness, hangover effects

Potential Health Consequences: depression, poor reflexes, slurred speech, coma, confusion, fatigue, impaired coordination, memory, judgment, and perception, respiratory depression and arrest, death, addiction

Comments: high potential for abuse, available for research purposes only

N I C O T I N E

Studies have shown that children in a smoking home suffer more colds, viruses, upper respiratory infections, throat and ear infections than children in non-smoking homes

Commercial names: cigarettes, cigars, smokeless tobacco, snuff, spit tobacco, bidis, Chew

How it's taken: smoked, snorted, taken in snuff and spit tobacco

Effects: increased heart rate, blood pressure, metabolism, shortness of breath, feelings of exhilaration, energy, increased mental alertness

Potential Health Consequences: diminished or extinguished sense of smell and taste, frequent colds, smoker's cough, gastric ulcers, chronic bronchitis, rapid or irregular heart beat, increased heart rate and blood pressure, premature and more abundant face wrinkles, reduced appetite, weight loss, heart failure, adverse pregnancy outcomes, tolerance, addiction, emphysema, chronic lung disease, cardiovascular disease, stroke, cancer of the mouth, larynx, pharynx, esophagus, lungs, pancreas, cervix, uterus, and bladder, death

Comments: Cigarette smoking is perhaps the most devastating preventable cause of disease and premature death; it is particularly dangerous for teens because their bodies are still developing and changing and the 4,000 chemicals (including 200 known poisons) in cigarette smoke can adversely affect this process; it is highly addictive - 1/3 of young people who are "just experimenting" end up being addicted for a lifetime.

O P I A T E S (Codeine, Prescription Pain Relievers, Heroin, Morphine, Methadone, Fentanyl, Opium)
Opiates are extremely addicting, both physically and psychologically

C O D E I N E

Commercial names: Empirin w/ Codeine, Fiorinal w/ Codeine, Robitussin A-C, Tylenol w/ Codeine

Street names: Captain Cody, Cody, schoolboy; (with glutethimide) doors & fours, loads, pancakes and syrup

How it's taken: injected, or swallowed

Effects: pain relief, euphoria, drowsiness, less analgesia, sedation, and respiratory depression than morphine

Potential Health Consequences: respiratory depression and arrest, nausea, confusion, constipation, sedation, unconsciousness, coma, death, tolerance, addiction

Comments: high potential for abuse; available only by prescription (non-refillable); some may have up to five refills in 6 months; few are available over the counter

P R E S C R I P T I O N P A I N R E L I E V E R S

Most abusers are 'medicinal narcotic-dependent' and get the product through prescriptions

Commercial names: Darvocet, Darvon, Demerol, Hydrocodone, Lorcet, Lortab, OxyContin, Percodan, Soma, Vicodin

Street names: oxy, oxycotton, percs, hillbilly heroin

How it's taken: swallowed, injected, or snorted

Appearance: tablets, capsules, liquid

Effects: confusion, impaired coordination, blocked pain messages, slowed breathing and heart rates, nausea and vomiting, itching, constipation, physical fatigue and drowsiness, mood changes, pin-point pupils, reduced vision, restlessness

Potential Health Consequences: addiction, insomnia, depression and apathy, impaired mental functioning and alertness, arthritis, increased risk of HIV/AIDS and hepatitis, loss of consciousness, tremors, slow/shallow breathing, congested lungs, pneumonia, liver disease, anemia, clammy skin, convulsions, coma, possible death

Comments: high potential for abuse; available only by prescription (non-refillable)

H E R O I N

There are over 500,000 heroin addicts in the U.S., most of these are IV needle users, as well

Commercial names: diacetylmorphine

Street names: brown sugar, dope, H, horse, junk, skag, skunk, smack, stuff, white horse

How it's taken: injected, smoked, snorted Appearance: white or brownish powder; usually diluted or "cut" with sugar, powdered milk or quinine to increase the bulk amount sold to the user

Effects: staggering gait, blocked pain messages, euphoria, drowsiness, nausea and vomiting

Potential Health Consequences: respiratory depression and arrest, nausea, confusion, constipation, sedation, Arthritis, increased risk of HIV/AIDS and hepatitis, unconsciousness, coma, death, tolerance, addiction

Comments: high potential for abuse; available for research purposes only. IV needle users have a high risk for contracting hepatitis and AIDS

M O R P H I N E

Commercial names: Roxanol, Duramorph

Street names: M, Miss Emma, monkey, white stuff How it's taken: injected, swallowed, smoked

Effects: pain relief, euphoria, drowsiness

Potential Health Consequences: respiratory depression and arrest, nausea, confusion, constipation, sedation, unconsciousness, coma, death, tolerance, addiction

Comments: high potential for abuse; available only by prescription (non-refillable); some may have up to five refills in 6 months

M E T H A D O N E

Commercial names: Methadone

How it's taken: swallowed

Appearance: tablet or capsule

Effects: given daily as a substitute for heroin to patients trying to kick their heroin habit; it does not produce the same high as heroin, however , it prevents cravings for heroin and withdrawal symptoms; lethargy, drowsiness, blocked pain messages, sense of well-being and tranquility

Potential Health Consequences: constricted pupils and reduced vision, shallow breathing, slows heart rate and brain activity, depresses appetite, thirst and sexual desire; withdrawal symptoms (4-6 hrs after the last dose) include: uneasiness, diarrhea, abdominal cramps, chills, sweating, nausea, runny nose and eyes, irritability, weakness, tremors and insomnia

F E N T A N Y L (& F E N T A N Y L A N A L O G S)

Commercial names: Actiq, Duragesic, Sublimaze

Street names: Apache, China girl, China white, dance fever, friend, goodfella, jackpot, murder 8, TNT, Tango and Cash

How it's taken: injected, smoked, or snorted

Effects: pain relief, euphoria, drowsiness

Potential Health Consequences: respiratory depression and arrest, nausea, confusion, constipation, sedation, unconsciousness, coma, death, tolerance, addiction

Comments: high potential for abuse (strong mental and physical dependency); available only by prescription (non-refillable) Opium

Commercial names: laudanum, paregoric

Street names: big O, black stuff, block, gum, hop
How it's taken: swallowed, smoked

Effects: pain relief, euphoria, drowsiness

Potential Health Consequences: respiratory depression and arrest, nausea, confusion, constipation, sedation, unconsciousness, coma, death, tolerance, addiction

Comments: high potential for abuse; available only by prescription (non-refillable); some may have refills up to five in 6 months; few are available over the counter

PCP (AND ANALOGS)

A study in Houston reported the use of "fry", marijuana and tobacco products dipped in PCP-laced embalming fluid and smoked

Commercial names: phencyclidine

Street names: angel dust, boat, hog, killer-weed, love boat, peace pill, super weed

How it's taken: injected, swallowed, or smoked

Appearance: creamy granular or crystal-like powder can be mixed with marijuana or tobacco, often packaged in one-inch square aluminum foil or folded paper "packets"; or bitter-tasting, clear liquid used to soak a cigar, cigarette or marijuana joint for smoking (called "wet" or "dipping"); also sometimes combined with procaine (a local anesthetic) and sold as imitation cocaine

Effects: chills and sweating, trembling, anxiety, possible decrease in blood pressure and heart rate, panic, aggression, violence, impaired motor function and coordination, sense of indestructibility, severe confusion and agitation, extreme mood shifts, muscle rigidity, jerky eye movements, dilated pupils, profuse sweating

Potential Health Consequences: loss of appetite, depression, delirium, psychosis, irrational behavior, irreversible memory loss, personality changes, and thought disorders, numbness, nausea/vomiting, speech difficulties, potential for overdose is high due to the extreme mental effects combined with the anesthetic effect on the body

Comments: high potential for abuse; available for research purposes; some available by prescription only (non-refillable), hallucinogenic used by young teens, high school students, college students, "rave" dance party-goers

4 Phases to PCP Abuse:

Phase 1 - acute toxicity; can last up to three days; can include combativeness, catatonia, convulsions and coma; distortions of size, shape and distance perception are common.

Phase 2 - toxic psychosis; may experience visual and auditory delusions, paranoia and agitation.

Phase 3 - drug-induced schizophrenia that may last a month or longer

Phase 4 - PCP-induced depression; suicidal tendencies and mental dysfunction can last for months.

PROPOXYPHENE

This habit-forming narcotic analgesic is not to be taken by a person suffering from depression or having suicidal thoughts

Commercial names: Detropropoxyphene, Darvon, Darvon-N, -N 50, -N 100, PP-Cap, Propacet 100, Compound-65, Wygesic

Street names: propox, propoxy, poxy

How it's taken: swallowed, injected, or snorted

Appearance: red or yellow elliptical or oblong tablets; pink, pink & red, or pink & grey capsules

Effects: Relieves pain (by changing the way your body feels the pain), drowsiness, fatigue, dizziness, weakness, confusion, small pin-point pupils, dry mouth, nausea, vomiting, Potential

Health Consequences: Slow, weak breathing, tiredness, cold and clammy skin, decreased appetite, constipation, muscle twitches, sweating, itching, decreased urination, decreased sex drive, yellowing of the skin or eyes, unusual bleeding or bruising, seizures, loss of consciousness, coma

Comments: high potential for abuse; available only by prescription (non-refillable)

PSILOCYBIN (MUSHROOMS)

Mushroom hunters run the risk of selecting poisonous mushrooms, which instead cause death or permanent liver damage within hours of ingestion

Commercial names: psilocybin, psilocin mushrooms

Street names: magic mushroom, purple passion, shrooms

How it's taken: swallowed

Appearance: mushrooms that have a strong bitter taste and can be eaten or brewed into a tea for effects lasting about six hours

Effects: once ingested, mushrooms cause nausea and other physical symptoms before the desired effects appear, such as altered states of perception and feeling and sensing imaginary things; other undesirable effects include anxiety, nervousness and paranoia

Potential Health Consequences: chronic mental disorders, persisting perception disorder (flashbacks), amnesia, violence, irrational behavior, depression, delirium, psychosis

Comments: high potential for abuse; available for research purposes only, hallucinogenic used by young teens, high school students, college students, "rave" dance party-goers

STEROIDS (ANABOLIC & ANDROGENIC)

Young athletes and body builders use steroids to increase physical size or because they believe it enhances athletic ability, but instead it can actually stunt growth, cause deformed genitals, and leave the user feeling worn-out, depressed, paranoid, suicidal, and aggressive

Commercial names: Anadrol, Oxandrin, Durabolin, Depo-Testosterone, Equipoise, and others

Street names: gum candy, juice, roids, sauce, slop, stacking
How it's taken: injected, swallowed, applied to the skin

Effects: poor concentration, aggression ("roid rage"), headaches, nausea, vomiting, diarrhea, acne and rashes, bone pain and muscle cramps, quick weight and muscle gain, purple or red-colored spots on the body, swelling of feet or lower legs, trembling, unexplained darkening of the skin, bad breath

Potential Health Consequences: hypertension, poor blood clotting, cholesterol changes, liver cysts and cancer, kidney cancer, hostility and aggression, acne, adolescents, stunted growth, heart attacks and strokes; in males: prostate cancer, reduced sperm production (impotence), shrunken testicles, deformed genitals, breast enlargement, acceleration of baldness; in females: menstrual irregularities, shrinking of the breast or uterus, development of beard or facial hair, and other masculine characteristics which are often irreversible even after steroid use is discontinued

Comments: available by prescription; may have up to five refills in 6 months

MAJOR DRUG PRODUCTION AREAS

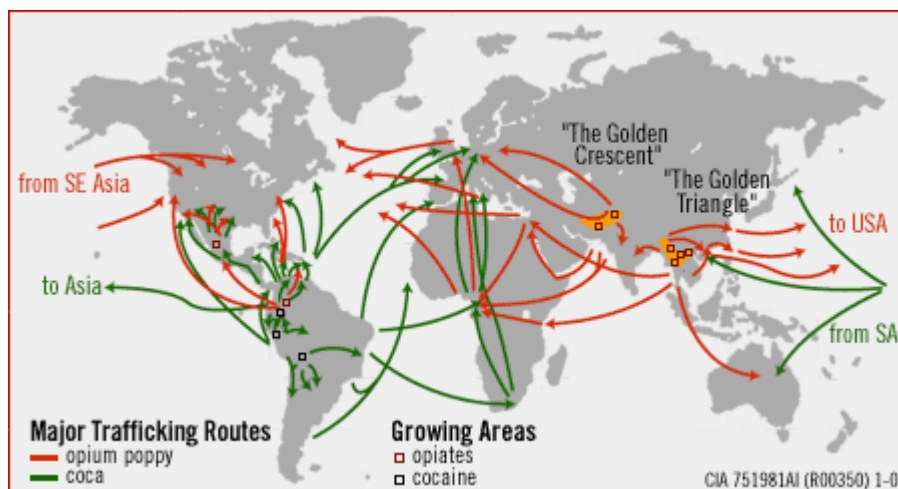
GOLDEN CRESCENT

Southwest Asia and Southeast Asia remain the principal regions of illicit poppy cultivation in the world. This is despite numerous attempts to eradicate these crops by governments and law enforcement agencies. The area in Southwest Asia, including the borders of Afghanistan and Pakistan, make up what is known as the Golden Crescent.

In 1999, it was estimated that the total illegal production of opium was around 6,600 tons, up from 4,000 tons in 1998. This increase was attributed to the vast increase in poppy production in Southwest Asia and Afghanistan. The Allied forces currently in Afghanistan have seen yet another explosion in crop numbers after the fall of the Taliban government.

GOLDEN TRIANGLE

The Southeast Asian region is called the Golden Triangle. The actual triangle is located where Myanmar, Thailand and Laos join. Myanmar remains one of the major opium producing countries (estimated annual crop approximately 1,500 tons).



O P I U M

O R I G I N S

Opium is derived from the opium poppy called the *Papaver somniferum*. This is one of the few *Papaver* species that produces opium. This species is the result of centuries of careful cultivation to increase its effectiveness. The effects of opium have been known since the ancient Sumerians (circa 4000 B.C.). It has long been used in Western and Eastern medicine to aid relaxation before surgery. Morphine is derived from opium, and is widely used to aid those in severe physical pain. It was used widely as a pain-killer, until it was realized it was highly addictive. The *Bayer Pharmaceuticals Company* of Germany produced a supposedly non-addictive version of Morphine in the 1870s called 'Heroin'. It was obtained by the acetylation of morphine. Heroin proved to be far more addictive than even morphine, it was quickly banned.

O P I U M P L A N T

The opium poppy is an annual plant. It matures one time and does not regenerate. New seeds are planted each year. From a seed growth occurs, it flowers and bears fruit, it's basically a flowering pod. The growth cycle in good weather takes around 120 days. It takes around six weeks for the young plant to emerge from the ground; it looks like a small cabbage at first with its four distinctive leaves. The lobed, dentate (jagged-edge) leaves are green, grayish and blue in color. After two-months of growth, the plant will have grown to one of two feet high, with one long primary stem. The upper portion of the plant generally has no leaves; this is called the peduncle. A number of secondary stems may grow out from the main stem and these are called tillers.

The fully-grown plant averages from two to five feet in height. The green leaves are oblong, toothed and lobed; they may range in length from 4 to 15 inches in length. The leaves have no commercial value.

The fully matured plant's main stem and the tiller eventuate in flower buds. The peduncle portion of a maturing stem elongates and forms a distinctive 'hook' that turns the bud upside down. Eventually at full growth, the peduncle straightens and the buds once again point upwards. A four-petal flower emerges which is either colored white, pink, reddish purple, crimson red or variegated. Opium poppies generally flower at about 90 days of growth, and continue to flower for two to three weeks. The flowers eventually fall to reveal a green seed pod about the size of a chicken egg.

Only the pod portion of the plant can be used to produce opium alkaloids. The head of the opium poppy is cut off and allowed to dry on the stem. The seeds are removed from the pod and dried in the sun to produce next year's crop. The seeds may also be used to produce cooking oil, perfumes or paints. The consistency of poppy seed oil, after being pressed, is a light straw yellow liquid that is odorless, but has an almond-like taste. The inner segment of the pod accounts for 95% of the opium content, whilst the outer segment contains the other 5%. The syrup contained within is pressed out and refined into heroin.

G R O W I N G A R E A S

The opium poppy grows best in temperate, warm climates with low humidity. It requires a moderate amount of water during the early stages of growth. Poppies can be grown in a variety of soils including clay, sandy loam, sandy, and sandy clay. The soil cannot be too sandy or clay bound. The soil must have good moisture-retention capabilities. Excessive moisture or arid conditions affect the vital alkaloid content of the plants, reducing the poppy's potency.

Major legal areas of poppy production include India, Turkey and Tasmania (Australia). These are government-regulated farms to aid in the production of Morphine. The major illegal areas of poppy production include Southwest Asia (Afghanistan, Pakistan and Iran), and in the highlands of mainland Southeast Asia (Burma, Laos, Vietnam and Thailand). Small-scale illegal poppy production also occurs in Colombia, Mexico and Lebanon.

Opium poppies plants with small amounts of opium alkaloids were once widely available as ornamental plants in the United States, until the *Opium Poppy Control Act* of 1942 was introduced.

The highlands of mainland Southeast Asia is commonly known as the Golden Triangle. At an elevation of around 800 meters above sea-level, it is a prime poppy growing region. Poppy farms generally do not require constant irrigation, fertilizer, or insecticides to produce successful yields. The major areas of poppy growth in the Southeast Asia are to be found in Burma (Wa and Kokang areas), which are located in the northeastern quadrant of the Shan State of Burma. Laos is the second-largest illicit poppy producing country in Southeast Asia, and is the third largest in the world behind Afghanistan and Burma. Poppy is cultivated extensively in Laos in the Houaphan and Xiangkhoang Provinces. Additionally, the six northern provinces of Bokeo, Louangnamtha, Louangphabang, Oudomxai, Phongsali, and Xaignabouli also produce poppies. Poppies can also be found growing in the remote, mountainous regions of northern Thailand, particularly in Chiang Mai, Chiang Rai, Mae Hong Son, Nan, and Tak Provinces. The Thai authorities have in recent years been successful in reducing poppy cultivation in the north by introducing subsidies for farmers to switch to substitute crops.

The Lai Chau Province, situated between China and Laos, is another major area of Asian poppy cultivation located in Vietnam. Nghe An Province in Vietnam shares a border with Laos, and is a prime location for poppy cultivation. In China, small areas of poppy growth is undertaken by ethnic minorities in mountainous frontier regions of the Yunnan Province, especially along the border with Burma's infamous Kokang region in Shan State.

The curious fact is that most of the dominant ethnic groups in mainland Southeast Asia do not grow poppies. The Burmans and Shan of Burma, the Lao of Laos, the Thai of Thailand, the Han Chinese of Yunan in China, and the Vietnamese of Vietnam are all lowlanders. Those who live in the highlands of Southeast Asia, including the Wa, Pa-O, Palaung, Lahu, Lisu, Hmong, and Akha are minority groups who usually cultivate poppies. The average highland household has around five to ten people, such a group can cultivate around an acre of opium poppy a year. The average field can support opium-poppy cultivation for ten years without the use of fertilizers or insecticides.

U S E S

Opium has many different uses. It can be eaten as a food source, smoked, or dissolved in alcohol or water for drinking. Opium can be used to make heroin, morphine and other potent drugs; these drugs may be injected or ingested. The production of heroin is a quite straightforward process, meaning laboratories can be set up almost anywhere the necessary product can be obtained. The major problem for law enforcement agencies worldwide, but especially Southeast Asia, is that the product commands ten times the price any other legitimate crop would. Therefore, farmers see it as a worthwhile risk to run to feed their families.

C O C A I N E

Cocaine is derived from the coca plant that naturally grows in Colombia, Bolivia and Peru. The Indians of the Andes Mountains traditionally chewed coca leaves to counter the debilitating effects of high altitudes. It was also used frequently in religious rites, mainly because their folklore states that the coca plant came to Earth with the first man and woman.

Cocaine was first extracted from coca leaves in 1855, during the 19th century cocaine was often referred to as a wonder drug that could cure many ailments. Pope Pius X even endorsed its 'life giving properties'. Cocaine was even found in Coca-Cola in trace element form in the late 19th Century. It was looked upon as a brain tonic. In 1904, doctors warned of possible dependence on the drug by some users, and the drug soon found itself removed from foodstuffs like Coke.

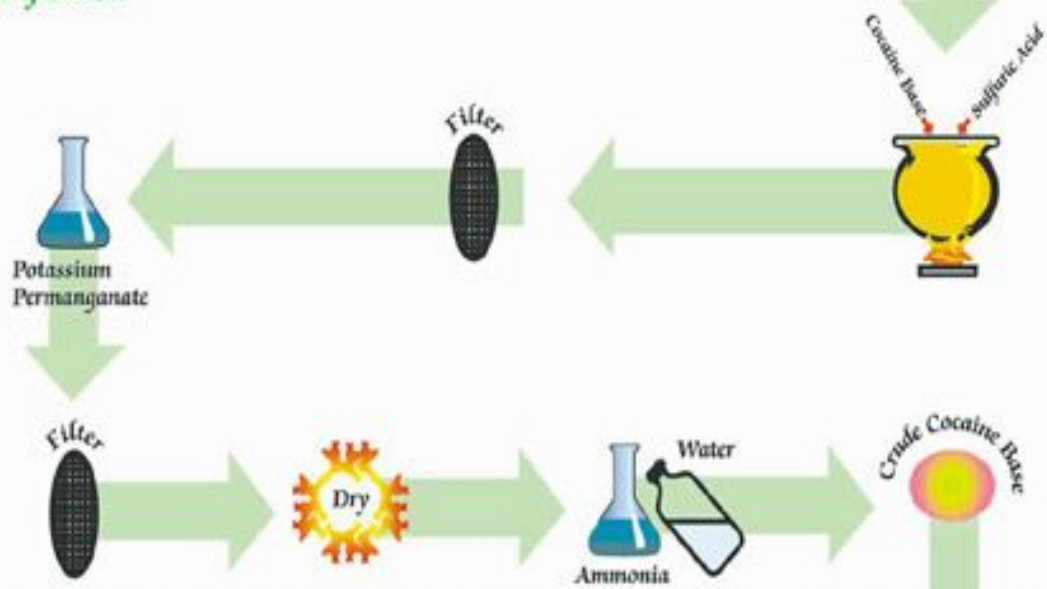
Three of the 250 different varieties of coca plant are grown for illegal drug production. The Huancoca, is mainly produced in Bolivia and Peru, Colombian Coca is obviously produced in Columbia, and Amazonian Coca is cultivated in the Amazon River Basin.

Making Cocaine

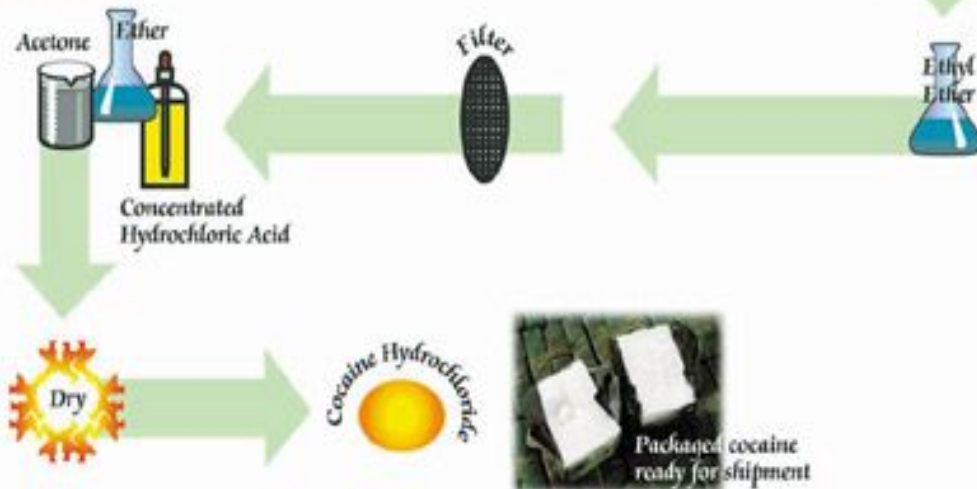
Extraction



Purification



Conversion



Coca is harvested up to eight times a year. Harvesting takes place more often at lower altitudes. The best quality product comes from mature leaves. Harvesting coca is quite labor intensive, and the time to gather the crop is quite limited. The leaves must be dried and processed within three days of picking, otherwise they tend to rot in the temperate environment. After the drying has taken place, the leaves are taken to a processing laboratory where they are turned into 'base'. The base is then shipped to another laboratory where chemicals are added to convert it into cocaine. These laboratories are often little more than hides constructed in woodland regions, as there is always the constant threat of narcotics cops raiding in their helicopters.

Three metric tonnes of coca leaf covert to around 8 to 15lb (4-7kg) of cocaine. The cocaine is then transported for sale. The goods are often smuggled across borders by so-called drug 'mules'. These people are often fellow users who risk life in prison, or even death to support their habit. The drugs are smuggled in various ways, but a popular method is for the drug mule to swallow condoms full of product before departure. Fifty such packages are sometimes swallowed. It only takes one condom to fail for a massive overdose to occur, usually with fatal consequences. A lot of cocaine is smuggled into the United States via Mexico through vehicles. Specialist smugglers have been known to not only place the product in spare tires and car body cavities, but to actually manufacture new gasoline tanks with the drugs stored safely inside them. A man landing at Gatwick airport, England was arrested in 2002 for having £65,000 pounds worth of cocaine in his false leg; it was only discovered after a sniffer dog alerted customs officers.

COCAINE AND CRACK IN AMERICA

Cocaine is found in the United States in both its powdered and crack forms. The pure form of cocaine is often found in the possession of affluent people, whilst the crack cocaine variant is more often found in the possession of poor people. Colombian drug-traffickers control most of the territories where coca is cultivated, and where cocaine production takes place. The Colombians have used surrogate groups to transport and sell their produce overseas since the early 1990s, after a series of high profile indictments took place. The Colombians today transport most of their product through the Caribbean corridor, mainly through intermediaries. Their former intermediaries were the Mexican drug-trafficking organizations. The Mexicans tend to favor transport through the southwest border they share with the United States. The Mexicans have also established a series of transportation hubs and distribution centers in Mexico and across the southwest border.

Inside the United States, Mexican groups dominate the wholesale distribution and transportation of cocaine into the West and Midwest. The Colombians organizations tend to dominate distribution into the Eastern states, through a series of intermediary groups, mainly Dominican crime groups. At street level, Dominican and Mexican groups tend to dominate the cocaine retail trade, although a series of independent dealers still operate. These dealers include African Americans, Caucasians and Hispanics – the Colombians sell their product to all comers because they have no vested interests.

The production and availability of crack cocaine is directly related to the availability of cocaine powder, and prices tend to increase in direct proportion, as well. The production and distribution of crack cocaine tends to be intimately tied to the operations of street gangs.

CRACK

In the early 1980s, the Medellin Cartel was shipping vast loads of cocaine into the United States, almost unchecked, via the Bahamas. It soon led to a glut of powder on the street, reducing the price by as much as 80%. Local drug dealers made the shrewd marketing decision to covert the powder into a smokeable form called "crack". The new form was cheap, easy to produce, ready to use and had increased purity. The smoked version also had the edge in that it produced an instant high. It was first introduced into the United States by Caribbean immigrants. Soon many laboratories were set up in the Florida area. The process basically coverts cocaine into cocaine hydrochloride. The term 'crack-house' was introduced into public consciousness during the mid-1980s, as the crack epidemic took hold in New York, and later nationwide.

Initially, crack was the drug of choice of middle-class white youths from Long Island, suburban New Jersey, and Westchester county. However, its unit price soon dropped to around \$5 dollars a rock (mid-1980s), and black communities became indelibly linked to it. Its ease of use i.e. no needles needed, ensured it appealed to both new men and women users alike, its purity level (as high as 90%) ensured high addiction rates. Violence quickly escalated in those communities affected by the epidemic. Drive-by shootings and murders became an everyday reality for many locals, and even newborn babies were born addicted because of their mother's habit.

The *Anti-Drug Abuse Act* 1986 provided support for newly established DEA Crack Teams. These two-man special agent teams assisted state and local law-enforcement agencies to investigate larger-scale violators and interstate trafficking networks. These agents were also sent to areas experiencing major crack-related crime. The *Comprehensive Crime Control Act* 1984 ensured that asset forfeiture was an option to disrupt such trafficking taking place.

T H R E A T

Cocaine addiction remains a major problem throughout the United States. Availability and demand have remained relatively constant since the early 1980s. In recent years, methamphetamine has challenged the ascendancy of crack cocaine as the drug of choice amongst poorer communities; but there are more than enough potential users to keep its demand relatively stable.

Cocaine trafficking, abuse and related criminal activity is a nationwide problem, but key major cities and areas appear to have even greater problems: New England, New York/New Jersey, Mid-Atlantic, Southeast, and Florida/Caribbean. The scourge of methamphetamine currently ravaging the West and Midwest of the country, however, is thought to have surpassed the threat of cocaine.

Crack cocaine has proven to be a major problem in urban areas since the early 1990s. Most metropolitan police departments still consider it the major threat, although methamphetamine addiction is sweeping the country. Crack cocaine's ready availability and relatively cheap unit cost has ensured it has become a staple of poor drug users. The movement of street gangs into suburban areas over the past twenty years has also made it easier for users to source their narcotics, and even created new markets. The greatest threat posed by this trend is that violence often occurs much closer to home, rather than in a seedy part of the city. Police report a greater propensity for violence amongst those street gangs selling cocaine. The effects of cocaine abuse not withstanding, the massive profits generated by cocaine sales have changed the way in which most street gangs operate; they have moved away from simple extortion and protection rackets, into cocaine retail. Street gangs have essentially become pure moneymaking enterprises.

D E M A N D

The annual demand for cocaine in the United States is estimated to be around 300 metric tons, the figure represents 35 percent of annual potential production, and about 50 percent of worldwide demand. Cocaine use has remained relatively stable over the past ten years, there are estimated to be around 3.5 million hardcore users. Cocaine is the second most used narcotic after marijuana. Figures from 1999 suggest that around 25 million Americans have tried cocaine.

Crack cocaine use has reduced substantially in poor inner-city regions. National figures put the number of crack users in 1996 at 650,000, reducing to 413,000 by 1999. The profile of the average crack user treated at publicly funded treatment centers - information derived from the Treatment Episode Data Set (TEDs) - suggests the user is likely to be black, male and around 34 years of age. However, 42 percent of users are female.

P R O D U C T I O N

Coca is primarily cultivated in Colombia. The country produces around 67 percent of the world's supply of cocaine powder. Peru and Bolivia, account for 21 and 12 percent respectively. The conversion of cocaine power into crack (cocaine hydrochloride) almost exclusively takes place at a retail level.

Figures from 1999, suggest that around 765 metric tons of pure cocaine could be produced if production was running at 100% capacity in South America. Seizures by United States customs officials estimate the average purity of wholesale shipments to be around 80% to 90%. Of the 587 metric tons of cocaine detected departing South America in 1999, around 512 tons were bound for the United States. Only 76 metric tons were seized in transit, whilst another 56 metric tons were seized at the U.S. border.

TRANSPORTATION

A well-coordinated, integrated logistics system aids drug trafficking into the United States. Mexican and Colombian cartels manage the flow of cocaine to markets throughout the country. Existing are many varied points of entry, through and among transportation hubs in the Southwest and Southeast regions. Distribution centers exist within the United States that on sell product to regional independent dealers.

The primary transportation corridors used include the Mexican-Central America, Caribbean and direct to continental United States routes. Analysis suggests that Mexican cartels use a series of different routes and methods to evade U.S. customs and the DEA. Mexico is the primary location for smuggling into the United States, it accounts for 54% of all illegal imports (1999). The Caribbean corridor accounted for around 43% of imports. Haiti and Puerto Rico are the two major destinations for cocaine shipments, most of the product being then transported to the United States. These two destinations account for 33% of detected movements by law enforcement officials, although Jamaica is growing as a destination for product (3 percent). This increase is probably due to growing seizer rates at the other destinations and the growth of Yardie culture in United States cities. Transit directly to continental United States accounted for only 3% of detected shipments in 1999. This figure represents the Colombian Cartels reluctance to risk sending their product directly to the United States and the risk of extradition.

Mexican and Colombian cartels control most of the imports into the United States. The Mexicans control the transit of cocaine across the Southwest border. They generally target ports of entry (POEs) by vehicles (commercial trucks, private vehicles, buses, and taxis) and by couriers on foot. The Mexicans also use pack animals, couriers, and private aircraft across the great expanses that form the Sonora/Arizona border. Colombian organizations closely cooperate with Dominican, Jamaican, Bahamian, and Haitian groups to ensure safe transportation of cocaine through the Caribbean corridor into the United States and beyond. They tend to favor containerized cargo, airdrops, speedboats, fishing vessels, and coastal freighters to deliver their product from the Caribbean islands into the United States.

Mexican organizations dominate the cocaine trade within the United States. Especially in the Pacific, West Central, Southwest, Great Lakes, and Southeast districts. However, there are still many independent dealers throughout the United States, including those of Caucasian extract, who tend to establish themselves in rural or suburban areas. Colombian organizations remain a presence in the eastern areas of the United States. However, they now tend to favor working with local Caribbean groups, primarily Dominican, Haitian groups. This type of relationship preexisted with Mexican organizations until they realized they could produce their own product. The Colombians also distribute cocaine to organized motorcycle gangs (OMGs) and street gangs. In actuality, the Colombians will sell to anyone they can trust.

The Mexicans and Colombians have set up various transportation hubs and distribution centers across the United States, through this infrastructure they supply multiple markets through various alternate routes. The strength of this system is that cost price can be regulated more efficiently, and areas of shortages, as a result of seizures, can be quickly replenished.

TRANSPORTATION HUBS

The principal transportation hubs within the United States are Los Angeles, Central Arizona (Tucson and Phoenix), El Paso, Houston, Miami, and Puerto Rico.

Mexican organizations smuggle their product through the Southwest corridor. Their transportation hubs in the Southwest distribute to distribution centers in Atlanta, Chicago, Dallas, New York, and Philadelphia. They also transport to other smaller markets across the country. Colombian organizations control the flow of cocaine into and through Miami and Puerto Rico; they also distribute some cocaine to Houston. They supply organizations throughout the eastern United States and in the Great Lakes Region.

Los Angeles: Mexico is the primary source of cocaine into Los Angeles. It generally arrives via southern California (San Diego) and El Paso, Texas. The Mexicans have in recent years sent smaller packages than before to reduce the risk of seizure. Mexican organizations use Los Angeles as a distribution center to supply Chicago and Detroit, and to Dominican and some Colombian organizations in New York. Los Angeles-based Mexican gangs have also pioneered the use of the Interstate 5 to supply northern satellite cities of Los Angeles. Colombian organizations have occasionally been caught sending their product through maritime shipments to Los Angeles. The presence of Colombian gangs in Los Angeles probably suggests some product is in fact delivered direct to Los Angeles, although evidence suggests Colombian organizations control shipments to Oakland, San Francisco, Seattle and other locations across the West Coast. In recent years, Peruvian gangs are attempting to establish cocaine routes into Los Angeles, independent of the big players.

Central Arizona: Mexican organizations operating out of Tucson and Phoenix control transportation and smuggling into Arizona. Large amounts of cocaine are routinely transported to Atlanta, Chicago, Cleveland, Los Angeles, Minneapolis, and New York. Product is also transported to several larger cities in Arizona and to the Great Lakes Region.

El Paso: Mexican organizations control several points of entry routes into the El Paso metropolitan area, including points along the border between Columbus, New Mexico, and Del Rio, Texas. El Paso is primarily used as a transportation hub/distribution center for Los Angeles, but also supplies Mexican groups in Chicago, Denver, New York, and Philadelphia.

Houston: Mexican and Colombian organizations both manage cocaine transportation into Houston. The product is carried overland from the Mexican border near Del Rio and Brownsville, and by the sea. McAllen, Texas is frequently used as a transshipment point – a city or area where drugs are temporarily stored before transportation to the ultimate destination. DEA records suggest that cocaine is transported out of McAllen via tractor trailers, on route to Dallas, Chicago, New York and other areas to the north and east.

Colombians primarily use maritime vehicles to transport large quantities of cocaine into Houston. The cocaine is then shipped to associated African-American, Colombian, Dominican and Mexican organizations in Atlanta, Chicago, New York, Rochester and Tampa.

Miami: Miami is one of the major transportation hubs for illegal drugs into the United States. Colombian organizations control most of the cocaine trade routes through the Caribbean corridor. Tampa is also frequently used as a destination for cocaine shipments from abroad. Most of the cocaine trafficked through Miami ends up on the streets in New York. Haitian coastal freighters are often used to deliver product to the United States. Ship transfer often occurs in the dead of night despite surveillance of the coastline. Small planes are often used by smugglers, as there are hundreds of small airport strips along the Florida coastline.

Puerto Rico: Colombian organizations and their Caribbean associates control most of the transportation of cocaine into Puerto Rico from the northern coasts of Colombia and Venezuela. They either directly ship to Puerto Rico, or more frequently, indirectly via the Dominican Republic, Haiti, Trinidad and Tobago, St. Croix, St. Martin/Saint Maarten, and St. Thomas. Vast shipments are smuggled into Puerto Rico daily by a variety of air and sea vessels. Both commercial and private vessels are used, including cargo aircraft, go-fast vessels, fishing ships, cruise ships, ferries, private yachts and containerized cargo. The constellation of islands leading from South to North America have proved extremely difficult for United States authorities to monitor. A series of vessels can be used to “island hop” shipments across to Puerto Rico, evading direct suspicion. Due to the increased surveillance and detection of shipments in the area, traffickers are frequently turning to airdrops east of the coast to deliver product. In the 1980s, many of connecting islands acted as transshipment points for Colombian drug smugglers, often with the direct sanction of the local authorities (e.g. Norman’s Cay). An outlaw culture still pervades in the region that smugglers actively encourage.

From Puerto Rico, traffickers use commercial air flights, air cargo, containerized cargo, private watercraft and cruise ships to deliver their product to associates in New York, Miami, Orlando, Philadelphia, and Newark.

Jacksonville and Tampa, Florida: These cities are used as transportation hubs for cocaine to other cities. Colombian organizations transport cocaine direct to both cities. Jacksonville isn't a major distribution center, but it does supply north Florida, Georgia, New York and Illinois. Tampa is a smaller distribution center; it mainly supplies associates in Houston and Miami.

D I S T R I B U T I O N

The distribution network for cocaine, and many other drugs, can be broken down into three key levels: wholesale, mid-level and retail. Wholesale product comes directly from the importer, the product is normally sold by the pound, kilogram or multi-unit quantity. This product can range from 80 to 95% purity and is sold on to mid-level dealers. The mid-level distributors generally sell the product to regional retail distributors, the product may be further diluted for sale. The retailer is the local gang or dealer who sells the product to the user, the purity of the product at street level may be nominal, especially if the mid-level distributor has cut the product, already.

Mexican organizations dominate the wholesale distribution of cocaine in the United States, particularly in the Pacific, Southwest, West Central, Great Lakes and Southeast regions. They are also expanding into the east of the country and especially New York and Philadelphia. The multilevel approach of the Mexican has ensured growing profits and influence. The Colombians, who once almost entirely controlled the trade, still have dominance along the East Coast. They largely leave it to their associates, Dominican and Jamaican organizations, to sell the product within the United States. The major areas of the United States supplied by Colombian product include New York/New Jersey, New England, Florida/Caribbean regions. Colombian wholesale distribution also dominates the larger markets in the Mid-Atlantic region.

At a regional level, Caucasians dealers are just as prominent as Mexican dealers, especially in rural and suburban areas. The traditional cocaine market demographic is comprised affluent white, middle-class Americans, they generally prefer to do business with fellow Caucasians. Local independent dealers often hold the upper hand over their Mexican rivals, users often prefer to source their product from known, reliable sources, rather than new dealers.

M E T H A M P H E T A M I N E

P R O D U C T I O N

The production of Methamphetamine is quite dangerous, and poorly maintained stills frequently explode. Illegal immigrants are frequently employed to maintain these stills located in rural homesteads. Most of the ingredients can be readily purchased at neighborhood stores. The only controlled substance is anhydrous ammonia, which is mainly used as a farm fertilizer, and also for cooling in the fishing industry. It is regulated and monitored by the authorities, as it can also be used in the creation of explosives, funnily enough. Methamphetamine cooks either steal it or get from someone who has stolen it. Acetone purchased in large quantities can also prove problematic, as it is also used in explosives, but far less is needed.

The chemicals needed for methamphetamine production include:

- | | |
|--|--|
| <input type="checkbox"/> Ephedrine (cold and allergy medicine) | <input type="checkbox"/> Iodine |
| <input type="checkbox"/> Pseudoephedrine (cold and allergy medicine) | <input type="checkbox"/> Sodium Metal (can be made from lye) |
| <input type="checkbox"/> Alcohol (rubbing/gasoline additive) | <input type="checkbox"/> Table salt/rock salt |
| <input type="checkbox"/> Toluene (brake cleaner) | <input type="checkbox"/> Kerosene |
| <input type="checkbox"/> Ether (engine starter) | <input type="checkbox"/> Gasoline |
| <input type="checkbox"/> Sulfuric Acid (drain cleaner) | <input type="checkbox"/> Muriatic acid (driveway cleaner) |
| <input type="checkbox"/> Methanol (gasoline additive) | <input type="checkbox"/> Campstove fuel |
| <input type="checkbox"/> Lithium (camera batteries) | <input type="checkbox"/> Paint thinner |
| <input type="checkbox"/> Trichloroethane (gun scrubber) | <input type="checkbox"/> Acetone |
| <input type="checkbox"/> Sodium Hydroxide (lye) | <input type="checkbox"/> Anhydrous ammonia (an agricultural fertilizer whose sales are controlled) |
| <input type="checkbox"/> Red Phosphorus (matches, fireworks) | |

As you can see, the production is quite a complicated process, involving many potentially lethal and explosive chemicals, and adding acetone to anything, can provide for explosive results. It's no wonder that some poorly produced batches turn out to be lethal for the end user.

THE KITSAP COUNTY EXPERIENCE

Methamphetamine production in the United States first started in the late 1960s. The Hells Angels supplemented their income by producing the drug in small quantities. The Hells Angels used the West Coast as a base for production. Kitsap County became a major center of operations, mainly because it was nice and rural, within easy reach of the coast. The drug never really captured the imagination of the stoner generation of the 1960s, or the cocaine users of the 1970s and early 1980s. But by the late 1980s and early 1990s, drug users everywhere were looking for harder-core stimulant drugs, although some favored crack cocaine, others turned to the less fancied methamphetamine. The Hells Angels and the Bandidos outlaw motorcycle organizations controlled much of the trade up until the mid-1990s. However, Mexican gangs moved into production in the late 1980s in the West Sound region, and started to muscle out both the motorcycle gangs, but also the small independent producers, who mainly brewed their product for themselves and their friends. The area became a major hotspot of production in the 1990s, nearly every second farm was said to have been taken over by methamphetamine production. It became clear to the authorities towards the end of the decade that methamphetamine abuse was skyrocketing on the West Coast (California) and something had to be done. Many raids took place in the region, putting a short-term halt on production. The Mexicans simply started producing it on home-soil (or California or Yakima) and brought it in through Tacoma.

The Mexicans organizations at the time saw methamphetamine as the ideal drug to expand their business. The Mexicans relied upon the Colombians at the time for raw product (i.e. cocaine) – they were basically drug mules for the Colombians. They could source the ingredients for methamphetamine independently, becoming both distributor and supplier. Some existing cocaine dealers aided this process by introducing customers to the cheaper and longer high of methamphetamine. The shrewd dealers realized that methamphetamine was by far the most addictive illegal drug, even greater than crack cocaine.

High quality methamphetamine averages out at 90% purity and can be purchased wholesale for \$5,500 per pound. Dealers often buy it in bulk and then dilute it with things like baking soda or vitamin B-12. This process is known as “stepping on it”. It is then divided up into smaller quantities and sold on. At street level, the return averages out at around \$33,000 dollars a pound. Each dealer or runner takes his own share of the profits along the way. The low-end guys, “slinging”, or selling the product on the street don’t make much profit at all. This individual is more than likely a user, meaning their own cravings generally keep them poor or in debt. Kitsap County, along with Pierce, King, Snohomish, Thurston, Whatcom, Skagit and Yakima counties have been listed as so-called High Intensity Drug Trafficking Areas, or HIDTA. This means greater federal funds are made available to fight the epidemic, but also greater cooperation between local narcotics agents and the U.S. Drug Enforcement Administration (DEA) occurs.

Tijuana in Mexico is the location of the next generation of drug super-labs producing methamphetamine for the United States market, although California is still used by the Mexicans to a lesser extent. Despite calls by the D.E.A. to ban over-the-counter purchases of cold and flu tablets containing pseudo-ephedrine, major corporate drug companies have used their lobby power in Washington to defeat any proposed bills. This has meant there is still a thriving black-market in stolen flu capsules containing the chemical – thousands of discarded packets are often found at abandoned drug labs. Pseudoephedrine is a particularly difficult chemical compound to produce, only twelve drug laboratories worldwide are capable for synthesizing it. Outspoken members of the D.E.A. believe that international treaties should be enacted to limit the sale of the chemical, to stop mass production of methamphetamine. The Mexicans drug cartels, in the meantime, are importing tons of the chemical, despite the Mexican government tentatively agreeing to limit their importation of pseudo-ephedrine to levels supporting its legitimate domestic demand.

TALE OF AN IDENTITY THIEF

Keith Winfield of Silverdale, on the West Coast of the United States was an identity thief. The former West Coast Silverdale Hotel chef had been certified as an executive chef and was making a decent living. In the Summer of 2000 a friend introduced him methamphetamine (crystal meth). He had in school years received treatment for a drug problem and had gone on to be a speaker at an anti-drugs seminar. Unfortunately, despite being sober for eleven years, he chose meth to lapse with – the most addictive street drug.

"Meth users flock to you" when they know you're a dealer, he says. "They can bring you information, credit cards, checking account numbers. Anything valuable they can get meth for."

He was soon doing drugs daily and the money soon started to run out, despite meth being a relatively inexpensive drug. He began buying online services with the identity information provided by guests at the hotel. He then started selling meth, by bringing in 2 or 3 ounces at a time from Oregon.

"I had people paging me constantly," he says. "There was \$2,000 to \$3,000 a day passing through my hands, but it all went back to meth." One of his clients brought him a blank chequebook and he managed to drain it of around US\$2,000 to 3,000 dollars. Despite his good reputation at the hotel, he was soon fired. His use of stolen I.D. information became more sophisticated. He used a computer to create phony checks on the accounts of people whose numbers he got on the black market. Many of these details were obtained from the Portland-Vancouver area where he got the meth he sold.

"People would feed me information out of Vancouver, feed me checking account numbers of customers with \$20,000 to \$30,000 in their accounts."

He preyed on *Costco* and other big retailers, opening up merchant accounts in the names of other people, and then began to make big purchases by check. Some of the items he bought were returned for cash – as per the stores retail policy. The rest of the goods were sold on for half-price or less. Much of the stock was specifically ordered by his drug sources in exchange for more meth. He conscientiously hit stores along the Interstate 5 on his way to Portland.

He remained cautious, despite his addiction, and never used an account for more than two or three days. He would use banks' automated customer information lines, and listened in for telltale signs that suggested the account had fallen under suspicion. The police admitted at the time that they had no clue as to who he was.

Eventually, life became quite fraught with the customer's continuously hanging around his apartment and his wife asked him to leave their home.

"They'd just show up. No more than five minutes would go by without someone bothering me. If I told them no, they'd just come in and wait. They'd knock on the windows. It was like that all day and night long".

As he started to feel trapped and alone, he started to get careless. He had previously divided his time between stores along the Interstate 5. He went to *Costco* in Silverdale two days in a row to buy goods. The security guard grew suspicious of him, as he also left the store without picking up the items he had just bought. The security guard got his license plate details. The police soon knew of the identity of the person making fraudulent purchases, he was picked up a month later after he picked up money he'd ordered fraudulently through Western Union. By the time he was caught, he had defrauded the banks for over U.S.\$100,000 dollars. He was sent to prison for 3 to 6 years, dependant upon his behavior.

8. THE MASTER PLOTTER

This section hopes to provide some general advice about running successful roleplay adventures, and especially campaigns of Steal 2.0. It goes on to explore each character template and the possibilities and limitations that each presents.

BASIC ADVICE

DISCUSS YOUR OPTIONS WITH YOUR PLAYERS

I advise the best way to get people to appreciate your game is to discuss with them up front what they want. *Chapter 3: Setting Advice For Players* of the Player's Guide, attempts to get the players involved in the campaign construction process. Traditionally, advice sections of roleplay systems have tended to ignore the players. It's assumed they essentially should be grateful for whatever the Games Master concocts. In some respects this is true, Games Masters do a great deal of work and as such, are worthy of respect and consideration. Unfortunately, a culture tends to exist in roleplay circles that the GM is beyond criticism. I feel that one person's interests shouldn't entirely override the entertainment values of the rest.

Ultimately, Games Masters want to be appreciated, they want people to enjoy their campaigns or one-off adventures. What is outlined here is simply an acknowledgment of the act of communication. If you go to a movie, you generally know what you're in for having seen the trailer. The players should ideally have the opportunity to decide whether or not they wish to make the ongoing commitment to attend your game, especially in these hectic, crazy times.

Games Masters often reason that if the players are given an opportunity to have input into their campaign, their freedom of expression will be inversely affected. I have found the opposite to be true. The external feedback often promotes greater self-awareness of what works in game and what doesn't. The mere process of outlining the basics of the proposed campaign often helps to crystallize major themes and ideas. Just like television shows in their first season, the producers firmly believe they have an understanding of what the shows appeal is, only to remove or adjust elements later as they garner audience reaction. Someone outside of the creative loop may be in a better position to judge ultimately what works and what doesn't. In such cases, the outsider may even be in the position to offer advice to help fix up any existing problems. Ultimately, the advice generated may be wrong or prove helpful. The Games Master still has the choice to assimilate or rejected the ideas. You ultimately still have control.

PLOTTING FOR BEGINNERS

Trust me, before you get all stressed about it, you have done a veritable foundation course in plotting. Unless you have lived under a rock for several years, you have stared at a TV screen for at least a dozen hours a week.

The first point about plotting is that there is nothing new under the sun. Each week several million people sit down to watch with anticipation the latest law/hospital/police drama, only marginally different from last years. Most people don't tune in to watch cutting edge drama; they generally watch something they can relate too.

What they relate to best is personal conflict. The essence of drama is the protagonist being denied. Conflict exists which stops the characters from getting on with their lives, weighs down their conscience, or just stops them from being truly happy. All plots ultimately feed from this same basic scenario: the cop cannot catch the serial killer, the criminal's life is threatened by a fellow gangster, the private investigator life is subsumed into the dictates of a grand conspiracy.

The tales of Western culture often follow the same predictable formula: the protagonist's life descends into turmoil through the actions of the antagonist. The protagonist must venture out of his or her comfort zone and undertake a journey of sorts (rite of passage) to return the world to how it once was. The protagonist learns something new through his or her experience that leads to greater maturity and a sense of self-awareness.

It is basically the cycle of chaos and order. If we look at this in terms of a police drama, each week the episode starts with banter between the detectives or patrol officers at the station house, basically, all is well. Then a message flashes through that a murder has taken place. The lead detective is given the task of restoring order, figuratively and literally in this particular case, by catching the murderer. The detective goes on a journey of sorts through the 'local underworld' i.e. seedy bars, housing estates et al. He may well meet with a shaman-like figure (holder of arcane information) along the way. This may be a forensics expert, coroner or wizened cop, the shaman grants the detective special insight into the underworld. The protagonist finally confronts the antagonist and a fight usually ensues. The protagonist ultimately triumphs. Order is restored when the antagonist is defeated, or put safely behind bars in this particular case. The protagonist has actually learnt something new about himself through experiencing the ordeal (rite of passage). The next week the cycle of order and chaos repeats. The same basic formula can be found in serious crime dramas on through to the camp adventures of *Batman and Robin*.

We can replicate this basic plotting formula in a roleplay adventure. The things we need include:

- Protagonist
- Antagonist
- Disorder
- Underworld
- Shaman
- Climax
- Resolution

Protagonist: The protagonists in roleplay terms are the player characters. Obviously, what the Games Master needs to succeed are interesting and complex multi-layered player characters to help drive the adventure along. If you have five cartoon thugs or cops running around the landscape, you only have the scope for adventures involving cartoon villains and cops. That's O.K. Especially, if it's a short-term campaign or a one-off adventure, but the Games Master should expect a little more effort from the players if the GM commits to running a longer-term campaign. It makes it easier to bring challenge and excitement to the players each and every week. You should explain to your players what you need in this respect, and suggest to them that it ultimately serves both parties interests in the long run. Having interesting player characters often means plot lines instantly leap from the written page at you!

Antagonist: The antagonist should in some way mirror the protagonist. In drama, the antagonist is often basically the protagonist who hasn't the moral fiber to stand up for what is right and just, they are lacking one vital ingredient that stops them from being just like the hero or heroine. Conversely, the hero or heroine is only one step removed from giving up, and serving their own base instincts just like the villain. This is generally why a conversation usually occurs at the Climax, these metaphorical twins obviously have a lot of things to discuss! Mainly because of their diametrically opposed world views (i.e. the beating heart of the conflict). Obviously, if you have access the player characters in advance of the first game session, you can tailor the antagonist to suit; this aids in the development of a strong Climax and Resolution. Perhaps prepare an introductory one-off game for the first gaming/character generation session, and start the campaign proper the next week.

In a longer-term campaigns, there may be a series of antagonists confronted week-by-week, or one at the center of each adventure. Ideally, they should be linked together in some way (e.g. henchmen of an underworld boss), or expose a deeper series of inter-connections behind the scenes, leading to the ultimate menace. In police drama, the arrest of minor criminals may ultimately point towards a mysterious puppet-master-type gang leader. Through successive weeks of investigation, the protagonists get to gradually expose the greater danger that lies beneath in the local Underworld.

Finally, having the players as criminals often reverses the sensitive protagonist/antagonist paradigm (see Player Driven gaming as discussed later).

Disorder: We all have an understanding of what is orderly. Often the difference between order and chaos is one person's ideals versus another's beliefs. The Gaza strip in the Middle-East is a classic example of conflict. Both sides in the conflict (Israelis and Palestinians) believe firmly that injustice exists in the region, and they are both seeking to remedy the situation through armed struggle. Both sides regard their fighters as heroes, whilst they regard the other side's fighters as nothing more than terrorists. The line between right and wrong isn't always as clear-cut as in most fiction. The term 'disorder' in itself may also be subjective. What disorder?

Disorder is often tied to the core beliefs of the Protagonist; the hero is fundamentally conservative in nature. The stronger the association with order, the more heightened the drama. A cliché of crime fiction is to have the detective witness the murder of their mother or father when they were young. It motivates them to eradicate similar forms of disorder from their lives and the lives of those around them; they ultimately do it for selfish reasons, even if the rest of the community regards them as heroes or heroines for doing so. If the Games Master can uncover the central point of conflict between the villain and the heroes, the players will generally be far better motivated.

Underworld: The Disorder should permeate the Underworld. The Underworld is a manifestation of the very thing the protagonist fears. The cop (as above) who had his childhood stolen away through violence is compelled to pick up a gun and confront villains who intend to take away the innocence of others. He is basically chasing shadows of his past. The Underworld should present various manifestations of this internal struggle, which often manifests in his reality in the form of clues. The cop may discover a bloody piece of clothing belonging to the deceased, or other graphic allusions leading towards the murderer. The cop may meet various close associates of the murderer, who also wish to do the cop harm.

Shamans: As in many classic adventure tales, the hero or heroine often needs to discover something about themselves in order to defeat the menace. The Shaman can be looked upon in strict roleplay game terms as a 'Non Player Character'. The Shaman-like figures essentially have knowledge or wisdom that the player character lacks. The Shaman is often an experienced operator in the Underworld, something also lacking in our Protagonist. The Shaman may deign to give advice to the Protagonist about dealing with the challenge of the Underworld, or grant insider knowledge about its operation. The Shaman may even give advice directly related to defeating the Antagonist if the right questions are asked. The Shaman often gives the Protagonist something to aid him in his quest. An experience senior beat policeman may have knowledge of the internal operations of the local organized crime group, information that may ultimately save the lives of the young hero or heroin.

Climax: Finally, the journey of the Protagonist is nearly at an end, the last thing to do is to find the Antagonist and stop their malign influence upon the world. The climax usually comes down to a life or death struggle. To arrive at the Climax, the Protagonist needs to journey through the Underworld to discover something about his own psyche. It has been a demonstration: a direct challenge to his or her own psyche. He is now willing to finally resolve the lingering internal issue once and for all by defeating the Antagonist, basically the outer manifestation of his internal demons. The psychological aspect of the clash is usually heightened by setting the climax in an out of the way or extraordinary place, far apart from the everyday experience e.g. the roof top confrontation under a brooding sky is a classic set up from pulp detective fiction.

Resolution: The Disorder hasn't so much been put to rights as assimilated. The hero has learnt something about an internal aspect of him or her self. But with the dawn, a new challenge will appear.

If you ignore a lot of the mythic mumbo-jumbo presented in the above example, you should have a basic, workable formula for building your first adventure around. As you gain in experience, plot construction becomes almost second nature to you. Building plots often comes down to basic problem solving, as long as you can readily identify the problem, you can usually find a workable solution.

BUILDING BLOCKS

Just as plotting can be broken down into its constituent parts, one can do the same for elements of style. All the interesting characters, settings and themes of fiction, can be broken down and reassembled according to your requirements. At the time of writing, there has been a flood of American investigative crime dramas on television. They all tend to use stereotypical characters, familiar settings and take a similar right-wing moral stance.

As I have suggested to your players, to develop interesting characters one only needs to look towards your favorite movie or television series for guidance. If you break these characters down into their constituent motivations, dynamics and incidental character details, you should be able to reassemble them in new and interesting ways. If we take a look at modern crime dramas, they tend to be made up of charismatic but flawed characters. The lead characters may be drunkards, smokers, and indulge in a series of dysfunctional relationships that are no good for either party. Basically, they are human. Modern viewers no longer tolerate classic representations of detectives as being Stoic, incorruptible, God-fearing men. The minor characters in police dramas usually have their own quirks as well, usually heightened somewhat due to their general lack of screen time: done to quickly establish their character in the viewer's mind. They are also committed to defeating the bad guys. The bad guy or girl may be written to illicit some level of sympathy from the audience. Modern viewers tend to want their crime drama with a little more light and shade than was once the case.

Elements of style get reconfigured and rearranged over time to keep things fresh and interesting for the viewer. Myth-makers no matter their canvas, still paint from the same metaphorical palette.

A good exercise for the novice Games Master is to write down a series of interesting characters, plots and style elements they have seen in modern crime or police dramas. Anything you have seen can usually be reconfigured and sublimated into your campaign. Don't be afraid to use elements you think are obviously derivative of major films, they can either be given a new lick of paint, or totally deconstructed to find out the essential elements present within. Even when a player recognizes a familiar plot line, they aren't really in a position to second-guess the story, in case certain elements have been reconfigured by the cunning Games Master. One thing that some Games Masters tend to overlook is the fact that we often enjoy watching generic Hollywood action blockbusters; we know what is going to happen in a Vin Diesel film, but still derive pleasure, anyway. Players often revel in playing along with familiar themes, often a sly nod and wink is exchanged with the Games Master and the other players in recognition.

Remember this system is called Steal 3.0. You shouldn't have any qualms about half-inching great plot lines!

RESEARCH

So you have a sketch pad full of ideas, and a basic plot line in mind. The next stage is usually basic research. General knowledge can easily be turned into informed knowledge through a little light on-line research. If you intend to have your Russian Mafia villains involved in a car-stealing racket in Minsk, one might navigate to a leading search engine like Google and input 'mafia Minsk automobile racket'. After five minutes of scanning various web pages, you'll likely stumble across a page close to what you had in mind. The page might give details about the types of luxury cars stolen and the routes the crime group uses throughout Europe. By doing basic research like this into leading topic areas, you not only expand your knowledge base, but open up the possibility of richer and varied plot lines being developed.

On-line research may be followed up by a phase of more directed research at a local library. I personally only resort to this kind of library research if the plot element is central to the main plot, or if I can't find an authoritative on-line source. I consider my time to be precious, and the less research I have to do through musty old tomes, the better!

CONSULTATION

At this stage of the process, you have a basic plot line, some interesting ideas you intend to run with, and performed basic on-line research to help coalesce and focus your ideas. I strongly suggest now that you consult with your potential players. If you sound them out at this point, and they don't respond favorably to your ideas, you haven't wasted too much time, although admittedly your ego may be a little bruised. A simple group email detailing your ideas should be enough to find out whose interested and who isn't. You may wish to perform the 'pitch' as such in person for better results. The fact is your regular gaming group may simply enjoy high fantasy games ad infinitum. If people are interested, you can talk through their expectations of a crime or police drama, and incorporate their ideas – easy enthusiasm for your campaign. If enough people are interested, you can then meet up for the formality of creating characters.

CREATING CHARACTERS

It is often tempting to just let the players get on with working up their characters alone, and deal with the resultant group that eventuates. The character creation system present in *Steal 2.0* doesn't take much longer than 10 minutes to complete. This gives plenty of time for brainstorming ideas, consulting with fellow players and the Games Master in a typical game session. What you primarily want are fully formed characters. It makes the player's job easier and it makes your job of presenting exciting and rewarding adventures a breeze.

If you want your players to turn up each and every week, help them to discover the deeper complexities of their character. They are more likely to care about their character if they have put in a lot of effort initially. Get them to think of their most beloved television characters. Get them to brainstorm why they love them? The basic dynamism of that character may be readily transferable to the current campaign setting. Even if the player isn't that interested in the current plot line, they'll still have fun playing around with their character concept. It's a cheap and easy way to get them excited about your campaign, even if its all their own creative input.

PLAYER DRIVEN GAMING

Some of the different character templates suggest a more player-driven story line. This means the players' actions essentially drive the story forward and the group sets up their own operational goals. Criminals often plan and execute their own crimes, whilst patrol officers basically follow the orders of superiors. Some players thrive when asked to set their own agenda, whilst others struggle and need superiors (i.e. NPCs) to set up mission-based goals for them. Discuss the issue with the players during the consultation process.

SKETCHING OUT A CAMPAIGN

So you now have players committed to turning up to your game, you have a basic plot in mind, some interesting ideas to throw around, and done some basic on-line research. What needs to happen now to turn your ideas into a campaign proper?

Once you have decided that your players are say criminals, you can start to sketch out the world around them. Do they work for an existing gang? Where is the gang based? What goals does the group have in common?

From this basic core of knowledge, you can start to build a team of supporting non-player characters around them, including other gangs, associates and police. It's important to not become too regimented in the planning process e.g. week five: the characters will be here, doing this activity. Players do not like being dictated too, plus there are many variables the Games Master has to juggle that he or she may not be immediately aware of. It might make it easier in the short term to plan your campaign in great detail; but your players will often resent the loss of freedom that invariably follows i.e. it sets up a particular frame of mind in the Games Masters head and informs their actions. Although it may be stressful for the Games Master to relinquish a measure of control over proceedings, it often proves rewarding for both parties in the long run. Players often bring to the table some interesting character-conundrums and plot variations, whilst the Games Master develops instinctual improvisation skills. The more you think on your feet, the better at it you will become!

It's daunting for novice Games Master to know when enough planning is enough. I personally find it useful to have all the important supporting characters sketched out, basic information about any organization encountered present, materials at hand on any key vehicles/weapons/technologies used in the plot, a basic understanding of the locations central to the plot (maybe a roughly sketched map, as well). A basic timeline of events often proves useful in more complex tales (especially detective/mystery tales), plus player handouts, including pictures of the major supporting characters and photos of key locations.

If you essentially over prepare for the first game session, you won't be caught short. You are better able to judge what is and what isn't entirely necessary through basic GM experience. The inexperienced Games Master often has to deal with the basic mechanics of running the game first, and really doesn't need the added complication of making up plot detail on the fly, as well. It's important to capture the interest of players from the off, if you have followed the above steps, the content and plot should prove at least workable and it will be sorted out in advance. All you really need to achieve now is basic story flow, as most players will often forgive an inexperienced GM who is unsure about the rules or mechanics of a game system. With experience the stress starts to dissipate, and you seem to have more time on your hands that can be devoted to developing characterization skills.

Note: At any stage during a typical game session the Games Master may call for a five-minute break in proceedings. If you get lost or too stressed, remember you can utilize this 'toilet break' time to think!

You will find that players often respond better if you have pictures of the major supporting characters, locations, maps and items of interest. Players love props, and it infers a strange kind of credibility to the Games Master: players equate props with exhaustive pre-planning effort. Con them.

Further Exploration of Player Driven Gaming: Some of the different character templates suggest a more Player-Driven plot, the players are required to be more proactive in developing their character goals. A criminal gang usually has greater autonomy over their actions than say a police patrolman, who would likely be severely reprimanded for not following orders. It is something of importance to discuss with your players. Some players quite naturally enjoy the experience of setting their own agenda, whilst others struggle and need their superiors (aka the Games Master) to set specific mission-based goals. This problem may become especially acute in federal agency operations, where the team may have to define all the parameters of their team's operations. Some of the problems can be overridden by having strong willed superiors, but ultimately you don't really want NPCs essentially browbeating the players to perform certain activities each week.

ADVENTURE SEEDS

The following breakdown provides some basic scenarios ideas for each template:

PATROL OFFICERS

- ❑ An armed robbery takes place at a local bank, it has gone terribly wrong. The getaway driver has ploughed straight into another vehicle at speed, after charging through a red light in the stolen vehicle. Three suspects are now at large in the neighborhood. The gang is known to be violent, and must be located quickly before resident lives are put at risk.
- ❑ On a sweltering day in the city, a beat officer stumbles upon a bomb planted in a rubbish bin, located near a local mosque. A report comes through momentarily from another precinct that a bomb has just detonated at a neighboring mosque. The precincts beat police are scrambled to other prominent local Muslim landmarks to evacuate the citizens. A gunshot pierces the tranquility of the glorious day, terrorists are still at large in the area.
- ❑ Whilst investigating a minor complaint of domestic violence at a local council estate, the officer notices a major drug trafficker disappear into a nearby flat carrying a suitcase, flanked by thugs. After listening at the window, he soon realizes a major drug deal is going down, officers are immediately scrambled by command to make arrests. Unfortunately, the gangster is determined to shoot his way out of the situation.

- ❑ A local patrol officer has had threats made against his life by a local criminal organization: the officer's testimony put their leader behind bars. The officer is defiant and wishes to continue his regular beat patrol, the commander has directed additional resources be allocated to give him plain clothed support.
- ❑ The two rival street gangs are engaged in a bitter turf war, one little incident could spark open warfare, a beat officer witnesses the younger brother of one of the gang leaders run over accidentally. Quick action is required to save other innocent lives.
- ❑ A local football match has led to the local side being knocked out of the cup by their bitter cross-town rivals. Quickly, things escalate from verbal abuse to open warfare. Reports come through momentarily that shop fronts in the main civil square have been torched; a wheel-chaired bound resident has made an emergency phone call from the area, she fears greatly for her safety and needs to be evacuated from the scene immediately.

D E T E C T I V E S

- ❑ A prominent local businessman has been murdered. Evidence comes to light of his gambling habits, sexual indiscretions and organized crime associations. A number of suspects have good reason to kill him, but no firm evidence comes to light. The situation requires the detectives to consort with police informants, after some initial persuasion, one of the informants tells the tale of a guy a couple of nights ago at a local bar, bragging about killing people for a living. It is later discovered that the son of the businessman has hired this hit man to stop his father frittering away his inheritance.
- ❑ A series of local prostitutes have turned up dead. The detective unit is presented with a wide array of clues that ultimately lead nowhere. The serial killer is bragging openly in web forums about his exploits, but is clever enough to avoid leaving behind data logs as evidence. After investigations, it is discovered a new Madam has just moved into the area, she offers sanctuary to all those street-based prostitutes who fear of their lives, albeit for a larger percentage. It is revealed she works for another organized crime outfit, they intend to move into the area by establishing their prostitution rings first.
- ❑ The Commander of the local department suspects a number of officers of being in the employ of a local organized crime group. He fears an inter-departmental investigation into the Force, leading to his eventual sacking. He confides in those officers he can trust, and hopes they can come up with enough evidence to force their corrupt fellow officers into early retirement. Conflict subsequently envelops the station house.
- ❑ A federal agency has requested a joint-initiative take place to defeat an international drug trafficking ring operating in the area. The federal agents have certain priorities that clash strongly with the local forces own. A couple of local informants end up dead, directly because of information offered up in good faith by the local department to the federal agency. The local detectives not only have to reestablish good faith with the local community, but also bring about a quick resolution to the operation.
- ❑ An undercover narcotics operation has gone horribly wrong. A female officer has been abducted and is feared dead. It appears that an informant has been pressured into revealing sensitive information. The Commander is either forced to pay a ransom to the suspected group, or get his best detectives to track down the location of the missing officer quickly. It is later revealed the incident has been all staged, the female officer in question is currently under investigations by internal affairs. She has staged the incident, with the help of local gangsters, to either reestablish her credentials as a brave and valorous officer escaping her abductors, or to extort enough money from her department to successfully disappear overseas.
- ❑ An outlaw motorcycle gang has just staged a rally just outside of town. Two teenage girls have being raped. The local mayor who is known for taking a hard-line stance against offenders has put excessive pressure upon the local Force to lay charges. Four bikers have been arrested. Evidence later suggests the wrong men have been arrested. One has confessed to the crime and has implicated three others, it turns out he has been directed to lie under oath to protect one of the motorcycle gang's leaders from facing jail time.

FEDERAL AGENTS

- ❑ A long running surveillance operation is to be wound up by the department, despite ongoing suspicions of drug running along the border by a local organized crime group. Little evidence has surfaced. The unit considers their lack of results may harm their future job prospects. Finally, an informant establishes that a former trusted colleague of the team planted a series of surveillance devices in their operational headquarters. The team may need to cut a few operational corners to break up the drug ring before they are reassigned, and possibly locate their former colleague for some old style vengeance.
- ❑ A team of experienced agents is sent to train and coordinate the operations of an inexperienced foreign narcotics taskforce. The country is noted for both narcotics cultivation and corruption. The team has the onerous task of coordinating successful actions against the drug traffickers in between sorting out which local agents they can trust, and which to keep at arm's length.
- ❑ A leading presidential campaign nominee has recently offended minority communities with his harsh stance against immigration. He has subsequently received a series of death threats. The unit is required to coordinate his security retinue, and assess and defeat any potential assassins.
- ❑ A radical animal rights group has threatened to expose top-secret government research into an active form of the bird flu virus, purportedly as a contingency plan against invasion. Select government officials threaten severe funding shortfalls for the agency if the leaked documentation and the errant scientist isn't immediately found and detained.
- ❑ There is a major whispering campaign going around the Capitol that a major government figure has received campaign funds from a well-known organized crime group. The department wants the allegations investigated and covered up for its own political interests. The investigation turns up more than just political spin. It appears the organized crime group has corrupted a senior politician, on the other side of the political divide. A senior opposition member's career now hangs in the balance. Senior department figures put pressure upon the investigators to leak the information to the press, whilst death threats are received from the organized crime group in question to lose the information.
- ❑ A serial killing couple has gone on a murder spree across several states, despite law enforcement operations to stop them. They have absconded from justice into a neighboring country. Upon their arrival, a leading media company has obtained an exclusive interview, it is rumored the company paid thousands for the interview. The celebrity circus that has built up around the pair has embarrassed and incensed local police authorities and politicians. They have sanctioned the extraordinary rendition of the pair to face charges back in their homeland. They also want to uncover information about the television production company in question, to see if the rumors are correct that they paid money to the criminals for the story, strictly against local criminal codes and statutes.

CRIMINALS

- ❑ The local underboss has been shot whilst getting a haircut at a local barbershop. He is currently fighting for his life in the private ward of a local hospital. It has made everyone nervous because cordial relations exist between the two local gangs. The boss has called upon his most trusted and smartest underlings to quickly investigate what has occurred. Investigations soon reveal a local waitress was his secret lover, he had finally ended their relationship after promising for many years to leave his wife. Complications occur when a fellow gang member shoots one of their cross-city rivals, the group is also required to stop the local streets descending into open gang warfare.
- ❑ The boss confides in the group privately that he is about to retire. He holds grave fears that his chosen successor may not be up to the task, or may even be challenged and killed by his main rival. The concerned boss asks the group to sound out the rest of the gang as to what may occur. In the meantime, the boss appears to die in his sleep. The successors rival has poisoned him, and intends to assume the mantle of leadership. The group must decide whether to support the aggressive rival or remain faithful to the chosen successor. Either way, they will have to broker peace between the two factions, or face up to the possibility that their cross-town rivals may cut into their lucrative territory.
- ❑ A series of arrests have decimated the gang. The gang has fracturing internally. No one trusts each other. The last group of friends within the gang (the players) have to reestablish trust within the gang and get the key members back to doing business. Little do they know that their cross-town rival group is spreading malcontent throughout the group, hoping to put their rivals out of business once and for all.

- ❑ The old drug supplier has been busted in a federal sting operation. A number of rival suppliers have expressed their interest in working with the local gang. The boss details the group to investigate each of the three rival suppliers and choose a successor. One group is a front for undercover agents, the same federal agency who brought down their previous suppliers. Another group is on the level. The remaining group has an aggressive strategy of promising product to local gangs at low prices, but slowly raising the price over time and reduces supply, to gradually send the gang out of business, leaving the territory open for its own gang affiliates to move in.
- ❑ A rival gang has been all but decimated by gang warfare. It's time to move in on their traditional territories and scams. They had control over methamphetamine sales in the region. A leading member of the decimated gang comes to the group offering to sell important information, so he can retire to the sun. It appears a large consignment of the drug can be found hidden inside a shipping crate standing on the docks of the local port. It has been shipped through a bogus company, and needs to be recovered quickly before federal investigators uncover the connection. The rival gang member has done a deal with federal investigators to set up members of the rival gang to avoid prosecution.
- ❑ The group has served loyally the boss for many years and has greatly increased the gang's preeminence and income base. Unfortunately, the boss has become paranoid in the last few years; his chief accountant has embezzled funds and has slowly turned the boss against his most loyal of proteges. The accountant has accused them of stealing the funds and plotting to overthrow the boss. The group is sent off across town to discuss terms with their rival gang, the rival group has been forewarned of trouble brewing. After surviving an ambush the group gradually starts to realize the deceit that has occurred. They may have to kill their boss for control of the group, join their cross-city rivals, or create their own gang.

PRIVATE INVESTIGATORS

- ❑ A private investigation agency has been employed by a political party to dig the dirt on their major political rivals. During investigations, the other political party approaches the private investigators to do the same on their rivals. It is only realized later that federal agents are investigating the investigators, and have setup this little charade to see just how unethical the agency is.
- ❑ A private investigation firm is employed by a rich industrialist to destroy the political clout of the green lobby group within the state by any means possible.
- ❑ A rich, eccentric widower employs the agency to investigate claims of UFO sightings near her country estate. The agency humors her and sends along a surveillance team, they uncover evidence that disc-shaped objects are indeed flying and landing nearby. After careful investigation, the team finds out that an international consortium owns the land. The group is a known to have military contractor connections. Federal agents raid the agency's office looking for evidence collected. Agents evidentially offer the detective agency money for their silence in this sensitive military matter.
- ❑ A private investigator sees a brutal murder whilst investigating claims of infidelity. The cheating husband chokes to death his young lover in her apartment. In his panic, he frantically rolls up her lifeless body into a rug and spirits the dead woman away into the night. After careful investigation, the husband is exposed as a serial cheat. However, his wife had employed the young prostitute to lead him on, and make the man fall for her. The prostitute finally told the man on the night of the murder that she was working for his wife, and that private investigators now had evidence of his infidelity. He now had no choice but to grant his long-suffering wife a favorable divorce settlement. The man became enraged and killed the young woman. The investigators will have to decide whether they go to the police with their story, or pressure the wife into handing over a portion of the settlement.
- ❑ A journalist is killed in a mysterious auto accident. The hard-hitting journalist may well have been murdered. Any number of aggrieved groups or individuals may well have done it. After investigations, it is revealed that a leading associate of a political group is implicated in the death. He has paid a local thug to put pressure upon journalist. Unfortunately, after tailing her with high beam lights along a darkened country road, she panicked when she passed a lorry baring the other way. It's a case of accidental death, but the desperate thug may be convinced to testify against the politician if the right inducements are offered.

- A major corporation comes to the detective agency looking for information about leading labor union figures in its sector. The agency duly finds out sensitive information about the private activities of the labor leaders, including information about payments made by the corporation to some of the leading labor union figures. The agency has to decide whether it has a moral obligation to expose the illegal practice, or take the substantial cash remuneration on offer. The situation becomes exacerbated when the honest labor leaders become the targets of a smear campaign through the information collected.

TRAINING & GM AWARDS

Generally at the climax of an adventure, or alternately at the end of game sessions, the Games Master should award additional ranks to the players for good game play. Players like to feel that their character are steadily improving over time, by tying such improvements to good roleplaying, it may help to keep your players motivated throughout the game. I highly recommend handing out specific character improvements to the players that reflect crucial actions or decisions taken within the game. If the character saved team lives by an action or deduction, reward it!

In addition, I like to give out one an additional floating rank (towards any skill) as a GM Award. The award is generally given to the player who has either come up with an outstanding plan, provided a wonderful moment of merriment, or simply breathed life into their character concept.

If a skill is to be increased beyond the rank of 5, one should require a running tally to be kept along the following guidelines (see table below). Due to the design of the game system, characters who quickly achieve ranks of 8 or 9, statistically present little to no challenge for the player.

Rank Improvement	Awarded Weeks
6 th	02 Awards
7 th	04 Awards
8 th	08 Awards
9 th	16 Awards
10 th	32 Awards

OTHER GM AIDS

Internet: A lot of the information presented in this game resource has been culled from on-line research. I've found the advent of the Internet to be a real boon for researching topics; with the input of a few select phrases I can quickly find web pages relevant to requirements. It's also useful for finding appropriate images for game handouts. I often download entire webpages onto my USB drive for later reference; this helps to reduce printing costs, as well. One thing to note about the Internet is it's best practice to download information from a couple different and varied sources, one can never categorically state the information found on the web is 100% accurate. Even sites like *Wikipedia* and the various other on-line information portal initiatives fall prey to inaccuracies. One can live with these shortfalls, however, because the information found can always be supplemented with additional library research.

Pictures: Visual aids add immeasurably to the player's experience. I recommend downloading passport style photos from the web to represent major Non Player Characters in the game. There is even a section of the character sheet devoted to inserting character passport-style photos. There are a number of pictures present in *theSpookEngine Controller's Screen* that may prove worthwhile. Pictures of prominent locations also help the *sell* the experience of being there.

Video: With the advent of digital recorders and cameras, it has become a real possibility of including video footage in roleplay presentations. As part of my own research for running roleplay adventures, I regularly record television shows, like topical world current affairs programs and documentaries. I record them onto DVD, and transfer the footage and images across to my laptop with various software programs, freely downloadable from the Internet. I regard television programs in a similar vein to on-line research; most programs give a good overall view of a subject, which can be expanded by additional research if necessary.

Maps: If you base your adventure around a real life location, it makes sense to have a map of it. Probably the more visually impressive option is to source aerial shots of the location. There are many sites on the Internet these days that offer aerial images (*Google Earth*, *Streetmap UK* et al), some offer 500-meter sections of major cities. One such site for London-based adventures is the British site *streetmap.co.uk*. Such aerial shots prove useful in determining lines of sight, basic dimensions of buildings and give the players a visual representation of where they live or are operating. Frequently used locations can even be printed out and covered in plastic film. With the aid of white-board markers, you can denote important locales, trace out the beat patrol officers undertake or even mark areas of contamination, if things go *seriously* wrong.

Emails & Forums: Some people manage to play entire roleplay adventures across the net utilizing emails and forums. These turned-based alternatives allow for players to lead busy lives and cram in a little roleplaying excitement along the way. A traditional tabletop roleplay campaign may be enhanced through utilizing such on-line mediums of communication. Emails may be sent throughout the week to individual players, regarding everyday character interactions with family members, wives, siblings and friends. Extra ordinary character events may also be played out; a young car thief may be working for another gang on the sly, or a young police sergeant gets called into the inspector's office to discuss a misdemeanor. These types of one-on-one interactions may be regarded as an indulgence in a typical game session, but emails or forum entries may be the perfect medium to play them out. Another great way to utilize email is to send out a regular weekly summary of events that occurred during last weeks game session; players sometimes cannot make game sessions, and having this kind of update keeps them in touch with events and it helps them to feel included. One can also use the update process to award additional skill points. In my own criminal campaign, I also took the opportunity to mock up a few local newspaper lead stories related to important events. The players appreciated the effort and liked seeing the reporter's perspective on their infamous and often insanely violent antics.

Forums can be utilized in similar ways to emails. Weekly updates, individual character events and newspaper headlines can all be incorporated into forums. Certain areas of the forum may be restricted to individual players and the moderator alone. One may even set up as an open forum mirroring the regular meeting place in game i.e. the local café, pub or cop bar. Members of the general public may be invited to join in the forum and provide extra characterization. A section of the forum may be set aside as a discussion point for the players to discuss specific in game problems or to change character goals. Another forum option available on-line are so-called Wiki pages, these have become popular with roleplayers. These information sites are freely editable by the general public; the player is at liberty to add comments or amend incorrect or out of date information at his or her leisure.

R U N N I N G P O L I C E A D V E N T U R E S

The first consideration when attempting to run a police campaign are the players. The chapter entitled *Setting Advice For Players* outlines the possible choices available to them. The default police role is that of a patrol officer. It may be a good starting point for longer-term campaigns, as it allows the players to get a feel for basic police function, etiquette and practice. They get to undertake basic arrest functions whilst occasionally ruffing up a few minor villains on route. It also helps to set up and establish the local environment in the Games Master and Players' mind. The characters will get to know, or at least get to know of, the local kingpins and major criminal figures through their dealings with lesser associates, before having to face their bosses later on. Thematically, it provides a nice gradual progression to occur in terms of difficulty and story progression. A beat officer's job is generally to react to crimes; therefore, the option is less 'Player-Driven' and more 'GM-Driven' in pure game play terms.

The Patrol Officer campaign presents the players with an established route, or beat, to patrol. It provides opportunities for immediate threats of violence and conflict. The officers may stumble across a gang raiding a local warehouse, witness a domestic violence situation getting out of hand or experience a mentally unstable man waving around a loaded shotgun. Little in the way of detective work is required of the officers, but elements of detective work may be layered into the plot, and basic police procedures can be introduced. Perhaps the group is comprised of probationary officers? Depending upon the success of the Games Master in telling compelling stories, most players may actually be quite happy to avoid the complications of detective work.

Detective campaigns offer greater latitude for storytelling, but present specific problems for some players. Such campaigns can quickly become too wordy or too involved for those who favor light social interaction. The mental challenge presented may lead to ongoing issues of frustration, but others players may actually be in their element. You should ultimately decide what is appropriate for your players through consultation with them. A typical murder investigation may require the players to interview a selection of witnesses, the coroner, next of kin, suspects, informants, forensics specialist, DNA analyst, prosecutor, and others. That can take up a lot of game time, and vital clues may be overlooked with the mass of information, possibly requiring a whole new round of interviews. As such, the Games Master can speed up the process by providing witness statements, coroners' reports, lab reports and police statements. Providing written documentation also ensures information is not forgotten in-between game sessions, as it is readily to hand. Another way to break up this kind of investigative work is to effectively split the group into two; one group is currently interviewing a witness, whilst the other group are mulling over the information gleaned from prior investigations. Assuming either interview doesn't take up too much time, players may welcome the opportunity to think and then interact again. This technique also helps to ensure each player is involved in investigations, even if they are generally passive roleplayers.

The Detective campaign needed always be investigation intensive. For example an organized crime group may have perpetrated a crime, the crime group may actually go out of its way to ensure no further investigation take place, either by directly threatening the detectives or tampering with evidence. It may be less about pure investigation and more about simply staying alive long enough to get revenge.

Federal Agency campaigns provide similar investigations-type story lines to detective campaigns. Federal agents, however, may also be required to perform additional undercover and surveillance work to achieve their results. Federal agents are required to be proactive in investigations and prosecute felons through their undercover work, whereas undercover detectives usually gather information to solve existing cases. Federal agency operations often involve a greater threat of violence directed towards the agents, because larger criminal groups are often far better organized than local street thugs and have a lot more to lose. The nature federal enforcement bodies, often limits the scope of crimes investigated. Most federal units are usually devoted to one specialist type of crime like the D.E.A. (i.e. narcotics).

SWAT teams and various other specialist crime squads further limit the focus of operations, but often provide simply mission-based operations and scenarios (i.e. GM-Driven). If the players simply enjoy the tactical aspects of blowing away criminals and terrorists, this may provide the right platform for ongoing violence, action and mayhem (see *theSpookEngine* rulebook for more information about counter-terrorism units and practice).

BASE OF OPERATIONS

The main thing the Games Master can do to establish a worthwhile campaign is to spend a little time creating an enjoyable milieu to inhabit. The good game setting provides obvious avenues for adventure. The first consideration in creating the environment is the actual base of operations; depending upon the type of campaign, it may be a large headquarters infrequently visited by federal agents, or a small rural police station that serves as a regular base of operations. Is the setting a metropolis, city, suburb or rural town? What is the jurisdiction of the station? What is the precinct like? What kind of neighborhoods do the police patrol? Is it a troubled inner-city neighborhood or a small seaside tourist town? Does the setting present any immediate problems for the local police? Is corruption an every reality for the local governance or police? Is brutality a way of life within the town or police force? Are tensions simmering away between local minorities and the police? Is there a major organized crime group controlling large sections of the town? How does it impact upon policing?

The social, political and cultural aspects of the local community always have a direct effect upon policing and police policy. Dealing with rampant drug crime in Miami is far different from dealing with illegal bear trappers or hooch distillers in Colorado. The local community may actually protect the criminals if antipathy exists between the police and the local underclass.

What kind of atmosphere can be found in the local station house? Is the station house always bustling with people, incident and excitement? Or can the local sheriff usually take a snooze at midday? Do the officers attempt to present a professional image, or do they spend most of their days around the water-cooler gossiping about celebrities, eating jelly donuts and generally avoiding mounting paper work? One of the reasons we love our favorite detective or police shows are the eccentric characters present, and how they react to stressful situations. By populating the base of operations with interesting characters, you set the tone for adventures and allow players to become immersed in your world: immersion generally being the key to garnering player involvement. We generally accept that our favorite television shows occasionally have convoluted or underwhelming plots, but we are generally far less forgiving if the writer's mess around with the characterization of our favorite characters. Character matters.

It isn't necessary to establish each and every officer within the local station house, but one should attempt to develop immediate superiors, desk sergeants and a few fellow officers or detectives to share a beer with down the local cop bar or pub. It's enough to establish a basic chain-of-command for the rest of the station. Perhaps decide how much political power the chief or commissioner has, and how likely the department is to bow to political or media pressure.

It's enough to establish the basic parameters of officer operation, rather than establish a complex series of department rules and policies. In extreme situation, you may ask your players to roll against Law Knowledge if they are about to flagrantly transgress the policies of the department. It might be enough to leave notes from superior officers on their desks, outlining areas of concern in terms of their basic police operation. Most people have seen enough police shows to know when they are breaking the law or not.

Most departments require uniformed officers to cycle through morning, afternoon and late shifts in consecutive weeks. Detectives work in shifts, but their schedule is generally more flexible to allow them to follow up leads and rearrange their workloads accordingly. Supervisors and support staff mostly work during the day. However, there will always be a superior officer on duty to converse with or to make command decisions at the station house.

The time of day often dictates the type of crime encounter by patrol officers.

TOO MUCH REALITY

When attempting to run realistic campaigns, the tendency of some Games Masters is to let events unfold *naturally*. The reality is that most police work is tedious, mundane and perfunctory. Most police officers generate piles of completed paperwork each year for instance. After each arrest, they are required to write a detailed report, mainly to cover themselves in the eventuality that their claims are later challenged in court. It looks bad for police to forget vital information in the witness box, or contradict themselves. As such, it is assumed that all paperwork is done in-between investigations, or completed by a subordinate.

It might be worthwhile once in a while to throw a proverbial curveball at the officer and actually get him to write out a police report (perhaps as 'homework' in-between game sessions). Let the matter lapse for several game sessions, and then produce a request for the officer to attend the court case. You can then cross-examine the officer and attempt to catch them out in terms of contradicting their own statement. You could even get a fellow player to be the defense attorney. It may prove particularly dramatic if a major criminal is in the dock, and if the officer performs poorly in the witness stand, he may get off Scott free. Ultimately though, this type of intrigue should be kept to an absolute minimum.

Police often undertake stakeouts. Stakeouts in game terms should be resolved quickly, or delayed until other concurrent investigations have been completed. Unless a key event is to occur at the stakeout scene, the Games Master should just make the players roll against Awareness to check if they saw anything of interest. The point made here is that game play should represent all the dramatic events of the investigation compressed together, filtering out all the non-essential elements or mundane events – just like police drama.

Even in realistic games, the Games Master should have a few auxiliary, or unrelated dramatic plot points to weave into the mix when required. A real-life detective can spend months investigating a serious crime and get absolutely nowhere; you don't want your players to have the same experience. You may attempt to layer in two or three ongoing cases at once, or simply have a few character related dramatic events up your sleeve to provide some necessary action or levity to sustain jaded players. These events may introduce key characters to be later explored in other investigations, or just provide a little local color. A witness may quip about the corrupt activities of a fellow officer, a suspect may indirectly give evidence of another serious crime, or a suspect may accuse the officer of wrongful arrest or the planting evidence. Ideally, the campaign environment hopes to create a collision of local identities and illegal activities that mesh together to provide the players with a sense of heightened responsibility and challenge. They alone stand against the local criminal fraternity!

A lingering problem of all investigative-type adventures is the possibility that players may overlook key plot points. They may meander around completely oblivious to the location of the murder weapon, or they may become completely obsessed with finding an innocent man guilty. In planning an adventure, it may be worthwhile to provide your players with various 'outs'. A witness may later remember a vital clue to the identity of the thief, a desperate drug-addled informant may later volunteer vital information for fast cash, or a fellow detective may unconsciously give out vital information in polite conversation. Although players like to solve the mysteries themselves, they also like a game with some pace and pep. It's up to you to decide whether or not they need some assistance. This knowledge ultimately comes with GM experience, but one who is aware of the issue often has a better chance of seeing the warning signs ahead.

V I O L E N C E

A real life police officer is required to restrain his violent tendencies. They cannot simply beat suspected perpetrators to a bloody pulp and not expect a series of lawsuits to follow, plus stern questioning from internal affairs to boot. Detaining suspects of identified minority groups is the bane of most police officers existence, even the merest hint of racism on their police record is enough to stymie or even end an otherwise promising career. The players are not police. It doesn't mean you should let them get away with obscene acts of violence, but except that they are likely to want to 'bend the rules' every now and then. Perhaps the scenario in some respects could be tailored to allow for the application of greater force? It may be the case that the local mayor has rushed through certain emergency powers to help clean up the streets at any costs. The point here is that violence undertaken by players is a form of personal expression, to stymie it may be to overlook an important aspect of the player involvement and interaction.

T E N S I O N

Creating tension is another aspect of creating successful realistic games. The patrol officer should have no idea if the driver they are about to pull over is a routine traffic violator, or an escaped, dangerous arm robber. Although it's rare for a patrol officer to be exposed to such extremes of danger, even realistic games need to compress the officer's experience somewhat.

CORRUPTION

Not all police officers are moral and gallant. Some give in to the temptation of bribes. Others may be known to be members of local gangs, at least, amongst the local underworld that is. However, allowing players to be corrupt presents certain problems for the Games Master. As discussed elsewhere, the subtle balance between Games Master and Player-led gaming can be disturbed. It may be the case that rather than solving crimes, the players may be far more interested in framing someone else for them, invalidating the preparatory work done by the Games Masters. The situation may be defused somewhat by asking the players up front if they wish to be corrupt officers, but the process is probably best played out as a morality play within the game i.e. the Games Master provides temptations along the way to tease out their moral probity. If some of your players, or one player in particular, seems to enjoy being corrupt, it may be best practice to discuss the matter openly. The game can be reconfigured to encourage the process, or the players may take your concerns on board and get back to straight police work.

PATROL OFFICERS

Creating a consistent integrated world for patrol officers to explore is of vital importance. They need to become immersed in the milieu (social setting), as it is often their only field of operation. Patrol officers usually patrol the same beat day after day. As such, efforts should be made to fill out that neighborhood. The patrol officer usually responds to calls from the dispatcher to render assistance; it is quite a GM-led experience. Most players will quickly tire of simply responding to situations; the analogy is a dog fetching the stick all the time. What can be done to avoid this repetitive process? One can vary the type of crime committed, develop reoccurring characters and settings, and layer in clues of other crimes going on covertly.

The types of crimes patrol officer encounter are quite varied, from bag snatching, break and enter, robberies, domestic violence, prostitution, drug dealing, motor accidents, right up to rape and homicide. By varying the situations encountered, it helps to keep the experience fresh for the players.

Developing reoccurring characters and locations is a vital aspect of creating a realistic milieu. If the beat officer runs into familiar faces and locations each week, they will start to believe they inhabit a familiar environment. After sharing a little light banter with the locals each week, the players will probably start to care about them a whole lot more. They'll have ample motivation to catch the thief of their new friend when they are eventually robbed. Law enforcement becomes a personal issue rather than just a job, you definitely want to encourage that kind of emotive response.

Officers tend to frequent familiar pubs and diners at lunchtime and after work, reproducing this type of experience will help establish their relations with the rest of the force and further their relations with the local community. As discussed elsewhere, printing out a color aerial photograph of a neighborhood and labeling all its key buildings and streets provides the players with a helpful handout to visualize their beat.

Layer clues of covert criminal practice gives the inquisitive officer the opportunity to do a little light detective work on the side. The officer may wonder why the muscle-bound guy leaving the local corner store every Wednesday afternoon, as the officer enters, is the reason behind the store-owner's agitation (protection money). The officer may also notice a constant stream of visitors attending a local apartment at odd hours (drug dealers or prostitution), or why the pub is especially quiet this morning just after closing time (lock-ins). The players will likely delight in looking out for other such clues and, of course, receiving the plaudits and commendations from superiors for their eagle-eyed exploits. Layering clues may also foreshadow future events. One can seed information for future adventures, or the GM may even allow the players to avert future crimes by quick intuitive intervention.

One final issue is that patrol officers usually only patrol in pairs. If you have more than two players, you may wish to have the other pairs patrolling nearby beats, or detail the additional members to be part of a quick response team, to render immediate assistance at the scene.

D E T E C T I V E S

Detectives are regularly used as protagonists in fiction because their actions drive plots, their job basically is to resolve uncertainty and arrest the suspect (Antagonist). As such, they are probably the least problematic of the all the character templates present in *Steal 2.0*. Detectives are usually involved in a series of ongoing investigations. As the Games Master, you have the option to have several different cases running at once, or simplify the process to one major case at a time. It may actually be more realistic to expect only one major case to come along once a year in a small rural town.

One thing to take account of when preparing a detective campaign is the size of the precinct. Realistically, if you want five or more detectives to work together, they are probably part of a specialist task force or unit in a major metropolitan area. This also allows the group to cooperatively plan stakeouts, sting operations and undercover work. It may be necessary to assign the leadership role of the team to an experienced, active roleplayer. Their actions may stimulate the other players into activity and assign tasks.

These specialist task forces usually have a major focus of operations (including Vice, Narcotics, Homicide or Organized Crime). I would suggest organized crime is the best option, as there is more scope for different crimes to occur. As with Patrol Officers, varying the types of crime committed helps to ensure ongoing interest. Organized crime also ensures the Games Master has an entire criminal group to pit the players against. Opportunities exist for rivalries to develop, perhaps the criminal gang is harboring a cop killer and the department is out for revenge? Opportunities exist for bad cops on their payroll, as well. Add to this, sting and stakeout operations and undercover work, and it quickly becomes the preferred option

One problem of modern detective investigations is the time lag associated with forensic testing. If one intends to run a realistic campaign, days may elapse in between finding the evidence and getting the test results. A typical DNA test takes two days to complete, but there is usually a backlog of samples waiting to be tested. One way of dealing with this issue is to have a series of ongoing cases, but this may ultimately lead to confusion. Another way to tackle this issue is to simply ask the players if they have done everything they wished to perform on any given day, and simply skip forward a day closer to the results. This jump can be justified in terms of catching up on overdue paperwork, undertaking training or resolving minor matters.

F E D E R A L A G E N T S

The scope of federal agent operations is large. Operations can focus on defeating international drug cartels, foiling the plans of terrorist groups, or prosecuting large organized crime concerns that stretch across state boundaries. Some federal agents simply act as detectives prosecuting federal crimes like auto-theft or kidnappings across state lines.

Federal agent operations often involve some form of surveillance or undercover work. Federal agents are proactive law enforcement agents. Realistically, the team of players should be a taskforce or unit setup to defeat a particular organized crime group or drug cartel. The team is required to come up with strategies to infiltrate the group, manage a series of informants, undertake and setup surveillance operations, establish contacts with local or foreign law enforcement bodies, manage finances, and go undercover when necessary. It may be a lot of work for passive or inexperienced players. The nature of the profession means game play is often Player-Driven rather than GM-Driven.

The nature of federal operations may require the team to visit a foreign country or another state. Successful groups may subsequently become targets for bribes, threats of legal sanction or harassment. Lapsed extradition treaties may stop key figures from ever coming to justice. It may be the case that the government ultimately sanctions the group to operate in a foreign country in an effort to assassinate the leading crime figure.

INTELLIGENCE OPERATIONS

Some police departments, like Special Branch in the United Kingdom, are actively involved in ongoing intelligence work. Detectives occasionally borrow equipment and personnel from intelligence agencies to primarily investigate organized crime. Legal problems exist for police performing intelligence work; spies generally don't need warrants, whereas police officers may be charged with harassment if they overstep the line. Officers generally have to obtain a warrant to undertake even basic intelligence work. An informant offering up information about organized crime proves helpful, but for police to bring about a successful prosecution, they must undercover direct evidence of criminal activity themselves, or convince the informant to testify using his real name; informants know it doesn't pay to advertise. After testifying, an important witness may be relocated through a witness protection program. For more information about intelligence operations see the main *Spook Engine* rulebook.

BAD COPS

The player characters may gradually develop criminal associations and start to actively court taking bribes. It mightn't seem too much of an issue for the Games Master in theory, but it can cause great story problems in reality. An officer is usually the protagonist of standard fiction, whereas the bad cop is an associate of the antagonist. A good cop is motivated to solve crimes and arrest suspects, whereas a corrupt officer will only do so if it serves his or her interests. The Games Master can setup elaborate cases for the group to solve, but ultimately, one player can stymie the entire process by altering or removing evidence. It is generally O.K. if *all* the officers are taking bribes, although it does shift the gaming paradigm closer to Player-Driven gaming. However, one of more corrupt officers can cause problems for the other players and the Games Master. If such problems arise, you should openly discuss your fears and concerns with your players.

Bad cops as Non Player Characters should also be handled with care. Having a smart and powerful bad cop tampering with evidence or interfering with investigations can cause problems. The players don't want to be checkmated at every turn by a mysterious force. In reality, a bad cop can cause untold damage to the reputation and operations of a department; they are often placed in situations of supreme trust. Although, establishing a great bad cop foil is worthwhile, one should ensure their actions can ultimately be detected.

Another aspect of *bad cops* is that the entire force may be the stormtroopers for an oppressive regime. The department may be akin to a modern version of the East German Stasi. They may oppress the masses with little care for human rights. The criminals may actually be closer in spirit to being the good guys.

RUNNING CRIMINAL ADVENTURES

REALISTIC VS CINEMATIC

The Guy Ritchie films *Snatch* and *Lock, Stock and Two Smoking Barrels* provided direct inspiration for this game system. What I loved about those films, didn't necessarily correspond with what I wanted in a crime campaign. I loved the humor and playfulness of the movies, but for a long-term campaign, I wanted gravitas and complication, as well.

If I had intended to run a short six-week campaign my priorities would have been different from the projected six-month campaign, I eventually did.

A six-week campaign would have simply involved players running around performing ludicrous acts of wanton violence and mayhem. There would have been little in the way of background information prepared, just let the players romp around acting out their more anti-social tendencies. They could have recreated every scene from every popular crime caper movie of the last 50 years for all I cared, just as long as they were enjoying themselves. And I would have probably ended it with the classic scene from the original *Italian Job* for good measure!

There is absolutely nothing wrong with a two-fist tale of crime and debauchery, and you can quote me.

However, if the plan is for a longer-term campaign, a little more effort may be required to keep the player's interest from flagging. There is a point where even the biggest action 'die-hard' longs for a little substance.

The six-month campaign as run was based around the idea of player driven gaming. The players were thieves; they shouldn't need someone else to tell them how to be criminals. The phone wasn't going to ring and the electricity bill wasn't going to get paid, unless they got off their collective *arse* and got busy! The first few weeks their efforts to behave 'notorious' led to characters being locked up, hurt and even killed off in one instance (tip: never spit in the drink of a crime boss). As the weeks past, the more obvious mistakes (not wearing gloves when breaking into cars, selling drugs to undercover cops, hitting a bouncer when four others were close by) were ironed out, and the group started making progress. They players felt they had achieved something. After they succeeded at certain criminal activities (selling drugs, stealing cars, set up protection rackets, ram-raiding successfully into shops), we introduced various associate characters to expand their underworld.

The players still indulged in over-the-top, blood curdling acts of violence and engaged in the same kind of levity found in a shorter-term campaigns, but they were challenged by some very realistic elements and events, as well.

PLAYER - DRIVEN GAMING

The campaign mentioned above was in part an experiment in Player-Driven Gaming. Traditionally, the Games Master presents the players with a mission or story goal each week, in a your-mission-should-you-choose-to-accept-it kind of way. A more experienced Games Master usually provides a number of complimentary goals to choose from. The players have the opportunity to complete the goals in any particular order they wish. We can think of both these types as GM-driven gaming, although the second experience gives the players a measure of autonomy over their actions.

What we hoped for with *Steal 1.0* was what we dubbed Player-Driven gaming. The players were provided with a map of their local neighborhood with all the street names, prominent landmarks, abodes and other local details marked out. They had no set goals to start with. The characters sat around for the first 10 minutes of game time waiting for someone to call them and tell them what to do. They were politely informed by the GM that no-one was going to call and they had better find some money soon because winter in Britain without central heating is a truly bitter experience. In this sense, money became the undefined motivator for their actions.

One of the characters promptly decided to start his own protection racket, and some of the less proactive characters (players) followed his lead. Their first attempt at intimidating the locals wouldn't have scared your grandmother, but over time they did improve. They realized the GM wasn't going to let them achieve results simply by rolling a dice, they were going to have to come up with a plausible plan to intimidate the locals, they were going to have to act it out.

The players soon realized they had better work together, because experienced criminals weren't going to pass the time of day with rank amateurs, let alone work with them. The group managed to build up a series of scams over time and their activities quite naturally started to attract the interest of professional rival gangs.

As the players succeeded at different criminal enterprises like stealing cars, selling drugs, or setting up protection rackets; the Games Master allocated an income stream to the gang. It was assumed the player or players had mastered the activity and some portion of their week was devoted to maintaining the practice. They were now free to tackle other forms of criminal enterprise; it presented them with a new challenge every week. As their income stream grew and their time schedules began to fill up, they were required to hire a series of goons. This presented new problems about who to trust and how to deal with the added responsibility. As mention earlier, professional rivals started resenting their influence. The story quite naturally evolved into a blend of Player and GM led adventures. As their world expanded, the GM was required to develop rival criminals, police and new locations.

This kind of open-ended play only works if the players are willing to cooperate. As stressed elsewhere in this chapter, if you don't know how your players will cope or react to this change, ask them! You may wish to consider more traditional forms of storytelling instead to introduce the campaign. The group may instead work for an established crime boss, who is more than happy to put them to work for minimum wages and maximum danger.

NATURE OF CRIMINALS

The nature of criminal activity is often at odds with the antagonist/protagonist relationship as mentioned earlier in the basic plotting example. The nature of criminal activity lends itself towards Player-Driven gaming. The players in these circumstances are more likely to set their own goals and agendas, because that's what criminals do. Some Games Masters are uncomfortable when the game session goes O.T. from their established plot line, they panic about having to make up content on the fly. Under these circumstances, it may be wiser for such Games Masters to run police campaigns instead. A policeman is basically a servant of law and order, rather than a creator of chaos. Of course, having a strong criminal boss will often serve to impose some degree of order on the player characters.

A criminal character is basically given a license to do as they please; the players will often indulge in acts of pure depravity simply because they are no longer held by social restraints. Anyone who has even run a fantasy campaign where the player characters are 'evil' will know what I mean. If you cannot stomach disturbing adult-themed imagery, don't let the players become criminals. If you hold strong moral convictions, don't do it either. It really isn't worth the bother. That said, in some particular social circumstances, the criminals may actually be the moral force within society. An oppressive law enforcement regime may exist in the region like the former East German *Stasi*, who did not intrinsically protect civil rights.

Criminals stitch (inform on) each other occasionally. A situation existed in our own campaign where players who didn't get along in real life, didn't get along in the game either. Because they could do anything within the game, they quite naturally used every opportunity to stitch each other up. You may have to set some basic parameters for character interaction.

LOCATIONS

As mentioned earlier, our campaign came complete with a map of the local area. Actually, we used A3 color printout of an aerial photograph of the area, covered with clear film. The aerial shot showed a 500meter section of the particular London suburb showing buildings, parks, streets and houses. We used a series of different colored whiteboard markers to color-code important buildings, plus add street names and other local details. We had a number of maps at our disposals showing different London boroughs; they were used for specific events and to show the area of control of rival gangs. By the end of the campaign, these maps were so covered with written detail that past events had basically inscribed themselves upon the local landscape. The visual representation also helped the GM to determine basic distances and line of sight details. We also had a map handy of the entire city showing an overall picture of events. Finally, it's important to establish one location that all the player characters regularly meet, places like pubs, cafés or even a Y.M.C.A (for younger hoodlums) prove to be effective.

SUPPORTING CHARACTERS

In our campaign we developed a series of gangs based in and around the London area. For each gang we established the basic character details for eight leading associates (name, quirks, skills, status 'etc'). It may be enough to initially establish eight local criminals and an equal number of player contacts and associates. You should develop the basic dynamics of the local gang including types of criminal activities undertaken, basic structure, characters and ethos. It maybe in your dramatic interests to develop a rival gang, as well.

The contacts should be sketched well enough to sustain ongoing interaction, and ultimately prove to be interesting. These characters will grow in complexity over time through player interaction, but planting the seeds of storytelling success early should be the goal. Each contact should also be of some practical use to the player, even if only in a specific context. Building up this key relationship aids the storytelling process, as well. The contact can be utilized as a cipher character providing essential background information. The contact can be utilized to provide opportunities for work. And finally, the contact can be put in peril at some stage of the campaign or demand a favor of the player character.

Each player character should ideally have three other people that they know. The additional characters may prove to be a handy devices in tying the player character's back-story into the main campaign. You want to establish that the player character not only has a criminal life, but a social one, as well. It's often fun to create situations where these two worlds collide. A girlfriend may resent the time her boyfriend 'spends with his mates', a best friend wonders where his mate gets all his money from despite being unemployed, or a friend of the family and local outreach worker takes an active interest in the affairs of his former boy scout. All these incidental details help to ground the rest of the narrative in some kind of reality, especially if heightened cartoon violence is occurring elsewhere. These kind of incidental details often elevate a good campaign to a great one in the player's mind.

Finally, you might like to create a few reoccurring police characters to oppose them. The threat of police arrest or even police retaliation might seem a little intangible without a few reoccurring police characters to investigate and generally provide a bit of local color. For every Moriarty there was a Sherlock Holmes, even the real life Al Capone has his nemesis in federal G-man Elliot Ness. It's often the case that police will cut corners when investigating 'cop killers', they protect their own just like anybody would. Bad cops may be on the take from the criminal gang, and may provide helpful information about potential police raids.

One thing that aids both the Games Master and Players to visualize these characters are photographs. Players respond better if they know what the NPC looks like, and the GM often develops the character further through their own personal reaction to the photograph.

MYTHOLOGY

One important aspect of presenting crime is style. One unifying aspect of most crime films and books is the vivid, bold representation of crime and violence. British films about gangsters tend to recall the real life escapades of the infamous Kray Twins, whilst American films by directors including Brian De Palma and Martin Scorsese tend to draw their influence from 1930s Chicago gangsters like Al Capone. You should be aware of the possibility that players will have certain expectations of campaigns set in particular locations because of popular culture representations.

SAMPLE CAMPAIGN OUTLINE

Our original campaign consisted of two Games Masters, running adventures in different parts of London (Finsbury and Brixton) in parallel. This novel state of affairs allowed the two groups to interact at various times: they were quite naturally allied being both relative newcomers to the London underworld. A series of other gangs existed in other parts of the capitol. As previously discussed, we were seeking to experiment with player-driven gaming, and therefore, we assumed the two previous gangs in these territories had basically annihilated each other in bloody gang warfare. Remnants remained as required to help drive the story along, but it was assumed the new gangs had free reign to do as they please. A drug supplier was keen to establish contact with both groups, and the door was left open for both groups to muscle their way into the protection business. As the gangs started to get to grips with the open-style of play, a few remaining gang members of the annihilated groups started to knock on the door, asking for work.

In between game sessions, we emailed individual players with continuing individual stories arcs. These sometimes affected the central plot, but most of the time the other characters (and players) were completely oblivious to what was going down. The feedback we got from the players was they enjoyed this additional personal attention. At times, knowing glances were exchanged between the Games Master and certain players during the game sessions. Some of these additional story lines included a young quick-witted car thief working for a rival gang in Tottenham, a former trainee police officer getting the opportunity to rejoin the force after he was found not guilty of bringing the force into disrepute, and a con artist having a love affair with another con artist.

Once the gangs had established their basic gang operations and scams, we introduced other gangs from neighboring suburbs. After a period of plan-a-robbery-commit-a-robbery shenanigans, the appearance of rivals added complication and depth to proceedings. The expensive stores they had previously robbed in up-market Chelsea were now known to be under the direct protection of the Chelsea-based gang. The Chelsea gang wreaked havoc upon the stores the players protected. The players were subsequently required to develop a series of intimidatory techniques and ruses to keep their rivals at bay.

Finally, with the local hoodlum population under their employ and with the accumulation of skills they had managed to pick up along the way, the gang started to wield their underworld power against their rivals. The final stage of the game which wasn't reached, would have been to develop a Godfather-like situation, whereby the characters lived a life of opulence and privilege, but were now somewhat isolated from their cronies on the street. Who could they trust? And how long before someone tried to topple them from the top of the pile? The final stage might have included the development of an exit strategy to Spain.

At various stages throughout the campaign, we got the players to write down a series of goals for their character. This helped the Games Master in developing suitable stories to incorporate these elements. The consultation process should be ongoing. Naturally, there is a point where repetition may eventuate. At this juncture, coming to a suitable closure date might be in everyone's interest. With this in mind, you as the Games Master can plan a grand finale to cap the end of a great campaign.

APPENDIX A: WORLDWIDE ORGANIZED CRIME

NORTH AMERICA

AMERICAN MAFIA

STRUCTURE

The New York Mafia families tend to uphold the traditional structures, and values of the Sicilian Mafia; they have a boss, underboss, a counselor (consigliere), lieutenants (capo or caporegime), and soldiers (soldati). A capo is usually responsible for between three to ten more soldiers. He refers to them as his 'crew'.

These core members are given the status of 'made men'. In Mafia lore, this status ensures access to a network of contacts comprised of corrupt lawyers, policemen, judges and politicians. They call upon them in times of need or to further legitimate business interests. Made-men are respected and feared amongst the local populace. In some cases, made-men seem to operate with virtual impunity against prosecution. These men may act as de facto law enforcement agents, judges or legislators, enforcing their own rule of law locally to ensure quick resolution of disputes.

The candidates often serve a long apprenticeship, during which time their behavior is monitored. If they prove suitable, their name is circulated amongst the other crime families for approval. There is generally a formalized induction ceremony, most likely to involve some type of Roman Catholic religious observance. An oath of *omertà* is also undertaken, this expressly forbids the oath taker from speaking to outsiders of the family and its internal affairs. This secrecy forbids members from identifying other members to police, even if that member is dying and in need of urgent medical assistance. Revenge is uniformly undertaken in cases where the oath is broken. As in Sicily, *omertà* extends to the community at large; very few witnesses come forth to testify against known Mafia members in immigrant communities. However, *omertà* is often conveniently overlooked by ambitious bosses, who when the opportunity arises, eliminate a rival by providing information to the police or federal agents. Some senior former bosses like Joseph Bonanno have written autobiographies for money and personal glory.

MAFIA SOLDIERS

The term 'soldier' is actually quite misleading. These 'made men' are generally chosen for a range of skills they bring to the family. They are often proven moneymakers. They may well specialize in areas like extortion, loan sharking, labor racketeering, hijacking, or drug dealing. Low level thugs generally don't make the grade; it isn't in the families' interest to have thugs associated too closely with the group. Hired assassins aren't generally made soldiers either, their activities tend to incriminate the family, and they are, therefore, generally hired on a job-by-job basis. That said, they often form close links with one particular crime family, and may be afforded the same privileges received by senior members.

These soldiers are also employed to lead an army of 'mob associates', mainly of Italian origin. This street level connection is important to maintain Mafia control. It seems strange to many that Mafia family members don't get paid. They simply take a percentage of profit generated from illegal activities within their area. Mafia associations ensure a level of protection, but their ultimate success relies upon their wits, energy and abilities. They are also held accountable for any losses sustained and they are required to make good in due course. Incompetence and dishonesty are not tolerated. A proportion of all profits generated from illegal activities is routinely handed over to the Capo.

In a very literal sense, the Mafia is a franchise operation; if you fail to make the money, someone else will be brought in to control your area. The bosses provide their protection for percentage of returns. The Mafia is not a corporation, but it is not entirely dissimilar to that of a trade organization. Its members have agreed not to infringe upon each other's territories, and may well unite over matters of common interest. The Mafia generally isn't aggressive in attempting to expand its membership base; there are generally plenty of people willing to join the firm if required. The Mafia is essentially conservative, and likes to micromanage its affairs, rather than risk new ventures that may well draw unwarranted attention from police authorities.

END OF THE MAFIA?

It has been suggested that by the early 1980s, Syndicate control over the infrastructure of New York was almost complete. In 1981, Associate U.S. Attorney General Rudolph Giuliani convinced President Ronald Reagan that efforts must be made to deal with organized crime. In 1983, Guiliani became U.S. Attorney for the Southern District of New York, a post he held until 1989. During his time, Guiliani mounted a fierce campaign against the Syndicate; Guiliani prosecuted the New York Mafia *Commission* itself in 1986 for racketeering and won 100-year sentences against eight bosses from the five New York crime families.

Also in 1986, members of the Colombo family were convicted for running a concrete cartel. Two years later, members of the Genovese family were also convicted of taking part in the same cartel. A number of convictions followed of other Mafia members for their systematic looting of cargo in John F. Kennedy Airport, a practice that had gone on for decades under the control of the Gambino family. Guiliani even undertook a suit against the Teamster Union that resulted in a trusteeship being set up to ensure free elections of officials, rather than manipulated results provided by the Mafia. In 1994, Guiliani became Mayor of New York, he began his term by attempting to purge Mafia control of the waste haulage industry. He simply refused to grant or renew licenses to haulage firms with known Mafia connections.

All of these initiatives were carried out under the auspices of the *Racketeer Influenced and Corrupt Organizations Act* (RICO). This assault put pressure upon the New York Families; they relied heavily upon the pressure they could bring to bear on associates. The federal prosecutors were offering reductions in sentences to these associates to become informers, some did.

The scheme was so successful that the bosses of all five families were now behind bars serving long sentences, compounding this was the fact a number of Capos and soldiers had either been jailed or indicted. The Mafia was slowly losing control of the streets and their lucrative sources of income. Many speculated at the time that the days of the New York Mafia families were coming to an end. The greatest loss sustained by the families during this time was in their union power base; without the kind of leverage offered by controlling waste haulage, the docks and transport needs throughout the city; they could no longer hold the city effectively to ransom.

The combined membership of the New York families in 2002, was thought to be around 570, down from 634 in 2000 and 940 in 1986. Federal agencies estimated in 1986, there were around 10,000 Mafia associates, today this figure is likely to have been halved. The Genovese are thought to still be the largest family in New York, with around 152 members. The Gambino family is thought to number around 130, having lost many members early in the new millennium. The Lucchese family is thought to number around 113 members. The Colombo family has around 90 members. The Bonanno family is thought to have around 85 members.

The losses sustained by the New York families over the past 10 years has led to a flood of new recruits arriving from Sicily. These mostly illegal immigrants have sought to advance their Mafia careers by taking advantage of the freed up senior structure within the American families caused by the innumerable arrests. Although these new arrivals often have police records back in Italy, they are essentially clean-skins in the United States. These new arrivals can operate almost undetected on New York streets, a situation New York families members cannot, given they are likely to be under constant surveillance because of their family affiliations.

NEW MARKET OPPORTUNITIES

Over the past twenty years, the American Mafia has had to face up to increasing competition from overseas crime organizations. The Mafia has taken up the challenge of these changed circumstances. The families now routinely engage in stock market fraud, cyber crime, forgery of telephone cards, Internet pornography, banking fraud and gambling. The American Mafia realized long ago that relying upon drug trafficking to rake in the big bucks was fraught with danger, the market is just too large and diversified these days to effectively control. They now confine their narcotics activities to financing drug deals and laundering the money of drug cartels. They leave production and distribution to others like the Sicilian Mafia and South American Cartels.

Globalization has opened up new markets, but also curiously revived old ones like white slaving and people smuggling. A carjacking undertaken in the United States may supply black markets as far a field as China. Organized crime gangs in South America and India, fore instance, supply the growing trade in human organs around the world. Other areas of growth include the thriving trade in endangered species, stolen airplane parts, fake pharmaceuticals and consumer items. A large percentage of goods often end up in North America.

A huge volume of imports and exports come through New York and New Jersey ports and airports, a thriving trade in contraband drugs, fake consumer items and weapons flow through this legitimate channel. The Mafia still has considerable control over these points of entry, and therefore, it seems their future is assured. However, they have had to make accommodations and alliances with overseas competitors from China, Russia, Japan and Mexico, who are aggressively moving into their markets.

U . S . M A F I A F A M I L I E S

BONNANO CRIME FAMILY

The Bonanno Crime Family is currently controlled by Michael “Mikey Nose” Mancuso (2004). The group has around 140 members. The Crime Family primary activities include narcotics trafficking, home video pornography, loan sharking, gambling, telemarketing scams, pizza parlors and espresso cafes.

The Bonanno Crime Family was founded by Joseph “Joe Bananas” Bonanno. Joe managed to become one of the few crime bosses to live to a ripe old age, finally dying of natural causes aged 97.

The group fortunes have been in decline in recent years due to the same kind of scrutiny applied to all the other New York Mafia families by federal prosecutors.

COLUMBO CRIME FAMILY

The Columbo Crime Family is currently controlled by father, Carmine “The Snake” Persico, and son, Alphonse Persico. Current estimates suggest that the crime family numbers around 100 in full-time members (2004), substantially weakened due to a recent family war.

The family’s primary activities include narcotics, gambling, loan-sharking, cigarette smuggling, pornography, counterfeiting, hijacking and bankruptcy fraud. Despite the family’s relatively small size at present, years of practice and excellent underworld connections ensure continued substantial cash flows.

The current boss, Carmine “The Snake” Persico, is currently serving 139 years in prison for murder and racketeering activities. His son, Alphonse “Allie Boy” Persico, also served 18 months in 2000/01 for illegal gun possession whilst in Miami. He has reportedly assumed effective control over the organization in his father’s absence. However, the current acting boss is thought to be Joel “Joe Waverly” Cacace.

The Colombo Crime family was founded by Joseph Profaci, a close personal friend of Joseph Bonanno, also a former New York crime boss of the Bonanno crime family. The recent trouble effecting the crime family stems from events around the turn of the Millennium. During Alphonse's imprisonment, a former underboss named William "Wild Bill" Cutolo went missing, presumed dead. The successor as underboss, John "Jackie" DeRoss was awaiting trial for racketeering with Alphonse. As the situation developed, mistrust destroyed the internal operations and cohesiveness of the group. This resulted in significant losses of income derived from major labor racketeering.

GAMBINO CRIME FAMILY

The Gambino New York Crime Family was one of the most powerful Mafia families in the United States during the 20th Century. In recent years, it has been crippled by prosecutions brought by the *Federal Bureau of Investigations* (FBI). Estimates suggest the crime family presently has around 180 full-time members.

The Gambino family's major illegal activities include narcotics trafficking, gambling and car theft. The car theft arm and smuggling operation have proven so successful that a virtual flood of cars has made its way to Kuwait, several leading newspapers have dubbed the Middle-Eastern country, "Gambino. Inc".

The current Boss is Peter Gotti, brother to the famed "Teflon Don", John Gotti. However, Peter Gotti is presently in jail, leaving Arnold "Zeke" Squitieri as acting boss (2004). Upon John Gotti's arrest, John "Junior" Gotti became acting boss with Corozzo, Peter Gotti and Jackie D'Amico as advisors. By late 1996, it became clear that John Gotti had lost his appeals against prosecution, and *the Commission* made him step down as Don. He was directed to hand over control to someone other than his son Junior, as it was widely assumed his son would simply do his father's bidding. Speculation suggests that Corozzo was chosen, but he was concurrently caught in a FBI sting, and charged with racketeering, and jailed awaiting trial.

In his absence Junior continued as act as Boss, despite suggestions that he lacked the necessary wit, cunning and intelligence to push the organization forward, he was eventually caught up in racketeering charges himself in 1998. He began his federal prison sentence in October of 1999. The leadership eventually fell John Gotti Senior's elder brother Peter. John Gotti Senior died of the a heart attack on June 10th, 2002.

GENOVESE CRIME FAMILY

The Genovese Crime Family has been referred to as the Ivy League of organized crime groups. They are reported to be presently the strongest and richest Mafia family in the United States. Estimates suggest that its membership ranks around 200. The crime family was founded by Charles "Lucky" Luciano.

The Genovese family tends to favor the sale of narcotics, loan-sharking, extortion rackets, pornography, labor-union racketeering, restaurants, seafood distribution and vending machine rackets. Their influence not only extends across New York and its boroughs, but beyond into other major areas of the United States. They are known for scrupulously working their scams, maintaining their secrecy, and for the reserved manner in which they conduct their business.

The current boss in Vincent "The Chin" Gigante, who was arraigned in 1996 on Federal charges of labor-racketeering and related charges. He is currently serving a 12-year sentence in a Fort Worth, Texas prison hospital. His ill-health has ensured that he now delegates most of his duties, but he still maintains effective control over the organization (2004).

The current acting bosses are Ernie Muscarella and Dominick "Quite Dom" Cirillo. The family's consigliere is reported to be James "Jimmy" Ida (2004).

LUCCHESE CRIME FAMILY

The Lucchese crime family went down in infamy for being the culprits behind the lucrative 1978 *Lufthansa* heist. They have also been depicted in Hollywood movies like *Goodfellas* and in the popular crime books and television series, including *Wiseguys*. However, despite the unwanted interest garnered from the general public, the major stumbling block the group has faced in recent years has been the actions of a number of turn-coats talking to the police. Many of the members are now in prison, or in witness-protection programmes, some are even under the care of prison psychologists.

The current membership is thought to be around 100. The family's first Don was Tom Gagliano. The primary activities the crime family engages in include narcotics trafficking, gambling, loan-sharking, waste management, construction, and involvement in the garments industry.

The current boss is Louis "Louie Bagels" Daidone, although he is currently serving prison time. The current acting boss is Steven Crea, however he is also facing charges after being arrested on September 6, 2000. Crea was jailed to Rikers Island pending a bail hearing. The trouble was compounded in 2004, when Daidone was sentenced to life in imprisonment for four further convictions on January 23, 2004. The status of the family is now under serious threat, and dissolution seems likely.

CHICAGO OUTFIT

The current incarnation of the Outfit has around 50 to 100 members. Its current boss is James "Big Jim" Marcello, and its current Underboss is thought to be Anthony "Little Tony" Zizzo. The first Don was James "Big Jim" Colosimo. Their most notorious Don was of course, Al Capone. The operations of the Outfit have become even more circumspect in the new Millennium. The attentions of the FBI have substantively weakened their control over Chicago, an influx of foreign and regional street gangs has cut a sway into their major rackets including gambling, extortion and loan sharking. It remains to be seen if the group will continue on into the future.

PHILADELPHIA CRIME FAMILY

The Philadelphia crime family suffered a series of blows in the late 1990s. The *Federal Bureau of Investigations* (FBI) made a concerted attempt to round up its leading figures, turning many of their soldiers, culminating in the imprisonment of current boss, Joseph "Skinny Joey" Merlino on December 3rd, 2001. He was charged with racketeering and is serving 14 years in prison. Merlino's underboss, Joseph Ligambi, is assumed to have taken charge as acting boss (2004). The family consigliere is reported to be George Borgese, also in prison for 14 years for racketeering. The family is thought to presently have around 100 members.

The first family Don was Salavatore Sabella, his authority held from 1911 to 1927. Sabella had started the family in response to the surge of Italian immigrants relocating to the area. Sabella was deported in 1927, after being found not guilty of a shooting.

The family primary illegal activities include extortion, drug trafficking and loan sharking.

THE COMMISSION

The Commission is the ruling body of the Five Crime Families of New York: the Bonnano, Columbo, Gambino, Genovese, and Lucchese families. At various times, the Commission has invited other organized crime groups from around the country to attend their infrequent meetings.

The Commission was setup primarily to adjudicate on differences of opinion between the crime families and resolve disputes amicably without need for bloodshed, or undue public scrutiny.

ORIGINS

The growth of the American Mafia can be attributed directly to the Prohibition era (1920-33). The prohibition on the manufacture, sale and transportation of alcoholic beverages outlawed by the Eighteenth Amendment led to the establishment of the *National Crime Syndicate* in 1931. This body comprised of a handful of Italian-American gangsters and Jewish-American gangsters who sought to organize their illegal activities better and to cut out other opposition by strength in numbers. Despite vast social and economic changes since the nineteen-thirties, the Syndicate's operations still retain a high degree of continuity. The existence of this nationwide organized crime network was denied by the director of the Federal Bureau of Investigation, J. Edgar Hoover, for many years, despite continued surveillance by the bureau officers of prominent Syndicate criminals like Benjamin 'Bugsy' Siegel and Meyer Lansky. A state of affairs that was only broken in 1957, when a gangland conference held by the Syndicate in Apalachin, a small town in upstate New York, was raided by FBI officers and many arrests of senior figures took place.

The term Mafia is somewhat misleading in that the operations of the United States Mafia don't readily equate to those of their Sicilian cousins. The American Mafia started out with links to the Sicilian homeland, due to many Italian immigrants moving to the United States for increased job prospects and to avoid the virtual civil war breaking out in Sicily (see Sicilian Mafia). However, the culture of enterprise promoted strongly in American ideology led many younger members to question the necessity to patiently wait for elders to promote the cause, many instead resorted to setting up their own profitable schemes. The situation was conclusively resolved in 1931, when Salvatore Maranzano, the last traditional Mafia don in America, was assassinated by the younger breed of Americanized criminals. This can be viewed as a brutal example of first generation immigrant offspring rejecting traditional family values and adopting new forms of expression.

The roots of American organized crime may be said to stretch back to the American Civil War (1861-65). In the growing industrialized cities like Chicago and New York, political organizations flourished to look after the interests of specific immigrant communities. These organizations could deliver votes, and so these groups gradually built up considerable political power. The Democratic political organization known as Tammany Hall, also the name of their headquarters, sought to organize new arrivals into voting blocks. The city was divided up into political districts, each with its own 'boss'. The job of these officials was to make sure that votes were delivered to the right candidate, political supporters were often rewarded with jobs in the city government. This system of political patronage formed an intricate web that connected every new immigrant to the prevailing political power structure. Failure to support the activities of Tammany Hall could result in violence and problems in finding employment or accommodation. The term 'racket' was originally coined to describe boisterous gatherings of the party faithful, as Tammany Hall was known for throwing extravagant parties. This kind of integrated cronyism would become the model for both early labor unions/ teamster operations and the basic structure of American Mafia operations. Early Irish, Italian and Jewish gangs were often employed by political agents to act either as their strikebreakers or union heavies. Many leading gangsters of the 1920s got their start performing such duties.

The Irish flooded into America in the 1840s, firmly establishing themselves in places like New York, Boston, Chicago and Kansas City. In New York City in 1860, there was estimated to be 813,669 citizens, of this number there were 203,740 Irish and 119,984 Germans. Throughout the second half of the century New York was gripped by an extremely violent turf warfare between the criminal elements of these immigrant communities. So violent were the times that some of the more notorious, brazen gangs even printed price lists of their services for clients (murder costing \$100 dollars in the 1860s). This period developed the basic methods of racketeering operations later exploited by the Mafia. This period is fictionalized in the book and movie *The Gangs of New York*.

East European and Italian immigrants started arriving in numbers from the 1880s onwards. More than 25 million immigrants arrived in the United States between 1885 to 1926, around four million of these were Italian immigrants coming from areas like Naples, Calabria and Sicily. These areas were either impoverished because of government neglect, or exposed to agricultural overexploitation, some areas were just poorly run because of absentee landlords. The vast majority of immigrants were young men, between the ages of 18 to 30, looking to find good paying jobs in the hope of later bringing out their families. Many got jobs as contract laborers, construction workers or miners, some eventually returned home when they had saved enough money. Many Italian immigrants, along with Jewish, Russians and Eastern Europeans settled in the poorer neighborhoods of New York. Many arrived without knowing English and had little money to move beyond the entry point into the United States, being New York. Thankfully, large Jewish and Italian enclaves welcomed them. These groups were often victims of prejudice, and street gangs were rapidly formed in response to violence from Irish street gangs attacking and threatening these enclaves.

Eventually these gangs turned to familiar patterns of organized crime. The first notable Mafia-style activity to be enacted in New York was the infamous 'Black Hand' extortion attempts. Simply put, a letter was sent to victims noting that a secret society threatened death if money wasn't paid promptly. There was no secret society, just a group of enterprising criminals working on the fears of new immigrants, hundreds of similar extortion schemes followed in its wake. We derive the term 'blackmail' from these letters notoriously bearing a single black palm print.

By the time Prohibition arrived, Black Hand extortion was on the way out; it was simply far easier to take advantage of the gift bestowed by the Federal government. Many ordinary people resented enforced sobriety and sought out illegal sources of alcohol. The Mafia became an indelible part of American life in the 1920s. To frequent a speakeasy (illegal drinking establishment) meant that everyday people were now not only in league with criminals (and technically criminals themselves), but they were also supplying vast amounts of cash to the Mafia. After the end of Prohibition, the easy money may have dried up, but the Mafia was here to stay.

Of course, the nineteen-twenties heralded the era of violent gangsters like Al Capone. His activities have passed into folklore, largely because of the excess of violence perpetrated. The considerable profits to be made from contraband alcohol led to a series of power struggles in Chicago and New York, occasionally played out on the streets of Chicago with tommy-guns. This tends to obscure the reality behind the scenes, individuals like Meyer Lansky were busy revolutionizing the business of organized crime. He established the principles of money laundering and created working viable models for ongoing scams.

The rise of Al Capone initially starts with John Torrio, a gang leader originally from New York's Lower East Side. He had a cousin named Vittoria Moresco, who married a flamboyant Chicago-based gangster named 'Diamond' Jim Colosimo. The Calabrian native had risen to prominence through his role as the head of the City Streets Repairers' Union. Through his political affiliations with local committeemen, aldermen and even the Mayor, he set up a series of brothels, saloons and bookie joints in the notorious Levee District. Representatives at every level of local government duly received a percentage of the proceeds, including the Mayor. The former street cleaner was now a powerful man who wore only the finest Italian suits sewn in with diamonds to cause them to shimmer; he even carried around diamonds in his pockets that he would pour from hand to hand absentmindedly and occasionally give to those he deemed worthy.

Diamond Jim was a prominent target for Black Hand extortionists, although he had successfully seen off three different attempts in the past, he called upon John Torrio's assistance in 1909 when one group demanded \$50,000 dollars. Torrio duly caught the train from New York to Chicago, initiating what became known as the 'New York to Chicago Pipeline'. Innumerable gangsters would later shuttle between the two biggest mob cities in America to perform specialist jobs, usually assassination.

In 1915, Diamond Jim who was grateful for Torrino's continued assistance put him in charge of his empire of saloons, warehouses and dens. He also gave Torrino permission to set up his own criminal organization within the city. Torrino set up business in a four-storey building at 2222 South Wabash Avenue, known thereafter as the Four Deuces. His own empire grew quickly by focusing in on the three commodities seemingly with unlimited demand: gambling, sex and alcohol. He ruthlessly sent out his gunmen to eliminate those who protested about extensions to his empire. The age of the automobile was at hand and Torrino had the foresight to realize the future of vice lay in the suburbs, and not city centers. The Levee district was too prominent and was frequently subjected to protestors closing down most of the warehouses. John Torrio knew that the reform movements like the *Women's Christian Temperance Union* (WCTU) were having an effect on the American psyche and that Prohibition may end up being a reality.

Prohibition came into effect in January 17th of 1920 after the Eighteenth Amendment and the *Volstead Act* was enacted. Thousands of criminal groups fought for the supply of illicit alcohol to the thousands of 'speakeasies' that popped up around the country. These illicit drinking establishments soon became the main areas of organized crime activity. At this time, Diamond Jim was conducting a love affair with a young singer, and seemed blissfully unaware of the need to defend his own territory from his main rivals: Roger Touhy and Dion O'Banion. Torrino saw his opportunity to take control of the city and duly had one of his gunmen slay Diamond Jim in the Colosino Café. Torrino then assumed control over both empires. He took control of a number of breweries in Chicago. He then sat down and parlayed with his rivals to assign each group its own territory. In return, they would be forced to stock Torrio alcohol and protect his shipments and distribution network. The North side was given to Dion O'Banion, the West side was divided between Torrio and partners, Terry Duggan and Frankie Lake, leaders of the Valley Gang. Torrio controlled part of the South side, and the rest was divided up amongst gang leaders Ralph Sheldon, Danny Stanton, Frank Mc Erlane and Joe Saltis. Two gangs were left out of Torrio's syndicate, namely Klondike O'Donnell's gang based in Cicero, just outside of Chicago, and the unrelated O'Donnell brothers firm led by Spike O'Donnell, who was currently in jail for bank robbery. Spike would later cause problems upon his release by hijacking Torrio's delivery trucks and moving in upon Frank Mc Erlane and Joe Saltis territory. Mc Erlane killed five of Spike's men and drove Spike out of Chicago for good.

Al Capone's 21st birthday coincided with the first full day of Prohibition. John Torrio had known Al Capone in Brooklyn; Al had been a promoter outside of one of Torrio's warehouses. Torrio eventually invited Capone to Chicago to help him run his \$10 million dollar illicit empire of beer, gambling and prostitution. In 1922, Al became the manager of the Four Deuces and invited his brother Ralph to join him in Chicago. An election in 1923 delivered a reforming Mayor, William E. Dever, who closed down 7,000 speakeasies. The group moved their headquarters to the Hawthorn Inn in Cicero, a small industrial suburb of Chicago. The local O'Donnell brothers objected to Torrio setting up warehouses in the suburb, they were strict Catholics who frowned upon such forms of criminal enterprise. After a tense period the conflict, the situation was amicably resolved between the two sides and the territory was turned over to Capone's control.

Having been stung by the former reforming Mayor's puritanical zeal, Capone duly sought to influence the Mayoral election of 1924. His Republican candidate, Joseph Z. Klenha won. They managed to fix the election by employing over 200 gunmen to get citizens to vote for their candidate, plus emptying out ballot boxes in Democratic areas, and refilling them with favorable votes. News of this violence and fraud soon reached the desk of County Judge Edmund K. Jarecki, he duly dispatched 70 policeman in plain clothes to Cicero. They arrived in Cicero, located near the large Western Electric plant, and saw Frank Capone. He thought it must have been a Mafia hit and reached for his gun; he was cut down in a hail of shotgun blast. This incident made Capone security conscious and ensured that in the future he would strike first and ask questions later.

Capone's Empire was now grossing around \$105 million dollars a year, but the overheads of paying off police officers and officials were around \$30 million.

Dion O'Banion, a member of syndicate, was an old-style Irish gangster who disliked Italians. The Irish abhorred prostitution and O'Banion only dealt in imported whiskey, rather than the inferior homemade stuff that Torrio was peddling. O'Banion became increasingly irrational in 1923; he hijacked his own criminal partner's liquor truck. Torrio attempted to reason with O'Banion, but to no avail. He also strongly disliked inroads being currently made by the Sicilian Genna brothers (Angelo, Mike, Pete, Sam, Jim and Tony) close to his territory. The brothers were also members of the Syndicate. The brothers had obtained a license to produce industrial alcohol – legal under the *Volstead Act* – and had managed to subcontract out the distillation process to various Sicilian families in Little Italy, Chicago. They artificially colored and diluted the rocket fuel and were able to sell it at far cheaper prices than Torrio could sell his own. O'Banion complained to Torrio about the practice, but Torrio knew the Gennas were particularly well connected politically and extremely violent, and so he was reluctant to intervene. O'Banion eventually hijacked one of the Gennas delivery vans. Torrio had to use all of his diplomacy to restrain the Genuas from retaliating.

O'Banion eventually offered to sell his third share in the Sieben Brewery for \$500,000 on the North side to Capone and Torrio. He said he had enough of bootlegging and was getting out. He asked them to meet him at the brewery to conclude negotiations in May of 1924. He knew from his contacts in the Police Department that it was going to be raided by Prohibition agents that night. Torrio and 29 others were arrested, including O'Banion, Torrio who had already been convicted for bootlegging faced nine-months in jail. He posted bail pending his trial, and ominously didn't do the same for O'Banion. Torrio later consulted *Unione Siciliana* president and Syndicate Leader Mike Merlo about the incident, but Merlo urged restraint as he was unwilling to precipitate a gang war by sanctioning a hit. Torrio knew Merlo was dying of cancer, and waited for seven months until his death before sending his gunmen to kill O'Banion, outside his headquarters at Schofield's Florist Shop. The Syndicate was quickly unraveling.

Eal 'Hymie' Weiss took control of the North Siders in the wake of O'Banion's death. Weiss was ably assisted by two loyal O'Banion-era enforcers named Viccent Drucci and George 'Bugs' Moran. Torrio had left Chicago after O'Bannion's death, leaving Capone in charge. On January 12, 1925, two months after the murder of O'Bannion, Weiss, Drucci and Moran machine-gunned Capone's car, the driver was hit but the bodyguards present were unharmed. Capone had been inside a nearby restaurant at the time. Capone then resolved to only move around town at night, and always in the company of bodyguards. Torrio eventually returned to Chicago but was shot twice in front of his apartment by Weiss and Moran. They moved in closer and fire twice more, when they went even closer to deliver the coup de grace, they realized they had run out of ammunition. They panicked, and when a truck drove past, they thought it was one of Capone's delivery trucks. Torrio survived and spent four weeks in hospital under 24-hour guard. Upon his release, Torrio went to trial for the Sieben Brewery incident, he was sentenced to nine-months jail. He realized his efforts to control Chicago organized crime were foundering and informed Capone that he intended to leave the Chicago operation to Capone. Upon his release from jail, he left immediately for Italy.

Capone was left to deal with the consequences of O'Banion's slaying. The North side gang led by Weiss, was now supported by the O'Donnells, from the West Side, and the Saltis-McErlane gang. Capone was supported by the Genna brothers and several other smaller Italian gangs. The North side gang eventually made quick work of killing three Genua brothers and the remaining ones fled the city for Italy.

In December 1926, Capone was invited to New York to negotiate the purchase of Canadian whiskey from Frankie Yale. After business was successfully concluded, Yale invited Capone to stay over for a Christmas Eve party to be held at the Adonis Social and Athletic Club. A local Irish gang known as the White Handers had threatened to attack the party, so Capone immediately sent for gunmen from Chicago. The Irish had traditionally controlled the Brooklyn Docks area. Richard 'Peg Leg' Lonergan and his gang duly arrived at the party and they were massacred. Capone was charged with murder, but the indictment was later quashed. The Brooklyn Docks were now under the control of the Italians.

Back in Chicago, Capone moved his operations to the largely Italian district of Chicago Heights. However, another murder charge was brought against Capone in 1926, when he attempted to take out Klondike and Myles O'Donnell in Cicero. Unfortunately, at the time they were drinking with Assistant State Attorney William McSwiggin, who was killed in the ambush. The case was later dismissed for lack of evidence. He may have escaped prosecution, but from now on every murder that took place in Chicago was unceremoniously laid at his feet by the local media. The North Siders made another attempt at ambushing Capone on September 20, 1926. He was eating lunch at the Hawthorn Inn and a convoy of North Siders slowly drove by unloading 1,000 rounds of bullets from their machine-guns. Amazingly, no one was hurt in the restaurant, although several bystanders outside were. Despite the extreme provocation, Capone attempted to make peace with Weiss, but to no avail. He then rented an apartment across the street from the Schofield's Flower Shop, which Weiss still used as the gang's headquarters. A gunman was posted and Weiss and a fellow bootlegger were killed as they crossed the street. Capone then made another attempt to restore order by calling a conference of local gang leaders at the Hotel Sherman. He suggested an amnesty - all previous murders would be forgiven. Moran, Weiss's successor, would keep his territory. The truce lasted for a couple of months.

In May 1927, a case tried in the Supreme Court (U.S. vs Sullivan) led to the Supreme Court passing a quite unusual law. From now on, profits derived from the illegal sale of alcohol would be taxed just like any other income. The law seems absurd on face value, why would anyone engaged in an illegal activity declare their income? However, it became a valuable tool in the law enforcement arsenal. The U.S. Attorney's office in Chicago estimated Capone's operation grossed around \$105 million dollars in the year of 1927.

In January 1928, Capone and his family left Chicago for Miami, Florida. He had incredulously called a press conference earlier to announce his retirement from the bootlegging game. He purchased a large house for \$40,000 in Miami. This purchase, however, attracted the attention of the *Internal Revenue Service* (I.R.S.). They were determined to prosecute Capone for non-payment of taxation in line with the Sullivan ruling. They found the house had been bought under his wife, Mae's name. Capone was also careful to ensure that all of his illegitimate business interests were fronted by others. So the IRS determined to follow Capone around and carefully tabulate all of his purchases, in the hope of establishing he was spending far more money than he was officially earning.

Back in Chicago, Mayor William Yale was fighting for his Mayoral position, mainly because of widespread discontent about corruption and his own general incompetence. The city was now \$300 million dollars in debt. He eventually won office again, but he lost control of the city government. This election had begun with the bombing of Judge John Sbarbaro's home, a further 62 bomb attacks had occurred during the race, and the election was later euphemistically called the 'pineapple primary' - slang for a hand grenade. Importantly, one of the homes bombed during the reign of terror was that of George Johnson, the U.S. Attorney for Chicago, who was now leading the investigation into Al Capone's finances.

In July of 1928, New York's most prominent gangster, Frankie Yale was gunned down in his bulletproof car after being followed by one of Capone's assassins. Yale had been the mentor to both Capone and Torrio in their New York days. Capone had found out Yale was attempting to gain control of the Chicago branch of *Unione Siciliana*. The group basically controlled the home distilleries in the Italian community. Also Capone suspected that Yale was hijacking his own whiskey shipments to Capone.

In the summer of 1928, Capone made his last move in operations to the Lexington Hotel, on 22nd Street and Michigan Avenue. He initially took over 10 floors, but later the entire hotel. By this time, Capone had almost complete control over the Chicago political machine and was virtually invulnerable to prosecution. In 1928, there were 367 murders in Chicago.

In 1929, Federal agents successfully raided a Capone stronghold. However, the Chicago Heights police chief was shot and the prosecution failed against two of Capone's bootleggers. In response U.S. Attorney George Johnson, in cooperation with the Chicago Police Department, raided Chicago Heights. As a precaution, they had just arrested members of police department who were thought to be on the payroll of Capone. They broke up stills and later found ledgers recording the profits from slot-machines at the home of one of the managers of Capone's Cicero-based gambling dens. This investigation led to the indictment of Capone's brother Ralph for income tax evasion.

Capone still had unfinished business on the North Side of Chicago. George 'Bugs' Moran was now in charge. The North Siders had attempted to eliminate Jack 'Machine'Gun' McGurn, one of Capone's favorite gunmen. He informed Capone of the attempt and they resolved to deal with their rivals once and for all. The result was the Saint Valentine's Day massacre. The pair arranged for Detroit hijackers to offer Moran a shipment of contraband whiskey. He arranged to meet Moran at his headquarters, SMC Cartage Company Garage at 2122 North Clark Street. At 10.30am on February 14th 1929, a van arrived. Instead of whiskey in the back, three men in police uniforms of the Chicago police department carrying Thompson Machine Guns, plus two additional plain clothed men popped out. They managed to convince the six members of the North Side gang that this was a shakedown and they duly put their hands behind their heads and faced the nearest wall to be searched. They knew the drill. They were all shot dead, along with at a local optometrist who liked the thrill of hanging out with villains, and just happened to be in the wrong place at the wrong time. Moran had overslept for his appointment and made himself scarce when he heard machine-gun fire. Moran left Chicago and allied with Aiello clan, but they were also subsequently wiped out. No one was ever arrested for the massacre.

Upon Capone's return to Chicago in May 1929, informants told him that both gunmen Scalise and Anselmi, plus Joseph Guinta, the new president of the *Unione Siciliana*, had allied themselves with Capone's old rival, Joseph Aiello. He invited the three to a 100 strong dinner party at a roadhouse in Hammond, Indiana. After the dinner was over, Capone savagely beat the three traitors with a baseball bat, his gunmen later shooting them to pieces. Medical experts have speculated such behavior could have been related to the mental deterioration associated with syphilis, which Capone had.

Three days later, Capone was meeting with crime leaders from all the of crime families across the United States at a conference held at Atlantic City, New Jersey. Many were concerned by the negative publicity generated by incidents like the St. Valentine's massacre; such negative publicity was causing operational problems for organized crime across the country.

Amongst the representatives was John Torrio, he and Lansky, could not forgive Capone for killing their mentor on home territory without permission. The delegates formed a Commission, headed up by Torrio. The ruling was that Capone's organization would be disbanded immediately and his gambling joints taken over by *the Commission*. Furthermore, the new head of the Chicago *Unione Siciana* would be Capone's enemy, Joseph Aiello.

A couple of notable absentees at this conference were Joe Masseria and Salvatore Maranzano, these two rival Mafia leaders were at war over New York. The members resolved to eliminate both leaders, and the old Sicilian Mafia order would be replaced by a new U.S. version open to non-Sicilians. The new American Mafia would be run along corporation lines with a board of directors, rather than the traditional family business.

Finally, the Commission agreed it would be good for public relations if Al Capone went to jail for a time. They arranged for him to be arrested in Philadelphia, charged with carrying a concealed weapon. Within 16 hours of the arrest he was charged and sentenced. This was the first time Capone had served a prison sentence, despite innumerable serious charges being laid.

Capone was released 10 months later in March of 1930. He had lived in rarified opulence in his luxurious cell in Eastern State Penitentiary through a mix of cronyism and corruption, making a mockery of the entire process. He returned to the Lexington Hotel to resume the reins of his criminal empire from his brother, Ralph - despite the Atlantic City Commission rulings. His brother was quickly indicted for tax evasion, along with his trusted off-sider Frank "The Enforcer" Nitti. His brother was convicted and put away for 22 years. Al Capone was shocked. The government's strategy relied upon the fact that people would be more likely to convict a gangster for tax evasion, than murder. The Chicago Crime Commission at this time published a list of criminals within the city; there are no prizes for guessing who was at the top of the list. The idea of 'public enemies' was soon picked up and run with by journalists across the country and the head of the FBI, J. Edgar Hoover, soon created the 'FBI Most Wanted list' that can still be found adorning the walls of U.S. postal offices today. The Federal Government was also making moves, proceeding with their tax evasion case against Capone.

In 1930, despite developing problems, Capone was at the height of his power, the Atlantic City Commission never enforced its sanctions and business was booming for Capone in Chicago, now that most of the competition had been eradicated. The Commission's appointee to the *Unione Siciliana*, the rival Joseph Aiello, was shot dead in October. The Commission did nothing. At this time, it is estimated that Capone's empire was raking in \$6 million dollars in profit – this at the start of the Great Depression. In an effort to turn around his tarnished image as "Public Enemy Number One", Capone opened up a soup kitchen on South State Street to feed the unemployed masses.

After years of trying to pin murders, bootlegging enterprises and racketeering cases on Al Capone, his final downfall would be brought about by tax evasion. The *Internal Revenue Service* systematically searched the records of Chicago stores that Capone frequented. After interviewing hundreds of people and shop owners, they were able to tabulate that his yearly expenses far outweighed his declared income. The government could prove that his income between 1924 and 1929, at least, totaled \$1,038,655 dollars, meaning he owed the \$215,080 in back taxes. Capone offered to pay the taxes, of course, the offer was rejected. He was convicted in 1931, and sentence to 11 years in jail and also fined \$80,000 dollars. He was initially housed in luxurious prison surrounds and managed to carry on business as usual. However in 1934, he was moved to Alcatraz. He became seriously ill with syphilis and was released in 1939, dying of a heart attack in Miami in 1947.

THE CHICAGO OUTFIT

After Prohibition was repealed in 1933, the old ethnic gangs of Chicago vanished, and they were either absorbed into Capone's organization, went legitimate or were sent off to prison. Despite Capone being lock downed in Alcatraz, business still continued. It continued mainly because of the work done by Torino previously in setting up profitable, structured illicit operations; it was in everyone's interest to continue raking in easy money. The organization left behind was integrated and diversified, to break it up would mean a drop in profits for all concerned, anyway. The organization had also established a network of links with similar crime groups throughout New York, New Jersey, Buffalo, Cleveland, Kansas City, and even as far a field as Canada and the Caribbean. This network facilitated illicit liquor production, smuggling, shipping, and trucking. The tools of the modern age like telephones, telegraphs, and interstate highways across the United States, made it easier to do business on a much larger scale.

In the wake of Capone's arrest, the mob was taken over by a so-called "board of directors" made up of Jack Guzik, recently released from jail, Johnny Roselli, Paul Ricca, Murray Llewellyn-Humphreys and headed up by Joseph Accardo. Learning from Capone's downfall, the organization was structured so that the operational end of the business was handled by a layer of managers, each given their own area of authority. They controlled street level activities like prostitution and bootlegging. The managers controlled the activities of the collectors, enforcers and gunmen. This organization was simply dubbed 'the Outfit', the group is still in operation today, albeit as a minor concern.

The press assumed the organization ended with Capone's downfall, so the group was able to operate without the glare of flashbulbs that followed Capone's movements towards the end of his reign. They sought to discourage the flamboyant dress, the so-called 'gangster chic' that gripped Chicago in the 1920s; they now dressed in sober business suits and worked solid 12-hours days. Drug dealing was outlawed by the organization, and those who did so were quickly killed off. Mild social drinking was acceptable, but drunken displays were definitely not. The wives and families of the mob were sacrosanct, they were purposely kept in the dark about illegal activities and therefore, innocent and not to be touched. Widows, including Capone's wife, Mae, were paid generous pensions by the organization. Capone had indirectly created the template for the modern American Mafia.

THE CASTELLAMMARESE WAR

Over in New York in 1931, other developments were to leave an indelible mark upon Mafia operation within the United States. The leading Mafia boss, Giuseppe Masseria, was gunned down by Charles "Lucky" Luciano on behalf of Masseria's rival, Salvatore Maranzano. The pair had both arrived from Castellamere del Golfo in Sicily. Maranzano was sent to the United States by the foremost Mafia boss in the Sicily region, Vito Cascio Ferro. He was sent to strong-arm all the main American crime groups under Sicilian Mafia control. Vito hoped to rule over an empire spanning the New and Old worlds. Maranzano actually achieved some of his boss's lofty aims. He had set up operations in Brooklyn in 1927, and had already established good working relationships with other mafiosi like Joe Profaci in Brooklyn, Joe Bannano, Stefano Magaddino in Buffalo, Gaspar Milazzo in Detroit and Joe Aiello, Capone's old enemy in Chicago. The common culture and shared dialect between the Sicilians helped to forge these close relationships. Masseria soon became concerned about Maranzano's growing power, and in 1929, a number of Masseria supporters took to killing Maranzano supporters, the war had started. There were an estimated 50 deaths in the war between the two groups between 1928 and 1931. The two groups were essentially fighting a bitter war based on old Sicilian rivalries forged elsewhere, and it seriously effecting business. Soon the loyalty of younger members of the organizations were tested, they found that they had more in common with each other than their masters. Luciano took it upon himself to eliminate his own boss. Lucky set up a meet with Masseria in a Coney Island restaurant on April 15, 1931. After playing cards for some time, Luciano took his leave to go to the toilet and then Ben Siegel, Albert Anastasia, Joe Adonis, and Vito Genovese entered and shot Masseria dead. All of the killers had come from Masseria's own organization.

Luciano quickly made peace with the rival Maranzano and was made second in command in his organization. After the effective truce between the two groups, Maranzano called a meeting of local mob bosses to establish the rule of the five 'crime families' of New York. Each group would have a simple structure: boss, underboss, lieutenants and soldiers. Maranzano declared himself the 'capo di tutti capi', or the "boss of bosses", and this new empire would furthermore be called "La Cosa Nostra", or Our Thing. Although the Five Families structure exists to this very day, Maranzano was killed four months later by four Jewish Gangsters. Luciano had discovered that Maranzano had drawn up a list of prominent Mafia figures to be eliminated that included him, also present on the list were Genovese and Costello. Around the same time, Maranzano's Sicilian-based boss, Vito Cascio Ferro, had been jailed by the fascist leader Benito Mussolini. Luciano became the undisputed boss of the Mafia in New York. The Mafia was quickly Americanized by this younger generation, they no longer concerned themselves with ancient Sicilian vendettas, secret rituals, or strict disciplinarian concepts of honor and shame imported from Sicily. The Mafia became a multi-racial concern that utilized the best talent it had available to it, whether Sicilian, Jew or Irish.

On September 10, 1931, Meyer Lansky and Luciano established the *National Crime Syndicate*. The Syndicate was the brainchild of Arnold Rothstein, an associate of Luciano, Meyer and John Torrio. Rothstein had funded Lansky's profitable truck rental firm during Prohibition, and also provided capital for some of Luciano's drug deals. He had also funded and mentored Louis Buchalter and Jacob Shapiro, organizers of labor unions in the New York garment district, later to become key members of Murder Incorporated. John Torrio often relied upon the advice of Rothstein in his own ventures. Rothstein envisioned a National crime body that could micromanage crime across the United States and help resolve conflict between the crime organizations. The organization as set up by Lansky and Luciano, and it did away with the old Sicilian Mafia idea of "boss of bosses" in favor of a National Commission made up of six men. They would adjudicate disputes and act as an advisory board. The American Mafia was now less hierarchical and the power was shared equitably between the different regional groups.

In New York, Luciano took over the Masseria operation, which then became known as the Genovese family. The other New York families were now known as the Colombo, Gambino, Lucchese, and Bonanno families. The Syndicate included 24 Mafia groups in 24 other cities across the United States, the Syndicate was also made up of Jewish and Protestant members, as well as Roman Catholics. The New York groups still retained some of the Italian traditions, like Italian descent as a prerequisite for membership, and assorted rituals and oath-taking requirements.

The Syndicate itself laid down some ground rules for organized crime operation in America. The law of omertá was retained, but families were declared off-limits for revenge purposes. Anyone who dared to make approaches to another's man's wife would be duly killed. Conspicuous consumption was to be avoided at all costs. Journalists and politicians were no longer to be killed, as it tended to draw unwanted attention to their operations.

The Syndicate soon had to adjudicate on the actions of New York gangster Dutch Schultz. The gangster controlled a vast bootlegging empire, but in 1931 he formed his own syndicate that took over the Harlem numbers racket. This business grossed over \$20 million a year in itself, he paid various retainers to politicians and district attorneys to avoid the gaze of the law. However, talented Special Prosecutor Thomas E. Dewey had made Schultz one of his main targets for prosecution. Dewey famously won 72 convictions out of 73 prosecutions before he was done. Schultz quite rightly feared what Dewey's investigations would turn up. In 1935, Dewey confiscated thousands of Schultz's slot machines and publicly smashed them. Schultz went to the National Commission asking permission to kill Dewey. He was refused. Luciano stated that the publicity would damage the Syndicate's operations. Schultz left swearing that he would kill Dewey himself, Luciano asked for and received permission to eliminate Schultz. His men killed Schultz on October 23, 1935 in the Palace Chop House in Newark, New Jersey.

One would assume that after Prohibition was repealed in December 1933, profits derived from organized crime would drop off dramatically. However, the Twenty-first Amendment was only repealed by the Democratic government after agreeing to tax heavily alcohol to appease the 'dry' advocates. As such, this meant the bootleggers could still continue to produce illicit liquor and sell it tax-free. It also became viable for some criminal groups to forge the appropriate tax-stamps, as well. Meyer Lansky made considerable profits from bootlegging before his two distilleries were shut down in raids in 1935. Lansky turned to gambling rackets, and eventually went into the casino business in Saratoga Springs, in upstate New York. This was a joint partnership with Frank Costello and Joe Adonis. Soon Luciano joined the group, at this time he managed to take a cut from every racket going on in New York and it was estimated that he made \$12 million dollars a year at the height of the depression.

The casino in Saratoga Springs proved popular and Lansky decided to open up a series of "carpet joints" along major highways. These so-called "carpet joints" ran illegal, but legitimate gambling inside enticing roadhouses along major travel routes. These gambling establishments were safe and luxurious, and so the patrons were willing avoid the 'vagaries' of the law in terms of partaking in illegal gambling. Lansky soon discovered that casinos (gambling dens) really didn't need to cheat their customers, house odds ensured that vast sums of cash would be their preserve anyway.

Meyer soon took his operations North and South to Florida. In 1952, Fulgencio Batista y Zaldívar ran for President of Cuba and won. Batista had met Meyer Lansky in the 1930s and remembered him. Lansky was invited to set up casino operations in Havana, as corruption was rife in the existing ones, and Batista was determined to make Cuba a safe tourist and gambling destination. Lansky was known for running honest, if illicit, operations in the United States. He eventually opened up bigger and more opulent resorts in Cuba into the 1950s. He initially imported his own pit crews, and casino staff from other operations in Florida and Las Vegas. Lansky started with the Montmartre Club in Havana in 1954, the Gran Casino Nacional in 1958 and then set about building the opulent 21-storey Riviera resort. However, he ended up losing around \$10 million dollars on this investment in 1959 when Fidel Castro's ally, Che Guevara stormed the capital, Havana, for the socialist cause.

In 1931, Nevada legalized gambling, it was prohibited everywhere else in the United States except for Reno. Las Vegas was a small-time gambling town in the 1930s. The New York Syndicate moved in during the Second World War. Meyer Lansky was looking for new moneymaking opportunities, and asked old friend Benjamin "Bugsy" Siegel to see if it was viable. Lansky realized that legal gambling meant the organization wouldn't have to keep paying out exorbitant overheads to corrupt politicians and police, also legal gambling was a perfect way to launder money.

In 1943, Siegel convinced the New York Syndicate to lend him \$2 million dollars to build a casino in Las Vegas. El Rancho Vegas was already present on the main Strip, so Siegel loaned an additional \$4 million to build a really luxurious place called the Flamingo. It was named after his beloved mistress, Virginia Hill. The pair contrived to skim off construction money from the operation and made frequent trips to deposit the money in bank accounts in Switzerland. If the Flamingo had been successful from the start, Siegel may have been in a position to easily pay off the money he had skimmed off construction costs, unfortunately, business was lean to start off and the Syndicate wondered where all their money had gone. Siegel was gunned down in Virginia Hill's Beverly Hills mansion in May 1947. Meyer Lansky took over the Flamingo's running and managed to generate a profit of \$4 million in his first year. The 1940s and 1950s was the heyday of Las Vegas, many stars like the Rat Pack performed there and entertainers frequently partied with the Mob. Laws were introduced in the 1970s and 1980s to help remove organized crime control, they were largely successful. By the 1990s, large corporations moved into Las Vegas and assumed control of the larger casinos, finally ending the reign of the Mafia.

Back in 1936, the past was beginning to catch up with 'Lucky' Luciano, Special Prosecutor Thomas E. Dewey had set his sights on the Syndicate's control of the sex trade in New York. The Syndicate paid off the local police by collecting fees from local brother-keepers (\$15 dollars and week), plus an additional \$10 dollars for each prostitute they employed. If the brothel owners refused to pay, their brothels were torched and prostitutes beaten. Thomas E. Dewey brought Luciano to trial on a charge of compulsory prostitution. He was convicted of multiple counts and sentenced to between 30 to 50 years. After the WWII, Luciano was released and deported back to Italy.

The key members of the National Commission soon realized the need to keep its murder activities isolated from both them, and their legitimate business interests. Two members of the Luciano-Lansky Syndicate, namely Louis "Lepke" Buchalter, who was prominent labor racketeer, and Albert Anastasia, who controlled the New York docks, subcontracted the killings to a Brownsville gang, who hung out at the Midnight Rose Candy Shop in Brooklyn. The group ran a number of different local rackets, but they quickly realized that the Syndicate contracts were the most profitable. The group consisted of Charles Workman and Emmanuel Weiss – who had killed Dutch Shultz previously for Luciano- Abe "Kid Twist" Reles, Harry "Pittsburgh Phil" Strauss, Louis Capone (no relation) and Martin "Bugsy" Goldstein. The infamous group, later dubbed Murder Incorporated in a true crime book in 1951, undertook between 400 and 500 mob killings between 1933 and 1940. All murders were first cleared through Lansky, Luciano and the other members of the Commission, the decision would then be past onto Anastasia or Buchalter, who would then call the Midnight Rose. It seems doubtful that any of the contract killers were ever aware of the existence of the Commission.

In 1940, Reles and a number of other Brownsville cohorts were arrested on suspicion of murder, Reles attempted to save his own skin by breaking the code of omertá, and made a deal for immunity by revealing the details of over 200 murders he had partaken in. His testimony later convicted Harry Strauss and Bugsy Goldstein, both were electrocuted. Workman and Weiss were also identified as the killers of Schultz and were sentenced to life in prison. He also went on to implicate Anastasia and Bulchalter and Siegel for first degree murder. He was kept under 24-hour police protection on the sixth-floor of the Half Moon hotel, Coney Island. On November 12, 1941, his body was discovered on the ground outside the hotel. Lansky and Luciano later claimed that Frank Costello had paid off police \$100,000 to see if the 'canary' could fly, as well as he could sing.

During the Depression, the forth-largest industry in America at the time, the movie industry, was slowly coming under Mafia control. The Outfit from Chicago were taking over the trade unions like the *Motion Picture Operators' Union*, and concurrently running protection rackets against movie theater chains, sometimes demanding up to 50 percent of all takings. An ex-pimp named Willie Bioff, who was the Outfit's bagman in Hollywood, and Johnny Roselli broke into Hollywood as a result of the 1933 strike by the International *Alliance of Theatrical Stage Employees* (IATSE). The studios in their desperation to get filming back up and running again hired Roselli to break up the strike, his thugs duly brokered a 'settlement'.

The Chicago Outfit saw their chance and invited George Browne, a candidate for the next presidency of the IATSE, to talks. The Outfit guaranteed his election in return for control over the union. Browne was already in trouble with the Outfit for running a protection racket in their territory, agreed to their terms. Bioff was later put in charge of the Hollywood branch of the IATSE in 1936. Between the pair, they managed to not only steal \$4 million dollars of the 2% surcharge placed on wages pay to union members, but the Outfit also demanded millions from the Hollywood studios to ensure that there were no further strikes. This state of affairs lasted until the early 1940s when Bioff used a \$100,000 dollar check he received from Twentieth Century Fox as a down payment on a piece of property. The deal was investigated by the Californian State Legislature and it came to light that he had Chicago mob connections, a journalist had uncovered evidence of such in 1922. Bioff had been convicted of beating a prostitute and he was still wanted on the charge. During his trial, he let slip of a reference to Chicago. He feared that the Outfit might retaliate for his gaff, and was convinced to cooperate by government prosecutors, and a number of key figures in the conspiracy were jailed. This effectively ended mob control of Hollywood.

Back in New York in 1936, Luciano was now in jail, his underboss, Vito Genovese was assumed to be his successor. However, he was not. Special Prosecutor Dewey assumed Genovese would be and duly indicted him for organizing a murder in 1934. Genovese fled the country for Italy and quickly ingratiated himself to Mussolini, by killing off a troublesome newspaper editor. Genovese profited greatly from the war as a black-marketeer. He duly changed his allegiance once the Allies invaded, similar to Luciano. Genovese was eventually arrested for being suspected of illegal activity and was returned to the United States to face the murder charge. The case was dismissed because of the poisoning of the key witness, whilst in police custody.

Frank Costello was the new boss of the Masseria-Luciano crime family, whilst Luciano was in exile from 1946 onwards. Costello proved very popular and was valued for his solid political connections. His previous mob dealings with both Luciano and Lansky ensured protection, as did his feared enforcer, Albert Anastasia. However, Vito Genovese never forgot the slight and patiently bided his time, building up a war chest by selling drugs. He also carefully built up support from other New York crime family heads, including Carlo Gambino and Joe Profaci. In 1957, an attempt was made on Costello's life, but failed. However, his enforcer Anastasia was killed in a barbershop by three gunmen on October 25, 1957. It is suspected that this killing was authorized by Luciano and Lansky, due to Anastasia increasingly erratic behavior. After the killing, Costello decided that he had had enough of the game, and retired, turning over the family to Genovese.

The killing of Albert Anastasia and the attempt on the life of Frank Costello in 1957, created a very unstable situation for not only New York, but flow-on effects were felt in Chicago and elsewhere. Costello's retirement left Genovese the de facto head of the most powerful New York crime family. What Genovese urgently needed was confirmation of his status, and a forum to explain his provocative actions.

He arranged a conference to be held at the estate of former mobster Joe Barbara, in the little town of Apalachin in upstate New York. Over 100 delegates were invited and reservations were made at local hotels and motels to accommodate the guests. The guests started to arrive on November 14, 1957, just three weeks after the Anastasia killing. A New York State Police sergeant named Edgar Crosswell noticed the influx of large expensive cars with out-of-state license plates and alerted the Alcohol and Tobacco Tax Agency. As the guests arrived and started gathering around for a barbecue, they noticed officers hiding in the surrounding woods; all hell broke loose as the criminals scattered into the woods, generally having the presence of mind to relive their pockets of incriminating evidence like money and guns. The Oufit's Sam Giancana got away with around 30 to 40 others, but 58 were arrested. However, they could not be held due to the fact they had not actually committed any particular crime. Recovered from the scene was around \$300,000 dollars in cash. The most famous names arrested included Joe Profaci, Carlo Gambino and Vito Genovese. This event proved terribly humiliating for the National Syndicate. Their cover had been effectively blown. J. Edgar Hoover, the Director of the F.B.I., had always denied organized crime in the United States was not a national concern, here was startling evidence to the contrary. Genovese was the most humiliated, as he was the one who had called the conference in the first place. Some have suggested that the non-appearance of both Lansky and Frank Costello was evidence that they had orchestrated the raid, along with Luciano. Luciano even claimed, later in life that it had been a setup to discredit Genovese. Six months later, Genovese and a number of close associates were arrested on narcotics charges on evidence supplied by a heroin dealer. Luciano also later claimed to have paid the dealer \$100,000 dollars and a sizable pension to get the 15-year sentence meted out to Genovese.

TRANSNATIONAL MAFIA

Luciano was busy whilst in exile in Italy, after the Second World War. He established his base in Naples and took over Vito Genovese's black marketeer business. He frequently visited Sicily and opened up a candy factory there with the head of the Sicilian Mafia, Calogero Vizzini. It was almost certainly a front for a heroin processing plant. Whilst in Naples, Luciano met Tomasso Buscetta, a respected member of the Sicilian Mafia, and made plans for a meeting in Palermo with all the leading figures in the Mafia families.

Through October 10 to 14, the thirty delegates were present from both sides of the Atlantic, they met to discuss the lucrative international drugs trade. Luciano first job, however, proved to be dealing with the bitter infighting besetting the Sicilian Mafia families. He suggested they adopt a structure similar to the National Syndicate and form their own commission that would deal with territorial conflicts and disputes. The idea was instantly adopted and called the 'Cupola'. Luciano's second idea was for the New York Syndicate to 'franchise' the entire narcotics business out to the Sicilians, for an agreed cut of the take. This system was also adopted and worked successfully for over 30 years. The Sicilians hit upon the novel idea of using Pizza Restaurants as both a wholesale outlet for drugs and a way to launder the profits. The Sicilians brought in thousands of people to run these outlets and there were hundreds of Mafia pizzerias across the United States. The Sicilians had formed an alliance with Turkish heroin suppliers and obtained cocaine from South American suppliers. The network was not successfully infiltrated until the 1980s, when undercover FBI agent Joseph Pistone (known as Donnie Brasco) secured enough evidence to have ringleaders Badalamenti and Catalano imprisoned for 45 years each.

JIMMIE HOFFA

One of United States most controversial figures was the late teamster boss, Jimmie Hoffa. The young Hoffa started out his working life in a warehouse in Detroit at 17. He was soon organizing strikes to improve worker conditions. By 1933, he had become involved in the Teamsters Union. The rising young star of the labor movement was contacted by the Chicago Outfit, and made a deal. In exchange for their backing, he promised them free access to the Teamsters' pension fund. The Outfit duly secured Hoffa the Union vice-presidency. The mob used low-interest loans generated by the pension fund to buy up banks, oil wells and real estate. Hoffa was elected President in 1957. Robert Kennedy, the chief counsel for the Senate Rackets Committee the same year began investigating Hoffa. As the 1960 Presidential Election drew near, Hoffa feared that Democrat John F. Kennedy, Robert's brother, might make him attorney general. Despite Hoffa instructing his union members to vote Republican, Kennedy won the presidential race.

In 1967, Hoffa was convicted of pension fund fraud and was sent to prison for 13 years. Despite this apparent setback, Hoffa refused to resign from his position as Union President. In 1971, Hoffa was pardoned by new Republican President Richard Nixon. It was under the strict condition that he didn't take part in union activities for 10 years. Hoffa disappeared on July 10, 1975. His body was never recovered, and many speculate that organized crime insiders may have killed him because he knew too much. Alternately, others speculate that he knew too much about the assassination of President John F. Kennedy.

GALLO-PROFACI WAR

In 1962, the New York family heads included Joseph Bonanno, Carlo Gambino, Vito Genovese, Gaetano Lucchese and Joe Profaci. Profaci was the only boss who still demanded that a "tribute" be collected from his membership. The old Sicilian practice was deeply resented by younger members, despite it only being \$25 dollars a month. A revolt took place starting with the Gallo brothers, who had previously killed off Albert Anastasia. They believed they had not being given the kind of status within the organization that they deserved. They subsequently kidnapped Profaci's brother, Frank and three other relations. Eventually, Profaci managed to secure their release. Afterwards, he began killing off Gallo allies. He also began to woo Gallo supporters away by offering them important territories.

In 1961, Joe Gallo was sent to prison for 10 years for extortion. Profaci then died of natural causes, and the leadership of the family flowed to underboss Joseph Magliocco. Lucchese and Carlo Gambino sensing weakness threatened Magliocco, who turned to Joe Bonanno. Magliocco suggested that they kill Lucchese and Gambino. Joe Colombo was offered the contract, but he immediately informed Lucchese and Gambino. Magliocco was called before the Commission and he admitted everything. He was fined \$50,000 and forced to retire as the boss of the Profaci family. He was replaced, ironically by Joe Colombo, and the family then took on his name.

COLOMBO-GALLO WAR

Joe Gallo eventually got out of prison in 1971, he immediately noticed things had changed. His former Italian neighborhood was now run by black and Hispanic gangs, he slowly managed to get them on side and bring them into his own operation.

Concurrently, Colombo was steadily alienating most of the Commission by going public by forming the *Italian-American Civil Rights League*. He curiously set it up the group to counter public impressions of Americans with Italian names being seen as criminals. He organized a rally in New York for the group in 1970, it was a huge success and was attended by over 50,000 people. Colombo announced that another rally would be held in 1971. Carlo Gambino told him to cancel it, and he refused. On June 28, 1971, the day of the rally, Colombo was shot three times in the head by one of Gallo's black gunmen. Despite suffering massive brain damage, Colombo survived, but died several years later.

After the shooting, Gallo went into hiding, however, on April 7, 1972, he ventured out to supper at Umberto's Clam House in Little Italy and was shot dead. Over the next few weeks there were dozens of men killed on both sides. Then the conflagration enveloped the Lucchese and Bonanno families, as well. Carlo Gambino sat back and waited for the survivors to seek him out to stop the killing. The conflict was having a devastating effect on business and profits of the family's involved. Gambino managed to halt the war and was subsequently recognized as "the boss of bosses", the first such mob chief since the death of the Sicilian Joe Masseria in 1931.

Carlo Gambino died in 1976 and was replaced by Paul Castellano. John "The Teflon Don" Gotti thought his friend Aniello Dellacroce should have succeeded Gambino, but Dellacroce advised caution. Gambino had known that Castellano had plans to appoint Thomas Bilotti as his own successor. In 1985, Dellacroce died of cancer. Two weeks later, Castellano and Bilotti were slain. Gotti then assumed the role of head of the Gambino family. The same year Gotti was indicted for racketeering, but managed to evade the charges. The press began to call him "The Teflon Don" because no charges ever seemed to stick to him. He also prided himself on being immaculately dressed and had a winning way with women. Gotti was finally convicted of racketeering in 1992, after testimony from the informant Sammy "The Bull" Gravano was accepted. He was sentenced to life without parole. He died in prison on June 10, 2002.

U . S . STREET GANG DYNAMICS

The modern street gang is a very different organization to those of 50 years ago. In the United States in the late 1980s, the image of a petty hoodlum out for a good time was replaced by the modern equivalent. The hoods of the 1950s were likely to be simple teenager delinquents who dabbled in violence, petty theft and personal drug taking. Today, the young 'gangbanger' is likely to be an integral foot soldier of the organized crime group, conducting paramilitary-style operations.

Gangs have always existed, they generally spring up in and around immigrant communities, who tend to find housing in the poorer neighbors of major cities. Opportunities for social advancement are slim and prejudice is rife. The young often feel fearful and display signs of disenfranchisement. They may experience bigotry and hatred on a daily basis. They may also resent the grinding poverty they experience and resent the breakdown in social values this poverty can cause the community. In a world that is so at odds with the expectations of general society, they often join street gangs for a sense of belonging and purpose.

Sociologists have identified the six major reasons people join gangs: a need for identity and discipline in their lives, a need for recognition and love, and a sense of belonging. Of course, money is also a powerful inducement. It is often the case that teenagers join gangs simply to avoid continued harassment at school and around their neighborhood.

Hollywood provides us with a glamorized image of United States gang culture, in some respects, it's an accurate portrayal, but in other areas it proves highly distorted. Modern gangs do use graffiti, wear colors and protect their areas by force. This type of gang can be traced to Los Angeles the late 1960s. The heady experimental hippie drug scene of the West Coast (California) soured quickly. The dreams of the counter-culture were lost and many disenfranchised people became pragmatic about their drug habits. The L.A. Crips and Bloods turned into organized drug dealing gangs. Today, it is not usual to find three or four generations of gangsters living in the same residence in the poorer districts of L.A., gang culture has become ingrained. Today, there are thought to be over 220,000 gang members in L.A. and around 800 to 1,000 different gangs.

The young associate gang member often gets his or her first exposure to gang culture through media outlets. Modern hip-hop and R'n'B developed out of so-called gangster rap of the early 1990s. During the late 1980s and early 1990s, there was large spike in gangs being formed across the United States, some attribute this rapid growth to new media interest in the phenomena, i.e. self perpetuating cycle. The disenfranchisement experienced by many teenagers at this relatively low economic time, is thought to have drawn them towards the anti-establishment posturing of rap/gang culture.

Most modern United States gangs are usually in some way attached to the four leading crime gangs. The Crips and Bloods from Los Angeles, and the Folk Nation and People Nation of Chicago. These affiliations generally occur as firstly, a sign of respect, and secondly, because its so much easier to undertake the drug business with an established and reliable supplier. These associations often flourish when members of each group meet in prison. Mutual respect develops and they subsequently discuss ways of expanding each other's operations. In some ways, these gangs can be looked at as a franchise group. They may sell the drugs to the local group, who in turn sells them locally. It is unrealistic to have gang members everywhere, so the larger groups are willing to deal with reliable local groups and concentrate on shoring up supply.

A gang is a loosely organized group of individuals who collaborate together for social reasons. However, in reality, a modern gang's activities, generally revolve around anti-social reasons. People often join gangs for sociability, rather than simply to make money. In a tough neighborhood, it is often the only outlet for male bonding and friendship. The gang generally has a leader, or a group of leaders, who issues orders and reap the fruits of the gang's activities. Some gangs wear 'colors' (one particular readily identifiable color), but others identify themselves through wearing certain types of clothing (baseball caps), tattoos or by baring brands. The mark is often the gang's name or logo, or another readily identifiable marks. Some gangs resort to adopting a certain type of haircut e.g. skinheads. The majority of gangs use specific hand signals, graffiti forms and symbolism.

The gang may identify with a large city gang, or remain a local turf oriented enterprise. Gangs tend to be very fluid in nature, their allegiances and leaders may change quickly, and splinter groups are common. Gangs tend to stick to a particular region known as their turf. They will resolutely defend it from rivals, often with their lives. Another aspect of gang culture is that they are brotherhood oriented, each member must look out for each other member, to not do so may earn sanction or reprisals.

The average gang will sell drugs and guns, steal cars, and occasionally brutalize and rob. Most gang members crave 'juice' (U.S slang for respect), by their criminal activities they rise in the pecking order of the gang. They may gain 'knowledge' of criminal activities in prison, or by exposure to fellow gang members. Going to the joint (jail) also garners more respect (juice). The associate usually joins the gang for respect, but they soon realize that it works both ways, many are told there is no way out of the gang. Some are told they will be killed if they try to get out, and in some cases, they are told their mother or other family member will be killed if they seek a way out. The new recruit soon realizes that their own personal beliefs are subservient to the general dictates of the group. Many are intimidated into joining to avoid continued harassment to themselves, or to their families. The gang usually offers protection to the immediate family against the perceived threats of rival gangs, as well.

Reputation: This is a central concern of most 'gangbangers' (gang members). A Rep (reputation) extends too not only each individual, but to the gang's reputation. As the individuals own reputation increases, the gang gains greater prestige, as well. Therefore, the individual gains status or rank within the gang. It is quite common for arrested gangbangers to claim ownership of other crimes or embellish their own deeds, to add to their group's reputation. Most gangs have some formalized method of entry. A popular method is to be 'jumped in' by members of the gang. This entails being 'beaten down' by members before the leader calls for it to cease. Afterwards, all the gang members hug one another to bond – the 'G thing'. This process reinforces the idea that they are as a family. If the individual is that willing to lay his or her body on the line to get into the group, they will do the same to protect the group. It is the same kind of rites of passage experienced in military and paramilitary circles.

Respect: The intangible quality wanted by us all, but carried to extremes in gang culture. Respect is not only sought by the individual, but also on behalf of the gang, family and territory. Some gangs require that gang members always disrespect, or dis, rival gang's members. If a fellow member witnesses a failure to disrespect rivals, they can issue a 'violation' to their fellow posse member. Disrespect can be shown by either a verbal taunt, hand signs, graffiti, or a simple 'mad-dog' stare-down. This errant member may suffer the indignity of being 'beaten down' again by their fellow gang members as punishment.

Retaliation: In gang culture, no challenge ever goes unanswered. Most drive-by shootings and acts of violence follow an event that is perceived as being disrespectful (they have been dissed). A familiar scenario is a single gangbanger inadvertently runs into a group of his rivals. He suffers the indignity of having to take their abuse, he later returns with some of his 'homeboys' (fellow gang members) and exacts some form of revenge to keep his, and his gangs, reputation intact. This kind of activity may occur immediately, or be delayed until proper planning takes place and the necessary equipment sought. Many acts of violence take place in gang neighborhoods because of bad drug deals or an infringement of a rival's drug territory.

Graffiti Interpretation: What looks like scrawl to the uninitiated is often a strictly regimented process. Graffiti is used to mark out territories, brag about crimes, dis(respect) rivals and to act as an unofficial newspaper or bulletin board. In most cases, the graffiti has locally derived content, which may be informed by the various gang affiliations the group has.

The graffiti may mark out the territory, like the name of the street emblazoned next to the group's name or symbol. The members own tag name may also be present. The group's symbol may also incorporate an affiliates symbol, or rivals symbol. The affiliates symbol is shown the right way up, whilst the rivals is disrespectfully upside-down. The symbol often incorporates signifiers like the Folk Nation six-pointed star having L's attached to reinforce the message of Life, Loyalty, Love, Wisdom, Knowledge and Understanding. By adding the extra detail, the member is displaying their 'knowledge' of their gang's culture and history. These gangs may even have handwritten books full of symbols, regulations and gang history for the perusal of its members. Many gang members have told of being 'violated' for not knowing certain portions of their knowledge when called upon to recite it by a gang leader.

Nicknames are often created for rival gangs, like the Bloods gang being called 'Slobs' by the Crips (and the Folks), and the Crips being called the 'Crabs' by the Bloods. These putdown messages often incorporate numbers and other elements, like Californian gangs using phrases like 'Crips 187 Slobs': the Crips are the prime violators of the 187 statute (Homicide) of the Californian Penal Code (or 211 armed robbery). Others resort to using phrases like 'cuzz' short for cousin to describe their affiliates. Acronyms are often used, mainly for ease of use, like BK for Blood Killer or CK for Crip Killer. Sometimes numbers are used to replace letters like 12.12.12, which equals L.L.L, as in Love, Life and Loyalty.

C R I P S A N D B L O O D S

The Crips and Bloods started out as violent southern Los Angeles gangs with a predominately black and Hispanic membership in 1969. The groups are active in the drug trade and their reach extends to many other cities and states within the United States. The membership of these groups is predominantly male, although both groups include female members.

There are several suggestions as to how the name 'Crips' started. One suggestion is that it comes from the popular horror movie of the time called Tales of the Crypt. Other sources claim that a founding member may have been crippled, hence the shortening of the name. A latter day suggestion claims it may have come from the Superman mythos, kryptonite was the only thing that could hurt Superman. Therefore, the Crips were the deadliest thing around.

Other gangs it is said were formed in response to Crip activity to provide protection, these eventually conjoined to form the Bloods. The first known Bloods gang was formed by individuals from and around Piru Street of Compton, California. Other Compton gangs that were affiliated soon became known as 'Pirus'. This rise of gang culture soon escalated into violence, with firearms and drive-by shootings quickly becoming a part of the local landscape, leading to innumerable assaults and homicides.

A curious new development is the aligning of both groups with the Peoples Nations out of Chicago, another large nation-wide street gang. The Peoples Nation strictly adheres to a one-for-all mentality, even more strenuous than even the Californian-based gangs, often demanding a lifelong commitment. The Californian gangs have become stricter on inner-disciplinary rules. Punishments can include the performance of menial tasks, up to physical assault for a set time period, or even death.

SYMBOLS / IDENTIFIERS

The Crips quickly adopted the color blue as their identifier. They also started to use Cuzz, a shortened version of cousin, as a main form of greeting when identifying each other.

The Bloods on the other hand, rather obviously predominantly use the color of red. However, other dark colors like black, brown and purple may be blended in to identify certain local affiliations, like green for members of the Lime Street Pirus. Gang members often display their colors in the form of personal accessories like hats, handkerchiefs, shoelaces and belts.

Most gang members are given a nickname or a street name. It is often the case that members will not know each other by their legal names, unless they happen to have grown up in the same housing block or street. The nickname often gives an insight into the individual's psychological perspective, or physical description; their graffiti may incorporate this kind of symbolism, as well. A nickname will often incorporate the first letter of their real name like C-Bone or T-Loc. The name will often allude to the supposed hardness or madness of the gang member. The member will often tattoo the moniker somewhere upon their body.

Both gangs have their own rules for speaking and writing to their 'homeboys'. However, some common rules apply like the Crips avoidance of using the letter 'B' and the Bloods in turn refusing to use the letter 'C'. Therefore, the Bloods would write 'bigarette' instead of cigarette.

The communication code of both gangs is often complex and impenetrable to outsiders, which presents a major challenge for law enforcement officials. A particular ensemble of clothing, guns, jewelry, hand signals and tattoos helps to ensure that the gang members readily spot and recognize each other, even on darkened nights, this may prove vitally important in dangerous times.

Graffiti is often used in a similar fashion to a community notice board, it often communicates territorial limits, warnings and announces challenges to rival gangs who may desire to take over the area. Challenges are often made by a solitary gang member putting up disrespectful graffiti in another gang's territory. Police investigators often employ the services of former gang members to help decipher such codes and to pass on warnings of impending gang warfare. The police also track the graffiti to keep rosters on active gang members, geographic locations and gang violence.

ENEMIES / RIVALS AND ALLIES

The Crips and Bloods are bitter rivals. However, they are also both affiliated with the Folk and Peoples Nation respectively, meaning they are also rivals of all Folk and People sets and subsets. Traditionally, Folk Nation and aligned sets are rivals to the Peoples Nation and aligned sets. Additionally, each group has their own allegiances, intimate alliances and rivals amongst the other local street gangs and interstate gangs. These affiliations are frequently broken and renewed, meaning that it often hard for gang members to work out exactly if they are rivals to another group. In terms of the Crips and Bloods, long established enmity means that it is often the case that if the other group is allied with their rival, they are by default their enemy.

ORGANIZATIONAL STRUCTURE

Law enforcement agencies have established that both groups have a centralized leadership in the New York and New England regions, but on the West Coast, neither group favors a centralized leadership model. Instead, these groups are usually fragmented and larger group's affiliations are usually owed to their geographic neighbors. This fragmented structure makes it more difficult for law enforcement agencies to track and identify their activities.

These individual gangs are often referred to as 'sets'. These sets, in particular the Crips sets, tend to form affiliations based on geographic location; hence the Compton Crips (20 sets), Hoover Crips (10 sets) and East Coast Crips sets (many sets). Other grouping sets also exist based on a particular city the members inhabit like the Compton Crips, LA Crips, San Diego Crips. Areas and neighborhoods often become identified with a particular gang, presently in Los Angeles there are around 200 known Crips gangs, and around 70 Bloods gangs.

There are generally four types of individuals that associate with gangs. The "hard-cores" are the full members who commit criminal acts as gang members. They will talk, act and dress uniformly in gang colors and spend most of their days furthering the gang's cause. The "associates" will know of the gang members in their neighborhood, but will seldom involve themselves directly in regular gang activity. A dope supplier is an example of this kind of individual. The "peripherals" are individuals outside the gang who will occasionally call upon the gang for personal protection or for favors; this group mainly consists of vulnerable local women. These peripheral individuals may well become involved in carrying guns or drugs for members in return for the supply of money or drugs. In recent times, all-female gangs have emerged. The final type of associate is the "gonna-be". These individuals will often claim to be full gang members in an effort to influence others. They may well assume some of the characteristics of the gang like wearing their colors. Despite the probable offense caused by this unsanctioned display of colors, such individuals are often recruited by gangs, if they prove their worth.

Most gang members are aged between eight and 35 years old. The younger teenage members are often the most violent. At this age, the younger members are trying desperately to prove their worth to older gang members and raise their status within the group.

Within the gang, there are often informal groupings. "Old Gangsters" or OGs are likely to be the originators of the set and are paid due respect. "Gangsters" are the hard-core members who are doing the lion's share of the illegal activity. "BGs" are the so-called baby gangsters, otherwise known as the "TGs" (tiny gangsters), these juveniles and younger children are afforded a degree of status, even if they are often called upon to do menial tasks. The older members with large reputations will often control the younger members; they are often referred to as the "Shot Callers".

RECRUITMENT / INITIATION

Recruitment by both gangs is quite aggressive, as stipulated by their by-laws: the larger the gang, the larger the dominance they can command. Each recruit is required to learn the history of the gang, memorize a series of alliances the gang holds, the organizational structure, and the mythic symbolism of the gang, which is often referred to as the "knowledge". This knowledge is often copied in a written form and passed around the members and prospective members. The written material is often coded or cryptic, generally using a specific alphabet. This is often quite a challenge for the potential new gang members, who may have had little formal education.

The major form of initiation in these groups is to prove one's loyalty by performing a series of illegal activities. These activities tend to revolve around demonstrating one's commitment and love of the gang. Activities often include committing crimes, physical assault visited upon the potential member or even playing Russian roulette or risking one's life in some other manner.

The most common form of initiation is known as "walking the line". The recruit will walk down a line between two groups of members with his hands behind his back, he is beaten and kicked as he progresses. If the individual falls to the ground, they are required to go back to the start again. Once the individual has finally reached the end of the gauntlet, all things being equal, they will usually be welcomed into the group as a brother (or sister).

PRISONS & SCHOOLS

The incarceration of large populations of street gangs members around the United States has led to demanding problems for prison authorities. With such incarcerations, corrective officers tend to notice a sharp increase in violence and disruption amongst the prison population. The gang members tend to continue their regimented lifestyle inside. Non gang member prisoners are often raped, assaulted and killed by gang members in turf wars that frequently develop inside. If gang members are present in large enough numbers, they frequently attempt to take control of the illicit narcotics trade within the prison environment. Obviously, having large populations of Bloods and Crips in close proximity is a recipe for disaster and efforts are made to separate larger gang populations from their rivals, they are often housed in completely separate prisons. Specialist sub-sets of the California gangs are now found in prison environments, including the Death Row Crips (DRC), the United Blood Nation (UBN) and the Cop Killas (CK).

Similar problems have developed in United States schools. Often gang graffiti is found in school grounds. Younger siblings of gangster families may even seek to carry on blood feuds. Violence is an ever-present reality for school children in dilapidated inner-city schools. Beleaguered school authorities have had to install metal detectors at some schools, to keep students from carrying in weapons. Younger gang wannabes are occasionally tempted to steal their parent's firearm and take it along to school, often with fatal consequences.

BLOODS

The Bloods are predominantly black. However, the Bloods have also accepted other ethnic groups into their ethos and gang structure in the last 20 years. Hispanics, Caucasians, Greeks, and Chinese members are known to exist. In New York jails, around 9% of Bloods are Hispanic. The major areas of illegal activity include drug sales, robberies, car thefts, extortion, rape and murder.

To gain entrance and the acceptance of the gang, the individual must "blood-in". This means the individual must spill someone's blood, or their own blood. The various schemes undertaken to achieve this aim include fights involving knives, assaults against law enforcement officers, rapes, robberies, or group sex for women initiates. The only stipulation is that blood must be spilt during the process. In the New York and New England areas, it is not uncommon for innocent victims to be slashed across the face with little warning of attack to achieve this aim.

Bloods areas of domination in New York include Brooklyn's 77th precinct (Crown Heights), Queen's 100th precinct (Far Rockaway) and Manhattan's 28th precinct (11th Street); in Bridgeport, East Lyme, Norwich and New London, Connecticut; and in Providence.

The Bloods housed in New York and New England jails have earned a fierce reputation for violence, some quite horrific stabbings and slashings have come to light. The number of Bloods housed in New York jails is estimated to be around 500 full members, outnumbering similar gangs like the Latin Kings (approx 350) and the Neta (approx 350).

The actual term 'Bloods' refers to the full name of the group the United Blood Nation. The United Blood Nation is comprised of various sets. The following sets are represented in the New York jail system; Nine Trey Gangsta Bloods (NTG), Miller Gangsta Bloods (MGB), Young Bloods, Valentine Bloods (VB), Mad Dog Bloods (MSB), One Eight Trey Bloods (183), Mad Stone Bloods (MSB), Gangsta Killer Bloods (GKB), Five Nine Brims (5-9 Brims), Sex Money Murder Bloods, and the Bloods Stone Villians (BSV).

Bloods are generally readily identified by their tattoos. A common one throughout the various sets is the two burned dots over a single burned dot. This is supposed to represent a dog's paw, and the Bloods often refer to themselves as "dogs". The Bloods also favor wearing red colors, and often wear the red and white sporting apparel of the Chicago Bulls basketball franchise.

The Bloods also display hand signs and speak in code. A common hand-signal is to curl the thumb and index finger into a circle, then the three remaining fingers are extended straight out – like the ‘O.K.’ symbol. The hand is then placed upon the stomach area, with the palm faced towards the stomach (with palm and fingers touching the solar plexus). The hand is then moved in a circular motion, turning up the palm of the hand face up, touching the pinkie finger and the wrist to the mid-stomach area. As this process is completed, the Blood will say “031”, which translates roughly to “I have love for you, Blood”. The Bloods, like other street gangs, often change their codes, often reverting back to older variations at times.

B-L-O-O-D stands for Blood Love Overcomes Our Depressions.

The organizational structure of the Bloods includes:

First Superior – The leader who oversees the set and acts as the main disciplinary officer

Second Superior – Assists and advises the First Superior and carries out his duties in his absence

Minister of Defence – Is present to devise strategies and provide information to the First Superior to hopefully deal with rival gang threats

Minister of Information – Is present to provide information on rival gangs

Head of Security – Is present to source weapons and discipline all members of the set

Commanding Officer – Dictates orders as laid down by the First Superior

Captain – Disseminates orders amongst the Lieutenants

Head Lieutenant – Assists and advises the Captain and will carry out the Captain’s duties in his absence

Lieutenant – These ensure that the Principal Soldiers carry out orders as issued by the Captain

Principal Soldiers – Comply with orders from Lieutenants and to keep ‘banging’ (fighting the enemy) at all times.

Generally speaking, it is every Blood’s duty to keep banging at all times, it is also understood that no Blood is better than the next. However, practicality ensures that the higher the recruit ascends the organizational structure, the less everyday contact they will have with their rivals, and instead devote themselves to organizing the group’s illegal revenue sources.

With so many Blood sets present in New York, leadership is often chaotic and diluted. However, the same cannot be said for those found in the prison community, under these circumstances, they often form into new sets from the members present - this practice is often frowned upon by their old leaders. As on the outside, every member is required to put in the “work” (fighting the enemy) to maintain their group’s superiority.

General engagement principles employed by the Bloods include:

- Always listen before you talk, look before you walk, and observe before you stalk
- In war, you must follow the commands of higher-ranking members, because they are better informed than you
- Never make important decisions whilst angry, allow time to rationalize the situation
- Pain is but a privilege to a warrior, handling pain is often the sign of a great warrior, for to know victory is to also know defeat
- The injuries that you inflict upon your enemy must be so extreme as cause the enemy to never consider revenge
- Never allow the enemy to live in your midst, because one day he may rise up and repay you for your mistake
- One must become the fox to recognize a trap, and fight like a lion to intimidate your enemy
- The best defence is often a good offense
- There is no greater sin in war than ignorance
- War has no room for diplomacy; war is outright vicious
- Beware those who shout out the most, yet find time to talk during conflict. These individuals will seek to reason with the enemy
- In war, strive to render the enemy harmless, disrupt their alliances and attack before being attacked
- Silence and observation are major weapons in defense
- During war or peace, never allow your priorities to be misguided

The Bloods identify themselves as gangsters, and therefore they often take on board the names of famous gangsters like Capone, Nitti, Baby Face Nelson, Gambino and Scarface.

FOLK & PEOPLE NATION

THE ALLIANCES

Folk Nation and People Nation are competing alliances. The two major 'nations' (alliances) developed in Joliet Correctional facility in Illinois in 1978. It was an initiative to establish some kind of unity in Chicago-based gang interrelations. The Folks and People are not gangs in themselves, merely formal alliance arrangements established by like-minded gangs. These alliances help to establish good relationships between gangs, who may otherwise come to unnecessary and bloody conflict. The singular gangs usually take on board some of the basic ethos of the Nation they represent.

FOLK NATION

The Black Gangster Disciples, under the leadership of Larry Hoover, was the first to bring about a workable notion of gang alliances. It organized meetings of several Black, White and Latino street gangs from around the Chicago area. Amongst those present were representatives of the Black Disciples, the Latin Disciples, Spanish Cobras, Imperial Gangsters, Simon City Royals, Latin Eagles, and Satan Disciples. The term "folk" was apparently settled upon as a moniker because the word was an acronym for, "Follow the Orders and Laws the King Sets". The "King" being Larry Hoover, who had a vision to unite and control all of the street gangs in Chicago. Folk Nation initially adopted a six-point star and Pitchforks as their identifying marks. The six-points of the star symbolized: Life, Loyalty, Love, Wisdom, Knowledge and Understanding. They nation tends to 'identify' themselves with its monikers offset to the right i.e. a baseball cap is worn slightly offset to the right, or the right leg pant is slightly raised. These sets, or singular gangs, occasionally work together at street level, but tend to work more closely in the prison environment to ensure strength and protection. New affiliate gangs are required to sign up to the Folk Nation charter, after approval.

The major Folk Nation gangs today include:

Black Gangster Disciples	Latin Disciples
Black Disciples	Manic Latin Disciples
Gangster Disciples	Simon City Royals
Imperial Gangsters	Spanish Gangster Disciples
La Raza	Two Sixes
Spanish Cobras	International Posse
Latin Eagles	

PEOPLE NATION

In response to the Folk Nation alliance, the El Rukns gang, now known as Black P. Stones, established an alliance with the Latin Kings and Vice Lords, it was named the "People" alliance. The name echoes the basic sentiments of the Folk Nation name. Jeff Fort of the El Rukns, Bobby Gore of the Vice Lords, and Gustavo Colon of the Latin Kings were instrumental in forming the alliance and making it work. Other gangs to initially sign up included the Mickey Cobras (then called the Cobra Stones), Latin Counts, Bishops, Insane Unknowns, and Spanish Lords. Many of the African American gangs adopted Islamic religious doctrine, whilst the Latin Gangs strictly adhered to their Christian ethos. The People gangs adopted the five-point star as their Nation's symbol, along with a crescent moon. This has been adopted through Islamic associations. The group 'identifies' itself to the left, meaning they wear hats tilted to the left and left pant legs up, 'etc'.

THE TROUBLE WITH ALLIANCES

Despite the lofty ambitions of the originators of both Nations, in reality, these groupings hold very little weight today. Although it's generally frowned upon by its members, there are many inter-nation feuds between gangs. The Gangster Disciples and the Black Disciples are fore instance, now the bitterest of enemies.

Another issue is that some of the larger gangs within each alliance expect deference to be paid to them by the smaller gangs. The Latin Kings, being the second largest People Nation gang in Chicago, expect members of the Latin Counts and alike, to honor them as superiors. This often causes resentment and feuds.

Gangs during the nineteen nineties, flipped unceremoniously from one alliance to the other. This kind of activity was unheard of in the 1980s, but the Insane Deuces and Latin Dragons have switched their entire alliances, mainly due to tensions with the Latin Kings street gang. The reality today is that the larger gangs are essentially franchising their brand to local suburban gangs in an effort to expand their influence nationwide. This aggressive stance is often at odds with the ideals of the Nation founders. Further complications exist in the form of overseas gangs and worldwide organized crime groups looking to infiltrate their territories.

OTHER BLACK GANGS

IMPERIAL BLOOD BROTHERS

(BLOOD BROTHER UNIFIED NATION)

The Imperial Blood Brothers and the Blood Brother Unified Nation are mainly located in parts of New York and throughout Connecticut. They are currently looking to establish chapters nationally. The group accepts both male and female members. The female members are known as Blood Sisters, but are also nicknamed Diamonds. The gang is mainly made up of African Americans, with Asians, Hispanics and some Whites as the minorities. The group has an established hierarchy and has inscribed formal laws.

The members tend to wear red and black. The red is meant to represent blood union, and the black represents African American pride (plus other minorities). The meaning of the colors is meant to convey the continuous cycle of bloodshed (red) between people of color (black): through unity the group negates this impasse. There are also claims the red in the color scheme equals knowledge, whilst black represents ignorance.

Newly recruited members are required to wear all black beads, all red beads are reserved for agents of death, or six black followed by six red for regular members. The presidential executive staff, wear two sets of beads, each set comprising of six red and six black. The president is given due discretion to wear what combination suits his requirements.

Gang tattoos and symbols favored by the group include the three pointed crown, fighting monks, a sword and scroll with the words *warrior* above it and *scholar* inscribed below it. The group tends to use the letters IBB, BBUN, or BB. They also use a drip of blood motif, which has *one love* above and *one blood* below the drip.

The group maintains alliances with Folk Nation and CK (Cop Killas). Their main rivals include People Nation. The group tends to focus upon narcotics, weapons sales, extortion, assaults and intimidation to expand their influence and generate revenue.

The C.O.D. (Children of the Damned) was a family gang that started in Windsor, Connecticut, in the mid-1980s. The group started life as a small gang of five who basically watch each other's backs. After a few fights, the group earned a fierce reputation, even attracting additional wannabe members. By the late 1980s, the group consisted of more than 100 members. The five founding members led the group.

The C.O.D. group eventually spawned a new family in the early 1990s, known as the Blood Brothers. They quickly became known for their fighting abilities and various killings. The members also became involved in robberies, assassinations, and selling drugs. Whilst this new group was gaining a reputation, the C.O.D. group slowly lost its power base, many of its members going on to join other groups. Only two of the founders were interesting in continuing the group.

The Blood Brothers are particularly violent to members who are judged to have been disloyal to the family, they are generally savagely beaten, or even killed. Both the Blood Brothers and Unified Nation groups are known to be especially violent inside the prison structure. They have assaulted other inmates, staff and fellow gang members who were seen as disloyal.

The major source of income for both groups is through drug sales.

Both the Blood Brothers and Blood Brother Unified Nation are highly organized and have formal ranks. The basic structure includes: one elder, an executive staff, security, a secretary of communications, region commanders, chapter leaders and a defense team.

Both groups tend to favor setting up localized leaderships. However, the chapter leader is required to report activities to the local region commander.

Automatic weapons are standard for most members, making them a formidable presence on the street. Their assassins may also carry knives, poison and explosives.

Curiously, the potential new recruit must fill out an application form to join. The form is reviewed closely by the executive staff, they make the decision, but are required to also seek final approval from the elder. In 1998, the Blood Brothers Underground Nation and the Blood Brothers came together to form the Imperial Blood Brothers and Blood Brothers Unified Nation. The use of beads has tended to reduce since the merge, although some members still sport their colors.

C O P K I L L A S

The Cop Killas are a racially mixed gang that is found in the United States. The gang has both male and female members, the women are also known as Lady Killas. The group is believed to be the enforcement arm of the Imperial Blood Brother United Nation.

The gang identifies its self by wearing the colors of blue and black. A string of beads in the hair indicates the rank of the individual: the more beads the higher the rank. The killers wear all black beads, whilst those still on probation wear blue beads. All the other members wear six black beads and six blue beads. Other symbols of the Killas include the emblem of a cracked police badge and a preference for Calvin Klein apparel. They also have a specific handshake.

The Cop Killas have a number of alliances and partial alliances that aid them in moving through more than 47 states of the United States. Known alliances include the Imperial Blood Brother United Nation and other antiestablishment black militias. They also have loose alliances with Nêta, Brotherhood, La Familia (N.Y), Vice Lords (Ohio), Latin Kings (N.Y), Pump Nation and 20 Love.

The main rivals of the Cop Killas include the All Mighty Latin Kings and Queens Nation, Charter Nation, plus the Crips of course, they regard all law enforcement officers as their main rivals.

The Cop Killas received the blessing of the Blood Brothers in the winter of 1996. This resulted in the Cop Killas becoming the enforcement arm of the Blood Brothers a.k.a. Blood Brothers United Nation, or Imperial Blood Brothers United Nation in Connecticut. This created one of the largest gangs in one single area, including over 2,000 members.

Cop Killas are known for excessive violence, the use of firearms and the use of motor vehicles in assaults, they also frequently use intimidation tactics and commit homicide. The money for their operations is said to come from front organizations set up by the Blood Brothers United Nation.

The Cop Killas are highly organized and have a formal structure, including one Elder, Executive Staff, Security, Secretary of Communications, Regional Commanders, and Chapter Leaders, who report to the Regional Commander.

Recent events suggest that the group has been largely consumed by the Bloods and other gang members. It has somewhat lost its own individual character and purpose, to the point where police authorities have stopped following them solely as a singular group or organization.

V I C E L O R D S

The Vice Lords is the oldest black street gang in the Chicago area. It was originally formed in the late 1950s as a club of the Illinois State Training School for Boys in St. Charles, Illinois. Several of its members earned their release from the institution and moved to the Lawndale area of Chicago, and started up a street gang. Since this original group formed, there have been numerous breakaway factions formed. Despite this, the group remains the second largest black street gang in Chicago.

Their main areas of influence include the West Side of Chicago, in the Altgeld Gardens, the Eden Green development and the Golden Gate development. Various breakaway factions have established themselves throughout the city of Chicago and outlying areas. Each of these factions generally has their own distinctive name and leader. The National Drug Intelligence Center, considers the Vice Lords to be one of the three main groups controlling sales and distribution of cocaine, heroin and marijuana in Illinois and surrounding states. They are known to have links with major drug trafficking groups.

The Vice Lords colors include gold, black and red. The main symbols used include the five-pointed star, top hat, martini glass, Playboy bunny motif, dollar sign and the cane. Each of the different factions has their own distinctive graffiti symbol. They have a common hand-sign of a single upraised hand with a thumb, index, and middle finger forming and "VL" shape. Another hand-sign utilized includes an upraised hand with all fingers extended and a separation between the middle and ring fingers.

The Vice Lords call other members *People* and frequently use the term, "All is well". The members of the Vice Lords tend to wear the sporting apparel of the University of Iowa, Pittsburgh Steelers, Pittsburgh Pirates, Pittsburgh Penguins, University of Texas Longhorns and the Chicago Bulls. Members also wear Louis Vuitton clothing (i.e. VL reversed) and the University of Nevada Las Vegas jackets and caps (UNLV reversed equals VLNU, or Vice Lords Nation United).

The Vice Lords can also be found in the Midwest and some Eastern state cities. Their power base in Chicago remains strong. The Vice Lords have a standard formalized gang structure including a General, Minister, Lieutenant and Foot Soldiers. This structure is also replicated in the various factions. However, each faction has their own leader, and has no power over other the other Vice Lord gangs.

B L A C K G A N G S T E R D I S C I P L E S (B G D S)

The Black Gangster Disciple Nation was formed on the south side of Chicago in the late 1960s. It was founded by David Barksdale, then leader of the Gonzanto Disciples, and Larry Hoover, then leader of the Supreme Disciples. The two groups united to become the Black Gangster Disciple Nation (BGDN). David Barksdale became the first leader, and Hoover became his second-in-command. Barksdale died in 1972, and Hoover became the new leader. After Barksdale's death, Jerome Freeman, a loyal follower of Barksdale, refuted the necessity for the united group, and formed a parallel power structure under the BGDN banner. As a result of this split, Freeman formed a street gang that called itself the Black Disciples (BDs), and Hoover renamed his gang the Black Gangster Disciples (BDGs). The two gangs historically have been bitter rivals. The Black Gangster Disciples have grown and branched out across the United States, whilst the Black Disciples have remained relatively small in numbers.

The BDGs use a six-pointed star as their symbol (the Star of David), it is meant to represent life, loyalty, understanding, knowledge, wisdom and love. They also use upward-crossed pitchforks and a heart with wings. A number of familiar images used in tattoos include a devil's tail and a top hat with a staff. The top of the staff has a pitchfork with the numbers three, six and zero represented, and at the bottom in an upside-down cross. Oakland Raiders sporting apparel is often worn by the gang because team colors match theirs of white, light gray and black, other apparel like bandannas often sports this color scheme.

The BDGs can now be found throughout the United States. Their leaders are located in Chicago, but their influence generally extends out across the Midwestern cities. The BDGs rank as one of America's largest criminal organizations with around \$100 million dollars in annual drug sales. During the 1990s, task forces were set up to deal with the BDG menace. Several high-ranking members were arrested and convicted of serious drug related crimes and sentenced to life sentences. A number of gang members attempted to legitimize their image, dropping the 'B' and began calling themselves Gangster Disciples. The Gangster Disciples eventually attempted to enter politics through the formation of the "Growth and Development" movement. The group even used the age-old tactic of 'encouraging' potential black voters to register and vote for their own candidates.

The Black Gangster Disciples will unite with allied gangs whilst in prison under the guise of the Brothers of Struggle (BOS). The gang is primarily known for its large-scale drug trafficking, murders and white-collar crime.

BROTHERHOOD OF THE STRUGGLE (B.O.S.)

The Brotherhood of the Struggle is a spin off group of the Black Gangster Disciple (Nation); the Brotherhood was formed in the State of Illinois Prison in the 1960s. In Chicago the B.O.S. and B.G.D. are seen as almost interchangeable. The members of the New England gang also known as the B.O.S. consider and refer to each other as "Gangsters". The B.O.S. and the Nation gangs sometimes use the initials B.O.S. in graffiti in reference to the Brotherhood of the Struggle.

The New England region Brotherhood came into being in the mid-80s on the streets of Bridgeport, Stamford and Norwalk, Connecticut. The Brotherhood can now also be found in the cities of Danbury and Waterbury.

The Brotherhood is primarily made up of black males. The group has a regimented chain of command: president, vice president, generals of security, lieutenants, representatives, secretary of communication, secretary, spokesman of roots, investigators and treasury. The group has 15 bylaws that members must follow; new members are required to read out a pledge and partake in an oath of allegiance. White beads are worn from either the neck or wrist, and white bands are worn on hands. At times, the gang's colors include a mix of white and black beads.

The major symbol of the Brotherhood is the six-pointed Star of David, and the initials BE, they are often found upon belt buckles. They sometimes display their buckles openly and turn them to the right.

They are known to have alliances with Folk Nation, Gangster Disciples, Latin Kings, Pump Nation, Neta, Nation, and at various times with the B.O.W.S. Their major rivals include 20 Luv, Los Solidos, Black Gangster Disciples, and ECB.

The Brotherhood's criminal activities include narcotics, weapons sales, extortion, assaults and intimidation.

The Brotherhood has a history of extreme violence to others inside correctional institutions, and has been known to assault others who refuse to join their gang. They are also particularly harsh in dealing with fellow gang members who do not conduct themselves in accordance with gang rules.

The major source of income for the Brotherhood includes funds derived from drug sales and extortion activities. The members are known to possess semi and fully-automatic weapons on the street. They often carry these weapons openly around at times when their turf or drug trade is threatened. The member of security teams, otherwise known by the acronym MOST, also have duties to perform whilst in jail. The MOST members will organize themselves to protect other Brotherhood members by standing sentry in dining halls, recreational areas and sleeping areas in prison. The Brotherhood has peace treaties with Latin Kings, Pump Nation and Neta, whilst they are incarcerated. They have been known to help defend each other gang from violence inflicted by rival gangs.

BROTHERHOOD

The Brotherhood are a spin-off gang of the Chicago-based Folk Nation group Brotherhood of the Struggle/Black Gangster Disciples. Its membership is primarily black and black Hispanic males. The Brotherhood is primarily located in the towns of Groton, Ledyard, Mystic, New London and in various prisons in Connecticut. Recently, they have moved into other New England areas, as well.

Folk Nation gang members locate group symbols and tattoos on the right side of their bodies; symbols include the six-pointed Star of David, six-pointed crowns, a heart, or a flame or torch. The Brotherhood additionally uses white beads, located around their necks and wrists to identify each other. Black and white beads are occasionally used. Members who are ministers of security additionally wear a white band on their ring finger.

The Brotherhood frequently uses a crossed-arms salute (forming an X) in front of them as a greeting, an 'X' mark is often used in graffiti and tattoos, as well. Members also greet each other by shaking hands, with their thumbs facing up.

The gang main allies include the Young Black Youth, Brotherhood of the Struggle, Latin Kings, Pump Nation, and Neta. Those who find themselves in prison, readily identify with the Brothers of Struggle (B.O.S). Their main rivals include 30 Luv, Los Solidos and ECB.

Their major crimes include drug trafficking, assaults, intimidation, extortion and murder.

The Brotherhood has a set of 15 rules and regulations, "qualifications and positional functions" of ranking members, and formal pledges and oaths. The group also has a formal Code for "Penalties and Infractions", which identifies specific penalties and fines for violations.

The Brotherhood has a solid reputation for violence, extortion and murder. They have even been known to initiate violence against those who refuse their membership whilst in jail. They are also known for assaults and intimidation directed at white inmates and civilians.

Their major areas of income include extortion and profits derived from the sale of drugs.

The hierarchy includes the following positions: president, vice president, generals of security, ministers of security team (MOST), lieutenants, representatives, secretary of communication, secretary spokesman of roots, investigators and treasurer. The group was founded by three military soldiers who had been affiliated with the Black Gangster Disciples, located in the Great Lakes naval base, near Chicago, Illinois.

JUNGLE BOYS

The Jungle Boys originated in New Britain, Connecticut around 1976/77. They have recently surfaced in New Haven, Connecticut, as a result of a string of major drug and homicide arrests and their incarceration in local prison facilities. In these Connecticut adult correctional facilities, the Jungle Boys and other New Haven gangs have banded together for strength, and recently formed Elm Street Incorporated. In the Manson Youth Institution (MYI), they have banded together with the Kensington Street Incorporated (KSI), and formed the Elm Street Gang.

Membership of the Jungle boys is mostly made up of black males. The group has a formal chain of command, including a boss, underboss, lieutenants and soldiers. There are no documented bylaws or charters for the group, this may be related to the fact they are primarily a corporate drug gang. They also do not display any colors. They do, however, have a hand sign – all fingers extended except for the ringer finger that is bent. The gang tends to favor the wearing of jewelry as a sign of high status.

The group has no particular alliances, although the Jungle Boys and other New Haven-based gangs will readily align with 20 Luv members inside correctional facilities. Their rivals include the Island Brothers and Bridgeport-based gangs (Nation and Brotherhood).

The Jungle Boys are heavily into trafficking and distributing cocaine and marijuana in the New Haven area. They have worked with various drug cartels over the years. The Jungle Boys have also been linked to six homicides over the years, mainly considered to be drug related. The Jungle Boys are known to carry guns and have also been linked to several drive-by shootings.

JUNIOR BLACK MAFIA

The Junior Black Mafia is based in Philadelphia. The JBM was formed in 1985 to help counter the sudden migration of New York-based Jamaican Posses into the Philadelphia drug scene. Members of the 1960s Black Mafia (latterly known as Black. Inc.) helped to organize local black youth to repel Jamaican control of the drug distribution network. The JBM is thought to have around 100 members, plus about 300 street-level associates (1990). Its members favor driving expensive cars, and wear gold jewelry and rings with the JBM initials encrusted with diamonds. Such ostentatious displays are the result of their success in distributing drugs in the local area. The gang mainly distributes cocaine. They also offer murder contract services. The group tends to rely heavily upon violence and extortion to expand their drug interests.

Originally, admission into the group required a \$1,000 dollar initiation fee, lack of a criminal record and the successful management of an existing illegal enterprise. However, these requirements were later relaxed.

The group sought to offer independent narcotics dealers the opportunity of membership in return for a fee, protection included. Those who refused were targeted for death. Philadelphia being the sixth largest city in the United States ensures major international drugs cartels are keen to offer their product to the JBM.

It is believed that the JBM has attempted to extend their influence into New Jersey. It is believed that the group is now looking to extend their operations into other areas, possibly including Camden, Burlington, Gloucester, Cumberland and Atlantic Counties.

LATINO GANGS

ALMIGHTY LATIN KING NATION (ALKN)

The Almighty Latin King Nation (ALKN) was formed in Chicago during the 1940s to help overcome racism and prejudice. The founders wanted its members to rise above racial taunts directed at Hispanic immigrants, they would become “kings” who would be able to fight off injustice and better their communities. It’s ironic that most of their members were already in jail for serious criminal offenses. Invariably, the AKLN became one of Chicago’s biggest and most violent street gangs. At the time, most members were of Puerto Rican extraction, but soon membership was extended to other ethnic groups, including Spanish, Caribbean, Latvian, Italian, Portuguese and South American. Hispanics still make up the vast majority of members today.

The major symbol used by ALKN is the crown; the crown is sometimes represented with five jewels representing Love, Respect, Sacrifice, Honor and Obedience. Sometimes accompanying the image on tattoos and street graffiti are the initials of LK. The group also derides others groups in its portrayal of their symbols like the use of pitchfork symbols pointing downwards, a direct insult directed at the Folks alliance. Another favored symbol used by the ALKN is the lion standing on its haunches and wearing a crown.

Formal documentation, like their various charters, may also have two crowned lions flanking a battle shield that is emblazoned with a cross, along with various inscriptions. Lions occasionally feature in gang tattoos.

The Chicago Police Department believes that around 25,000 Latin Kings live in the city (2004). The gang also has chapters in California, Connecticut, Florida, Ohio, Massachusetts, Michigan, Minnesota, New York, Puerto Rico, Texas and Wisconsin.

The Latin Kings are generally more structured and organized than other street gangs. The gang's rules are strictly enforced and the gang has a written constitution. The all-for-one mentality of most street gangs finds form in the Latin King motto: "Once a King. Always a King." Latin King rule breakers are often harshly punished by their fellow members. Violations may lead to a suspension from the gang, membership termination, physical assault, or even death. The gang is one of the few United States street gangs to actively accept female members. The members of the Latin Kings observe January the 6th as "King's Holy Day", and the first week of March as "King's Week".

J A M A I C A N G A N G S

J A M A I C A N P O S S E

The Jamaican Posse is a group of mostly Jamaican-heritage males operating in New York and surrounding areas, such as southern Connecticut and New Jersey. Evidence suggests that the group doesn't have a formalized hierarchy covering all of the associated gangs. These different groups identify with themselves because of a shared culture and values. There are more than 40 different posses. The colors most associated with these gangs include those of the Jamaican flag: yellow, green and red. Some of the Posses have a working relationship with West Coast street gangs, Colombians and La Cosa Nostra. Other associates include 20 Luv, YBY and the Brotherhood.

The rival ethnic groups in the area consist of black street gangs, Caribbean Hispanics, Puerto Ricans, whites and Rastafarians. The major activities undertaken by the Posses include illegal drug and weapon sales, and the smuggling of illegal aliens into the United States.

The Jamaican Posses first entered the hard-core drug and weapon scene in the early 1980s. Prior to the 1980s, they were mainly involved in marijuana sales. They now focus mainly upon crack sales. The major centers of their trafficking activities are New York and Miami, with Connecticut's major cities being a secondary distribution point (Hartford, New Haven and Bridgeport).

Curiously, Posse members do not associate with Rastafarians, as some basic ideological differences exist. In the early 1970s, the Rastafarians controlled a large portion of the New York drug market. These same markets were eventually taken over by Posses in the 1980s and 1990s. A major rift developed between the two groups, especially over lucrative cocaine production opportunities in Jamaica.

The posses can be roughly subdivided into two main groups, the Spangler Posse and the Shower Posse. All of the posses tend to align themselves politically with either the People's National Party (PNP), a defiantly socialist group, or the Jamaican Labor Party (JLP), reportedly involved with the United States C.I.A. The Spangler Posse is aligned with the PNP, whilst the Shower Posse is aligned with the JLP.

Posse members are known for drive-by shootings, especially in relation to their drug and turf wars. They also favor ritualized killings of those who "rip off" profits from their drug sales. The ritualized killings often take the form of shooting four bullets into the chest and one bullet in the head of the victim. Posse members tend to have little regard for public safety or human life. This cavalier nature is of special concern to law enforcement agents. Despite their disregard for laws, the Posses are particularly well informed about their rights under the law. They generally take the necessary steps to avoid arrest, falsify documents and even attempt to gain falsified credentials of police officers, federal agents, military officers and intelligence officers.

ASIAN GANGS

WAH CHING GANG

The Wah Ching gang has its origins in the Chinese immigrant communities of Chinatown in San Francisco in the nineteen sixties. The Wah Ching organization has substantially developed since its early days to become a powerful and sophisticated multi-national crime group. During the 1970s and 80s the Wah Ching gang gradually took control of San Francisco and Los Angeles Chinatown regions. During these decades, the group had as many as 200 members and 500 associates, organizing all kinds of vice in these areas. Through their headquarters in San Francisco, they have developed strong associations with Asian organized crime groups in Los Angeles, Seattle, Vancouver, Toronto, Boston and New York. They have also established good working relations with crime groups like the Sun Yee On and 14K Triads in Hong Kong.

The primary criminal activities the Wah Ching undertake include extortion, burglary, gambling, prostitution, loan sharking, narcotics, robbery and murder. The group has invested substantial amounts of their profits into legitimate businesses including real estate, investments, jewelry stores, restaurants, nightclubs, travel agencies and the entertainment industry.

Wah Ching was never seriously threatened with competition until the arrival of the Wo Hop To Triad from Hong Kong. They began moving into the San Francisco Bay Area in 1989. A bitter rivalry has developed between the two groups and in 2002, the Wah Ching suffered a major defeat when two prominent members, Vincent Tu and Darius Wong, were indicted and locked up for long jail terms. Additionally, eleven members of the Wah Ching and Joe Boys groups were arrested for bookmaking and protection rackets by the U.S. District Attorney's Office.

WO HOP TO

This triad offshoot has migrated from Hong Kong to San Francisco in the hope of dominating the local Asian-based community. The gang started building up their organization in San Francisco as far back as 1989. They relocated to the Bay Area and began to recruit new members and entire gangs in the area. Their major Asian competitor is the Wah Ching. Vietnamese, Crips, and Bloods have been known to join. The Wo Hop To then attempted to recruit members of their rival, Wah Ching gang. This led to a series of killings. In one case, an entire smaller local gang joined Wo Hop To wholesale, except for their leader. The leader was subsequently found dead. The Wah Ching still remains the largest Asian-based crime gang in San Francisco, but the Wo Hop To are not that far behind in terms of influence or indeed, numbers.

BORN TO KILL (a.k.a BTK)

Born to Kill is a well-known, vicious Asian-American street gang comprised of Vietnamese refugees. The gang was formed in the Chinatown section of New York in the 1980s, it quickly became infamous for vicious and random attacks directed at merchants and citizens of Chinatown. At this time they were led by David Thai, who some say was a brazen psychopath. Their antisocial behavior soon made them a target for law enforcement agents; they were easily spotted because of their flashy dress sense, use of violence and brutal methodology.

TINY RASCAL GANGSTERS (a.k.a. TRGs, Tiny Rascal Gang, Tiny Rascals)

The Tiny Rascals Gangsters are the largest Asian street gang in the United States. The origins of the group stretch back to a Cambodian street gang in California in the mid-1980s. The organization now includes members from the diverse Asian community in the United States. TRGs are known to be especially strong in Long Beach, where they were involved in a protracted turf war with the Eastside Longos (local Hispanic street gang). Since 1991, Long Beach has been the scene of many shootings, assaults and slayings associated with these two bitter rivals.

The Tiny Rascal Gangsters are known to have a solid presence on the East Coast in many of the urban areas like Connecticut, Maine, Vermont and Massachusetts. They are known to be strong within the prison system of New Hampshire. Two of the more prominent East Coast Tiny Rascal Gangster groups are known as Grey Rag and Blue Rag.

FUKIENESE

The Fukienese is a New York-based Asian crime group. They dominate the New York City Asian crime scene. There is also a Toronto-based Fukienese population numbering around 8,000 members. The Fukienese specialize in migrant smuggling, charging up to US\$35,000 dollars a head to smuggle people from the Fuchow area of China into Canada, and then on to the United States. These exorbitant fees are rarely ever paid in full before departure, leaving the illegal migrants at the mercy of the crime group. They usually end up working as virtual slaves, their families are extorted for additional monies. Some women are gang raped or sold into prostitution.

The Toronto Fukienese has been responsible for a series of home invasions, resulting in two fatalities; they often kidnap one of their victims for ransom, as well. It goes without saying that they are gradually acquiring a fierce reputation.

LOTUS GANG

The Lotus gang, with more than 100 members, has connections with the Hells Angels and Indo-Canadian-based crime groups. The Lotus Gang has been active in Vancouver for many years and concentrates its activities around selling cocaine and heroin (importation and trafficking), credit-card fraud, extortion and cellular phone cloning. They are also thought to be actively involved in courting Asian and aboriginal-based drug traffickers in the Winnipeg region to take an interest in the local drug scene.

VIETNAMESE GANGS

After the fall of South Vietnam in the mid-1970s, an influx of Vietnamese refugees settled in the United States. A small tract of land in Orange County, California was identified as a possible location for resettlement, they were duly settled there. A second wave of illegal immigrants arrived five years later; they arrived in small boats, the media duly dubbing them 'boat people'. Despite a reticence to grant them asylum, the government relented in particular cases of hardship, and many of the new arrivals established themselves in Orange County. The close-knit community duly settled in one particular place that was dubbed Little Saigon. Today, there are around 1,000 Vietnamese gang members in Southern California.

Amongst the generally hard-working, law-abiding immigrant community, there were individuals more interested in organized crime. The higher profile gangs include the Natoma Boyz, the Santa Ana Boyz, the Chosen Brothers, and the Nip Family. Female gangs also flourish in the Vietnamese community, the Natoma Girlz, Chosen Sisters, Innocent Bitch Killers, South Side Scissors, and the Midnight Flowers being the most prominent.

The Vietnamese gangs has expanded their operations over time, an example being the Santa Ana Boyz who now have members in San Diego, Los Angeles, Westminster, Garden Grove, Anaheim, Riverside and Pomona.

MULTI-RACIAL GANGS

EIGHTEEN STREET GANG (18th Street Gang)

The 18th Street Gang was formed in the late 1960s in the Rampart area of Los Angeles. Many commentators consider them to be the most violent street gang in the United States. The 18th Street Gang grew quickly through the late 1980s-1990s to become one of the largest gangs in the country.

The street gang members are readily identified by their tattoos, common marks include the number 666 (three times six equals eighteen). This number is often represented in Roman numerals (XVIII). The gang frequently uses graffiti to mark out its territory.

The gang maintains a strong hold over several southern Californian cities. However, they have spread to many cities across the country. Despite claiming the location of 18th street, the gang is actually a collection of several smaller groups who use the gang's moniker.

18th Street has traditionally been home to illegal immigrants from numerous countries. Those who predominate within the group's ranks include Asian, Black, Indian and Caucasians. The group has diversified its interests over time and members have become involved in immigration fraud, identity fraud and even producing government food stamps. Other gang members have moved into more sophisticated scams including credit card and white-collar crime. The gang's close relationship with Mexican and Colombian drug cartels is believed to be behind the progression.

OUTLAW MOTORCYCLE GANGS

HELLS ANGELS

100 Chapters worldwide

Founded in 1948, San Bernardino, California

Motto: "Three can keep a secret if two are dead."

The first, and probably the best known, biker gang named the Hells Angels was founded by disaffected World War II veterans in 1947, in the small steel town of Fontana, 50 miles from Los Angeles. The veterans felt unable to meet society's expectations upon their return from the theatres of war in Europe and the Pacific. They simply could not return to the quaint domesticity of 1950s America. Before 1947, motorcycle rallies were orderly events sanctioned by the *American Motorcycle Association*. Although accounts slightly differ, it is generally accepted that the group came to prominence over the Independence Day celebrations weekend in the small town of Hollister, California. On July 4th an estimated 4,000 motorcyclists rode into town and 50 people were left injured after confrontations. The highway patrol was called out and 100 bikers were put in prison. Two months later, a ride into Riverside in California, on Labor day, consisted of around 6,000 bikers.

The term Hell Angels was first used by the San Bernardino ("Berdo") chapter of the club in 1948. The chapter was a small regional group of the gang. There are varied accounts as to where the name actually came from, but suggestions include, it was taken from the pre-war Howard Hawks film of the same name. However, the winged death-head insignia certainly comes to us from pilots of World War II fighters. Hells Angels themselves liked to refer to themselves as the 'One Per Cent', referring to the fact that 99 percent of other motorcyclists in the United States are well mannered and apparently squeaky clean, they were certainly not!

' SONNY ' BARGER

Barger was a high school dropout in the mid-fifties, who forged a birth certificate to enlist in the Army. He served 14 months and was stationed in Honolulu, Hawaii. The authorities discharged him when they realized he was still under-aged. He was given an honorable discharge and returned to Oakland, here he briefly joined the Oakland Panthers before going on to found his own motorcycle club in 1957. He named the group the Hell's Angels, completely oblivious to the fact there was already a motorcycle club named it already. He eventually made contact with the other Hell's Angels club, and formed his own chapter of the organization. It became the largest and best-run motorcycle club in California; it even had by-laws and elected officers. He shrewdly made sure that the most intelligent Angels were made lieutenants. Barger eventually moved to San Bernardino and the Berdoo chapter became the central headquarters of the Angels operations. Barger then set about targeting smaller rival motorcycle clubs for takeover. Despite the aggressive stance taken, these smaller clubs once absorbed received many benefits like financing, advice and additional memberships.

By the mid-1960s, the Angels were holding their own press conferences and gaining stature from movies like *The Wild Ones* released in 1952, Marlon Brando's brooding portrayal of a biker proving a formative experience for many potential members. The counter-culture was also coming of age and provided figures like Hunter S. Thompson who wrote the account *Hells Angels: A Strange and Terrible Saga of the Outlaw Motor Cycle Gangs*. The Angels garnered unwanted publicity when a ride to Monterey, California turned sour when two girls alleged they had been gang raped by the bikers. Forty-six Angels were arrested and four were charged. They were later released, when a doctor found no evidence of an assault, and later one of the girls refused to testify, whilst the other was deemed unreliable after a lie-detector test.

Defending against the allegations left the Angels short of money. The Angels turned towards manufacturing illegal amphetamines. It is thought that they now control the majority of the amphetamine market in the United States. Barger ensured that the group took steps towards protecting the group from imitators, the Angels were legally incorporated in 1966. There were 500 shares issued and the group took to drawing up a memorandum and articles of association. It was founded under the aim of promoting and advancing the activity of riding, motorcycle clubs and highway safety. A patent was even taken out on the flying Death's Head emblem in 1972. The revenue gained from breach of copyright cases has since been deposited into a fighting fund for those Angels defending themselves from offenses like murder through to racketeering. The Angels have even secured tax-exempt status by forming the Church of the Angel, of which there are numerous pastors.

JOINING THE GANG

Each potential new member of the Hells Angels undergoes extensive checks and supervision. The ability to ride a Harley Davidson is now of secondary importance. The group now tends to put more emphasis on finding people with suitable personal attributes to add to their skill set, similar in practice to many other societies of privilege. Members are required to take part in four or five mandatory 'runs' annually. These runs are undertaken with near military precision. The President and Road Captain lead out the ride, followed by full-color wearing members. After the full members, come the probationary members, associates and honorary members. At the rear of the procession, the assistant road captain and enforcer preside, along with the crash car. The 'crash car' is often a bus that picks up malfunctioning motorcycles and repairs are performed when the group camp for the night.

The Road Captain is detailed to make sure there are enough spare machines, parts and weapons for the group. He will have previously ridden the route to outline any potential hazards, or ambush points. He will have mapped out the route, pinpointing any refueling and refreshment sites. The Road Captain is also responsible for organizing the necessary security for the duration of the ride.

Probationary members are closely scrutinized, mainly to prevent undercover cop penetration. The new recruits are largely recruited directly by existing members to avoid infiltration. Once the probationary member is accepted into the group, on the lowest rung of command, they must serve a term of up to three years, acting as a virtual unpaid servant, cleaning up the clubhouse and washing existing members' machines. They will act as security sentries at the clubhouse and may also be asked to undertake criminal assaults.

After successfully completing their probationary period, the new member will receive his 'colors'. The colors in this case being the embroidered patch of the Hells Angels. The patch consists of the so-called 'rocker' at the top, the Hells Angel banner, and the city of origin is found on the bottom, and the clubs insignia in the middle. These patches and insignia are considered sacrosanct and anyone found disrespecting it faces expulsion from the club or even violence. The full member is allowed to vote in the weekly 'chapel' meetings, and they may run to become a club officer. The duties of a club officer vary, but they are often required to gather information about law enforcement agencies locally, especially officers who may be scrutinizing the chapter's operations far too closely.

As with most organized crime gangs, a member is required to place the group's needs ahead of his own family or business interests. Those who do breach the rules can expect severe punishment or expulsion from the organization.

Chapters of the Hells Angels exist worldwide, they often complain that they are victimized by society for associations with unlawful acts attributed to the club in the past, the leaders categorically state that they are now a lawful organization. They suggest that the filthy uniforms, anti-social behavior and criminality of the past is gone, and the movement is now closer to the enthusiast ideal. The Angels accept there may still be pockets of criminality within its movement, but they vehemently deny that they are a criminal organization.

There are more than 230 active chapters of the Hells Angels, about a third of which are spread across the United States. It has other groups established in Canada, Europe, South America and South Africa.

COMMON BIKER TERMS

- 1%ers: The 1% symbol is the Hell Angels response to the statement from the American Motorcycle Association's claim that 99% of the country's motorcyclists are law-abiding citizens. Therefore, the Angels pride themselves of making up the other 1%
- 13: The numeral is worn on a gang member's colors to denote that the biker either smokes marijuana or deals in it, or has contacts that can procure illegal drugs
- 666: Is a patch worn on the biker's colors to symbolize the mark of Satan
- Citizen A: A phrase to denote those bikers who belong to the AMA and not the Angels
- Class: To show one's 'class' is to perform an act of audacious violence or criminality, similar to juice or respect in youth gangs
- Colors: The official uniform of all outlaw motorcycle gangs. It usually consists of a sleeveless denim jacket and various patches and pins, males are only allowed to wear colors. Reverence must be paid to them
- Crash Truck: A van, truck or school bus usually follows the motorcycle gang on road trips and picks up broken down bikes. It may also be used to carry weapons, drugs, food supplies and camping gear.
- Cross: Is an emblem worn by 1%ers as either an earring, patch or pin attached to the colors.

OUTLAWS MOTORCYCLE GANG

43 Chapters in the U.S., 8 in Canada, 4 in Australia and one in France

Founded in 1959, Joliet, Illinois

Motto: "God Forgives, Outlaws don't."

The Outlaws Motorcycle Club, also known as the American Outlaw Association, was founded by John Davis in 1959, in Chicago, Illinois. The club has 34 chapters spread out across the United States and Canada, they have around 900 full-members. Despite the number of chapters, the group is considered regional and not nationwide. Most of the chapters are located just a little west of the Mississippi through to the East Coast. The clubs also has chapters in Australia. The western most Chapter of the Outlaws is located in Oklahoma City, this is also the headquarters for the southern region. Chicago serves as the headquarters for the central region, whilst Detroit is the headquarters of the northern region. All headquarters are afforded a fair degree of autonomy. Detroit has served as the mother chapter since 1984, having been moved from Chicago, when a new national club president was elected.

The Outlaws' colors are affectionately known as "Charlie", the white skull with crossed pistons on a black background ape the pirate Jolly-Roger symbol. The skull has beady red eyes, which mythology suggests look for trouble, behind the rider when they are not looking. The pistons are outlined in red, as well. The symbol is borrowed from the back of Marlon Brando's leather jacket in *The Wild Ones*. The club motto is, "God forgives, Outlaws don't".

Although the various chapters operate independently, regional and national officers control the drug trafficking network. They also attempt to keep the peace with fellow motorcycle gangs, and distribute the club's profits. The Outlaws are mainly involved in extortion, drug trafficking, contract murders, motor vehicle thefts, gun and explosives running, armed robbery and mail fraud. They also dabble in drug trafficking and prostitution.

Outlaw members are required to sell drugs and own at least one handgun for personal protection. Members tend to work in pairs to avoid trouble. A lone biker can prove tempting to other street gangs, and so they tend to travel around in larger groups.

Drug trafficking proves to be the group's main source of income, they also sell "Canadian Blue", diazepam (Valium) manufactured in clandestine Ontario laboratories and smuggled across the border. Some chapters pay cash for the drugs, others trade weapons, or methamphetamine. The Florida chapter tends to appropriate the club's cocaine needs from Colombian and Cuban suppliers. The Outlaws were forerunners in the production of methamphetamine in the 1960s. Today, they manufacture and distribute cocaine and methamphetamine in the Fort Lauderdale area. They also own property in the south Florida area where smugglers dock and unload their boats. The Milwaukee chapter controls the methamphetamine market in Wisconsin. The Outlaws also have methamphetamine laboratories in Georgia.

The Outlaws, similar to the Hells Angels, claim they are only motorcycle enthusiasts who meet up and enjoy the camaraderie of other motorcycle riders. However, they are equally known for violence, extortion, drug distribution and even murder. One incident demonstrates this predisposition, in September 27, 2002, the club's international president, James 'Frank' Wheeler was indicted for six-charges of racketeering, murder, extortion, drug dealing and obstruction of justice. The National Vice-President was also arrested on drug conspiracy charges. Another Outlaws President, Harry Joseph Bowman, made the F.B.I. Top Ten Most Wanted list in 1998 for charges including racketeering and drug offenses.

BANDIDOS

28 Chapters in Mississippi, New Mexico, Wyoming, North and South Dakota, Washington State, Texas
Founded in 1966 in Galveston County, Texas

Motto: "We are the people our parents warned us against."

The Outlaw Motorcycle Club was formed in 1966, in Houston, by Donald Eugene Chambers. It was primarily formed to control local drug trafficking and prostitution in Texas. The named 'Bandidos' actually came from Chambers seeing a television commercial for potato chips that had a mascot that raised hell, the company was Frito Bandido, which the name is derived from. The Bandido gang adopted the fat, machete and pistol packing cartoon character as the club's mascot (colors).

The Bandidos are also referred to as the Bandido Nation, they are currently the fastest growing outlaw motorcycle gang in the United States, they have around 30 chapters and 500 full members. There is an Australian chapter as well, also with a bloody reputation. The club is primarily concentrated in Texas, but its influence extends to Louisiana, Mississippi, Arkansas, New Mexico, Colorado, South Dakota and Washington State. The Bandidos are run by a mother chapter, which is made up of a President, four regional Vice Presidents, and regional and local chapter offices.

The Bandidos illegal activities primarily include drug trafficking, prostitution, contract killing, fencing, extortion, stealing and running weapons, welfare and bank fraud, and arson. The club tends to make most of its money by manufacturing and selling methyl amphetamine. It is reported that club members, who also happen to be pilots, aid in the smuggling of drugs and guns across borders and state lines.

The nomad chapter of the association tends to provide security, counterintelligence and internal discipline. This chapter is made up of charter members who have been with the club for more than five years. This is to ensure police do not infiltrate their ranks. This elite group is nomadic, as the name suggests, going to where they are needed. However, these members tend to gravitate back to Lubbock, Texas in their downtime. The chapter compiles files on police forces and other law enforcement agencies like the D.E.A., they also gather information on other outlaw motorcycle gangs they consider enemies.

The Bandidos developed an alliance with the Outlaws Motorcycle gang in 1978, it was primarily established to help expand their drug network. The Outlaws provide the Bandidos with cocaine acquired from Colombian and Cuban suppliers. Both these clubs socialize in Bandidos-controlled areas. The gangs even jointly own a nightclub in Oklahoma City; some gang members even have tattoos of the other organization.

ROCK MACHINE (Bandidos)

The Rock Machine motorcycle gang was formed in Canada during the mid-1980s by the Cazzetta brothers, Salvatore and Giovanni. The group's founding members include the Cazzetta brothers, Paul "Sasquatch" Porter, Renaud Jomphe, André Sauvageau, Gilles Lambert, Martin Bourget, Richard Lagacé, Serge Pinel, and Johnny Plescio. The gang instead of wearing colors, favors wearing unique gold rings emblazoned with an eagle's head engraving. This tends to make it harder for law enforcement agencies to identify its members.

The organization grew quickly during the 1980s and by the early years of the 1990s, the group had control over a significant portion of Quebec's illegal drug trade. This brought them into direct conflict with the local Hells Angels chapter, who previously controlled the local drug trade. The Angels demanded a percentage of the profits; the Rock Machine refused. The gang murdered Pierre Daoust, a Hell's Angel sympathizer in July of 1994, precipitating one of Canada's most brutal gang wars ever. Despite continued violence, the Rock Machine became an official biker gang in June of 1999, and revealed its newly created colors at a Bandidos celebration in New Mexico. The group then expanded into Ontario, and created three new chapters, it also established a puppet club, called the Palmers, they are now active in Montreal and Quebec City.

The Rock Machine became a probationary Bandidos affiliate in December 2000. A year later, they became official Bandidos club members. The club emboldened by the affiliation has since extended its influence throughout the province, through a series of puppet gangs. Their clashes with the Hell's Angels chapters in Canada led to over 150 murders and many open skirmishes on the streets of Quebec. The Rock Machine/Bandidos organization was crippled by more than 60 arrests in June 2002. These coordinated simultaneous raids jailed every full member of the gang in Quebec, and a number of leading associates. Despite this setback, it is assumed that the organization is still up and running and profiting from continued drug sales.

PAGANS

The Pagans are one of the fiercest motorcycle gangs in the United States. It is the only major motorcycle gang not to have chapters overseas, although they have close ties to gangs in Canada. Most of its chapters are located in New Jersey, Pennsylvania, Delaware and Maryland. They have 44 chapters located between New York and Florida. They have around 900 members.

The Pagans tend to be more nomadic than their other biker rivals, entire chapters have been known to move completely overnight. The Pagans do not have a geographically fixed mother chapter, like the Hells Angels (Oakland), Outlaws (Detroit), or the Bandidos (Corpus Christi). The Pagans are instead led by a 'mother club' made up of 13 to 20 former chapter presidents, these men wear a black number 13 on their backs to indicate their rarified status. The mother club meets in alternating places, including Suffolk and Nassau Counties in Long Island, New York. Members tend to meet at each other's homes or elsewhere, rather than maintaining a clubhouse. The Pagan President and Vice-President are in reality mere figureheads of the organization, but they do have the power to set the price of the drugs the gang sells. The gang venerates its President, currently Paul "Ooch" Ferry (2004), by paying him the same salary as the United States President, around \$200,000 a year.

Prostitution has proved especially profitable for the Pagans, some Pagan girlfriends and female associates sell themselves to generate money for the club. Many of the women the Pagans put to work are young runaways. It is alleged that biker gangs rape them and call it 'training'. Reports suggest that they also photograph them in the act as a form of blackmail.

The Pagans have proved useful enforcers for the Mob, and they have developed the best connections with traditional organized crime groups. Pagans routinely act as couriers, enforcers, bodyguards and hit men for the Mafia, most notably in Pennsylvania and New Jersey. They are known to associate with the Genovese and Gambino families. Pagans are known to aid the Mob in extortion attempts, counterfeiting, car theft and drug trafficking. The nomadic lifestyle of the Pagans proves perfect cover for avoiding identification or being tracked down by both police and rival gangs.

The Pagans manufacture and distribute most of the methamphetamine and PCP in the northeast of the United States, their gross sales are estimated to be around \$15 million dollars a year. They are rumored to have their own chemists, laboratories and supply dealers in Connecticut, New York, New Jersey, Pennsylvania, Virginia, Maryland and Ohio. They are also known to deal in cocaine, marijuana, 'killerweed' (parsley sprinkled with PCP).

The Pagans are known to act as couriers for drugs from the West Coast to the East. There is a thriving business in transporting PCP from drug laboratories in California across the country. It is often safer to give the drugs to Pagan couriers than to rely on civilian mules taking it in automobiles, airlines or buses across the country. Places where the Pagans conceal their illicit cargo include the tires, behind radios, in antennas and wrapped inside plastic in the gas tank.

The Pagan enforcement team is a gang of 13 members, known as the Black T-shirt gang. When a situation develops, the gang is duly loaded into two transport vans, they are often said to be (TCB) 'taking care of business'. The standard reprisal dealt out by the Black T-shirt gang is two shots to the back of the head from a .38 caliber double automatic Colt and then being stamped on repeatedly, it proves an easily identifiable signature.

In June 1998, a group of Pagans were arrested for selling drugs in Pennsylvania to the local Amish community. In 2002, a violent confrontation took place between the Hells Angels and the Pagans.

DIABLOS

The Diablos outlaw motorcycle gang has chapters across the United States, from California to the northeast of the United States. They are known for violence and have been linked to a series of homicides in their time. The Escondido Diablos, located in Escondido, California, were prohibited by court order to wear their colors, because they were at war with a rival local Westside gang. In just over a year, five homicides and five attempted homicides, 91 cases of vandalism, 56 assaults and eight robberies took place.

The Diablos are known nationwide for drug trafficking and transporting drugs; they are also known to involve themselves in theft, extortion and many other unsavory illegal activities.

HATE GROUPS

SKINHEADS

Neo-Nazi skinheads in the United States are thought to have been responsible for at least 43 deaths across the nation, most of these occurring since 1990. Most of these attacks have been directed against minorities, however, some have been the result of internal brawling between the various white-power groups.

The number of skinheads thought to be active in the United States remains relatively stable, averaging around 2,500 to 3,500 members across 40 of its states. There is no one single national skinhead organization, just a series of loosely linked networks of skinhead gangs. Over the years, these skinhead groups have attempted to align themselves with other racist groups like the Ku Klux Klan, the Aryan Nation, the Church of the Creator, and Tom Metzger's White Aryan Resistance (WAR). However, the culture of indiscriminate beatings and crimes perpetrated by skinhead groups don't naturally make them particularly good allies, their brand of anarchy generally attracts the wrong type of publicity. A growth area for Neo-Nazi groups has been the Internet. There are many hate sites present on the web that attract youths to the cause between 13 to 25 years old.

Skinhead groups prove especially troublesome for law enforcement groups. Whereas most organized crime groups tend to keep their activities relatively secret, skinhead groups don't have any such qualms. Attacks upon minority ethnic groups also present a substantial challenge to law enforcement agencies themselves, it attracts additional publicity, and challenges their image as being impartial in their dealings: the essentially conservative organization may be seen to be 'going soft' on crimes committed against minorities.

Europe is really the spiritual home of skinhead organizations present in the United States. Across Europe are many highly trained militant skinhead groups, and even various hard-line paramilitary combat groups.

NAZI LOW RIDERS

The Nazi Low Riders (NLR) originally developed in the Californian prison system. Even today, most of their power is derived from their power in correctional institutions. The group eventually developed into a street-level gang in several areas of California.

The Nazi Low Riders first came to prominence as a street gang in Costa Mesa in the early 1990s. Since this time, the NLR has established street units in other cities throughout Southern California. In recent developments, members in their teens have moved into Central and Northern California, and are slowly migrating eastwards, basically, as their parole conditions lapse. The group is said to have moved across state lines.

It is suggested that the NLR are the fastest growing white gang in California. This growth has worried law enforcement agencies, the main reason being that the group is heavily involved in the production and trade of the extremely addictive methamphetamine drug. The second area of concern relates to the gang's reputation for being extremely violent. Of course, the Nazi Low Riders are also a white supremacist movement.

Unlike many other white supremacists, the group is extremely well organized and due to its burgeoning drug sales, well funded. The group has also had the foresight to build up a strong network of associates within their own ranks and associations within other white-power groups. In some senses, the white-power aspect generally takes a back seat to profiteering from drug sales. Its use of violence has often been seen as strategic, to gain them greater purchase in certain key areas of drug sales. The group is now seen as a major force in the West Coast underworld.

The Nazi Low Riders generally trace their roots to the Aryan Brotherhood (AB), this was a notorious prison gang. John Stinson, an AB member, helped form the NLR. Stinson in the late 1970s, and early 1980s, saw the need for AB to have intermediaries in their dealings; he quickly turned to young skinheads incarcerated by the California Youth Authority in the Preston facility and in Chino at the Youth Training School.

The actual term "low riders" is perversely taken from the common Hispanic gang phrase. The Low Riders maintained a relatively low-key presence throughout the 1980s. However, by the start of the 1990s, police authorities were starting to make inroads into derailing the Aryan Brotherhood activities. The NLR no longer needed to act as the middlemen, and started to fill the shoes of their parent organization.

Most members of the gang generally come from a family with gang history or connections; their father may well have been a member of motorcycle gang, or come from a white supremacist family. The major requirements for acceptance into the gang include, the recruit must show a proven criminal record and they must be able to show loyalty to the master "white race".

The hatred of the Nazi Low Riders tends to focus primarily upon blacks or "race traitors," defined as people who are involved in interracial relationships. Of course, they also express hatred towards Jews, Asians and other minorities. Curiously, some members of the NLR have Hispanic origins, and even have Hispanic girlfriends or wives that are accepted into their ranks. The same policy does not apply to other racial groups. Some commentators suggest this curious state of affairs is founded in the mutual hatred of blacks displayed by both Hispanics and whites. Others conclude that NLR opposes only Northern Californian Hispanics because of criminal gang rivalries. The alliance may also have something to do with the fact most NLR members live in predominantly Hispanic neighborhoods, they are usually seriously outnumbered.

The main symbols used by the gang are standard Nazi regalia. However, the style of dress and symbols varies from location to location. A "NRL" tattoo is a prominent symbol that may be tattooed upon various parts of the body, including the back of the head. The NLR generally don't have subscribed methods of dress or tattoos, making it often difficult to place them. Of course, the use of the swastika and "SS" lightning bolts symbols are prominent. Tattoos and patches sometimes bear the number "88", a code that signifies HH, alluding to the phrase, "Heil Hitler!" WP (White Power) is also popular. Other common acronyms include WSU (White Student Union) and AYM (Aryan Youth Movement).

In recent years, many members have been savvy enough to play down their affiliations with the group. The use of the NLR logo or large Germanic lettering of the group's name on prominent tattoos has been replaced by coded messages in runic script. Some even explain away the NLR logo as standing for "never lose respect", or "no longer racist". However, it can often be hard to explain away prominent tattoos on one's knuckles, above eyebrows or on one's neck.

PECKERWOODS

This term was originally used to deride white racists in the South. Today, it also refers to organized racist activities that occur within and outside of prisons across the United States. In the 1980s, white-supremacists groups actively recruited young men in prisons for their white-power street gangs. Despite the similarities to Neo-Nazi skinheads, the two groups are almost mutually exclusive. Most Neo-Nazi groups disavow drug use, and the Peckerwood gangs earn most of their income from illicit drug sales. They have also been known to set up their own drug labs, and even get involved in gun running. The women of the movement are called Featherwoods.

The atypical Peckerwood gang has around 5 to 20 members, who may range in age from the early teens up to the mid-20s. Most of these gangs are little more than street hooligans, they have little in the way of proper leadership. Common tattoos sported by Peckerwoods include White Pride, White Power, WP, Wood, SWP (Supreme White Power), and other Nazi related motifs. The Peckerwood fashion sense is appropriated from Latino gangs (Pendelton shirts and baggy pants) and skinheads (Doc Marten boots, flight jackets and shaved heads).

The main crimes undertaken by Peckerwood gangs include theft, burglaries, vehicle thefts, weapon charges, and the possession and sale of narcotics. Of course, with the white-supremacist leanings, they are frequently involved in racially motivated assaults and murders.

PRISON GANGS

MEXICAN PRISON GANGS

Mexican street gangs have operated since the 1930s in towns in the south-west of the United States. Mexican prison gangs probably originated in 1957, with the banding together of Mexican youths at Deuel Vocational Institute in Tracy, California. Its membership rose as prisoners were later transferred to other prisons across the state. By the mid-1960s, *La Eme* virtually had complete control over drug distribution inside Californian prisons. Since this time, this prison Gang has grown to be one of the four most powerful gangs operating both inside and outside U.S. prisons.

'LA VIDA LOCA': THE GANG MENTALITY

New recruits have often been leaders of small street gangs, they then make the leap into the big time by showing their loyalty to the boss, usually by killing another troublesome inmate, or injuring a prison guard. Membership follows the maxim, "In by blood, out by blood". *La Eme* (Mexican Mafia) recently established a business relationship with various Chinese criminal gangs, whom they source heroin from for street deals in a few of the major U.S. cities. *La Eme* has also been quick to take advantage of projects offering government grants, which they misappropriate for their own benefit.

La Eme's principal rival is *La Nuestra Familia*, or 'Our Family' in English. This other Mexican-American gang was formed ten years after the Mexican Mafia, the LNF initially sold protection to those under assault by the Mexican Mafia. Later they moved into extortion rackets, as well. The LNF became sworn enemies of the Mexican Mafia when they attempted to challenge its control over the heroin trade present in Californian prisons. By 1972, thirty prisoners had died as a result of the conflict. The LNF went main-stream when its operations finally extended beyond the prison walls into Fresno, California in 1975, where it established a regiment.

The membership principle of *La Nuestra Familia* is, "Once in, never out". By 1982, the gang had around 800 members and its leadership began to stress the importance of discipline and profits. To facilitate this change of direction, the leadership drew up a constitution and reorganized itself. There was now a single General to control the group's activities inside the prison system, and one General to maximize its activities outside at street-level. A General commands up to 10 Captains who control the Lieutenants, who in-turn command the rank-and-file Soldiers.

The La Nuestra Familia is allied in its war with the Mexican Mafia with the Black Guerrilla Family. The Family was begun in 1966 in San Quentin Penitentiary. It has grown to be one of the more politically motivated prison gangs. By the mid-1980s, it had become clear that a division had occurred within its ranks, between the Black Guerrillas' political faction and its grass roots criminals.

A lesser-known Mexican-American gang called the Texas Syndicate was founded in California in 1974. At the time it had an all-Texan membership. Once their members were released from California prisons they were returned to their home states and rearrested and imprisoned in Texas. They became the biggest gang in the Texas prison system.

Another group originating in Mexico is the Juaritos, they are a violent street gang who are involved in drug trafficking and human trafficking.

The power of Mexican-American street gangs appears to be waning with the growth of the Hispanic population in the United States. The Hispanic population mainly resides in its major cities; many of them for instance live in New York City. Hispanics now comprise 29% of the total population. Hispanic criminal groups are expected to grow and dominate both the prison and street environments.

MEXICAN MAFIA (a.k.a. Sureño)

The Mexican Mafia's creation is accredited to Rodolfo Cadena and Joe Morgan. They heard of many fellow inmates complain of abuse and racism whilst they were incarcerated in Del Norte Vocational Institute in Tracy, California. At this time, the mid-sixties, the Blue Bird Gang controlled all activities within the prison.

The group soon developed into the most powerful organization within the Californian prison system. A rival developed in 1968, in the form of the Nuestra Familia. Other groups were formed to deal with the menace of the Mexican Mafia, including the Black Guerrilla Family and Aryan Brotherhood. Southern Californian street gangs banded together at this time to deal with the threat of unified northern street gangs. Young street-gang members started to call themselves sureños (Spanish for "southerner"). Once these street-gang members were arrested and imprisoned, they would quickly join the Mexican Mafia.

The symbols most commonly associated with the Sureño gangs include XIII, X3, 13 and 3 dots. The allusions to 13 related to the 13th letter in the English language, M (for Mexican Mafia). The gang's colors are blue, and refer to themselves as a Sureño, Sur or Southerner. Other symbols used include a black-hand, La Eme (meaning the letter M in Spanish) and MM (Mexican Mafia). Curiously, members of the Mexican Mafia have been known to align themselves with the Aryan Brotherhood and the Italian Mafia.

The Mexican Mafia has grown substantively to become one of the biggest gangs in the United States, they are represented in every state penal institution and maintain numerous contacts throughout Mexico. There are also branches of the group scattered throughout South America. The Sureños are heavily involved in drug smuggling, drug dealing, gun running and extortion.

NETA

Carlos Torres-Irriarte, otherwise known as "La Sombra", created Ñeta whilst incarcerated in the Rio Piedras prison in Puerto Rico in 1970. He initially started the gang to stop continued feuding within the prison environment. The name is a Puerto Rican exultation, generally used to welcome the arrival of a new baby i.e. Ñeta! Ñeta! La Sombra used the name for his newly founded organization. Some people believe that the name stands for "Never Tolerate Abuse". Ñeta has always stressed Puerto Rican pride.

The main colors used by the gang are red, white and blue, although black is sometimes substituted for the blue. The colors can be found on bandannas, necklaces, and clothing. Probationary members are required to wear white beads, when they are found to be loyal, they progress to wearing black beads amongst the white, plus an additional red one. Members are known to display the Puerto Rican flag frequently, and some even carry it around with them. Neta identification cards are also produced bearing the flag, as well. The Neta emblem is a heart pierced by two crossed Puerto Rican flags, with a shackled right hand with the middle finger and index finger crossed. Members frequently greet each other by holding the crossed fingers of their right hand over their heart. This hand signal is meant to denote the meaning N in sign language, but in this case, it is meant to connote togetherness and unity.

Neta has a strong presence in many of the larger United States cities. Its representatives are often found in most of the nations correctional facilities, as well. Neta also exists as a major gang in its homeland. The members often seek to portray the group solely as a cultural organization, despite its reputation for criminal activity.

The group has a number of strong ties to other criminal gangs, many of its members also claim allegiance to Los Macheteros, a revolutionary group fighting for the independence of Puerto Rico. The group strongly identifies themselves as oppressed people in the United States and in their homeland. The group sees disrespect shown to one individual, as disrespect shown to the entire group. Violence usually follows, even for the most mundane of slights. Each member is also required to find twenty new prospective members. Finally, all members of the local chapter come together on the 30th of each month to observe the memory of its fallen members.

NUESTRA FAMILIA/Norteños

The Nuestra Familia (NF, or Our Family) was created by Robert "Babo" Sosa in California's Folsom State Prison in 1968. It was developed to combat the growing menace of the Mexican Mafia (MF). They had suffered abuse and had been victimized, and refused to submit to their terms. Most of the initial membership was from Northern California. As a bitter struggle was played out between the NF and the MF, many more recruits joined NF, many from Southern California. After several prison riots and murders, an official dividing line was settled upon between the gangs in Delano, California, near Bakersfield. Those found living north of this location became known as Norteños.

The Nuestra Familia was the first prison gang to be indicted for violating the *Racketeer Influenced and Corrupt Organizations Act* (RICO), during the early 1980s. The gang developed a written constitution, and a set of rules known as the '14 bonds'. It also standardized its gang leadership structure. Most of the Californian Hispanics gangs readily identify themselves with either the Norteños (Northerners) or the Sureños (Southerners), it is generally an indicator of who they side with when put in prison.

Norteños street gangs often identify with the symbols XIV, X4, 14 and 4 dots. The fourteen refers to the 14th letter of the alphabet, N, which stands for Norteños or Nuestra Familia. The gang identifies with the color red and the words Norteño, Norte, or Northerner. Other symbols frequently used include the five-pointed star, symbolizing the North Star, and the Huelga bird, a symbol used by the *United Farm Workers Union*. The equivalent star and bird tattoo is only awarded members who commit an assault or murder against their enemies, the Sureños.

The Nuestra Familia has a chain of command that oversees the operations of the Norteño gang in Northern California. Norteños can be found in almost all of the U.S. states, as well, as several European countries. The group has also been involved in the production of gangster rap compilation albums, primarily to make money, but to also engender a sense of unity within its organization.

Norteños primary illegal activities include drug sales and contract murders. They remain the bitterest of rivals with the Mexican Mafia prison gangs and Sureños street gangs.

SOUTH AMERICA

COLOMBIA

COLOMBIAN DRUG CARTELS

Before the growth of the international drug trade, Latin America was not a player in organized crime. There was a small trade in European women to brothels and cabarets into its capital cities, and they had a few counterfeiting gangs that dealt mainly in forged checks across the U.S.-Mexican border, but nothing much else to speak of. Prior to the 1970s, the only Colombian involvement in organized crime was in the smuggling of consumer goods and in the training of teams of pick-pockets for other crime organizations.

THE COLOMBIAN DRUG CONNECTION

Colombia was ideally situated to take advantage of the growth in the international drugs trade. There was access to coca (the plant cocaine is derived from), mainly through imports from other South American countries, and it had a long coastline on both sides (the Pacific and Caribbean Oceans), for easy shipment to the United States and beyond. The East of the country was, and still is, sparsely populated and its vast forests easily conceal both airstrips and cocaine laboratories.

Once the trade took off in the 1970s, individual drug traffickers formed into cartels to help fix the price and eliminate smaller competitors, the arrangement also afforded the cartels greater protection against government intrusion. The Medellin and Cali cartels, named after the cities they were based in, rose to international prominence. They achieved their dominance partly through unbridled aggression, but also thanks to the unstable political situation developing in Colombia at the time. On April 9th of 1948, the Liberal leader, Jorge Eliecer Gaitan, was shot dead. This gave rise to a seventeen-year long civil war between the Liberal and Conservative factions. At the same time, the city of Medellin was flourishing with the influx of cocaine dollars. The city had always been a major smuggling point, but now the smuggling economy was in overdrive. The routes had previously been established to smuggle guns in for the civil war, discarded gunpowder and brandy barrels were often used to ferry out cocaine to North America.

Until 1973, the South American cocaine trade had been relatively small and based in Chile. When General Augusto Pinochet overthrew the Chilean government of Salvador Allende in September 1973, he destroyed the trade by jailing or deporting drug traffickers. The Colombian cartels duly stepped in and took over the trafficking and production business.

The four principal players in the Medellin cartel were Carlos Enrique Lehdar Rivas, Pablo Escobar-Gavira, Jorge Luis Ochoa Vasquez and Jose Gonzalo Rodriguez Gacha. By the mid-1980s, the four controlled over 50 percent of the lucrative cocaine trade entering the United States. They had thousands of employees at their height and they were reported to be earning over U.S.\$2 billion dollars worth of profit annually. Their associates, the Cali Cartel, also made fabulous amounts during the 1980s. The Cali Cartel was ably led by the Orejuela brothers and Jose Santacruz Londono.

UNDER PRESSURE

In 1979, the United States was putting considerable pressure on the Colombian government to get serious on its war against drugs. The Colombian government finally acquiesced to international pressure and signed an extradition treaty that permitted smugglers to face trial in the United States for any offences committed in the U.S. The agreement collapsed later in 1987, but before this occurred, the Colombian government made a series of attempts to dismantle the Medellin cartel, but with little success. In response to this challenge, the Cartel organized the assassination of the Justice Minister. There were also a series of murders of other prominent police authorities, religious leaders and lesser politicians. The drug barons had gone too far this time, and public resolve hardened.

The drug cartel bosses sought exile in Panama, it was rumored they were willing to pay between \$4 to \$7 million dollars for the privilege. General Manuel Noriega, the leader of Panama, was later imprisoned for 40 years in the United States, after his ill-judged act of mercenary hospitality. It created world headlines when the General was forcibly taken from Panama City by U.S. military forces in 1990.

On November the 15th of 1984, Ochoa Vasquez was arrested by Spanish officials whilst in Madrid. He was found in Madrid with Cali Cartel boss, Gilberto Orejuela. The pair had both moved to Madrid to hopefully continue trafficking and to oversee money-laundering operations. Ochoa Vasquez was wanted in both the United States and Colombia. He was wanted for trafficking cocaine in the United States, and for illegally importing fighting bulls in Colombia. After a series of running legal battles fought by both sides, he was extradited to Colombia. He was later acquitted of the charges and walked free.

On February the 4th of 1987, Rivas who had already had many of his assets seized by the government, was arrested at a ranch in Antioquia. He was extradited and flown to Tampa, Florida. On July 20th, he was sentenced to life in prison without parole, plus an additional 135 years for conspiracy to smuggle cocaine. This was the last high profile extradition before the Colombia's treaty with the United States broke down.

Also in 1987, Ochoa Vasquez was arrested at a roadblock near Palmira, some suggest at the behest of the Cali cartel. He attempted to bribe the officials but to no avail, he was subsequently imprisoned at an army base. The cartel in response threatened all out warfare, Ochoa was released on December 30th.

With the arrests of his cohorts in 1988, one of the other Medellin bosses, Jose Gonzalo Rodriguez Gacha, began to expand his own operations aggressively. He visited New York in an effort to take over Cali distribution. The move intensified quarrels between the two cartels. At this time, Gacha, Escobar and Ochoa Vasquez were named in the annual list of billionaires by Forbes magazine. On December the 15th, Gacha and his son Fredy were caught near the Colombian port of Covenas. Reports suggest that Fredy was shot, whilst Gacha blew himself up with a grenade, rather than be taken by the authorities. Others speculate that Gacha was simply shot after attempting to evade capture.

In 1991, two of Ochoa Vasquez's sons, Jorge Luis and Fabio, agreed to a plea-bargain attempt and were sent to prison in Colombia. Upon their release in 1996, they claimed that the court case and personal security expenses had all but used up the remaining funds generated by their drug trafficking family. After these events, the Medellin cartel was forced into reducing the scale of its operations; the Cali cartel took over most of their major markets.

EXTRADITION REINSTATED

In 1997, the extradition treaty between the United States and Colombia was reinstated. Any immunity previously given by authorities no longer applied. Fabio Ochoa Vasquez was re-arrested in 1999. In August of 2001, the Colombian Supreme Court ruled that Fabio could be extradited and the President, Andres Pastrana Arango, confirmed the court's decision. It was the most significant extradition since Rivas in 1987. The Ochoa Vasquez paid for an expensive web and advertising campaign to attempt to gain his release, he feared charges may be later brought against him. The family claimed Fabio had been arrested because he refused to become a government informant. Fabio first appeared in court in Miami, Florida in September 2001. The trial took place under high security conditions. He was convicted in May 2003, and sentenced to 30 years in prison. As the verdict was read out, he knelt down and made the sign of the cross.

The decision was the final nail in the coffin in Medellin Cartel operations.

RISE OF THE CALI CARTEL

The Cali cartel was the biggest and most powerful crime syndicate in Colombia. The Cartel was established in the 1970s by Gilberto Rodriguez Orejuela and Jose Santacruz Londono. It was originally set up to smuggle cocaine from Peru into the United States. By 1980, the cartel was raking in millions of dollars a year. The Cali cartel was less inclined to violence than their Medellin Cartel brothers. The operation was run in a similar fashion to a commercial business franchise, and the cartel was built around a cell-like structure, overseeing its various elements. Each cell was comprised of six to ten trusted employees. This structure allowed for supervision of all aspects of the drug-running business, from the coca farms of Bolivia and Peru, through to the processing in Colombia, and on through to street deals in the U.S. The cell structure ensured a protective layer of trusted managers existed inbetween the foot soldiers and the leaders. The bosses didn't have to come into close contact with any stage of the trafficking process themselves, easily ensuring deniability

The Orejuela-Londono partnership once included Helmer Herrera Buitrago. However, he split from the alliance and decided to go it alone. He had successfully run their New York operations before the split. He and his brother set up their own distribution networks in Texas, Florida and California. Herrera's success can be gauged by a seizure in 1991 A \$16 million dollar haul of product was seized at one of Herrera's many properties in the Queens/Jackson Heights district of New York. Over the years, the techniques developed for transportation by Colombian traffickers has been further refined and improved by successive Cartels. The Cali cartel itself used a diverse array of covers, including storing product in broccoli imports and even concealed inside glazed ceramic tiles.

SMASHING THE CALI CARTEL

In March of 1995, Jorge Eliecer Rodriguez Orejuela, the youngest of the brothers, was arrested. In June, his elder brother, Gilberto Rodriguez Orejuela was arrested at his apartment. The same day a bomb detonated in Medellin killing 29 people and injuring 200 more, speculation suggests that this was retribution for the possible collusion between government authorities and the remnants of the Medellin cartel in the Orejuela arrests.

Four further senior members of the cartel surrendered. On the 6th of August, the police in Cali arrested Miguel Rodriguez Orejuela, thought to be number two in its administration, and Jose Santacruz Londono, who was number three. In between these arrests, came the surrender of Henry Loaiza Ceballos, who gave himself up at an army base in Cali on June 19. He was immediately accused of planting the bomb in Medellin, and the massacre of 107 peasants in Valle de Cauca. The peasants had refused to cooperate with the demands of the drug barons.

The street value of cocaine in New York shot up dramatically by over 50 percent as a direct result. Police figures for the year suggest that murders in Columbia dropped to 1,653, a reduction of 117 from the previous. It seemed for a time that things had got quieter in Colombia, then the Colombian President Ernesto Samper was accused of colluding with the drug cartels. Additionally, a former public prosecutor named Felipe Lopez was gunned down on January 1996. Speculation at the time suggested that Lopez was about to give evidence against politicians or cartel bosses, or both. The next month Samper faced corruption charges, and the U.S. government made it known they considered him guilty of accepting financial contributions from known drug dealers.

On January the 11th of 1996, Jose Santacruz Londono escaped jail, but was killed in a shootout with police later in March. Samper was quick to proclaim that the incident demonstrated his administration's claims of winning the war against the drug traffickers.

The Orejuela brothers continued to be held in La Picota Prison in Bogotá, but they made a farce of prison arrangements by continuing to do business from public telephones located inside the prison. Despite government protests, Gilberto was released on judge's orders in November of 2002. He had served less than half his sentence. Miguel remained in prison, after facing an additional charge of bribing a judge.

Despite a drop in the death toll in 1995, by 1996 vigilante groups (a powerful force in Colombian society) had resumed their unofficial campaign to eradicate criminals and gangs. This action ensured an average of 70 deaths each day of 1996. There were over 25,000 reported deaths that year. The contract price for these killings was around \$20 dollars. The killers were often fellow disgruntled drug cartel soldiers who had been left leaderless by events.

Despite public opinion polls suggesting otherwise, and the Catholic Church condemning him, President Samper was cleared of all charges by a Colombian congressional panel in 1996. By September of 1996, the drug dealers were striking back against the authorities, a 100 government officials lay dead, these deaths occurred on an almost daily basis. The blame was conveniently placed upon the Revolutionary Armed Forces of Colombia (FARC), one of the countries oldest rebel groups.

A complication in Colombian politics and political rhetoric is that peasants rely on coca production to make their living. The government is often compelled by United States interests to destroy its cultivation. As a result, the peasants often side with the cartels, despite their misgivings. The various rebel factions and groups within the country have in recent years, also got into the cultivation and sale of cocaine. They state their given reasons as generating funds to purchase arms to continue their armed struggle, commentators suggest vast amounts of the profits are skimmed off by the leaders for personal gain. At another level of society, the funds from cocaine sales often have a habit of finding their way into the pockets of senior politicians, legislators and police – even the President. Add to this, the iron will of extremely rich cartels, who continue to do business despite government intervention. One soon realizes that the alternative economy, is in fact the real economy of Colombia. Cocaine has become so enmeshed in the daily experience of most people lives in Colombia that there is no simple solution to the problem.

The temporary defeat of the Cali cartel has provided the opportunity for a number of smaller scale cartels to operate out of Columbia. Two of the larger operations are the North Atlantic Coast group and the Bogota cartel. The Bogota Cartel has developed close links with the Mafia in the United States. These groups tend to operate in a less structured fashion to previous cartels, and use the Internet to pass on instructions to associates and to also transfer funds. Most Colombian cocaine is now sold in bulk to Mexican organizations. It suits the Colombians Cartels for the Mexicans to assume all the risk and simply stick to cultivating the product for market.

PABLO ESCOBAR

Famed as the most violent and unstable member of the Medellin cartel, Pablo Escobar-Gavira was born in 1949. He was suspected of kidnapping and killing Diego Echavarría, a leading industrialist in 1971. Despite the US\$50,000 dollar ransom being paid, he still killed the industrialist. Escobar then moved into contract killing and began to smuggle cocaine for sale in Panama. He eventually went into partnership with the Ochoa drug family, his brother-in-law Mario Hanao and his cousin Gustavo also followed. In 1976, the three were arrested for the transportation of cocaine. Over the next few years, the arresting officers, their regional chief and the judge who ordered the arrest were all shot dead. The case became snarled up in the Colombian legal system. Finally, the trio were discharged. This kind of ruthlessness efficiency ensured that Escobar was not only feared by the authorities, but also by fellow cartel members. After he was released Escobar set about waging war on the Colombian government. Over 1,000 judges and government officials were killed. Concurrently, the Cartel was engaged in a bitter struggle with its Cali cartel rivals.

The Colombian Army at this time stepped up their efforts to capture Escobar. Knowing that the United States wanted Escobar extradited on innumerable drugs charges; Escobar slyly negotiated a deal with the Colombian authorities. He surrendered and was imprisoned in a low-security compound. The arrangement suited everyone: the Colombian officials could readily claim they had their man behind bars, and Escobar avoided extradition to the United States. He could also continue to do business as usual. However, there was public outcry over the leniency of the sentence and the easy conditions afforded him, and in July 1992, a move to a military prison was planned by the authorities. Escobar got word of the changes and duly escaped. A substantial reward was offered for information leading to his arrest. Escobar could only stay in the one place for a few hours given his fame. Some of his bodyguards deserted him fearing for their lives, others were captured or some were killed.

On December the 1st of 1993, his birthday, Escobar spoke to his family on the telephone. The call was traced to a house in Medellin and troops were scrambled to take up positions outside. He attempted to escape over rooftops and was shot three times and died.

BOGOTA CARTEL

The Bogota cartel was set up in Bogotá, Colombia in 1988, by Justo Pastor Perafan. From 1988 until 1997, the cartel shipped more than 30 tons of drugs annually into the United States. A greater tonnage of drugs was shipped to Europe. Similar to his contemporary, Pablo Escobar, Perafan lived a violent and often flashy lifestyle. He was later indicted by both the United States and Colombian Governments for drug trafficking. He lived as a fugitive for some time in Venezuela, before eventually being captured in 1996. He was later tried and sentenced to more than 30 years in the Federal Court in New York.

The cartel was later reformed by Alejandro Bernal-Madrigal. The new smaller operation lasted until October 1999, when he was arrested. This effectively ended the cartel. This newer operation used encrypted satellite telephones, laptops and Internet connections to keep one step ahead of law enforcement officials. Alejandro in contrast to Perafan, led the quite middle-class life of a businessman. A policy adopted by many subsequent cartels, efforts being made to avoid conspicuous displays of wealth and power.

CALI CARTEL

The Medellin Cartel dominated the United States drug trade in the 1980s and early 1990s. However, its reign of terror against the Colombian government and general public, ultimately led to public opinion and political resolve to strengthen and eventually defeat the menace. Towards the end, even some of the government and law enforcement officials in the employ of the Cartel felt the need to eradicate their paranoid cocaine-fueled masters.

By the early 1990s, the Medellin drug lords were either killed or in jail.

The Cali leaders in their wake assumed control over the cocaine trafficking business into the United States and Europe. The Cali Cartel leaders resolved to maintain the outward demeanor and appearance of businessmen. They were sober businessmen investing in the country's future; they were out to earn the public respect, instead of making the general public fearful like the Medellin group. The government of the day realized that the vast sums pouring into Colombia through their operations, would actually prove beneficial to the country's economy, even if they couldn't directly tax the sales. They would indirectly benefit from the sales through tariffs placed upon luxury imported goods purchased by the Drug Lords and their massive localized spending sprees. Despite the Cartels pledge to be less violent than their predecessors, its hard to be remain totally circumspect when you're required to inspire total obedience in your agents who regularly carry millions of dollars of product or cash.

The Cali cartel in the 1990s greatly expanded their interests in Europe. They took advantage of the economic chaos engulfing the former Eastern-Bloc and used the new republics as a back-door into mainland Europe. This process was made significantly easier with European Union moves to open up its borders and issue standard E.U. passports to all its citizens. The D.E.A. estimates that around 500 to 800 tons of cocaine were shipped from Colombia during the 1990s. The Cali Cartel had a structure similar to that of any major international corporation, it needed to given the massive profits being generated by the enterprise. The enormous financial resources available to the group were smartly used to buy the loyalty of the best legal minds, financial experts and sophisticated technologies to defeat law enforcement operations.

Amongst the major Cali drug lords was Rodriguez Orejuela (his brothers included Gilberto and Miguel). He was an expert at delivering cocaine payloads into the United States without police interference. He became responsible of the strategic long-term planning of the organization. He ran the hands-on day-to-day aspects of the operation, as well. José Santa Cruz Londono was responsible for establishing distribution cells throughout the United States.

The Cali leaders greatly utilized electronic devices to run their sophisticated, structured network; every day the details of loads and money shipments were electronically communicated to the heads of the various cocaine cells operating in the United States. The Drug Lords knew precisely the how, when and where of every shipment, down to the markings on the packages. The Cali bosses routinely set production targets for cocaine sales and were intimately involved in every stage of production, transportation, financing and communications.

Each of the organizations had their own clearly defined hierarchy and leaders, with their own distribution networks, and customer bases. The operations were subdivided up into separate cells, to protect the overall integrity of the operation. Each of the cells was always run by a Colombian National. They were required to report directly to the Drug Lord. The sheer scale of the operations and the demand for the product, especially in the United States, meant vast profits were being made, even distorting the Colombian economy. Such money brought enough influence to repel the attentions of law enforcement agencies throughout the country.

The Cali cartel later employed transporters from Mexico to ship the cocaine into the United States, a partnership quickly developed between elements of the Colombian and Mexican organized crime scenes. The Colombians started to pay the Mexican couriers in cocaine, in lieu of cash. This would later have serious consequences for both parties.

The assassination of Manuel de Dios, a prominent journalist in New York, was ordered by Cali boss, José Santa Cruz Londono in March of 1992. This event was to have serious consequences for all those involved in the Cali cartel. The burgeoning cocaine drug sales in the United States was starting to hit the headlines, hence the killing, but once an assassination had taken place on U.S. soil, the culture of the Cali Drug Lords started making waves across the cultural landscape of America. Despite John Mena quickly pleading guilty to the charge, it also emerged that he was also responsible for three additional contract killings. Such a lack of disregard for U.S. law could not be tolerated by U.S. State Department officials. Pressure was subsequently put upon Colombian government officials to prosecute the Cali Bosses.

The major figures in the Cali cartel; the Rodriguez Orejuela brothers, José Santa Cruz Londono, Helmer “Pacho” Herrera Buitrago, had all amassed massive fortunes by this time from drug sales and their ranches in Colombia. They were estimated to be the most successful crime group in history. The group was now employing 727 aircraft to ferry drugs wholesale into Mexico. Their Mexican contacts would then smuggle the cocaine into the United States and distribute it.

By 1995/96, pressured was building in Colombia for the extradition of the major drug cartel figures to the United States, or even charges to be brought locally by the Colombian Government. The Colombian National Police finally arrested the leadership of the Cali cartel. The Mexican organized crime syndicates quickly realized they could source their own cocaine from other places in South America, and they assumed the status of drug cartel.

MEXICO

MEXICAN CARTELS

The Mexican Mafia origins stretch back to the 1950s in California. ‘La Eme’, Spanish for the letter ‘M’, was thought to have been created by the banding together of Mexican youth at Deuel Vocational Institute in Tracy California in 1957. However, an American mafioso named Jimmy Fratianno claims that Joe Morgan, an Irish mobster fluent in Spanish, gathered together a dozen Mexicans around him whilst in Folsom Prison, California. La Eme has since grown to become one of the most powerful gangs in the world.

Mexico became the leading heroin importer in the world in the early 1970s. Turkey had been the most important global supplier of heroin since the early 1920s, but the Turkish government banned the growth of heroin in 1973, greatly inconveniencing the drug traffickers. In the 1960s, Mexican drug baron, Jaime Herrera, controlled much of the distribution in Durango in the Sierra Madre mountains of Mexico. So successful was this enterprise that Richard Nixon implemented Operation Intercept in 1969 to halt the trade. Over a three-week period guards stopped and searched over five million U.S. and Mexican citizens crossing the border. However, no significant arrests were made. Towns inside Mexico, such as Tijuana, were declared off-limits to U.S. service personnel.

The Mexican government responded angrily to the treatment of its citizens and the United States was forced to back down from their stance. Instead, the U.S. government offered a \$1 million inducement to the Mexican government to wipe out the drugs plantations. The Mexican effort to do so failed. By the mid-1980s, Mexican farmers were growing drugs not only in Sierra Madre, but also in Veracruz, Sonora and Baja California. By the 1990s, Baja California had become the principal point of entry for illegal drugs into the United States. So successful was the smuggling business that two dedicated drug smuggling tunnels were dug, and later discovered by D.E.A. officers in 2003, they flowed from Tijuana in Mexico to Otay Mesa in California. One of these tunnels was 520ft (160m) long, and was equipped with electricity and its own air-conditioning system.

AMERICA'S MOST WANTED

In March 1995, the U.S. Federal Bureau of Investigations list included a Mexican-American for the first time. Garcia Abrego had suspected links to the Cali drug cartel in Colombia. Garcia Abrego was indicted by a Houston jury in 1993, in connection to a drug and money-laundering scheme. He was also wanted in relation to charges of conspiracy to smuggle large amounts of marijuana and cocaine in the United States through Mexico. It was alleged by the United States Justice Department that he was also the leader of the Gulf cartel. Furthermore, it was suspected that he was also linked to the death of Francisco Ruiz Massieu, a member of the Institutional Revolutionary Party, in 1994.

In 1996, Garcia Abrego was captured near Monterrey in Mexico. As a U.S. citizen, he was deported to Texas to face trial, on October 16th he was convicted of smuggling vast amounts of marijuana and cocaine into the United States. In January of 1997, he was sentenced to 11 consecutive life sentences.

THE THREE DRUGS RINGS

Garcia Abrego's Gulf Cartel was only one of three cartels that had dominated the drug trade in Mexico since the mid-1990s. The other two are based on the border cities of Tijuana and Ciudad Juárez. The Mexican cartels almost completely replaced the Colombian Cali Cartel in controlling cocaine distribution by 1997. The Mexicans even moved into the traditional Colombian market of New York City. This change was precipitated by several events, including the death of Colombian Drug Lord, Pablo Escobar, the arrest of Cali boss Miguel Rodriguez Orejuela. Shortly after, the Colombian cartels, once so strong, began to fracture into smaller, lower-profile operations.

THE NEW DRUG BARONS

A change occurred in Mexican cartel operations in the mid-1990s. One of the new breed of drug barons was the 42-year-old Amado Carrillo Fuentes, head of the Juárez cartel. At its peak, the cartel was making an estimated U.S.\$200 million dollars a week, primarily from routes into California and the West. Carrillo was indicted for drug smuggling in Texas and Florida.

Amado Carrillo Fuentes came to prominence in Mexico in the 1980s, he had been a cocaine drug runner for the Colombians. He was known as a master of disguise He later joined the Juárez cartel and began to dominate their activities in 1993, after the arrest of the previous leader. He became known as the 'Lord of the Skies', due to his pioneering use of airliners to ship drugs from Colombia. He became the most powerful drug baron of his generation. Fuentes had strong connections within the Mexican government and military. He traveled extensively to the Middle East, Russia and South America to aid in further drug related ventures.

He survived an assassination attempt, and by the time of his death in 1997, he was about to seek refuge status in Chile. He died of an overdose of sedatives, suspected of being deliberately administered by two doctors who were performing plastic surgery upon him in a Mexican clinic. The doctors were later tortured and killed by members of Fuentes' family. The family suspected that the doctors might have been paid off by another cartel. A turf war broke out and dozens were killed. Carrillo's brother, Vicente, then took control of the Juárez cartel.

The U.S./Mexican border remains the key point of entry for operations by drug cartels. The United States represents the biggest illegal drug market in the world. The cartels now use a variety of carriers, otherwise known as 'mules' to enter the United States. Drug packages are sometimes even found secreted inside petrol tanks – the tanks having been specially constructed with the packages inside as to not arouse suspicion. Senior citizens traveling in mobile homes are encouraged to be drug mules, as they generally don't fit the profile of a smuggler, and are unlikely to be searched. The mules also carry the profits back from the United States in U.S. Dollars for money laundering purposes. The typical mule can earn up to US\$400 dollars a trip. Despite the high risk, this low payment equates to several weeks of wages in Mexico. There have been many cases of border guards being in the employ of the cartels, U.S. Authorities regularly check for such abuses.

By 2000, police estimated that almost half of the 15 to 20 international drug cartels were Mexican, the largest of them based in Tijuana and Ciudad Juárez, with various cells operating inside the United States. By 2003, it was clear that crackdowns by the Mexican authorities had affected the operations of the three largest cartels. Their control of the 1,940 mile (3,100km) border was under threat. Osiel Cardenas, head of the Gulf Cartel, was ambushed and captured after a firefight in Matamoros, just across the border from Brownsville, Texas. This action had been the culmination of a six-month investigation by the Mexican authorities into the group. The group is said to have been responsible for the shipping of hundreds of tons of drugs each year. Ramon Arellano Felix, the head of the Tijuana Cartel, was shot dead in February of 2002, in a battle with police. His brother named Benjamin was also captured. Control of the group passed to the first 'godmother' of the group, their sister called Enedina. She was immediately under threat from dissident elements within the organization, and from a rival gang run by Ismael Zambada, known as "El Mayo".

The Juárez cartel, early in 2003, lost their top enforcer, Arturo Hernandez, better known as 'El Chaky; when he was arrested. Law enforcement officers in Mexico had hoped at the time that these high profile arrests and deaths would break the grip of the three major Mexican cartels have over the drug trade. However, realistically, braking the major cartels will simply lead to innumerable smaller cartels developing, there is a seemingly insatiable appetite for drugs in the United States. It also appears that Colombian cartels are looking at the possibility of setting up their own rival organizations within Mexico, the theory being that greater law enforcement resources are needed to track multiple groups.

JUAREZ CARTEL (a.k.a. Carrillo Fuentes Organization)

Amado Carrillo Fuentes was known as the 'Lord of the Skies' for his legendary ability in transport planes loaded with cocaine for his Colombian traffickers into the United States. His operation was based out of Ciudad Juárez, Mexico. Fuentes had extensive ties to a number of officials in law enforcement and military circles. He even had the former commissioner of the now-disbanded *National Institute to Combat Drugs* (NICD), General Jesús Gutiérrez Rebollo, in his keeping.

Before his death in July 1997, after the arrest of General Rebolla, pressure was being applied by law enforcement agencies in the United States and Mexico to arrest Fuentes. At the time, Fuentes made efforts to disguise his appearance by undergoing plastic surgery and relocating some of his operations to Chile. His brother Vicente, has been indicted by Texan officials, a warrant was issued for his arrest in 1993, but to-date he has not been apprehended (2004).

The Carrillo Fuentes organization is based in Juárez and has links to the Cali Rodriguez Orejuela organization, and the Ochoa brothers of Medellin. The organization is mainly involved in heroin and marijuana trafficking, the group also handles large cocaine shipments, as well. The organization also has regional bases in Guadalajara, Hermosillo, and Torreon. These bases serve as storage facilities, until the drugs are moved closer to the border for shipment and distribution. Reports suggests that the group forwards around US\$20 to \$30 million dollars of product in each shipment, and the organization is said to reap tens of millions of dollars in profits each week.

Drug Enforcement Administration figures from 1997 estimate that one Juarez-based organized crime cell shipped more than 30 tons of cocaine into the United States in two years, estimates suggest they garnered around \$100 million dollars in profits.

The wide-scale importation of cocaine into the United States was once dominated by the Colombian Cali Cartel. Today, the Carrillo Fuentes organization and other Mexican-based organized crime groups control distribution to Chicago, Dallas, Denver, Houston, Los Angeles, Phoenix, San Diego, San Francisco, and Seattle. The Carrillo Fuentes group is also beginning to involve itself with cocaine distribution on the East Coast, in particular, New York City – formerly the stronghold of the Cali Cartel.

The Carrillo Fuentes organization has become increasingly known for violence, in April 1997, two agents of the Mexico's Organized Crime Unit were kidnapped and killed. Their bodies were later found in the trunk of an abandoned car; they had been bound, gagged, beaten and finally shot dead. Reports suggest that they were killed because the crime unit ordered a raid on the home of Carrillo Fuentes' son. The Mexican OCU was formed to utilize modern investigative techniques provided for by the 1997 Organized Crime Laws enacted in both the United States and Mexico.

The Carrillo Fuentes organization was also subject of investigations in Chicago; reports suggest a major transportation and distribution ring existed locally. The cell allegedly was responsible for a monthly cocaine shipment of around one and a half tons. This investigation also led to the successful prosecution of a distribution cell operating out of New York. This New York-based distribution cell delivered hundreds of kilograms of cocaine to local traffickers of Dominican and Colombian extract. This investigation led to the seizure of more than 1,600 kilograms of cocaine and \$1.3 million dollars from the Mexican organization.

The investigation illuminated a series of new distribution routes employed by the Mexican drug traffickers. Despite major efforts by law enforcement agencies to track the 'command and control' elements of distribution and the leaders, key lieutenants have not been apprehended in Mexico. One notable figure still at large is Eduardo Gonzalez Quirarte, a key manager within the group. He is responsible for arranging shipments of cocaine across the border and ensuring that money is safely transferred back to Mexico. He has substantial links with the Mexican Army and law enforcement officials.

The Carrillo Fuentes organization, like similar Colombian-based crime groups, use sophisticated surveillance technology and counter-surveillance methods to evade detection. The syndicate uses state-of-the-art communications devices to encrypt all communications.

Since the death of Carrillo Fuentes in July 1997, a violent power struggle has taken place for control of the organization and the markets he pioneered. Rivals and associates alike fought for control of the lucrative Juárez smuggling corridor. A Cartel's major competitor, the Muñoz Talavera organization, attempted to capitalize on the perceived weakened state of the Carrillo Fuentes group. This power struggle has led to nearly 50 drug-related deaths in the Juárez area. The victims have included four doctors, two attorneys and one federal comandante. The most infamous gangland incident took place in August of 1997, at the Max Fin Restaurant. Six known drug traffickers and two innocent bystanders were machine-gunned to death.

Vicente Carrillo Fuentes now runs the crime organization and has managed to successfully halt the ambitions of the Muñoz-Talavera organization.

SONORA CARTEL (a.k.a. the Caro-Quintero Organization)

Miguel Caro-Quintero's organization is based in Sonora, Mexico. The group mainly deals in the trafficking of cocaine and marijuana. Miguel, along with his two brothers, Jorge and Genaro, run the organization. Miguel was arrested in 1992, after the Mexican and United States governments cooperated in a bilateral prosecution. However, through threats, intimidation and bribes, the charges were dismissed by a federal judge in Hermosillo. He has operated freely ever since.

The organization specializes in the cultivation, production and the distribution of marijuana, traditionally a major cash crop for drug cartels in Mexico. The group has expanded to also transport and distribute cocaine and methamphetamine.

The Caro-Quintero drug smuggling operation tends to utilize small single-engine aircraft to transport marijuana and cocaine from the interior of Mexico to the northern state of Sonora. Sonora borders Arizona, making it a prime location for smuggling along its vast tracts of desert. Information suggests that municipal, state, and federal officials from Mexico, are routinely bribed to allow the group to access airfields throughout the vast desert of Sonora.

Once the narcotics arrive at the northern zone of Sonora, the organization employs horses and backpackers to smuggle multi-ton quantities of product a month into the United States. The smuggling corridor extends from the San Luis Rio Colorado, Sonora, into Yuma Arizona, in the West; through to Agua Prieta, Sonora, and Douglas, Arizona, in the East.

On November 23rd, 1997, a shooting occurred at Nogales, Sonora's port of entry. One Mexican Customs Official was shot dead, and another official was wounded. The incident started with a secondary inspection of a blue-and-gray van that contained a concealed box, contained approximately U.S. \$123,000 dollars. The van driver was questioned, however, an accomplice intervened and they ran off together with the box. They were apprehended. Around 20 minutes later, eight gunmen armed with AK47s and handguns arrived at the customs office and a gun battle ensued. The two defendants were also wounded in the gun battle.

In July 1997, one of Miguel's immediate relatives, Alberto Caro-Quintero, was arrested in Cancun for planning to transport 1,500 kilograms of cocaine from the Gulf coast of Mexico to Sonora, for ultimate sale in the United States.

TIJUANA ORGANIZATION (a.k.a. Arellano Félix Organization)

The organization is known as one of the most powerful and violent trafficking groups in the world. The Arellano Félix organization's power extends from the highest echelons of the law enforcement and judicial communities of Mexico, down to street-level criminals in both Mexico and the United States.

The organization is responsible for the trafficking of multi-ton quantities of cocaine and marijuana, as well as heroin and methamphetamine, into the United States.

The Arellano Félix organization has been responsible for the death of several high-profile Mexican law-enforcement officials, journalists and informants. They have also made threats towards *Drug Enforcement Administration* (DEA) and *Federal Bureau of Investigations* (FBI) agents and a United States prosecutor. The group routinely utilizes San Diego and Tijuana-based street gangs as assassins and enforcers. The group also employs sophisticated communications equipment, counter-surveillance equipment, and employs a well-equipped and well-trained security force.

The Arellano Félix Organization has traditionally focussed its distribution efforts in the western states of the U.S. However, recent reports suggest that the organization now transports and distributes drugs in Chicago, Kentucky, Ohio and New York, as well.

The Arellano Félix Organization is known to pay large bribes to Mexican law-enforcement officials. Witness testimony has indicated that the group pays as much as one million dollars a week in bribes to federal, state and local officials in Mexico.

Justice in Mexico often proves swift, two Mexican military police were gunned down in November 1997, by masked gunmen with AK47s in Tecate, Baja California Norte. The policemen had previously been seconded to the Federal Judicial Police and participated in the arrest of Everardo Arturo Paez Martinez, a high-ranking member of the Arellano Félix Organization.

Ramón Eduardo Arellano Félix is considered the most violent of the brothers. He organizes and coordinates protection details for all leading members. In September of 1997, he was added to the FBI's 10 Most Wanted list. He was indicted in San Diego, California, on charges of conspiring to import cocaine and marijuana.

A joint taskforce, comprised of DEA, FBI in San Diego, plus state and local officers, continue to investigate and prosecute members of the crime group, including Benjamin Arellano Félix, chairman of the board, for cocaine trafficking.

The Mexican government extradited Alfredo Hodoyan Palacios and Emilio Valdez Mainero to Mexico to face charges of being paid killers for the Tijuana cartel. Valdez was thought to be the top operative of the Arellano Félix Organization. Hodoyan was wanted in connection with the broad-daylight assassination of a top federal drug prosecutor named Ernesto Ibarra Santes in September of 1996. The case against Hodoyan was jointly developed by the Mexican attorney general's office and prosecutors located in San Diego. The pair had fled Mexico for the United States. Hodoyan pled guilty to weapons charges and was sentenced on April 30, 1998. Valdez pled guilty in San Diego on February 1998, to conspiracy charges and for the possession of 50 kilograms of cocaine.

ENVIRONMENT

CULIACÁN

Culiacán is the capital of the Mexican region of Sinaloa. It is nestled between the Pacific Ocean and the Sierra Madre of Mexico's north-west. This is a drug-rich Mexican state; it is just two days drive from the U.S. border. A Mexican Federal Police Commander has called it, "the cradle of the biggest traffickers Mexico has ever known". It has become the Mexican equivalent of Colombia's Medellín region in the 80s and Cali in the 90s. The fertile lands of Sinaloa have gradually shifted from food production to producing vast amounts of marijuana and heroin. The small farm holdings, locally known as *campesinos*, now almost exclusively grow narcotics. They use a series of intermediaries based at the foothills of the Sierra Madre to sell their product to the Mexican drug cartels.

The major players in the Mexican drug business include Ernesto "Don Neto" Fonseca, Miguel Angel Félix Gallardo, Rafael Caro-Quintero, Guero Palma, Amado Carrillo Fuentes, Ismael "El Mayo" Zambada, Joaquin "El Chapo" Guzmán, Manuel Salcido Uzeta a.k.a. El Cochiloco, and the Arellano Félix brothers. All of them have made Culiacán their home.

The drug lords all live in luxury homes in the hills of Culiacán, the city has a population of 600,000 and is a prosperous, modern city compared to the rural villages around Sinaloa. The city in most respects operates outside of federal control, souvenir shops around the city for instance, openly sell outlaw culture items like marijuana-leaf belts, celebrating the city's number one export. There is even a 'patron saint of smuggling', the legendary bandito Jesús Malverde; his image is often seen hanging from necklaces in the local markets. The bandit according to legend robbed the rich to give to the poor, an image local drug lords are keen to promote.

Commentators trace the first narcotics crop in Sinaloa back to the numerous Chinese settlers, who relocated to the region in the last half of the 19th Century. Larger scale opium production didn't start until the 1940s, mainly in response to the Second World War. The Japanese conquest of Asia had captured the opium supply that the U.S. military needed to produce morphine; production in the province was quickly stepped up to accommodate this shortfall. After the war, the locals simply continued production of the crop, and clandestine smuggling operations were set up.

In the mid-1980s, it was clear to the locals that cocaine was the boom product in the United States, attracting ever-increasing prices, they were ideally located to step up production to meet the extra demand. The Mexican organized crime groups were also in a good position to help Colombian Drug Cartels, they were experiencing problems bringing their product to market through Florida. The Colombians were looking for alternate routes, a natural alternative being through Mexico's borders. This relationship lasted a few years until the Mexicans wised up, and started getting their payments made in cocaine. They had set up the distribution networks, they were generating additional profits from the resale of the drugs offered as payment and they could openly source further cocaine supplies locally; they were now in a position to cut the Colombians out of the market. Rather than make a couple of million for effectively being the glorified drug mules of the Colombians, they could source their product locally, or from other South American countries, and make 30 or 40 million dollars per a shipment. Today it is not uncommon to see known Mexican Drug Lords spending their drug profits conspicuously in town.

Along with the wealth, the Drug Lords are now in a position to afford the best technicians available in every field. They can afford to employ the best chemists and always have first class legal representation, they even have the best architects for their lavish homes. However, along with the opulent lifestyles, violence has escalated in Sinaloa. Gun battles are so frequent on the streets of Culiacán that some suggest that it's the new Chicago. In the 1970s the violence was so bad that Mexican military were sent in to launch Operation Condor. There were innumerable firefights between army forces and traffickers, many gang leaders relocating to other areas of Mexico, including Guadalajara, Mexicali and Tijuana.

The culture of Culiacán today isn't that different, there are on average two drugs related murders a day. Young men are seen driving around the streets in new pickup trucks or sports-utilities, they are often seen at honky-tonk bars, sporting cowboy hats, ostentatious silk shirts with jeans, and gold necklaces. These young men are often seen carrying AK-47s and wearing marijuana-leaf medallions. Some are as young as 15 to 16-years-old.

CARRIBEAN

JAMAICA

JAMAICAN YARDIES & POSSES

Yardies and Posses developed in Jamaica in the 1960s and 1970s, these armed, urban street gangs were recruited by politicians to organize local constituencies, enforce party loyalty and make sure voters turned out for elections. The gangs were originally based in the districts of the capital of Kingston, but they also developed in Spanish Town, as well. These gangs eventually developed an interest in the drug trade and subsequently developed their international network of smugglers. Other areas of Jamaica that Yardie activity often takes place in include Montego Bay, where the airport is often used for smuggling, and Cambridge, which has a particularly high murder rate.

In the 1980s, Yardies immigrated to the United Kingdom and Posses moved to the United States. The term Yardie and Posse are interchangeable. The term 'Yardie' comes from the Jamaican street slang for a 'yard', which means either a home or a patch (or territory). The term is frequently used in Britain; it is often used to delineate between second-generation Jamaicans immigrants residing in Britain and those criminals who arrived after being born in Jamaica. There is usually more than a little friction between home grown black youth gangs and the new boys in town, the Yardies. The term Posse is taken from Hollywood or spaghetti (Italian) westerns. The term was first coined in the 1960s. It was quickly adopted by Jamaican youths who were enamored with the gun-slinging ethos of the heroes. The term Posse is frequently used to describe Jamaican gangs in the United States.

The migration of the gangs to the United Kingdom and the United States began in the early 1980s, when a number of groups fled Jamaica in the wake of the defeat of the Michael Manley's *People's National Party*. The various groups had supported his bid to win the 1980 national election. The more moderate Labor Party won the day, the gang members feared they would be held responsible for nearly 500 murders that took place during the campaign, and various arson attacks design to put fear into the local populace to vote for Manley. The groups fled to New York and Miami in the United States, and various locations around Britain, where they may have extended family who immigrated during the 1950s.

GANG STRUCTURE

The Jamaican gangs grew out of the slums of Kingston and Spanish Town, and their affiliations are largely based around neighborhood associations. The political associations of early Yardie activity have generally fallen by the wayside, but it always helps in the public relations sphere for them to trump their origins. The members who arrived in the United States, often illegally, quickly set to work forming their own Posses, or linked up with fellow U.S. street gangs. In these early years, the gangs were large and membership was readily identifiable. The U.S. authorities were effective in mounting successful campaigns against their illegal activities. Many were imprisoned, deported, or murdered by rival gangs who resented their infiltration. They eventually reorganized and grew again, this time around their leaders established a hierarchy, which helped to insulate themselves from dealing with street-level crime or drug dealing. Underbosses were now employed to supervise daily gang activity. The position of underboss carries great risk, it is usual for gang rival to mete out violence against the underboss, rather than target the often well-protected boss. Besides, killing off the underbosses threatens the profitability of the enterprise, and the rival boss is more likely to gain favorable terms from his rival under such circumstances.

CRACK DEALING

The American Posses first dealt what was familiar, Jamaica being world famous for its marijuana. However, they soon moved into other more profitable drug markets like cocaine, and its derivative, crack cocaine. The business was the traditional domain of black and Hispanic gangs. The geographic location of Jamaica is favorable for drug smuggling, it is situated between the drug-producing countries of South America and the lucrative market of North America.

The Posses have become heavily involved in drug trafficking since the 1980s. Jamaica has become a major transshipment point for cocaine into North America. At street level, Posses operate crack houses, usually called gatehouses. These houses are often managed by women to avoid overt suspicion; the woman can generally call upon several low-level gang members if a troublesome customer arrives. The gatehouse may be an apartment, a store, a restaurant, or an office. These premises may have been forcefully taken over and they are always heavily defended. The exchange of money and drugs is usually done through a plexi-glass screen, and the drugs are then delivered to street level dealers. This process attempts to limit the amount of drugs found on any one seller, and therefore, limits the risk of charges or loss of product.

A typical crack shipment undertakes the following route to street-level. A kilogram of cocaine is purchased from a Colombian trafficker, and it is then moved to New York. There it is transformed into 20,000 'rocks' of crack. The total profit can be around eight times the initial purchase price. The Yardies through their smuggling routes, chemical labs and street level dealing interests, manage to keep all the profits within their organization, other gangs often have to rely upon outsiders for either production or shipment. A Colombian trafficker generally trebles his money with the sale of every kilo of cocaine.

The profits of drug trafficking are laundered in a number of ways, a popular method is through a street trader. He is financed by the Posse to purchase goods with the profits in the United States, he later sells them in Jamaica. Other methods include using corrupt or intimidated airline crews to either carry large sums through airports, or stow 55-gallon drums of money on board outbound planes for Jamaica. Of course, amounts less than US\$10,000 dollars can be sent through *Western Union*. Jamaican officials are generally less concerned about money laundering than most. Drug profits are also invested in legitimate business interests, such as grocery stores and nightclubs. Basically, any business that recoups its revenue in small, non-traceable cash payments is ideal.

V I O L E N C E

Jamaican street gangs are well known for resorting to violence when threatened, usually with firearms. One particular incident illustrates this. The incident took place within a couple of blocks of Edgecombe Avenue in Harlem, New York. The Posse known as the Spanglers were purportedly seen by a passing policeman playing soccer with a human head. The head belonged to a rival drug dealer on their crack peddling patch. He had been caught stealing from the Posse. As a punishment, and warning to others, he had been killed and dismembered in a bathtub. Investigations later showed that 14 other victims had also been dismembered in the same bath.

In the United Kingdom, it is fair to say that the newly arrived Yardies ill-judged their entrance. The frequent use of firearms to quell local resistance simply alerted local police to their presence.

I L L E G A L G U N S

The migration of Yardies to Britain led to an upsurge in gun related violence. The political violence of the 1970s in Jamaica had led to guns being an everyday reality for most Yardies. Once they landed in Britain, it was only a matter of time until sales of firearms became part of their basic business plan. They often sourced the guns locally by using a dummy buyer on behalf of a gang member, or stole the firearms from homes, military bases and gun dealerships.

Other activities perpetrated by Yardie groups include marriage, immigration and working visa (green card) frauds. Basically, they offer all the standard counterfeiting needs of illegal aliens. It is almost impossible to estimate just how many Yardies or Posse members exist in the U.S. or Britain, mainly due to the high numbers of illegal immigrants.

T E L A V I V P O S S E

The Tel Aviv Posse originated in Jamaica in the Tellerville section of Kingston. The group was originally known as the Skulls. The group now operates in Paterson, New Jersey. Similar to most Jamaican crime groups, it is known to have had political affiliations with the Peoples Nation Party (PNP). The groups is known to associate with members of the Jungle Posse.

The Spangler Posse have long been known to operate drug distribution networks out of Paterson, it appears the new group has made its peace with this group and is operating independently of them. It appears that because the three groups all support the PNP political cause, they can work amicably together at home and abroad.

EUROPE

UNITED KINGDOM

BRITISH ORGANIZED CRIME

Organized crime in Britain evolved slowly throughout the 20th Century. The single greatest opportunity for growth in crime occurred during the Second World War. The wartime conditions made it possible for small-time black marketeers to expand their business interests into almost mainstream society. The wartime conditions made it far more likely for everyday people to consort with criminals to acquire basic everyday items not readily available under the rationing system. The government sought to introduce a myriad of prohibitive rules to stop the process, but most citizens selectively ignored these dictates.

The Sabini Brothers: After the First World War (The Great War) leading up to the outbreak of the Second World War (1918 to 1939), the Sabini Brothers controlled most of the organized crime rackets in Greater London. The brothers were half-Scottish and Italian, and came from the Saffron Hill area near Holborn. The group was led Charles Ullano Sabini, better known as 'Darby'. The five brothers controlled several racing tracks, under the behest of protecting bookmakers. In reality, it meant they were now in a position to readily extort money out of them, instead. During the 1920s, the Sabini's fought rival gang leader named Fred Kimber and his Brummagem Boys, mainly for control of the lucrative racing tracks. An agreement was finally settled upon whereby the Sabinis were given control of the southern racing tracks.

Once this dispute was settled, the Sabinis' quickly consolidated their interests by expanding into nightclubs and gambling dens. They also sought to supplement their takings by the occasional high-profile robbery, like the theft of gold bullion from Croydon Airport in March 1936.

The brothers gradually lost control of most of their empire in the late 1920s and early 1930s. Rival factions began to erode most of their interests in turf wars, culminating in a bitter street battle that became known as the Battle of Lewes, it occurred in 1936. After the battle, the Sabini brothers were forced to agree to a further subdivision of their remaining territories. In 1940, due to wartime regulations, the brothers were interned because Italy had enjoined the war. The brothers soon lost their influence and power over London's criminal underworld.

THE FORTY THIEVES

Traditionally, female involvement in organized crime tended to be limited to providing alibis, negotiating bail, or sheltering wanted men or escapee prisoners. The Forty Thieves crime group was the exception. This group which roughly ran from the 1890s up until the 1960s, were a simply structured concern of female shoplifters based in South London. Generally in pairs, or sometimes groups, the shoplifters would systematically raid London stores. Potential new recruits would have to wait until a vacancy arose within their ranks by either marriage or death to join. These new recruits were trained and served an 'apprenticeship' of sorts. The leader of the gang was known as the 'Queen'. The leadership routinely changed hands as its members were imprisoned. There were two famously long-running Queens named Alice Diamond and Maggie Hill. Maggie was the sister of a gangster, Billy Hill, who was a leading crime boss in the 1950s.

Between the wars, drug dealing in Britain was largely the domain of Chinese criminal gangs and was relatively low-key. Prostitution was largely ran by French gangs until shortly before the Second World War, when the Maltese-born Messina brothers took charge. The curious fact is that local organized crime groups considered prostitution to be beneath them. Even today, Russian Mafia and Triads tend to control this practice in Britain.

During the Second World War, the shortages and the rationing of essential goods provided ample opportunity for growth in black market activities. A healthy black market trade developed in food, clothes, cigarettes and gasoline coupons. Government offices were often raided to acquire spare ration books. The German bombing often provided useful cover and opportunity for looting to occur. Another aspect was organized crime sought to infiltrate the Air Raid Precautions Volunteer Service (ARP). Occasionally, the general public was duped into assisting ARP Wardens steal stock from damaged stores. The privations of war also ensured that people who would not normally commit a crime resorted to petty thievery. In 1943, thefts from railroad stations exceeded £1 million pounds. By 1944, the figure had doubled.

The war also provided ample motivation for criminal groups throughout the country to cooperate. The infamous Jewish gangster, Jack Spot, went north to Manchester and Leeds to advise and assist local gangsters. As with most organized crime groups, any city that has a docks region is targeted by a slew of opportunistic thieves and blackmarketeers. Theft regularly occurred from military stores as well, whole consignments of razor blades and cigarettes would often disappear.

The arrival of overseas troops provided a great amount of work for prostitutes and those involved in vice rackets. In unison, deserting troops often ended up working for criminal groups, often to obtain falsified identity papers so they could gain forged rations books, and hopefully one day enjoined the real economy in Britain after the war.

Billy Hill, a former 'smash-and-grab' merchant of jewelry stores, became a leading figure in the London criminal underground, during the war. He organized criminal gangs to service the burgeoning black market and supply forged ration books, he was also involved in the supply of stolen gasoline. Along with Jack Spot, Billy Hill transformed the structure of London gangs in the 1940s.

After the Second World War, criminal enterprise grew rapidly. Billy Hill realized that the best way to do business was to court and control a number of leading senior police. Hill and Spot also controlled a number of British horseracing tracks, and a string of illegal gambling and drinking clubs in the Soho area of London. The uneasy alliance deteriorated in 1955 when a knife fight took place in Soho, between Spot and Hill's right hand man, Albert Dimes. A bitter court case followed. Spot then lost control of his racehorse pitches to rival gangs. Hill realizing that he was now a spent force without the extra clout of Spot, he retired a very rich man, and control of the Soho region quickly passed on to the Nash brothers of North London. Hill managed to successfully retire and open up a club in the fashionable Sunningdale area of Surrey in the 1970s. He still managed keep his criminal connections up by funding various illegal operations of other gangland figures. He died of natural causes in 1984, a rare event for any leading crime figure.

In the postwar years, the police sought to stamp out prostitution in London, the Messina brothers were imprisoned and then deported back to Malta. The control of prostitution in London then passed on to a number of other Maltese immigrants. Many of these had ran girls in the East End, and then moved into the traditional home of London sleaze, Soho. The *Street Offenses Act* of 1957 helped clear the streets of working prostitutes; they now tended to operate from apartments rented out to them, often at exorbitant rates, by criminal gangs.

The pornography business rapidly expanded during the 1960s in the Soho district. The British motorway network quickly developed during this time, enabling criminals to move about the country and to find other outlets for their illegal wares. Changes to the law allowed for gaming clubs to be set up, and organized crime money was often involved in the setting up of these clubs. Often these clubs had links to United States organized crime figures like Albert Dimes, being the British representative of the Angelo Bruno's Philadelphia Mafia family. The British police sought to crack down on these affiliations, several people including leading U.S. movie star George Raft, then fronting the Colony Club in London's ritzy Mayfair region, were expelled.

THE 1960S

During the 1960s in London, two crime families dominated. The Richardson brothers, Charles and Eddie, they led a South London gang that had pretensions to legitimacy; whilst the Kray brothers, Ronnie and Reggie, controlled the down-market region of the East End, and later Soho.

THE RICHARDSONS

Eddie Richardson and his younger brother Charles, started their criminal activities as children, they were involved in 'jump-ups' i.e. stealing goods from the back of idling trucks. Charlie from an early age was seen as the organizer and a natural businessman. At the tender age of nineteen, he heard that a scrap yard was up for sale in Peckham and the pair bought out the business. Shortly afterwards, Charlie was convicted of receiving stolen metal. His army of street urchins were 'half-inching' (pinching) lead from local houses. He was given two years probation, and sent into the army. He returned to Peckham after World War II, and by 1956, the pair owned five similar scrap-yards. The pair later expanded into opening up drinking clubs. In May 1960, Charlie was once again charged with receiving stolen metal. He fled to Canada and built up another successful scrap-yard business. He sold the business and returned to England, where he was acquitted of the receiving charge. He sought to restructure his business interests by burning down one of his clubs for the insurance money. It was later reopened. During this time, he realized that a series of con-men were cheating him. As a form of retribution, he and his brother and 'Mad' Frankie Fraser, held a series of 'kangaroo courts' where punishment would often be meted out on the spot. The type of schemes the gang were involved in at this time included rigging of gaming machines, diamond smuggling and a ticketing swindle at the car park of Heathrow Airport.

Fraser and Eddie Richardson were invited to protect Mr Smith's, a club in Catford. On March 9, 1966, a fight broke out there with rival South London interests. Dickie Hart, a Kray associate, was killed. Fraser was charged with his murder. The various men who had previously been tortured in the mock trials by the group came forward to testify. Charlie Richardson and almost all of his associates were arrested on July 30th of 1966. Charlie Richardson received 25 years, but Fraser and Eddie received lighter sentences, as they had been acquitted of murder. The rest of gang members received lighter sentences, but with the bosses behind bars for a very long time, the gang was effectively finished.

THE KRAYS

The Kray twins, Reggie and Ronnie, were born in the East End of London in October 1933. Both of them were fine boxers and had provided protection for Jack Spot as his bodyguards. Subsequently, they acquired a series of clubs in the East End. By 1959, after Ronnie had been released from a three-year prison sentence for grievous bodily harm. 'The Firm', as they were known, were ready to experience their heyday. The gang sought to gather protection money from drinking clubs and rival nightclubs in the West End. Later the Krays even forcibly took over the fashionable Esmerelda's in Knightsbridge. By 1965, the twins were taking protection money from between half and a third of all illegal gaming clubs in London.

The organization was run along company lines, there were board meetings at which every club manager would be required to hand over a percentage of profits. The twins eventually became complacent about keeping a low profile; they began to court their own celebrity and celebrities. Ronnie Kray was photographed with British politician, Lord Boothby in 1964. Although the photograph remained unpublished, the newspaper *The Sunday Mirror*, called it "the picture we dare not print". Despite Ronnie Kray being both an intimate acquaintance of Lord Boothby and homosexual to boot, the intimations of the newspaper, cost them £40,000 pounds paid to Lord Boothby, and an apology to Ronnie.

In 1965, the Kray brothers became increasingly concerned that the Richardson brothers would attempt to move into dealing in stolen bonds, a major revenue source for the Firm. Trouble was also brewing over the profit-sharing arrangements of their pornographic film racket. By far the greatest concern, however, was small-time criminal George Cornell insult to Ronnie Kray in a nightclub. On March 9, 1965, Cornell was shot at point blank by Ronnie Kray in the Blind Beggar public house.

In December 1965, the Krays organized the escape of Frank Mitchell, otherwise known as “the Mad Axeman”, from Dartmoor Prison. He later refused to surrender to police and was shot dead. The Kray twins were starting to be seen as erratic, and their exploits were garnering too much public attention. The twins had also fallen out with their key financial advisor, Leslie Payne. The twins paid a fringe member of the Firm, Jack ‘The Hat’ McVitie, to kill Payne. It failed, and Payne kept the money and openly boasted about his prowess in avoiding retribution, Payne was later killed by Reggie Kray on October 28th of 1967. Prior to this, Payne had turned informant and arrests followed of several key members of the Firm. The Krays were convicted of Cornell’s murder and that of McVitie – they killed him later too. On March 8th of 1969, the twins were jailed for life, ending their reign of terror throughout London.

SCOTTISH GANGSTERS

The growth of organized crime in Glasgow mirrors that of London throughout the 20th Century. However, the gangs were more often than not organized down Catholic or Protestant sectarian lines. Loan-sharking has always been a particular feature of organized crime in the Scottish capital, and in another areas of Scotland. The other major specialty of Scottish criminals has always been safe-breaking. This talent is thought to derive from explosives-training experience gathered down Scottish coal mines.

In the 1950s and 1960s, Glasgow was effectively controlled by Mendl Morris. He owned a string of public houses and clubs. His protégé, Arthur Morris, took up the reigns of leadership later. Morris was a safe-breaker of high regard, who had built up a sizable criminal empire. It has been rumored that he was also an agent for the British Intelligence Agency (MI5). It is suggested that this might explain his apparent immunity from prosecution.

In recent years, Scottish organized crime gangs have moved into drug trafficking in a big way. It has decimated the local populace. Some neighborhoods of major cities now resemble similar crack neighborhoods found in South Central, Los Angeles. Many Scottish criminals now boast homes in Spain and are linked to continental crime organizations. Tobacco smuggling is also rife in Scotland. In 2003, a member of the powerful Daniel Clan, regarded as Scotland’s richest crime family, received four years in prison for evading £4 million pounds of taxation on a smuggled consignment of tobacco. It is thought the money gained from such enterprise is often laundered through mini-cab businesses and body-tanning salons.

INTERNATIONAL GANGS

Something easily overlooked about the criminal landscape of Britain is there has always been a small Chinese criminal presence there since the early 20th Century. The Chinese gangs ran the drug trade for most of the early 20th Century, even if demand was mostly within its own immigrant community. As far back as 1924, Brilliant Chang, was deported from England for being the kingpin behind a London-based Triad gang. From the beginning of the 1990s, there was a sharp increase in both Triad and Snakehead (human trafficker) activity within the British Isles. Many smuggled people are also extorted for money once they arrive at their British destination. Some of these people are held in virtual slavery, paying off exorbitant transportation fees - strictly not mentioned before their departure. Sweat shops and low-rent brothels exist to take advantage of illegal immigrants. In June 2000, 58 illegal Chinese immigrants, who had paid deposits of £800 against a final fee of £18,000, suffocated in a closed shipping container as they were being smuggled into Dover. There has also been a rise in immigrants being kidnapped to further extort money out of their relatives back in China.

Jamaican Yardies: The Yardies first started arriving in Britain, as an ongoing crime concern, in the 1980s. These gangs originated in the impoverished back streets of Kingston, Jamaica. They set up base in Brixton, London. Their illegal activities tended to revolve around prostitution, illegal drinking clubs, gambling and drugs (mainly selling marijuana). Their drug trafficking activities radically changed during the mid-1980s, when cocaine and crack cocaine became their major focus. In 1987, the first so-called Yardie killing took place. Of the estimated 300,000 illegal weapons in Britain, Yardies are thought to hold the majority of them. Gun culture within the Yardie community is so endemic that the Metropolitan Police force set up Operation Trident in 1998, a specialist unit devoted to mainly black, gang-related gun crime in London.

It was estimated in 2003, that Jamaican and British-born Caribbean criminals make up the majority of the ranks of the estimated 200 crack-cocaine dealers in Britain, scattered amongst 20 major gangs. Increased security at British airports has ensured that drugs are rarely smuggled directly from Jamaica anymore, they are now instead smuggled via Europe. Yardies today can be found in every major English city, but have failed to infiltrate Scotland, mainly due to there being smaller immigrant communities located there.

Other Asian Gangs: A fairly recent development in Britain has been the emergence of Asian crime gangs. The original gangs to emerge like the Tooti Nung and Holy Smokes of West London, tended to be composed of the British-born second generation offspring of sub-continental migrants. They were mainly formed around traditional family loyalties. They originally confined their activities to gang fights and car theft, but they have gradually moved into credit card fraud, immigrant smuggling and drug dealing. In 2003, members of the Fiat Bravo Boys gang based in Southall in West London were jailed for 20 years for the importation of heroin. The gang had managed to earn £6 million dollars from these imports in the just three years; they had managed to cut into the business by undertaking multiple shootings and even planted a nail bomb in a public house. There has also been a rise in Asian controlled prostitution in Britain.

Other groups operating in Britain include Eastern European Crime gangs running prostitution rackets in major cities. Turkish gangs control the heroin trade in Britain. The Italian Mafia is involved in white-collar crime Britain. Whilst the Yakuza have representatives stealing top-quality cars to order for shipment back to Japan, by way of Dubai.

GANGS IN BRITAIN

There are estimated to be at least 20,000 active gang members across Britain, with around 200 criminal networks operating in Greater London alone. They are either crime firms or street gangs (street crews). The crime firm is defined as a group who comes together purely to commit crimes, whereas a street gang provides its members with social and psychological succor, basically a lifestyle choice.

There has always been gang activity in Britain, the best known example is probably the Kray Twins 'Firm' and their rampage of destruction that lasted throughout the 1950s and 1960s. Football hooliganism has been a reality of English life for over 40 years. Each town that has a professional football club also has an unofficial 'hoolie firm'. The image of disorganized violence at football games is actually a little misleading; most members take their violence seriously, and plan meticulously their actions and assaults. Plus, some members also engage in other illegal activities like selling drugs. Many of these firms became organizers of rave parties in the late 1980s, providing security teams and selling the drug ecstasy.

The first cities to replicate the type of gang activity found in the United States were Manchester and London. In the 1980s guns and drugs flooded in to them from Eastern Europe. A drug war erupted in Manchester in the mid-1980s between armed robbers of Cheetham Hill, located in the North, and drug dealers from Moss Side to the South. There were innumerable killings that caused public outrage and shock. In Liverpool in the mid-1990s another gang war erupted between the white clans of inner-city Dingle and the black lads of Granby. Weapons designed primarily for jungle warfare (e.g. MAC-10 machine guns) were found in the hands of the leaders, the weapons flooding in from traumatized former Eastern Bloc countries.

The emerging trend in the 21st Century is for more powerful urban crews who deliberately encroach into nearby cities. A case in point is Sheffield. The former Steel City had a thriving club and drug scene but no gangland culture to speak of for many years. Outside crews considered it easy pickings and the violent Doddington Gang from Manchester and St Ann's Crew from Nottingham moved in. Later, the Johnson Crew from Birmingham signaled their intent by blowing away an innocent bystander. It is clear that the trade in crack, cocaine, heroin, ecstasy and cannabis across Britain has been targeted for control by stronger gangs. These stronger groups are not above using guns to perform robberies, kidnappings, home evasions, torture or murder to achieve their desired market share.

West Indian involvement in organized crime has always been high in Britain. Jamaican Yardies have always had a place in supplying drugs to Britain, but more and more of them have moved to Britain permanently and now make up a sizable population. They have gradually moved their operations North, reaching as far as Aberdeen. These Yardie Gangs at present tend to concentrate on the crack cocaine trade. The activities of the Yardies have met with fierce resistance from local gangs. An incident in Leeds demonstrates the resentment, a local black gangster named Clifton 'Junior' Bryan was shot in 2000, his gang known as 'The Youth' (or the Yout') faced down their Jamaican drug selling rivals, leading to a bloodbath.

Yardies have become so ubiquitous in London that the term has come to mean any Jamaican, African or black gang. The black London gangs include the Cartel Crew of Brixton, the Lock City Crew and rivals Much Love Crew of Harlesden, the Spanglers and the Fireblades in North-East London, the Peckham Boys and the Younger Peckham Boys, The Kinglands Crew and the Hackney Posse in the East and The Ghetto Boys in Lewisham. There are also the so-called Muslim Boys who number between 50 to 100 that live in several neighborhoods around Peckham, Lambeth and Streatham, south London. This gang may have a couple of Muslims attached, but the name is primarily a macho outlaw signifier, they are armed with automatic and semi-automatic weapons and are known to resort to murder or armed robbery in the name of money.

In London, Turks and Kurds control much of the heroin trade and its importation. There have been a series of feuds break out between these crime families, including the infamous Battle of Green Lanes when 40 armed men battled it out, outside a social club. The trade is thought to be organized and controlled from Istanbul.

Outside of major urban areas, the influence of American culture is lead to the adoption of U.S. street slang, the wearing of gangsta-style clothing and the acquisition of guns. These teenagers are said to be looking for that elusive quality of respect. The housing estates of Britain are a breeding ground for potential recruits for professional street crews. These teenagers generally graduate from petty theft to stealing high-value cars, snatching jewelry and watches, or dealing wraps of crack or heroin. The next level of villain may control either large-scale drug distribution operations (the so-called '10-kilo men') or control protection rackets on local pubs, clubs or bars. At the top of the pile are the drug importers and moneymen. These elite are generally either Turks, Asians, Colombians plus a few homegrown mini-cartels exist (from London, Liverpool or the Home Counties). Some of the foreign cartels are known to have political links in their own countries. No single group over the years has managed to achieve representation at every level of crime, until now. Asian gangs from Pakistan and India have managed to control the entire heroin supply chain from the Middle East to sale on the streets of the UK. This emerging trend is likely to see these gangs grow increasingly rich, and they may soon be in a position to wipe out their competitors.

NATIONWIDE STATISTICS

There are many foreign gangs active in the United Kingdom including:

- ❑ Chinese Triads (estimated 5,000 members): They primarily engage in loan-sharking, extortion, gambling and fraud
- ❑ Snakehead and Vietnamese Gangs (350): They primarily engage in people smuggling and extortion
- ❑ Turkish and Kurdish Gangs (500 to 1,000): They primarily engage in heroin importation and arms sales
- ❑ Nigerian and Ghanaian Gangs (1,000): They primarily engage in fraud
- ❑ Balkans and Former Eastern Bloc Gangs (unknown): They primarily engaged in prostitution, drugs, guns, contract killings (Serbs), smuggling illegal immigrants, trading women for vice and pornography, extortion and the importation of counterfeit goods.

BIRMINGHAM

Two local black gangs, the Burger Bar Boys and the Johnson Crew have fought for control of the area for over a decade. They both grew out of earlier gangs, the Handsworth Nigga Squad and the Inch High Crew. Both these gangs have derived their name from where they regularly hang out. They have forged links with outside firms including the PDC in London, the Gooch in Manchester and others in Bristol and Swindon. New gangs include the Badder Bar Boys, the Champagne Crew and the Rally Close Crew. Members of Birmingham City's Zulu football firm are said to control many of the pub and club doors in the city, and are even treated with some respect by the younger gang-bangers.

BRISTOL

Bristol is a crack cocaine hotspot. The Aggi Crew, who derive their name from the initials of their founder members, dominated the cities drug trade until key members were jailed. In the meantime, Yardie posses like the Hype Cru, the Moutain View Posse and the Back to Back gang have gained a foothold in their absence. There has been a spate of shootings as a result. Police set up Operation Atrium to deal with gang warfare and closed down the Black and White Café in St Paul's, probably the most notorious drug-dealing venue in England. The police also shut down a number of crack-houses in South Gloucestershire and one in Somerset.

LUTON

The gradual demise of the Asian Bury Park Youth Posse has left the territory clear for their long-time rivals, the Men In Gear (MIGs), they are one of the first multi-racial football hooligan crews. They number around 100 in strength.

MANCHESTER

The dominant force in the city for two decades has been the Salford Lads; they are basically several different crews linked together by long-standing friendships. They number around 100 in strength; they specialize in cannabis and popular club drugs, protection rackets and armed robbery. The Cheetham Hillbillies, who are mainly of African descent, specialize in armed robbery and drugs. Some of their sixty-strong members have since become multi-millionaire drug barons. The Gooch come from Moss Side and are now the strongest of the black or multi-racial gangs. They allegedly are led by a forty-six year old 'Godmother'. The Doddington, their main rivals have been decimated by murders, and an internal split; they have been subject to successful police operations in recent times. The Longsight Crew still survive despite their leader Julian Bell being jailed. The Pitt Bull Crew, who split from the Doddington, was all but wiped out by the jailing of their entire leadership. Their boss Tommy Pitt was sentenced to life in prison for murder. New groups like the Young Longsight Soldiers are appearing, but the emerging Asian Gangs are likely to dominate the city in the very near future.

LIVERPOOL

The port city has had a long history of successful crime families. The most famous Merseyside Mr Big, Curtis Warren, is currently serving a 12-year jail sentence in Holland for masterminding a £125m shipment of drugs. The Toxteth Scally is one of Britain's biggest drug barons. He forged links directly with major narcotics suppliers in Colombia. Another drug importer, John Haase has also courted foreign suppliers and used his *Big Brother* security business as a front for drug and weapons deals with Turkish godfathers. The city is thought to be well-connected worldwide in terms of drug dealing cells, heavy door security exists at many local nightclubs to ensure drug-related violence is kept to an absolute minimum. Three young street gangs operate out of Warren's former Toxteth turf, while two young white gangs have been engaged in violent conflict in the Kirkdale area of the city.

LEEDS

The death of local gang leaders Clifton Junior Bryan and Frank 'Gatt' Birley in 2000, in unrelated incidents, has ensured a spate of killings have taken place in Leeds. The so-called Yout' (Youth) gang have clashed with Yardies for control of the local drugs trade. In Operation Stirrup, over 200 illegal entrants were deported. In the upsurge in violence, over twenty people were seriously injured and six people were killed. Leeds is also home to one of the few British female crime gangs, the Chapeltown Purse Dippers.

NOTTINGHAM

There are three dominant black gangs in the area, the Meadows Posse, the St Ann's Crew and the Radford Road Posse, however, they are challenged by a white gang from the Bestwood area. The local gangs have links with black gangs in Birmingham, Sheffield and Manchester. The major activities undertaken by these crime gangs include robbery and drug dealing.

NEWCASTLE AND THE NORTH-EAST

The city has traditionally been the preserve of musclemen and bodybuilders. The macho culture of the North-East has been personified by tough families like the Sayers and the Conroys (Newcastle), and the late Lee Duffy's gang (Middlesbrough), the Warden Law Gang (Sunderland) and BOSS (the Boys of South Shields) and their offshoot, the Youth of South Shields. The North-East of England doesn't have the level of criminal organization found elsewhere, the gangs present like the Stockton Wrecking Crew and the Gremlins are basically brawlers compared to more organized gangs to be found in other cities.

LONDON

As you might expect for a metropolis, London has multiple layers of gang/organized crime activity, ranging from international cartels to school-aged street urchin groups. Turks and Kurds have cornered the market in heroin importation, many groups are linked to the notorious Baybasin Clan. These groups include the Bombers in Hackney (100 strong), the Tottenham Boys (70) and the Kurdish Bulldogs (70) in Wood Green. The Muslim Boys is a name used by several gangs (50 to 100 members) around Brixton, Peckham, Lambeth, and Steatham, in South London. Most of these members are in their late teens or early 20s and belong to the Stockwell Crew, the South Man Syndicate and Poverty Driven Children (PDC). Around twenty of the harder-core members are currently in jail. The Peckham Boys can be found in Peckham, Walworth and Camberwell. Their members are predominantly black and they engage in robberies, house burglary, drugs and general disorder. The older members generally move on to planning more serious crimes. They have an offshoot called the Young Peckham Boys, as well. The Lock City Crew tend to be foreign born, in either Africa or Jamaica. Their rivals, the Much Love Crew in comparison tend to be local to North London. White gangs in London include the tough Canning town and Stratford firms in the East End, plus the notorious A-Team from North London. There has recently been gang violence in the Wembley area between rival Sri Lankan gangs, whilst the Southall Sikhs (formerly the Holy Smokes and Tooti Nung) are active in the heroin trade.

CLERKWELL CRIME SYNDICATE (a.k.a. Clerkwel Crime Firm)

The Clerkwel Crime Syndicate has been the most powerful criminal group in Britain since the early 1980s. The group is a major London crime gang that specializes in drugs and extortion. The gang is reported to hire Afro-Caribbean enforcers to murder informants and competitors. The Adams family is the major player within the crime syndicate. Allegations suggest that the Adams family routinely bribes a series of Metropolitan Police officers to keep them one step ahead of the law. The ring is run by Terry Adams, he is known to be the brains behind the operation. Patrick Adams is the syndicate's enforcer, and is known for his brutality and violence. Tommy Adams is the family's financier, and is known to secure lines of credit with various illicit organizations, including South American drug cartels.

The group has been linked to a series of major robberies over the years, including the theft of gold bullion and involvement in a securities fraud scheme. They were reportedly behind the point blank shooting of legendary gangland figure, Frankie Fraser in July of 1991.

ITALY

THE SICILIAN MAFIA

The word 'mafioso' (in Sicilian *mafiusi*) first appears in the title of a popular melodrama by Giuseppe Rizzotto (*I mafiusi di la Vicaria*) in 1863, it was about a prison gang in Palermo. The word 'Mafia' first appears in dictionary form in 1868, it's defined as, "the actions, deeds and words of someone who tries to act like a wiseguy". The island of Sicily has a long history of invading armies. The inhabitants steadily grew weary of their rulers and ministers. The locals often suffered terribly under foreign rule, this led many to seek to undermine the state and its structures, some others sought to grab a share of the bountiful wealth the verdant island grants through crime.

In a world where rule was often arbitrary, the family became an important aspect of Mafia organization. In a culture where a social system of vendettas existed, having a large extended family could help protect the individual against harm. No offense would be allowed to pass without it being avenged by the *new* family.

The Mafia member is bound to uphold Omertá (manliness in Sicilian). This code of behavior informs Mafia operations and their dealings with the outside world. The code of behavior marks out a true mafioso, he is someone who speaks little, is dignified at all times, and makes each word spoken count. This ideal is drawn from the pan-Mediterranean tradition of manhood, which goes back to the Stoic tradition of Ancient Greece and Rome. Omertá is but one category of onore (honor), the code rules the Mafia and many traditional societies across the Mediterranean. This code demands that slights to a person or his family and friends, no matter how slight, must be avenged. A man's status in society is dependent upon his willingness to use violence to defend his honor. If he does so, he is offered respect. Respect creates authority, and authority is power.

With power comes obligation, and the true mafioso looks after his extended crime family like a father, he may often serve as godfather to the children of his underlings, attend their weddings and funerals, and hold frequent banquets in celebration of the family. The seating arrangement at these almost ritualized banquets reflects each person's status within the family. The Sicilian Mafia often refers to itself as the Onorate Società (the Honored Society) and its members are known as 'men of honor'.

The Sicilian Mafia first came to prominence under the reign of King Ferdinand, whose kingdom consisted of Naples and Sicily. He fled Naples in 1812 to escape Napoleon's invading army. The Sicilian barons agreed to shelter him if feudal law was abolished. The feudal states were divided up into private property and duly divided up amongst the barons. The landowners rented the administration of their estates to gabellotti (tax-collectors), in return for a percentage of the harvests. The tax-collectors further subdivided the land up into small-holdings, and rented them out to tenant farmers, also for a percentage of the harvest. The gabellotti kept the peasants in line, and made sure crops were harvested, and even settled local disputes. The gabellotti used their position as mediators to exploit both groups. They fenced off common grazing ground, usurped water rights, and organized cattle rustlers. They eventually had confederates controlling the markets in major cities, because the gabellotti could extort the tenant farmers. This kind of integration as a mediator between the labor and capital was later used to similar effect by the U.S. Mafia in the early years of the 20th Century.

In 1860, Garibaldi and his one thousand red-shirted troops landed in Sicily to establish Italian unity. He was rapturously welcomed by many locals and many men flocked to join his cause. Two thousand brigands formed squadrons known as *squadri della mafia*. Sicilians voted overwhelmingly in 1861 for union with the mainland. Since this time, Italian governments have courted the Mafia with generous concessions to deliver the Sicilian vote.

Although unification was initially welcomed, it soon became clear that the new Italian government was mainly composed of Northerners and just as draconian as their former alien rulers. Young men escaped their military service and disappearing into the hills. Poverty increased in the region and public order started to collapse. The government took draconian measures to stop further violence and also to crush intensifying nationalism on the island. Many saw the growing Mafia as the only protection they had against Turin-based rule. The island became so crime ridden at this time that the Italian government declared a state of emergency on the island and sent military police in to impose order. The scandal eventually toppled the government of the day and the Sicilian Mafia offered to police the island, to save the government from further embarrassment. The government duly agreed.

The growth of the Fasci (Fascist Movement) in 1887 unsettled many barons and Mafia figures alike in Sicily, the movement was harshly suppressed by the Mafia. Although this early attempt at fascism failed, many people saw it as their cue to find new progressive frontiers around the world. Over a million Sicilians migrated between 1900 and 1913, of these 797,191 Sicilians migrated to the United States. Sicily during this period lost a quarter of its entire population to immigration. Most of the United States bound immigrants ended up in New York.

After the First World War, many of the Mafia-bound soldiers return home to find that many of the land-holding barons had profited greatly during the war and had grown rich. Despite land grants by the government for the soldiers, many saw their power diminished because the land-owners no longer needed an intermediary to deal with their farm workers. The war had ensured they had to go without Mafia intervention. The rise of Benito Mussolini in 1922, ensured that the Mafia was under threat from all sides. Mussolini was determined to break Mafia control over the Island. He assigned Cesare Mori to destroy them and gave him extraordinary powers to do so. Many thousands of Mafia suspects were arrested, routinely tortured and held in iron cages. Many Mafia identities fled to the United States.

After the fall of fascism midway through the war (1943), those held as prisoners by the Fascists were freed and treated as heroes of war. Leading Mafia figures Calogero Vizzini and Andrea Finocchiaro met Count Lucio Tasca, a wealthy landowner, and formed the National Renaissance of Sicily movement. This movement had political aspirations and even thought Sicily should become a part of the United States!

When the allies landed in Sicily in 1943, a leading American Mafia boss in-exile named 'Lucky' Luciano had been secretly asked to help win support for the invasion. The Allies released the prisoners convicted by Mori. This arrangement helped ensure that the Mafia delivered votes for the Christian Democratic Party for over 50 years. This helped ensure that communist or socialist parties never regained power in Italy. This suited the Allies, who were now engaged in the ideological struggle that was the Cold War, and the Mafia were given free reign to control Sicily. The communist groups on the Island were systematically rooted out by the Mafia and murdered. In 1948, there was concern that the Communist Party would gain control of the parliament, Mafia bosses ensured that the Christian Democrats gained 50% of the votes in its own areas, ensuring victory for the Christian Democrats. The party subsequently banned the Communist Party from ever holding office again. In this new Mafia friendly Post-War environment, the Mafia sought to expand its influence to the mainland; its major area of operations was to set up black markets in leading ports.

In 1943, the Allies granted Michele Navarra, a doctor, director of a hospital, head of the local landowners association and leader of the Corleone Mafia cosca (clan), trucking concession for the Palermo area. In post-war rationed Italy, this access to cheap fuel ensured the clan quickly established a thriving black market in the area. Between 1944 and 1948, the Corleonese killed 153 men locally to ensure all profits flowed back to them. One of the leading gabellotto, who carried out the killings, was Luciano Leggio who had killed another gabellotto to gain his position. He used his trusted position to slaughter stolen cattle on his estate and sell it on through the black market. Navarra had become tired of his brutal sub-ordinate's activities and sent 15 gunmen to kill him at his estate. Leggio escaped and got two associates to machine-gun his former boss, as he drove home one day.

Leggio hunted down his boss's supporters in the streets of Corleone. A full-blown war started between the opposing sides. Many also see this as a struggle between the traditional agrarian Mafia, who were concerned with building relationships, power and respect, and the new post-war urban-based Mafia, who were ruled by money and adopted American gangster methods like those employed by the infamous Al Capone. As the larger rural estates were broken up and subdivided up amongst the peasantry, it soon became clear that the traditional ways of the Mafia were fast disappearing.

In 1947, Sicily became an autonomous region of Italy. Palermo boomed as peasants flocked to the city and by the early 1950s the population of Palermo had reached one million. The city was divided up amongst 39 Mafia families, who fought bitterly for control over food markets and the booming construction industry and its supplies. Protection money was collected from every business in the town.

On October 12, 1957, the new generation of the Sicilian Mafia met with their U.S. counterparts at the Grand Hotel des Palmes in Palermo. The meeting was organized by 'Lucky' Luciano. He had been exiled to Sicily from the United States in 1946, for gangster activities. The meeting's main purpose was to organize the international narcotics trade, particularly the heroin trade. Luciano had been organizing the heroin trade in the United States via Havana ever since 1946, but Cuba was now on the brink of revolution. The United States Mafia now needed new distribution networks. At Luciano's suggestion, the Sicilian Mafia at this time set up their own governing commission to regulate the affairs of more than 150 Sicilian clans. It was known as the Cupola, and was headed by Salvatore 'Little Bird' Greco. The commission had twelve members, each representing three Palermo families. They even set up provincial commissions. All the bosses were more or less equal under the commission and all had to obey the Cupola's rulings. The United States equivalent commission could now directly deal with the Cupola, and organize the importation of heroin into the United States. The Sicilians bought heroin from Corsica and packed it in shipments of oranges, cheese and olives bound for the United States. Another war between the clans, between the La Barbera clan and the Leggio/Greco clan, destroyed the lucrative heroin trade and shattered the consensus underpinning the Cupola.

After a series of car bombings, one of them killing several policemen in June 1963, some 250 Mafia leaders were brought to trial and many were sent to jail. The Italian government had made it known they wouldn't tolerate open warfare in the streets of Palermo – murdered people were turning up on the streets daily. The Italian Government passed new anti-Mafia laws and established a reformed Anti-Mafia Commission. However, the momentum was soon lost when a number of leading Mafia figures including Leggio were subjected to a series of prosecutions, but none were ultimately convicted.

The Cupola was reconstituted in 1975. At this time the Mafia structure started to change, it became more hierarchical, mainly in response to the complexity of its drugs and arms trafficking operations, and urban infrastructure racketeering. The Sicilian Mafia became a multi-national concern. This change was undertaken at the behest of the finally jailed Leggio, through his representatives, Bernardo Provenzano and Totò 'the Beast' Riina. The new formation sought to transform 'the federation of Mafias' into a virtual dictatorship called 'La Cosa Nostra', mainly by murdering opponents.

The La Cosa Nostra sought to expand its drug trafficking interests in 1975, by dealing directly with a Turkish crime group led by Abuzer Ugurlu. The Turks supplied the necessary morphine base, which was supplied by Middle Eastern interests in exchange for arms sent to Bulgaria. This was done at the behest of the Bulgarian government, who welcomed the export of drugs to the West in exchange for a cut of the profits and arms. The Sicilians, however, didn't have the pan-Mediterranean smuggling network needed to facilitate the operation, so they called upon Neapolitan Camorra, who already smuggled tobacco around the region.

The Mafia set up drug refineries in eastern Sicily (Catania and Messina). They employed an elaborate network of thousands of non-Mafia agents who could not be fully controlled, but such concerns were outweighed at the time by the enormous profits that could be generated. Finally, the narcotics would be sent from Sicily to the United States through existing smuggling routes. The profits generated by this enterprise were said to be in excess of 12% of the Italian Gross National Product. It became a serious, continuing problem for the Mafia to find ways to launder its profits through the Italian banking system. The well-connected financier, Michele Sindona, a member of the powerful and secretive Masonic lodge called *Propaganda 2*, stepped into breach to lend his assistance. The P2 society handled both the finances for the Cosa Nostra and the Vatican.

In 1981, Riina moved against fellow Cupola members, Stefano Bontate and Salvatore Inzerillo. The bloody conflict became known as the Second Mafia War. It was not so much a war as a slaughter, the Corleone Clan suffered no casualties, but their enemies lost between 500 to 1,000 members through a series of carefully targeted assassinations. Despite the overwhelming success, the Corleone clan had its problems, the Bontate and Inzerillo families were the main organizers of the distribution of heroin in the United States. The Corleone family invested in these operations, but did not have the necessary contacts themselves. The Corleone clan was essentially the military arm of Cosa Nostra operation, whilst the other two were mainly involved with enterprise. Leggio and Riina were determined to synthesize the two and take sole control over the Cosa Nostra. The problems they had to overcome were as much cultural as much as economic. Palermo clans regarded the Corleonese as peasant upstarts, attempting to move into their own territory. They saw themselves as the 'true' Mafia. Riina was able to build a series of alliances with 'men of honor' from each clan because narcotics was not seen as a traditional Mafia practice, and thus, it didn't need family sanction or involvement. The deaths of Bontate and Inzerillo were ordered by Riina after a conspiracy was apparently uncovered implicated the pair in plans to assassinate the head of the Cupola, Michele 'The Pope' Greco. Greco was thought to be a puppet for the Corleone clan. He continued to lead the Cupola after the purge, Riina had now positioned a number of allies on the Cupola Commission. Riina effectively destroyed each Mafia clan's independence, and many of their traditions and values along the way. Many 'men of honor' now flouted the Omertá code, and some even turned informant with the authorities (the so-called pentiti or the penitents).

Leggio sought to bolster his absolute power over the Cosa Nostra by not only killing his rivals, but also prominent politicians, judges, prosecutors and journalists, as well. The violence continued on from 1979 to 1992. The so-called *cadaveri eccellenti* (distinguished corpses) stood against Mafia activity and paid the ultimate price. The group assassinated the head of the Italian Communist Party, Pio La Torre, and a member of the Anti-Mafia Commission. General Alberto Della Chiesa, who had arrested Leggio whilst still a lieutenant in 1964. This campaign of fear did not break public or state determination, however, to eventually reign in Mafia control.

In 1986, a series of 'maxi-trials' took place in Palermo. Based on a wealth of evidence gathered from men whose families had been killed by the Corleonese; 475 defendants (117 were fugitives) stood trial, housed in 30 communal high-security cages bunkered along the purpose built courthouse. It was located next to Ucciardone Prison. Tommaso Buschetta has previously been extradited from Brazil in 1984. Rather than face prosecution, he turned informant. He had blown 16 people up on a train for the Mafia and wasn't about to take the fall for it. Another leading Mafia figure, Salvatore Contorno, also turned informant. The Palermo police started to piece together the structure of the Cosa Nostra. Despite several police being killed in the arrests of the accused, the trials began on February 10th, 1986. The trials lasted 22 months. Despite numerous pro-Mafia demonstrations, attacks on proceedings by the Archbishop of Palermo, Michele 'The Pope' Greco was charged with 78 murders. A further 344 convictions followed. Lucciano Leggio was absolved because he had been imprisoned since 1974. The testimony from over 1,000 witnesses revealed a worldwide network of arms and drug trafficking. A new maxi-trial was organized solely for 80 defendants in the Palermo district.

However, the Supreme Court judge Corrado Carnevale began to throw out convictions in 1991. He became known as the *l'ammazza sentenze* ('the sentence killer'). He overturned Greco's life sentence and released Antonio Salamone, who had orchestrated cocaine trafficking in South America, on the grounds of ill-health. By the time Carnevale was finished, only 60 of the original 344 convictions remained behind bars.

Subsequently, the leading police authorities behind the arrests were transferred from their postings, police documents went missing and the general public soon realized government support for the maxi-trials was waning. The trials were subsequently seen as being extra-judicial in nature. The 'show trials' infringed the basic liberties afforded the defendants. The trials even led to a national referendum to reduce the powers of the judiciary. The new code even made prosecutors liable for errors that occur in due process.

The Cosa Nostra showed their displeasure towards the Christian Democrats for having allowed the maxi-trials to take place by switching their political allegiance. The Sicilian votes went to the Socialist and other assorted radical parties. The continued violence directed towards politicians and prosecutors led to the military occupation of Sicily. The Christian Democrats were finished as a party without Mafia support.

More 'distinguished corpses' turned up during the 1980s, not the least Giovanni Falcone, who was the judge who presided over the maxi-trials. His death in 1992 by explosives placed on a highway ahead of his vehicle; was mourned by politician, police authorities and the general public alike. His death led to the formation of the Italian equivalent to the F.B.I. called the *Direzione Investigativa Anti-Mafia* (DIA) and changes to the witness protection program.

After the death of Giovanni Falcone, the Italian government sent 7,000 troops into Sicily, effectively proclaiming martial law. The witness protection program was hastily reinstated and over 600 pentiti came forward. On January 15, 1993, Riina was finally arrested in Palermo. He had been a fugitive for over 20 years, and spent most of his time hiding in Palermo. Riina was betrayed by his once loyal follower named Balduccio Di Maggio. Riina was replaced as the head of the Cupola by Giovanni Brusca. The arrest took place as the groundswell of public opinion was starting to turn against the Mafia. This led to Operazione Mani Pulite (Operation Clean Hands), a free ranging investigation into corruption at every level of Italian society (government, state and private industries). The Cosa Nostra returned to a campaign of terror to denote their defiance, they primarily used car bombs.

The Christian Democrat party formally disbanded in 1993, and reformed as the Popular Party. Silvio Berlusconi and his Forza Italia party, and the smaller but significant Lombard League, now dominated Italian politics: especially after the parliament changed from a proportional representation system to a simple majority system. This essentially meant the Cosa Nostra had lost their political power and protection.

In 1996, Giovanni Brusca was arrested. He had commanded the military wing of the Corleonese and had been involved in many political assassinations, including the deaths of Falcone and Bontate. He turned state evidence and revealed the location of Pietro Aglieri, his successor as the head of the Cupola. He had planned to abandon all his political connections and simply concentrate upon Cosa Nostra's criminal enterprise, which is mainly extortion and drug dealing enterprises. The 'men of honor' could no longer trust in the secrecy of the Mob, and were now officially out for themselves.

A footnote to this story is that the long time fugitive Bernardo Provenzano was arrested in the Sicilian countryside recently after 30 years on the run. He was the head of the Sicilian Mafia. He had scrupulously evaded capture for so long because he never used modern telecommunication devices, or wrote anything down at all. A system of trusted confederates passed on his commands.

The Sicilian Mafia today is no longer the force it once was, mainly due to its political protections being stripped away with the demise of the Christian Democrats and parliamentary changes. They are still very active in the drug smuggling business, and continue to aggressively enforce their traditional extortion rackets. The Italian political process has always been unstable; it may well be the case in the future that the Mafia will rise again under favorable political conditions.

OTHER ITALIAN CRIME GROUPS

CAMORRA

The Camorra crime group is based in Naples. The earliest evidence of the Camorra dates back to 1820. Local police uncovered a highly organized crime group that had its own policies and initiation rites. The name Camorra is thought to derive from the gambling game called 'morra'. The game is moderated by a 'capo', hence 'capo morra'. The word first appeared in a text dated 1735; the document referred to gambling dens in Naples. The Camorra originally controlled the city's prisons. The group collected taxes from the prisoners and collected a fee from the authorities for keeping order in the penal establishments. At some stage, they realized their power base could be extended to organizing gambling and theft throughout the City, but especially the docks region. They were soon demanding an unofficial 10% tariff upon all cargo arriving at the docks.

The Camorra played an important role in subduing the Naples citizenry during the turbulent times associated with the 1860 campaign for unification. One Camorra member was even made chief of police. The group was striving for a legitimate role within the newly combined political process of Naples, the unification having proven successful. Unfortunately, within a few years the relationship had soured and many camorristi (Camorra members) had been arrested. In the late 19th Century, the Camorra finally became involved in politics by guaranteeing votes for the Liberal Party. Some of cammorristi emigrated to the United States at the turn of the twentieth century, they developed a Camorra branch in Brooklyn, New York.

The Camorra almost died out during the fascist era of Benito Mussolini (1922-43). The presence of Vito Genovese and 'Lucky' Luciano in Naples after the Second World War, however, ensured their survival. The city was fast becoming a magnet for Sicilian criminals, as well. The city during this time became the unofficial 'smuggling capital' of Italy. Although the smuggling was mainly undertaken by the Mafia, the Mafia employed local Neapolitans to do the basic street-level enforcement work, these enforcers eventually became the nucleus for the post-war Camorra. The Camorra initially turned their attentions to controlling the food supply entering the city. They extorted farmers and buyers alike, and sought to intimidate those who refused to pay. The income derived from this activity was small change compared to the drug smuggling undertaken by the Mafia. However, the Camorra soon realized enormous profits were to be made from smuggling tobacco around Europe. They eventually became an urbanized organized crime group like the Mafia. In 1959, a case of cigarettes could be bought in Tangiers in Morocco for U.S.\$23 dollars, and resold in Europe for U.S.\$170 dollars. Corsican gangs formerly monopolized the tobacco smuggling business, but Corsican control of the trade was broken down in the 1960s. Today, there is a network of Camorra groups, each with around 30 to 40 members. They generally control fixed regions. They deliberately court regional political processes in an effort to protect business interests. An example of this kind of collusion, was a scandal that developed after the 1980 earthquake. Millions in government reconstruction dollars were misappropriated by the Camorra. The Camorra also favors pumping the profits of its drugs/tobacco smuggling trade into acquiring legitimate business interests, further enhancing their political clout.

In 1970, Raffaele Cutolo founded the New Organized Camorra (NCO) to help resist Mafia encroachment into Naples and Campania. They trumpeted their regional patriotism, but of course, the main interest was in preserving local criminal profits. Cutolo sought to revive the rules that governed the Camorra in the 19th century. The group was hierarchical and extremely violent. The NCO specialized in extortion, but was not above selling cocaine on the side. The Naples Camorra was heavily involved in tobacco and heroin smuggling, and in various construction and real estate schemes. In 1979, Cutolo forced a leading tobacco smuggler named Michael Zaza to pay a large sum of money to the NCO, in order for him to continue his cocaine smuggling operation. The following year, the other Camorra groups in Naples united to fight against the NCO, it formed the Nuova Famiglia. The two groups fought fiercely for control of the reconstruction funds allocated to the devastated Campania region in November 1980. A war broke out between the two groups; the conflict claimed 500 lives in little over two years.

In 1983, the police and the carabinieri launched a combined operation that led to the arrest of 800 men, 300 of which were later convicted. The power of the NCO was effectively broken. The main Camorra grouping remained operational. Finally, many of the Camorra groups have been formed around powerful families, in 2002, women of rival families were involved in a shootout in Naples, leaving members of the Cavas and Grazianos crime families dead.

‘ NDRANGHETA

The ‘Ndrangheta is based in Calabria, one of the poorest and most crime ridden regions of Italy. Similar to Sicily, the region has suffered from a backward economy, and a lack of government support. The Calabrians have become highly suspicious of government and authority in general. Instead, they tend to be fiercely loyal to their extended families, and adhere strongly to traditional codes of honor and vendetta.

The name ‘Ndrangheta originated in the late 19th century. The name is thought to derive from a Greek word meaning ‘heroism’. ‘Ndrangheta precursors were thought to be Calabrian banditry of the 1800s. In 1880s, there was an upsurge in bandit activity between the newly constructed railroad linking Reggio di Calabria and Eboli. The government waged a major offensive to break bandit control in the Aspromonte Mountains. The remaining criminals scattered to local towns and cities. By 1900, family-based crime gangs started to appear and operate successfully in many Calabrian towns. These family groups formed the nucleus of the organized ‘Ndrangheta. The group boasts around 4,000 to 6,000 members in the Calabrian region.

The basic unit of the ‘Ndrangheta is the ‘ndrina, it’s the extended family or clan who controls a specific quarter of a town or city. The core of the ‘ndrina is composed of blood relatives. The capobastone is the head of the family, and he usually commands around 30 members. The capobastone meet once a year at the village of San Luca, based at the foothills of the Aspromonte Mountains, or at Locri.

The Sicilian Mafia used the ‘Ndrangheta to sell contraband tobacco during the 1960s. By the 1970s, the ‘Ndrangheta were powerful enough to develop their own criminal economy. The ‘Ndrangheta initially specialized in kidnappings and siphoning off finance from state-funded construction projects. The ‘Ndrangheta is now mainly involved in narcotics, tobacco smuggling, arms dealing and extortion. One incident in the town of Taurianova, a town near Reggio di Calabria, exemplifies just how insidious organized crime can be in Italy. The local ‘ndrina beheaded a local town councilor and used his severed head for target practice in the town square. It was the 32nd murder in the small town in two years. Later police investigations found that the town had been under the effective control of the ‘Ndrangheta, for the Christian Democrats, for years. The posts of major and party president had basically become hereditary positions under one family. The family had grown immensely wealthy from systematically defrauding the health service and receiving kickbacks from various construction projects.

SACRA CORONA UNITA

The Sacra Corona Unita (S.C.U), or in English the United Sacred Crown, was founded in Bari Prison in May 1983, by Giuseppe Rogoli. It was a direct attempt to resist the influence of Raffaele *Cutolo’s New Organized Camorra* in the region of Puglia. The name is derived from religious symbolism, the ‘corona’ referring to the rosary. In the late 1970s, the police had confiscated the bulk of the Camorra’s tobacco trafficking fleet, and the Tyrrhenian Sea was effectively closed for smuggling purposes. Cutolo instead turned to the Adriatic, and sought to ally with Puglian crime families to form the New Camorra in Puglia. Also at this time, the ‘Ndrangheta and Costa Nostra were also attempting to move into the region.

The SCU were determined to protect its territories from these groups. They were especially concerned about encroachment attempts to seize the Salento Peninsula, an excellent smuggling location. Puglia was divided into territories corresponding to its major regions: Lecce, Brindisi and Taranto. The regional bosses quickly became autonomous and in the 1980s, were often involved in protracted wars against each other, but still rallied together to deal with external threats.

The group today is thought to have around 1,000 members. The group became infamous by blowing up a series of law courts in Lecce in 1990. It was officially recognized as Mafia-style crime group in light of these audacious attacks. Its main areas of illegal activity include drug and tobacco smuggling, extortion, arms dealing, gambling, and people trafficking.

The Salento Peninsula's strategic position became even more important during the 1990s, when wars in the Balkans effectively closed the overland heroin route into Europe. By 2000, the Salento Peninsula became a major entry point into Europe for smuggled drugs, arms and people. The SCU is thought to have sole control over this profitable region.

S I C I L I A N S T I D D A

The Stidda is the most recent and fastest growing organized crime group in Italy. It was founded in Sicily in the early 1980s and is now entrenched in Sicilian towns and some Northern Italian towns. The Stidda was formed in response to Totò Riina's attempt to eradicate all other Mafia families except the Corleone Clan. Soldiers from losing families and even some disillusioned 'men of honor' for Riina's own family sought refuge in southern Sicily, mainly in the towns Caltanissetta, Agrigento, and Gela. In these places they formed new gangs, they eventually fell under the leadership of Giuseppe Croce Benvenuto and Salvatore Calafato. The group rejects the typical hierarchical structure of the Mafia and its over reliance upon charismatic leaders. Instead, it promotes its members quickly, it is flexible in its criminal approach, and allows for some level of democratic process and organization. It is thought to be well on its way to becoming the La Cosa Nostra for the 21st Century. The name of Stidda comes from the Sicilian dialect for 'star', each member has a star tattooed on the right hand for recognition purposes.

A L B A N I A

A L B A N I A N M A F I A

The small mountainous country of Albania has had a long history of struggle resisting outside aggressors, similar in fact to Sicily. It eventually achieved its independence from the Turkish Ottoman Empire in 1913, only to be subsumed into the Communist Bloc in 1945. In 1991, it had a similar fate to the other newly independent states of the former Soviet Union; anarchy quickly spread, forcing many to find alternate forms of employment. The proud tradition of struggle by the Albanians against their foreign masters had instilled the kind of resourcefulness and distrust of authority prevalent throughout the ex-Soviet Union. The Sicilian Mafia soon realized the potential of these highly trained foreign 'soldiers'.

Many Albanians sought to escape their fate by leaving and settling abroad, many of these immigrants had joined newly established criminal networks in Albania. Criminal networks were already operating amongst the Albanian communities of nearby Kosovo and Macedonia. The struggle that rapidly engulfed the former Yugoslavia became another source of apprehension and tumult for the country. In 1991, law and order collapsed in the North, it directly led to a revival of the ancient medieval law known as the Kanun. The Kanun stresses close family ties, honor, revenge, and blood feuds. The tradition also stresses strict patriarchal control i.e. the father has the right to imprison or even kill his son or daughter. The Kanun also allows for a man to kidnap a woman he wishes to marry; the tradition basically makes any such woman the chattel of men.

A modern perverted interpretation of this principle allows a man to kidnap a woman solely for the purpose of selling her into prostitution. There have been many cases of girls being kidnapped and sold into prostitution in Italy, Belgium and the United States. Some young girls are lured away by promises of a better life overseas by their suitors, only to be sold into virtual slavery in another country; others are simply kidnapped from their ancestral homes. Relatives are often threatened with reprisals if they attempt to bring the perpetrators to justice. Many have been killed for proceeding with charges. The great wealth of the Mafia often translates into political clout in Albania, it means charges are often dropped by corrupt officials.

The outbreak of war in neighboring Yugoslavia in 1991, ensured that Turkish heroin gangs needed to find an alternative smuggling route to supply their product to Western Europe, and its lucrative markets. Albanian gangs took advantage of the situation by offering up the 'Balkan Route' as an alternative. It is estimated that around 60% of all of Europe's heroin needs are now transported along the smuggling route. The route is controlled by the 'Fifteen Families', they are mainly Albanian criminals; they administer the trade from secret bases in the inaccessible mountainous country of the North.

The reputed Godfather of the 'Fifteen Families' is Daut Kadriovski. He originally came from Macedonia and started smuggling heroin from Turkey, through Yugoslavia, in the early 1970s, under the guise of being a legitimate businessman. He created a smuggling network across Hungary, Germany, Italy and the United States. In the 1980s, he started smuggling large quantities of heroin to the United States, but he was arrested for heroin possession in Germany in 1985. He escaped from prison in 1993, allegedly after bribing the guards. He made his way to the United States under a false passport. He then set about channeling funds into groups in Kosovo and Albania. He eventually returned to the Balkans after bribing a series of politicians. He was eventually arrested in Tirana in September 2001, after several countries applied political pressure for extradition. He was extradited to Italy in 2002 and is currently serving a 12-year sentence for drug smuggling.

The Albania Mafia is well connected around the globe. Italian organized crime groups like the Sacra Corona Unita cooperate with Albanian groups, especially in the human trafficking business. This trade exploits the length of the rugged Italian coastline and the narrowness of the Adriatic Sea. In some parts of Italy, prostitution, marijuana sales, and illegal immigration is controlled by Albanians. They generally pay the local Mafia a percentage of profits for the privilege.

During the 1990s, the Albanians started to oust Turkish gangsters as street-level dealers around Europe. In 1996, more than 800 ethnic Albanians were imprisoned in Germany on narcotics charges, the Albanians were seeking to monopolize every stage of the trafficking business. This activity has led to inevitable bloody conflicts with local gangs. In 1999 in Brussels, 10 people connected to Albanian gangs were gunned down in the streets. In further efforts to enhance their control over the trade, Albanian gangs have sought to forge links with South American gangs. A cocaine trafficking route is thought to flow between South America and Europe, through Albanian ports. Belarus gangs also utilize Albanian smuggling routes to channel its human trafficking cargo. Cash is also frequently transported through Albanian middlemen, through the same established trafficking routes. The cash is often deposited at the other end in a respected Western financial institution. These smuggling routes ensured by the late 1990s that the Albanians had secured around 70-80% of the heroin smuggling market into major European ports.

The major areas associated with Albanian criminal activity include: Tirana (money laundering, political corruption), Saranda (human trafficking to Italy and drug smuggling), Vlora (heroin refinement, people and drug smuggling), Bajram Curri (human trafficking, arms, and drug smuggling) and Kukes (fuel, drug and cigarette smuggling).

TURKEY

BAYBASIN CLAN

The extended Baybasin family organizes heroin-trafficking operations throughout Europe. The family has an extensive smuggling network that mainly operates between Turkey, Germany, the Netherlands, Italy and Spain, the family also launders sizable sums of money through these same routes. The head of the clan is Hussein Baybasin, he was born in Lice in 1956; he was later arrested in Istanbul in 1976 whilst in possession of 11 kilos of heroin. Later in 1984, he was once again caught in possession of 6 kilos of heroin in Great Britain; he was sentenced to 12 years in prison. The clan also has other prominent members including Mehmet Emin Baybasin, he was also born in Lice in 1942. Mehmet is Hussein's uncle. Mehmet was sought in Turkey in 1994, in connection to an illegal drug laboratory in the village of Yagmurlu, near Lice; police found 67 kilos of heroin on the premises.

Nedim Baybasin, born in Lice in 1965, is Hussein's cousin and Mehmet Emin's son, he was found at the scene of the drug bust. Nedim was arrested in Germany in 1984 – along with Mehmet Serif Baybasin, born in Lice in 1944 – with 32 kilos of heroin, and he was sentenced to 13 years in jail. Mehmet Emin and Mehmet Serif have close ties with Kurdish separatists, with the latter being known as a Partiya Karkaren Kurdistan (PKK), or Kurdistan Worker's Party arms trafficker. There are around a dozen Baybasin brothers, cousins, uncles who have records for drug trafficking across several European countries.

KITAY CLAN

The Kitay clan is one of the largest Turkish-based heroin traffickers in Europe. On September 1, 1993, at a Turkish border checkpoint in Kapikule, Hakki Kitay was arrested carrying 14.8 kilos of high-grade heroin. The shipment was on route from Bulgaria into Germany. The Turkish police were tipped off by Dutch, German and British police. He was sentenced to 10 years in prison on October 19, 1993. Kitay had previously been followed on a 'business trip' to Germany in October of 1992, where he met up with Emin Uysal and Selim Curukkaya, both top managers in the Partiya Karkaren Kurdistan, or Kurdistan Worker's Party (P.P.K) separatist movement. It isn't too surprising given Hakki's brother, Vahdettin, also known as Veli, a regional head of the PKK guerrilla operation; plus their father, Nizamettin Kitay, also known as Vedat, trained at the PKK "military academy" in Lebanon.

The extended Kitay family has made it their mission to aid the PKK guerrilla movement with funds derived from heroin sales throughout Europe. However, between May and November 1993, German police effectively dismantled their network between Hamburg and Bremen, they arrested 22 illegal aliens in possession of 16 kilograms of heroin. Amongst those arrested were Ihsan and Senol Kitay, the later being Hakki's son. Senol was murdered in Germany shortly after the arrest.

Although the group was crippled by the series of arrests ten years ago, it is assumed that there are many Kitay relatives ready to take up the mantle of leadership.

KURDISH CRIMINAL CLANS & THE P.K.K.

A symbiotic relationship exists between the crime clans of southeastern Anatolia and the P.K.K (Partiya Karkaren Kurdistan otherwise known as the Kurdistan Workers Party). The crime families of this region tend to operate in similar ways to the Mafia families found in Sicily. They also take part in rebellion against the state. There are around a dozen criminal clans in the region including: the Aksoy, Aydinli, Baybasin, Canturk, Guven, Kitay, Kocakaya, Koylan, Ozdemir, Polat, Toprak, Ugur and Yildrim, plus many smaller ones. These groups have been known to sell heroin in Europe for FF800,000 a kilo, usually shipped from the Golden Crescent region. They generally purchase the product for around FF15,000 a kilogram, making some of the families extremely wealthy. Some of these groups now control the entire trafficking process, from producing the powder from Asian morphine base, through to street level dealing in Western Europe, they usually deal in large quantities.

R U S S I A

R U S S I A N M A F I A

O R I G I N S

Organized crime existed in Russia (formerly the Soviet Union) during the Communist regime. A thriving black market existed for Western-style consumer products, luxury items and even the basic necessities like clothes and foodstuffs. Even as far back as the 1920s and 1930s, the Khotrovo Market in the capital city of Moscow was a well-known source of illicit luxury goods. The endemic corruption within the Communist authority ensured many senior party officials were either buying these products or helping to import them. During the 1970s and 1980s a number of Russian émigrés fled to North America. Most of the émigrés were Jewish, but a number of Russians criminals bought fake Jewish passport to escape further imprisonment, it has even been suggested that criminals were encouraged to leave by senior party officials. Most of these Russians settled in Brighton Beach, New York. It now has the largest Russian population in America.

As the Soviet Union fell apart, a series a troubled republics grew up in its wake. Inflation skyrocketed and people were asked to work for months without payment by their employers. The black market, and gray market (resale of restricted goods), took full advantage of the growing pains of the newly independent states, including Russia. Organized crime became a very attractive proposition for many. The use of bribery and extortion by criminals became an everyday reality for many innocent Russians. There are estimated to be around 5,000 criminal groups within Russia. The connive-to-survive attitude, it is said, was already endemic in Russian society, long before Communist rule. Historically, it was viewed as acceptable to steal from the Czar or nobility, although curiously not from a fellow peasant. Stealing from the central authority during the Communist era was looked upon by many as redressing the inequalities in the supposed equal system.

Today in Russia, it is estimated that 80 percent of private enterprises and commercial banks are forced into paying a tribute of around 10 to 20% of their profits to organized crime groups. The taint of Mafia associations falls upon any successful businessman; many relocate their families away from Eastern Europe to avoid the attentions of extortionists and kidnapers.

The Russian Mafia grew out of the uncertainty of the early-nineties and they later exported their influence to other countries around the globe. Behind the Italian Mafia and the Colombian Cartels, the Russian Mafia is regarded as the next largest organized crime concern in the world.

The Russian Mafia is thought to be active worldwide. The Mafia dabble in fraud, transnational money laundering, extortion, drug trafficking, weapons smuggling, auto theft, white slave trafficking/prostitution, hostage taking, extortion of immigrant celebrities and sporting figures, transportation of stolen property for export, insurance fraud (staged auto accidents), medical fraud (falsified medical claims), counterfeiting, credit card cloning, and murder.

The Russian Mafia comes to us from the *vory v zakone* (thieves in law) tradition. This class of professional criminal during the Communist reign is usually traced back to the Stalinist gulags. They were completely committed to a life of crime and followed their own rules and laws, and rejected any involvement or obligation to the legitimate world. To be fair to the prisoners, this activity probably had a political dimension. In Stalinist Russia, mass arrests, efforts to force individuals to denunciate their family, friends and rivals, and purges of citizens were frequent. This bastardization process was enacted to supposedly flush out 'counter-revolutionaries'. Criminals were the lowest rung in the three tiered system of crime in the Communist state: the top rung being the corrupt high-level government bureaucrats, the second rung comprised of shadow economy operators, who would make produced goods *disappear* from official state records.

With frequent shortages in the Soviet era, most people had to learn the skills of bartering and deal making. Consequently, when the Berlin Wall came down and the Soviet system collapsed, many Russians were probably far better prepared for capitalism than most may have suspected. It was quite a natural extension for Russians to externalize their trade in counterfeit Western-style consumer products; many countries in Europe soon saw a dramatic rise in the sale of illegal bootleg liquor and cigarettes, counterfeit electronic consumer items and illegal drug sales. Soon expensive stolen cars, antiques, precious metals and advance weapons systems were also being made available for sale overseas.

The roots of the modern Russian Mafia can also be traced back the end of World War II. Despite the nation being victorious, the state found that its infrastructure had been shattered by war. The country lost over 20 million soldiers and millions were either displaced or incapable of work through their injuries. In certain barren areas of the vast country, bandit activity thrived. Black markets also popped up in remote places where local authority was lacking. Large tracts of the west of the country were now effectively under the control of criminals. They were armed with the abandoned weapons of retreating German troops. These gangs were often comprised of deserters from the Red Army; conditions had proved extremely harsh for both sides during the conflict, and resentment grew in the hearts of the deserters who now distrusted any level of authority.

A curious aside is that former underworld figures who had gone off to fight for their country, were often shunned by fellow criminals who has refused to do their national service. These soldiers were seen as traitors for their dalliance with the state. As a result, a ‘war on traitors’ was fought out in Soviet prisons in the late 1940s and early 1950s. It ended up with the soldier/criminals defeating the ‘traditionalists’. After Stalin’s death in 1953, Nikita Khrushchev came to power. Under his reign, organized crime gradually became entrenched in Soviet society; the so-called ‘tsekhoviki’ (illegal privateers) began to grow in power and influence within state run enterprises. The tsekhoviki included groups of illegal employers, or underground entrepreneurs. The term ‘Mafiya’ was first used by the former Soviet Defense Attorney, Konstantin Simis, in the 1970s. At this time corruption was becoming widespread. Managers of state-owned factories would often, for a percentage, order in more raw materials than was absolutely necessary, and then proceed to ‘lose’ this excess in production, purportedly due to wastage. The extra goods produced would then find their way discretely onto the black-market. These types of enterprises were often extremely hard to uncover by the authorities, despite the harsh penalties that could be meted out by the state. The illegal profits generated were often supporting entire extended families of workers, to break the code of silence often meant deprivation for entire towns.

In 1985, Mikhail Gorbachev was elected president. Although the West was not aware of it at the time, the Soviet economy was on the brink of collapse. The ruling elite had sanctioned Gorbachev to explore the process of ‘perestroika’ or restructuring. Amongst these initiatives was Glasnost, the Soviet Union was now prepared to do business with the West on a limited basis to ‘promote world harmony’. Two pieces of legislation changed the nature of organized crime in the Soviet Union. The Individual Labor Activity (1987) and the Law on Cooperatives (1988) basically legitimized the illegal ‘lawful’ enterprises - obviously drug trafficking and racketeering were not to be tolerated. Unfortunately, profiteering was rife and the government response was to legislate in a series of pricing, taxation and licensing measures. It quickly became neigh on impossible to do business legitimately in the Soviet Union, without resorting to paying bribes to government officials.

By the time the Wall came down in Berlin, heralding the end of the Soviet Union, conditions had been created to ensure that 90% of businesses in Saint Petersburg and 75% in Moscow were paying protection money to organized crime gangs. After a coup, the new Russian president, Boris Yeltsin, was forced to concede that the Mafiya was destroying the Russian economy and destabilizing Russian politics. In 1994, the United States F.B.I. set up an office in Moscow, to assist local FSB officers in targeting the Mafiya. More than 2,000 arrests took place, but had little effect on law and order. The low salaries offered to state employees, around U.S.\$200 dollars a month at the time – when they were actually paid – ensured that to get anything done in Russia required a bribe to an authority figure, and usually an additional payment to the Mafiya for protection. Another problem was that the fledgling free-market state had few criminal laws to prosecute against corruption.

VIOLENCE

The Russian Mafiya are known for their brutal ways, a number of the enforcers employed by the group are former Russian Special Forces soldiers, a group noted for their brutality during the Cold War. The Mafiya are known for decapitations and amputations, they often mutilate bodies in this way to conceal the identity of the victim, and of course, it provides a certain shock value element to scare off their rivals. People are routinely killed in Russia for standing in the way of profit and progress. If you own a Kiosk in Russia and refuse to pay the protection money, don't expect the Mafiya to gently apply pressure over a series of months, they're more likely just to blow it up, occasionally whilst the owner is still present. Militia stations who imprison known Mafiya members are likely to end up with a ram-raided car through their front doors. In the early 1990s, around 100 senior bank executives were killed for not cooperating with their Mafiya clients.

The Russian government soon came to the realization that the Mafiya was involved in large-scale money laundering enterprises and money fraud. In 1991, the Government hastily withdrew 50 and 100 rouble notes from circulation. The Mafiya held vast stocks of these notes, as they illegally exported the notes and exchanged them for higher prestige currencies. The organized crime families quickly reacted to this threat by moving untold millions in roubles through 'supportive' state banks, factories and stores. It is estimated that 25% of the face value of these notes were paid in bribes to bank employees to smooth the passage of these transactions. In 2000, an estimated US\$200 billion dollars was illegally taken out of Russian.

The Russian Mafiya also derives income by laundering the funds of its associates, including major Colombian drug cartels. These arrangements have ensured the Mafiya now has alternate drug and arms supply routes through the former Soviet republics.

STRUCTURE

The collective of groups known as the Russian Mafia do not have links with the Sicilian Mafia, neither do any of them observe Sicilian customs, rites or traditions. Sicilian notions of honor, respect and omertá (code of silence) are foreign to the Russian Mafia, although they may well observe the *vory v zakone* (thieves in law) code. Some of these groups are highly organized, whilst others loosely organized. The criminal may either be strictly bound by their allegiance to one particular group (structured group) or essentially be a freelance criminal (looser associations).

The Russian Mafia is actually a series of crime networks, some inter-related, but most of these groups tend to specialize in their own particular areas of criminal expertise. These groups tend not to have the authoritarian hierarchical structure associated with most continuing criminal enterprises. Specialists from each network are essentially mercenaries, they may come together to commit crimes if the price is right. Of course, if operations are successful and the group enjoys a good working relationship, ad hoc teams are created.

The Russian Mafia can be viewed as the perfect crime body for our times; they have decreased the hierarchy associated with historic criminal operations, and increased their reliance upon limited strategic partnerships. They operate under a flexible, project-oriented structure. They have become horizontal, diversified organizations that can quickly seize any opportunity that presents itself. This kind of association also makes it harder for authorities to investigate and prosecute.

The traditional structure for a Russian organized crime group has a boss called a 'Pakhan' or 'Krestnii Otets' at the top, he controls four criminal cells through a number of intermediaries called the 'Brigadiers'. The boss also employs two spies to watch over the actions of these brigadiers, to hopefully ensure their loyalty; this also helps to ensure the brigadiers don't become too powerful. At the bottom of the cell structure are the 'Soldiers' (Bojeviki). Various specialist criminal cells also exist that may deal in drugs, prostitution, manage political contacts, or are comprised of 'Enforcers'. The Pakhan (boss) has the support of security personnel and support staff commonly known as the 'Authorities'. These middle-tier employees deal directly with street level operators, so the street boss doesn't know the identity of the leadership. The lowest category is the 'outcasts' who are basically slaves of the upper echelons.

It is suggested that in Russia a 'bratski krug' or a 'circle of brothers' exists, which is comprised of leading organized crime figures and policymakers who attempt to control and administer organized crime in the country. Figures released in 2000, estimate there were around 60,000 members of organized crime gangs in Russia. Gorbachev era (1985-91) figures suggest there were only 800 organized crime members. These figures tend to suggest that it's inconceivable that a centralized criminal elite could control all of the organized crime activities throughout Russia, especially given this almost exponential rise.

A number of Russian gangs restrict membership based on ethnicity, kinship or criminal records (including supporting tattoos). An applicant is often required to call upon the support of an existing member to gain entrance, and the potential new recruit often has to prove his worth by killing off an enemy of the gang.

TATTOOS

From the mid-1960s till the late 1980s, over 35 million people were incarcerated in Soviet prisons. Most of these inmates went on to get a tattoo to commemorate their rite of passage. Only after serving time in prison did the Russian criminal class feel it was necessary to obtain the tattoo. The tattoo usually related directly to the crime committed. It soon became the fashion to add successive tattoos for each successive period of imprisonment or crime committed. The tattoos of the Russian Mafia give a biographical picture of the criminal's life of crime, smart police officials often use this information to appraise their detainee before charges are laid.

The tattoo was often created whilst in prison using stolen dirty needles and electric razors. Urine, soot, shampoo and burnt shoe-leather were common sources of ingredients for creating the inks. Serious infections and sometimes death resulted from using these primitive tools, methods and ingredients.

TYPICAL TATTOOS

- A skull on the finger: Denotes a murderer
- Barbed wire across forehead: Denotes a life sentence
- A spider's web: The wearer was/is a drug addict
- The head of a tomcat: A typical criminal good luck charm
- SS runes: Denotes that the wearer is no stool pigeon
- Dagger running through the neck from shoulder to shoulder: A forcibly applied tattoo by other inmates to a sex offender
- Six Pointed Stars: Depending upon the number of points illustrated, the prisoner will have served that many years

MAFIYA GROUPS IN RUSSIA

- Saint Petersburg: Major organizations operating in the city include Tambov, Kazan and Malyshev
- Moscow: Major organizations operating include SoIntsevo (4,000 members), Izmaylovo (1,000 members), 21st Century, Luchanskiy, Podolsk and Kurgan
- Yekaterinburg: Major organizations include Uralmash, Central and Blues
- Krasnoyarsk: Major organization is Bykov
- Vladivostok: Major organizations include Mikho and Kostenaya

All of these gangs are thought to have contacts worldwide. Usual links include Colombian drug cartels and the Sicilian Mafia.

UNITED STATES EXPERIENCE

United States law enforcement studies have looked closely at Russian Mafia operations in America and defined major areas of illegality.

The Russian contempt for government has led to few reservations about defrauding the U.S. Government. Fuel Tax evasion is a popular activity amongst Russian Mafia groups. They take advantage of the particular ways in which States and Federal governments collect taxes on motor fuels. Automotive theft groups have operated in California for many years. Automotive rings designed primarily to defraud motor insurance agencies of millions of dollars, operated in California before they were finally broken up by the authorities. There is also a thriving business in defrauding fellow Russians, starkly at odds with the Russian tradition, a popular scam is to set up fake travel agent business operations. Loan-sharking is also a popular activity, often linked with fraud and extortion. Other criminals make a decent profit out of faking Immigration Naturalization Service documents, credit cards, bank checks and passports. Evidence suggests that the Russian Mafia also involves itself in the importation of drug and drug paraphernalia, sometimes in concertina with Colombian Cartels.

The Republics of the Former Soviet Union often serve as transshipment points for drug smuggling; other items like precious metals, currency and weapons systems are also routinely smuggled.

The Russian Mafia have shown a willingness to use violence, including extortion, assault and murder to achieve their objectives. Hired contract killers are often flown out from Russia (or Republics) for a working holiday, they are given a photograph and the details of the target to assassinate, kill them, and finally catch the next plane out back to Russia.

Odessa Mafia: This group is considered the dominant Russian organized crime group in the United States. This group established itself in the Brighton Beach area of New York in the late 1970s. In the early 1980s they sent two sub-groups to San Francisco and Los Angeles. The San Francisco Bay Area Odessa Mafia group is said to be highly organized.

The language barrier has actually aided Russian Mafia operations in the U.S. Law enforcement agencies have have trouble ascertaining information about their hierarchy, scope of operations and the number of members each group contains.

Armenian Organized Crime Groups: The Hollywood area of Los Angeles and the city of Glendale are major centers of operation for Armenian crime groups, this area is the largest Armenian population outside of the Republic of Armenia. There are thought to be around 500 members of Armenian crime groups. Their criminal activities tend to focus around extortion, fuel and credit card fraud, murder, kidnap and narcotics.

TYPES OF FRAUD

Fuel Fraud: The Russian Mafia and various Armenian Crime Groups participate in this type of fraud primarily in Los Angeles and New York. Figures suggest they reap around U.S.\$2 billion dollars annually in tax revenue. There are a variety of schemes involved, including falsifying state and federal forms, use of fictitious companies (known as 'burn' companies), extending fuels by blending tax free additives (transmix or alcohol), rigging fuel pumps, manipulating dyed fuels designated for off-road purposes, and selling lower grade fuel products as premium products. The fraud takes advantage of the confusion of state and federal taxes regimes. The 'daisy-chain' scheme is primarily used to enable the fraud, a string of companies are created that the tax credits flow through, this is designed to create a massive paper trail. In this daisy chain a 'burn' company is created that only exists on paper. By the time the auditors manage to unravel the series of transactions, the burn company has disappeared without a trace of records or assets. The crime group may pocket up to 50 cents per a gallon, this tax revenue ensures that the crime group can sell all its remaining fuel at below cost, endangering legitimate fuel outlets in the area. The Mikaelian Organization, an Armenian crime group, from California in 1995 had 13 of its members arrested and charged for racketeering, including buying up tax-free diesel fuel intended for farm work. They supplied this fuel to a network of gas stations and truck stops.

Telecommunications Fraud: Russian crime groups in the United States have extensively involvement in telecommunications fraud. The practice involves stealing serial numbers from customer's cellular phones and programming them into computer chips, basically making a clone of the mobile. Given that there is a lot of money wrapped up in mobile phone sales, this type of crime is 'off-message' in most media forums.

Medical/Insurance Fraud: Russian Crime brothers Michael and David Smushkevich were convicted in 1994 of setting up a falsified medical billing scheme that relied upon the use of their mobile medical laboratories to conduct unnecessary and false tests on their patients. The brothers then forwarded inflated bills to the insurance companies. By the time the scheme was uncovered, over U.S.\$1 billion dollars in false medical bills were claimed.

Auto Theft: An auto theft group in California had younger members steal cars whilst the older members operated their legitimate body shops. The body shops were used illicitly at night as 'chop-shops', where the stolen cars were systematically stripped of their parts. The stripped vehicle bodies would then be left in places where law enforcement officers would easily find them. The vehicles would then end up in salvage yards where members of the group would buy them, and take them back to the chop shop and reassemble the cars for immediate resale. The vehicles would generally be taken out of state to be re-registered in an attempt to conceal or clear the salvaged title.

Money Laundering: Russian Mafia groups often transfer profits back to Russian banks via wire services, some of these banks are collusive in Russian Mafia operations. Once there, the money is often transferred onto traditional tax havens like the Caribbean Islands. There have also been reports of Russian crime groups setting up import/export businesses to ship large amounts of cash out of the country.

MAFIYA SLANG

- ❑ Akademiya: This literally translates as the 'Academy', but refers to a prison where a thief's criminal education takes place.
- ❑ Bandity: A militia term for criminals
- ❑ Dan: Extortion money that is collected by gangs
- ❑ Krestnii otets: The term from Godfather or crime boss
- ❑ Krysha: Literal translation is 'roof', otherwise known euphemistically as the protection money paid to provide security
- ❑ Mafiya: The general catchall term used to describe both the operations of organized crime syndicates, down to plain greedy shopkeepers taking advantage of their naïve customers.
- ❑ Nayekhat: To process of collecting, usually by violence, dan (extortion money)
- ❑ Pakhan: Gang leader
- ❑ Panama: A dummy company
- ❑ Skhodka: Gang assembly
- ❑ Suka: The term in English literally means 'bitch', it is reserved for traitors and snitches who collaborate with the authorities
- ❑ Torpedo: A contract killer
- ❑ Tsekhovik: The term for an illegal employer or underground entrepreneur during Soviet times
- ❑ Vor v zakonye: A 'thief in law', a criminal who follows the thieves' honor code, or the title for a leader of an old Russian gang
- ❑ Vorovskoi obschak: This is a communal fund that can be drawn upon by gang members in a time of hardship.

VICTOR BOUT ORGANIZATION

Victor Anatoliyevich Bout was born on January 13th, 1967 in Dushanbe, Tajikistan. He is the most successful illegal arms dealer in the world. He joined the Russian military in his youth and eventually attended the Military Institute for Foreign Languages in Moscow and graduated in 1991. He can speak six languages fluently. He became as a translator for the Russian army in Angola, Africa. Later that year, the military base he worked at was disbanded, and he was out of a job. He convinced a few of his comrades to help him set up the Transavia Export Cargo business in 1993. They sold obsolete Russian military equipment to Belgian peace keeping forces in Somalia, and later sold larger amounts of equipment to the rebel Northern Alliance group in Afghanistan. He formed a new company called Trans Aviation Network Group in 1995. He continued to sell arms to the Northern Alliance. Unfortunately, one of his many planes sent to Afghanistan loaded down with military equipment was intercepted by Taliban forces in May 1995. The crew eventually escaped over a year later, but Bout was already working on selling his arms to the Taliban, instead of the Northern Alliance. Huge profits were being generated and Bout settled into affluent domesticity in a mansion he bought in Oostend (Ostend) in Belgium, purchasing several expensive cars along the way. In 1997, a local Belgium newspaper reported of his shady dealings, and the Belgium government was soon asking questions. He left the country for the United Arab Emirates.



He had previously established a company in the United Arab Emirates in 1995, based first in Sharjah, and later moved in 2001 to Ajman. The UAE was the perfect place to do business. It's a major financial center and the crossroads between the East and West. It has strict bank secrecy laws, and it is deemed a free trade zone. Bout had founded Air Cess in Liberia in 1995, the company he later used to supply arms to Africa. United Nations officials suggest Bout airlifted 1000s upon 1000s of assault rifles, grenades and missile launchers into Africa, to say nothing of the millions of rounds of ammunition sold as well. Clients of Bout's companies can be found in Angola, Cameroon, Central African Republic, Democratic Republic of Congo, Equatorial Guinea, Kenya, Liberia, Libya, Congo-Brazzaville, Rwanda, Sierra Leone, South Africa, Sudan, Swaziland and Uganda. Most of the weapons sold to Africa have come from Bulgaria, where Bout has traveled frequently. He routinely visited six separate weapons factories in Bulgaria, where most of his weapons were made. One shipment in the summer of 2000, transported by four planes landed to Liberia, included helicopters, armored vehicles, anti-aircraft guns and automatic rifles.

Bout quickly realized that international attention would soon focus on his illegal activities, and he sought to use his money wisely to form various political connections in the UAE. He is a smart operator and authorities find it almost impossible to uncover proof of his direct involvement in arms sales. Bout's empire contains hundreds of people, various companies, planes and routes. Bout has made solid connections the UAE royal family. The Sultan Hamad Said Nassir al Suwaidi, advisor to the ruler of Sharjah, is rumored to be a co-owner of one of Bout's companies.

On September 11, 2001 Al Qaeda terrorists attacked New York and Washington, the weapons used were supplied to the group by Bout. Capturing Bout became a high priority for the U.S. government. They put pressure upon the UAE to hand over the arms dealer, he instead fled back to Russia. Russian officials were pressured into making a statement about the fugitive, they said he wasn't in the country. Bout at the precise time of the statement was being interviewed across the country, by a local radio station, he stated he was "just a businessman". Bout is still on the run, further aided and abetted by the culture of corruption inherent in Russia and the great expanses present in its interior. But the status of his arm's dealing empire is currently unknown.

JAPAN

BORYOKUDAN

Japanese crime groups are referred to by the *Japanese National Police Agency* as boryokudan. The term roughly translates as “the violent ones”. Boryokudan has replaced the historic label of Yakuza. The change has been prompted because of changes to organized crime in Japan; newer crime groups do not follow the strict rules of engagement the traditional Yakuza follow. The Yakuza generally try to avoid contact with the general public, whereas the newer boryokudan may instead actively target them.

It is estimated that Boryokudan membership in Japan to be around 90,000, plus as many as ten times that number as criminal associates. The boryokudan wield enormous influence in Japan, and penetrate every aspect of Japanese life; they are thought to hold considerable legitimate business interests, as well as reaping substantial profits from their illegitimate activities. The *Japanese National Police* estimate that Boryokudan operations worldwide reap around U.S.\$10 billion dollars in profits annually.

The Boryokudan groups are known to hold substantial interests in the construction and transportation industries, during the past three decades they have also moved into real-estate developments and leisure industries. Loan sharking and company racketeering continue to be profitable arms of their operations.

The success of Japanese criminal groups can also be attributed, to some degree, to the ability of boryokudan to operate relatively open. They operate as public corporations and maintain corporate offices that display their group’s logo; some are even able to carry around business cards identifying their gang. The government in recent years has been forced to act against this type of activity, but they have only done so after considerable public pressure. Political campaigns in Japan have occasionally been funded by organized crime groups.

The last thirty years has seen many of these crime groups expand their operations overseas. In the 1970s, Korea became a target for boryokudan groups to expand into the sex-trade in the region. Soon boryokudan-controlled prostitutes, pornography and sex tours operations stretched across Taiwan, the Philippines and Thailand. Later the trade expanded into South America, Europe and the United States. Many American women from Hawaii and the West Coast were soon being recruited to become prostitutes in Japan.

Boryokudan operations in the United States tend to focus upon gun-running, drug trafficking, gambling, extortion, immigration fraud, securities violations and money laundering. It is known that Japanese gangs were responsible for the introduction of crystal methamphetamine into Hawaii, where it is now regarded as the number-one drug problem. Japanese gangs are also known to frequently visit Las Vegas and to a lesser extent Atlantic City on gambling junkets. They have also been linked to illegal gambling operations in the United States.

The activities of *sekoiya* in the United States have been quite limited. This process of invading corporate board meetings to extort money doesn’t readily translate to foreign cultures. Attempts were made to influence Bank America and Chase Manhattan Bank meetings in the early 1980s to little effect. However, street-level extortion attempts have said to taken place in Hawaii and in southern-California by boryokudan groups.

Despite inroads being made by newer Japanese crime groups, the three largest crime groups in Japan today are still Yakuza groups (Yamaguchi-gumi, the Inagawa-kai and the Sumiyoshi-kai).

YAKUZA

The Japanese Yakuza is a traditional organized crime group. Its main power base is still Japan, but it has branched out its operations into other Asian countries, the United States, Canada and various parts of Europe. The Yakuza main illegal activities include gambling, drug running, prostitution, arms and weapons smuggling, extortion, strike breaking, labor racketeering and blackmail. They are also adroit at performing high-tech crimes such as greenmail fraud, money laundering and stock-market fixes

The name 'Yakuza' comes to us from the losing number set of the game called 'oicho-kabu' (similar to blackjack). The number set is 8-9-3 that is spoken in Japanese as 'ya-hu-za'. The word Yakuza is therefore often used to describe a person who is not readily appreciated by society, an outcast.

There are estimated that there are around 2,500 gangs in Japan. It is estimated that between 100,000 to 150,000 of these members are collectively called the Yakuza. The largest Yakuza group is the Yamaguchi Gumi that has around 750 clans with a total of 17,500 members. The *National Police Agency* (NPA) estimated in February of 2006 that there were over 43,300 gangsters across the country. The Kobe-based Yamaguchi Gumi had increased its full membership to 21,700. This group accounted for 50.1% of all gangsters in Japan. The group also has around 86,000 associate members. Some 73% of all Japan's gangsters belong to one of the three-major Yakuza syndicates: the Yamaguchi Gumi, the Sumiyoshi-kai and the Inagawa-kai.

ORIGINS

The Yakuza trace their origins back to the early 1600s, when people known as the 'kabuki-mono' (crazy ones) roamed the countryside antagonizing the locals at their leisure, even cutting them down with their longwords on mere whims. These eccentric samurai were servants of the Shogun, until they were forced into unemployment by the time of peace during the Tokugawa era. These ronin ('wave men' or masterless samurai) numbered nearly 500,000. The 'hatamoto-yakko' (servants of the shogun), as they were otherwise known, talked in cant (slang language) and were fiercely loyal to each other, much like modern day Yakuza are.

However, the Yakuza claim lineage with the 'machi-yokko' (servants of the town) who took up arms against the wayward samurai. This resistance movement was victorious and the machi-yokko passed into popular folklore. The machi-yokko became adept at gambling, and bonded over games of chance, which is a popular aspect of Japanese society in general, but favored by the criminal underground.

The early Yakuza didn't surface until the late 1700s. These members included bakuto (traditional gamblers) and the tekiya (street peddlers). These terms are still used to describe Yakuza members today. The third group, the guerntai (hoodlum) was added after the Second World War. Most of these people were members of the poorer classes. During this time, the Yakuza began to organize into substitute families, they adopted a relationship known as oyabun-kobun (father-role/child-role). The oyabun acts as the father, who provides advice, protection and help; the kobun acts as the child, swearing allegiance, loyalty and service whenever the oyabun needs it.

The tekiya tradition is thought to derive from an earlier word yashi, meaning peddler. These yashi were traveling merchants who sold dubious medicines, similar to the American West's snake oil merchants. They banded together over time for protection during the Tokugawa regime. They began to control the booths at fairs and markets. They had a well-deserved reputation for selling all manner of shoddy merchandise. The line between outright fraud and legitimate trading practice was blurred.

The tekiya assumed the typical yakuza organization: oyabun, underboss, officers, enlisted and apprentices. The oyabun collected rents and protection money from the rest of the merchants, they were later given official recognition as a supervisor of trade. However, they still embraced some criminal traits, such as protection rackets, the harboring of known fugitives, and brawling with other tekiya.

Bakuto (the Gamblers) were first recognized during the Tokugawa era. The bakuto were hired by government officials to gamble with local construction and irrigation workers; this cynical activity was done in order for the government to recoup a proportion of the wages they had paid the workers. The bakuto first introduced the custom of finger-cutting called yubitsume. The top joint of the little finger is severed, signifying a weakening of the hand; this was done with much ceremony, to those who had offended the oyabun. It was an act of apology. Further infractions would either mean the severing of the next joint, or the top section of another finger.

RIGHT-WING CONNECTIONS

During the Meiji Restoration period that started in 1867, the end of the samurai world was nigh. Reforms were undertaken to support the fledging democracy; the country was slowly being opened up to outside influence. The Yakuza during this time started to dabble in politics; they cooperated with the government to gain official sanction for their illegitimate activities. The Yakuza recruited members from the construction industry and various dock-workings. They began to control the lucrative rickshaw business. However, gambling had to still be done covertly, as the police were cracking down on bakuto gangs.

Ultrationalist movements arose between the late 1800s up to the 1930s. Various secret societies were created and trained militarily by the Yakuza to aid in several bloody coups d'etat. The Genyosha (Dark Ocean Society) was founded in 1881, it became the model for many later ultrationalist societies. The society stressed adherence to the national religion of Shinto, and deep reverence for the Emperor; it also stressed the right of Japan to expand overseas. Other aspects included a general contempt for foreigners, a hatred of democracy, socialism and other ideas like the emancipation of women. Their ethos included terrorism and murder as preferred methods to achieve their ultimate aims. They turned the first national election into a bloodbath, they assassinated many prominent left-wing politicians. Genyosha arose in reaction to Japan's forced opening up to Western influence, this later led to a general upsurge in militarism in Japanese society that culminated in imperialist expansion and Pearl Harbor.

The members of Genyosha came from many walks of life including ex-samurai, military, firemen, police and non-union construction workers, and of course, the Yakuza. The Yakuza supplied a great deal of the funding through their blackmail, extortion and other rackets. The alliance grew even closer when the Empress of Korea was assassinated in 1895 and the Japanese occupation of the country. The Yakuza became an important aspect of striking breaking on the docks, and in the organization of non-union labor workers. They were particularly successful at controlling the construction industry, paralleling Mafia activities in the United States at this time. They later trafficked workers from Korea to use as a cheap labor force. During the Japanese occupation of China and Manchuria, the Yakuza were at the forefront of trafficking women for the Japanese forces, and pushing drugs onto the locals to subdue them.

The victorious American occupying forces after the Second World War saw the Yakuza as a major threat to their reconstruction work. During this period, food rationing took place, giving black marketeers a position of power and wealth in an impoverished nation. The *gurentai* began to form at this time, mainly aided by the power vacuum left by the lack of homegrown government. The *gurentai* can be looked at as the Japanese version of the Mob. They dealt in black marketeering mainly, but dabbled in extortion, and violence. Their members were mainly comprised of the unemployed and the repatriated. The Americans soon realized that no amount of troops on the ground would stop the Yakuza. The Yakuza were soon pandering to U.S. soldiers by providing brothels exclusively of U.S. soldiers, exotic luxury items for sale, and even primitive slot machines to fleece their occupiers of their spare change. This last development curiously led to the foundation of the panchinko (pinball) industry, and eventually, the video games industry in Japan.

The United States authorities were soon to arrest members of the Japanese underworld with right-wing political connections, they didn't want another nationalist movement to take hold. However, they also feared the spectre of left-wing movements, they didn't want Communism to take root in Asia. Therefore, it was politically expedient to keep the Yakuza around, therefore, many Class-A war criminals were released from the infamous Sugamo Jail in Tokyo. Many of these hardened criminals went on to directly influence the direction of the country in the next 50 years. Yoshio Kodama became the great kuromaki, or fixer, Ryoichi Sasakawa built up a multi-billion dollar gambling empire that help fund right-wing politics, and Nobusuke Kishi entered politics as a right-wing politicians, ably supported by the Yakuza and became Prime Minister in 1957.

Open warfare between the different clans of the Yakuza soon took its toll. Each group was seeking to obtain even greater spoils from their 'political sanctioned' activities.

In the early 1960s, a man named Yoshio Kodama managed to broker a deal between the Yamaguchi-gumi, and the Tosei-kai. Yoshio was a former ultranationalist, government spy for the Japanese government, advisor to the Japanese Prime Minister and U.S. intelligence go-between agent for talks with the Yakuza.

He is still revered today as the visionary godfather of the Japanese underworld.

MODERN YAKUZA

To see how a modern yakuza group operates, let's take a look at Yamaguchi-gumi recent history. The oyabun of the Yamaguchi-gumi from the 1940s until his death in 1981 was Taoka. The third oyabun of the faction had survived many assassination attempts, including one in 1978, when he was shot in the neck by a member of the rival clan call the Matsuda, the clan had sworn revenge for the killing of their own oyabun.

The Yamaguchi-gumi is the most powerful crime syndicate in Japan, accounting for over 50% of all gangsters in Japan. Their symbol is a rhombus-shaped pin worn on the lapel of their suits. They also have head to toe clan tattoos, as do most traditional Yakuza.

Even the most powerful yakuza syndicates couldn't find the resources to expand their territory into Hokkaido in 1980. The Yamaguchi-gumi were turned back at Sapporo airport by 800 local gangsters. The locals were determined to keep the Yamaguchi-gumi out of their area. Nearly 2,000 anti-riot police were called in to keep the two groups apart.

After Taoka died of a heart attack in 1981, Taoka's successor was to be his number-two, Yakamen. However, he was in prison and was not due for release until late 1982. In his absence, Taoka's widow, Fumiko took control. Yakamen didn't succeed Taoka, as he died of cirrhosis of the liver. Without any natural successor to take control, the Yamaguchi-gumi soon fell into chaos.

At this time, the Yamaguchi-gumi controlled over 2500 legitimate businesses, sophisticated illicit gambling networks, and loan-sharking operations. They had also invested heavily in sports and other forms of popular entertainment. These operations followed familiar patterns that have existed for over 300 years. The oyabun-kobun relationship has well served the day-to-day management of the syndicate. They managed to gross over U.S.\$460 million dollars per a year at this time. Their management style is said to be envy of organizations as diverse as the Mafia and General Motors.

The selection of a new oyabun was temporarily put on hold by Taoka's widow, Fumiko Taoka, who insisted she remain in control until a natural successor could be found. Efforts were made to elect a council of eight high-ranking bosses to administer Yamaguchi-gumi affairs. Eventually, Masahisa Takenaka became the new oyabun, he was preferred for his military-style over his more intellectual (interi) opponent, Hiroshi Yamamoto. Yamamoto, in a fit of anger after losing, took 13,000 men from the Yamaguchi-gumi and created the Ichiwa-kai. This made it instantly one of the three top syndicates in Japan. In 1985, Ichiwa-kai assassins murdered Takenaka, creating a bloody gang war.

Kazuo Nakanishi became the new oyabun for the Yamaguchi-gumi and declared open warfare on the Ichiwa-kai. Police sensing open hostilities in the streets arrested nearly a thousand mobsters and confiscated many weapons. The Yamaguchi-gumi in their desperation to win the war turned their operations towards to United States to help fund the war. They obtained many highly illegal weapons like rocket launchers and machine guns in exchange for drugs. However, the conspirators were soon arrested, including Masashi Takenaka, Masahisa's brother and Hideomi Oda, the syndicate's financial controller. This threw the syndicate into yet another tumult.

Inagawa-kai, the largest yakuza group in Kanto, and the Yamaguchi-gumi of Kansai, have entered into a so-called matrimonial relationship as of the end of November 1996. This agreement was struck primarily to aid in the establishment of legitimate business interests i.e. consolidate their positions. It has alleviated some of the tension between the two syndicates.

YAKUZA STRUCTURE

Oyabun Supreme Boss

Saiko Komon Senior Advisor*
Waka Gashira Number 2 man^
Shatei Gashira Number 3 man^

Komon Advisors*
Kaikei Accountants*
Kumicho Hisho Secretaries*

Shatei Senior Bosses^
Wakashu Junior Leaders

The following structure of the Yamaguchi-gumi Yakuza is taken from 1991.

The oyabun. Was Yoshinori Watanabe, was the head of the clan, otherwise known as the kumicho (supreme boss), the Yamaguchi-gumi oyabun usually resides at the syndicate's headquarters in Kobe.

Kazuo Nakanishi remained as the saiko komon, or a senior advisor. He resided in Osaka, overseeing 15 sub-clans that controlled 439 members.

Saizo Kishimoto was the so-honbucho, the headquarters chief, he had 6 gangs with 108 members under his control in Kobe.

Masaru Takumi was the wakagashira, or number-two man. He controlled 941 members from 41 gangs in Osaka.

Under the kumicho are various komon (advisors), shingiin (counselors), kumicho hisho (kumicho secretaries), kaikei (accountants) and wakagashia-hosa (underlings of the second-in-commands).

Kiesuke Masuda was the number three man (shateigashira), who resided in Nagoya with control over 4 gangs consisting of 111 members. He also had several shateigashira-hosa to aid his efforts.

There were 102 senior bosses ('shatei' or younger brothers) and numerous junior leaders ('wakashu' or young men), making up the 750 gangs with 31,000 members of the Yamaguchi-gumi.

JAPANESE GOVERNMENT CRACKDOWN

Modern Industrial Japan doesn't appreciate the so-called noble deeds of the Yakuza. In 1992, the Japanese government passed the *Act of Prevention of Unlawful Activities by Boryokudan* (yakuza or criminal gang) *Members*. This Act sought to designate the term boryokudan as referring to a group with more than a certain percentage of its membership with criminal records. It also sought to identify organizations with violent or criminal tendencies. The act sought to prohibit the boryokudans from realizing their profits from various forms of extortion not already covered in existing laws i.e. protection rackets. People in and outside the Yakuza protested about the laws as infringing basic human rights. But public opinion was firmly behind the government introducing the laws, especially after a number of high-profile murders, including the stabbing of filmmaker Itami Juzo over an anti-yakuza movie.

Another revision to Commercial Law back in 1982 had ensured tighter controls on sokaiya, a racketeer who extorts money from companies by causing trouble at stockholder meetings. The sokaiya would basically harass the company like a hyena, and in some cases blackmail them by unearthing potential scandals involving management, they would also play the role of protector at stockholder meetings to prevent tough questioning of the board. The law revision made it illegal to receive a payment from a victim company, but also made it an offense for management to pay it. The relationship between the sokaiya and the yakuza has always thought to be close, and a great deal of extortion money was raised through this process.

YAKUZA AND POLITICS

In 1987, Noboru Takeshita was elected Prime Minister of Japan. There were always suspicions about whether he was elected with Yakuza help – the Liberal Democratic Party have a basic unwritten law to let the Yakuza continue their activities as long as they are relatively quiet about it. In 1992, Takeshita was questioned directly about the rumors of Yakuza help and strenuously denied it. Later that year, a Liberal Democratic Party kingmaker was forced to resign after receiving 500 million yen for his help in saving a business, through asking criminal associates to intervene in the process. It is thought that the Yakuza have marginal control over the political agenda of the country, but the political power base of the Yakuza is in steady decline.

YAKUZA AND INVESTMENTS

The Yakuza are thought to have vast holdings, including real estate, legitimate investments and business interests. It is this kind of institutional power that gives them the clout to often by-pass Japan's notoriously complex bureaucracy. During Japan's booming economy in the late 1980s, Yakuza business interests and investments proved extremely profitable. It is said that the Yakuza made the equivalent of the gross domestic produce of neighbors like the Philippines, Malaysia or Singapore during these years. Today, the Yakuza have a hand in the stock market, real estate and national politics. They are now essentially a multinational corporation. Curiously, after borrowing substantial sums of money to finance real estate ventures and high-finance deals during the 1980s boom years – partially in response to the new anti-yakuza Acts, in an effort to become a legitimate business – the Yakuza was put in the unenviable position of having to pay back inordinate sums of money to banks to cover their losses. A subtle irony exists here in their support of *jiageya* (land turners). The *jiageya* are young freelancers professionals sent out to visit old-style mom and pop shops concentrated around the shadows of high-rise developments. They attempt to convince them to sell their properties – this was a real growth area in the late 1980s. Some ruthless *jiageya* were not above using a little force to obtain a sale, the Yakuza were often brought in to provide the necessary muscle. Threats of blackmail, demolition, or arson would be used to succeed. The Yakuza soon bought up the land and borrowed the money to develop it.

The activities of the sokaiya have always been profitable for the Yakuza. Most major Japanese companies routinely pay off the Yakuza, and the smaller ones are often victimized. The blackmail and extortion rackets undertaken by sokaiya rely upon very Japanese sensibilities. Japanese culture stresses the need to preserve face, or to avoid at all costs being put in an embarrassing position, and the general desire for peace and quiet; they abhor confrontation. Curiously, foreign companies operating in Japan rarely give into Yakuza pressure, they apparently have no sense of shame or honor. After a series of legal changes in the 1990s, some large Japanese companies resolved to break all links with sokaiya, a series of shootings, bombings and threats followed. The problem still remains unresolved.

YAKUZA CULTURE

The formal process of acceptance into the order takes place before a Shinto shrine. At the 'adoption' ceremony, the boss formally exchanges cups of saké with the new member. The Yakuza tend to recruit from the poor, homeless or dispossessed. They closely scrutinize potential new members; they are unlikely to accept a stranger, he may well be an undercover cop.

The Yakuza generally seek to uphold the moral values prevalent within Japanese society. The term *giri*, outlines one sense of moral duty and obligations, including exacting revenge where necessary. The term *ninjo*, refers to maintaining one's sense of compassion for others, the basic ability to empathize and protect ordinary people. This kind of obligation is best illustrated by the Yamaguchi-gumi's donations to the relief fund in the wake of the Kobe earthquake in 1995, their contributions far exceeded even the governments. Although, many speculate this was little more than a public relations exercise, the Yakuza do take their beliefs seriously, and try to minimize their impact upon everyday people.

The yakuza are all male; the traditional view of women in Japanese society is that they are weak, both mentally and physically. The only woman given respect within the society is the boss' wife, called *ane-san* (older-sister). All members are required to show her the same respect as the Boss (*oyanbun*).

Tattoos have been an important aspect of Yakuza mythology ever since the 17th century. During the 17th and 18th centuries it was the fashion among swordfighters, fireman and members of the 'floating world' or floating pleasure districts. In some cities, the seedier parts of town were to be found borne on barges, pontoons out across the water. The Yakuza are famous for getting whole-body style tattoos. The pain is seen as a test of one's endurance, but the practice is slowly going out of favor. Despite this, nearly 70% of members still have some form of tattoo.

Each member is required to apologize for wrongdoing to the boss by performing 'Yubizume'. This form of atonement requires the individual to cut off the tip of their little finger ceremonially in front of the boss. If they are lucky, they are given another chance or are asked to leave the Yakuza society permanently.

Yakuza members gain prestige if they are jailed for any reason. It has been known for lower ranking members to take the fall for a senior one, and upon their release, they are also accepted as a senior man. The *Oyabun-kobun* relationship is absolute, the boss is fully entitled to order any member to take the fall for the crime, whether they were involved in it or not. But upon their release, it is inferred upon the high-ranking boss to meet him at the prison gates and bow and thank him for his sacrifice.

The yakuza venerate their gambling past, and play several dice games today. The most popular dice game played is *cho ka han ka* which means odds and evens. Two dice are jiggled in a black bamboo cup and put on a *tatami* (Japanese mat). The gamblers then bet odds or evens, sometimes, vast sums are laid down. The die thrower then says, "That's all, gentlemen", and everyone takes their hands away from the cash. The dealer then says, "Play". He then lifts the cup and announces either 'chou' or 'han'. The Japanese are expected to act professionally when gambling, and it is rude to speak at the table.

A generational change appears to be occurring within the ranks of the Yakuza. The newly recruited bosozoku are less concerned with public sensibilities and often get involved in antisocial behavior, much to the chagrin of their elders. The incidence of violence and street crime in Japan is steadily rising, although there are still only about 20 gun deaths a year. The elders consider it dangerous because it destroys the fragile understanding between the Yakuza and the general public, whilst the younger members often see the benefits of more profitable forms of street-crime. The Yakuza tend to traditionally reserve violence for their enemies and those who default on loans, However, they are not adverse to setting ridiculous repayment rates or getting others to insure their lives for the benefit of the group and killing that naïve individual.

YAKUZA ABROAD

The Yakuza first overseas destinations were Korea and China. They joined forces with right-wing groups in the 1920s and 1930s that were active in Japanese-occupied Asia. They originally acted as strike breakers, or enforcers for right-wing groups and trafficked humans and drugs throughout Asia. Many of the trafficked labor workers from Korea brought to Japan during the war were later shunned by Japanese society, many ended up becoming Yakuza themselves. As Korea began to open up to outside interests in the 1970s, the Korean Yakuza were a natural choice to expand operations into the South. The Yakuza began to invest heavily in South Korea, and some young Koreans were encouraged to visit Japan to learn mob skills. The Yakuza quickly infiltrated the docks and the construction industry in South Korea. They also became active in human trafficking, sex tourism, drug and gun-running and even the illegal disposal of toxic waste.

THE SEX TRADE

The form of prostitution favored by the Yakuza is called 'date club'. The date club is basically a men's club, the membership fee is at least one thousands dollars to join. The clientele is mainly made up of professional middle-aged businessmen, like doctors, lawyers or company presidents. The club members are shown pictures of young girls and asked to choose one, and a date is then arranged with that girl. The men pay a fee of about US\$200 dollars a date. To have sex with the girl may cost more than a thousand dollars. The customer later calls the club to tell them if they would like another date with the girl. Many high school students are willing to work as prostitutes for extra money, even though prostitution is against the law in Japan. Curiously, there are no age of consent laws in Japan, meaning it is not that uncommon for Japanese schoolgirls to offer sexual favors for money.

The Yakuza also offer sex tours for Japanese men to destinations such as Hong Kong and South Korea. The Yakuza also traffick women from around South-East Asia to work in the sex trade in Japan, they are often lured under false pretenses. Pressure groups have sought to end this kind of trade, but there are many eager young volunteers around the poorer regions of Asia willing to take the chance.

THE DRUG TRADE

The Yakuza were relatively slow in expanding their operations outside of Asia, the older generations felt uncomfortable operating in regions that didn't speak their language and where they couldn't rely upon the protection of their long-standing networks of favors. Change occurred in the 1960s, when young, highly educated, English speaking, and lightly tattooed members fanned out across the globe. They focused their efforts primarily on expanding their influence in the international illicit drugs trade. Since the 1930s, Japan was an aggressive drugs producer and distributor of heroin to the United States. During the Second World War, the Japanese government, with the help of the Yakuza, provided opiates to keep the conquered Asian populations docile, and alternately, supplied Japanese soldiers and airmen with amphetamines to keep them active. It remains the most popular drug in Japan today, with over 2 million users.

The Yakuza foresaw problems with narcotics production on home soil, especially after the war, so they established drug factories abroad, South Korea being the preferred location. In fact, leading up to the 1988 Seoul Olympics, the Korean government was forced into a hasty attempt to clean up the country, and force drug producers to move their operations elsewhere. Like the Yakuza sex tours, the drug operations tend to end up in places in Asia where law enforcement is lax, or policeman are unpaid, or areas where corruption is rife and the locals have little inkling of the dangers of letting organized crime flourish.

The Yakuza has also moved into China as it has been reopened to foreign influence, often working alongside their fellow Chinese Triads. The Yakuza have trafficked women from the country for their sex industries, or as a source of cheap labor. Chinese traffickers provide the illegal immigrants, and the Yakuza supply them with fake papers and put them to work where they are needed. China and Korea are now known as major drug producers. The Yakuza are also thought to distribute the North Korean Governments sideline in supplying drugs to the international illegal drugs market. They are also thought to act as distributors for drugs grown in the Golden Triangle region, the major heroin producing area of South-East Asia.

The Yakuza tend to reinvest their profits into purchasing weapons. It is illegal in Japan for citizens to own a weapon without a permit. Despite these laws, the general public does occasionally become the innocent victim of turf wars between the different crime syndicates, despite the yakuza being essentially a secret society.

GOING GLOBAL

From the 1970s onwards, more and more Japanese were able to travel abroad with rises in the standard of living delivered by economic boom conditions, this boom was created by the cheap disposable electronic goods that were mass-produced in Japan at the time. With their experience in sex tourism (a service industry), the Yakuza sought to use their money to buy into restaurants, hotels, exchange bureaus, shooting ranges and golf clubs overseas. They targeted these types of businesses because Japanese travelers often frequented them. The Yakuza quickly set about inflating the prices of these services, hoping to catch out the novice travelers. They also later bought into gambling joints and massage parlors, along with hotels. The type of information that could be derived from these industries proved extremely useful for sokaiya operations. As legitimate Japanese businesses ventured abroad, they quickly realized there was no way of escaping paying protection money to the Yakuza. By the middle of the 1980s, the Yakuza had grown so profitable from their expansion that they were now having major problem laundering money. They attempted to spend up big in foreign climes, one such deal in 1991, to buy a casino in the Marianas for US\$300 million, was only halted by an astute investigator. It was estimated that by 1995, the Yakuza had bought up U.S.\$4 billion dollars of real estate in Australia, a similar state of affairs occurred in Europe.

The prosperity in Japan meant that people were now rather selective about the type of job they wished to do, the Yakuza found it became quite difficult to recruit new members. The Yakuza turned to South America, especially Brazil, where a large expatriate Japanese community existed. Soon 100,000 or more largely illegal immigrants had joined the Yakuza. The Yakuza were now firmly established in South America in cities such as São Paulo. The South American operation tends to concentrate around drug and gun running, plus human trafficking.

INTERNATIONAL CONTACTS

The Yakuza when operating abroad tend to favor coming to an arrangement with the local gangs, rather than competing against them. Using diplomacy, they have managed to move into such places as the Philippines, Los Angeles, Hawaii and Sao Paolo with a minimum of fuss. In other places, like New York, China and Russia, the Yakuza have had to settle for being outside clients of the local operations. These arrangements often include the exchange of goods like drugs, guns, stolen cars and illegal marine products. There are always lucrative deals to be struck by a diligent crime group prepared to do their homework on what the opposition needs. The Yakuza reputation for fair business practice ensures most other groups look favorably upon their offers and associations.

YAKUZA IN THE UNITED STATES

The Yakuza in the early 20th Century tended to limit their involvement in the United States to supplying the local Mafia with opium derivatives and amphetamines. The drugs were originally sent to their bases in California, especially Los Angeles; the drugs these days tend to arrive in the United States via Hawaii. Here the Yakuza have reached an accommodation with local crime bosses. These alliances also help to ensure Japanese tourists and Japanese businesses are also targeted for fraud on the island.

The smuggling of guns from the United States to Japan has great appeal for the Yakuza. In Japan, because of government restrictions, a bullet is worth around \$15 dollars on the black market. Guns are even scarcer, to say nothing of the price ex-military equipment can garner.

The Yakuza is thought to have invested millions of dollars in Las Vegas in the 1980s. Unfortunately, this investment didn't prove as profitable as they had hoped. The U.S. Mafia had already realized this and had already gotten out of the legitimate gambling business. The Yakuza instead turned to investing billions in the real estate across the United States. The Yakuza also attempted to buy up legitimate U.S. businesses and banks. Unfortunately, the aim to use sokaiya-type tactics backfired; it seemed the enterprise was culturally specific to Japan – Americans apparently couldn't be shamed by allegations of business malpractice or personal perversion.

YAKUZA AND THE POLICE

The Japanese police are extremely adroit at solving ordinary crimes, but they are often more than a little bit hazy about the facts in solving Yakuza-related crimes. A series of corruption scandals broke during the 1980s involving the Osaka and Kobe police forces. Although corruption is thought to be on a relatively small scale, the culture of gifts, invitations and parties ensures that favors are often met. The more insidious relationship is between the police, politicians and big business. A politician fore-instance may well offer up bail for a known Yakuza boss, putting the ordinary policeman in an almost impossible situation. There is often a degree of collusion between these groups. The Yakuza, at times, have had to preserve their alliances by offering up confessions to protect both their police and political confederates from closer scrutiny. In response, the politicians and police often turn a blind eye to cases of human trafficking or illegal laborers being exploited.

The Yakuza and police both tend to share a right-wing political viewpoint, both groups tend to believe in authoritarian, nationalistic policies, and often disapprove of foreign influence. This has tended to ensure that Japanese police are rather reluctant to cooperate with foreign police services in tackling Yakuza-related transnational crime. However, changes in Japanese law have ensured Yakuza bosses are now directly responsible for the crimes committed by their underlings.

SUMMARY

- Yamaguchi-Gumi 17,500 members and 750 clans
- Inagawa Kai 7,000 members and 300 clans
- Sumiyoshi Rengo Kai 7,000 members and 170 clans
- Kyokuto Kai 1,700 members
- Japan's incidence of crime is the lowest of any industrial power
- Yet there around 150,000 members of 2,500 different criminal gangs

YAKUZA TERMS

- ❑ Bosozoku: Youthful motorcycle gangs, who prove to be a popular Yakuza recruiting ground
- ❑ Burakumin: The so-called 'untouchables' within Japanese society, a social group that is actively discriminated against and therefore, often proves to be a fertile recruitment base for the Yakuza
- ❑ Giri: The traditional sense of obligation to others that is a fundamental element of Japanese society
- ❑ Oyabun-kobun: The so-called parent-child relationship that is the basis of Yakuza operation
- ❑ Sangokujin: The people of three countries (China, Korea and Taiwan), who were trafficked into Japan as cheap labor during the Second World War. Many now form an important part of the criminal underworld.
- ❑ Sokaiya: These thugs, blackmailers and extortionists often invade stockholder meetings and enforce decisions favorable decisions are made, the term has come to relate to other forms of business extortion, as well.
- ❑ Yubitsume: The formal tradition of cutting off a part of a finger in forgiveness for disobeying the oyabun's orders

KYOKUTO-KAI

This prominent Tokyo-based crime group that has been known to work with Russian Mafia groups in the illegal importation of stolen cars from Europe. However, at the turn of the 21st Century, the group became embroiled in a bitter war with its rival group the Matsuba-kai, several high-ranking lieutenants were killed.

MATSUBA-KAI

This large Tokyo-based crime group has been known to work in concertina with Russian gangs to import luxury stolen cars from Europe. Just after the turn of the 21st Century the group became embroiled in a bitter war with its rival group the Kyokuto-kai over gangland territory. Several high-ranking lieutenants were killed in the process.

NAKAJIMA-KAI

The Kyoto-based crime organization has work closely with other gangs. The Kakajima-kai is one of the most prominent gangs in the city.

SUMIYOSHI-RENGO

This Tokyo-based crime organization is a subgroup of Sumiyoshi-kai, Japan's second-largest crime group.

CHINA

TRIADS & TONGS

The term 'triad' covers a number of different gangs with differing names throughout the international Chinese community. These gangs tend to share common foundation myths, aims and utilize similar criminal strategies. The term triad comes to us from Dr Milne of Malacca in 1821; he used the term to describe the activities of the Three Unities Society. The members of a triad form into basically a surrogate family. Many members are likely to share a common cultural heritage particular to a specific area of China, although they are not necessarily related through family blood ties.

Triad membership is extremely fluid compared to other forms of organized crime, the group can range from half a dozen like minded criminals through to a large ongoing concern of around 100,000 members. Their fluid nature tends to manifest in frequent changes of name and ideals, a fact often precipitated by the frequent bitter gang wars resulting from gangs vanishing and subsequently reforming.

The 'invincible Triads' quickly spread beyond the borders of China into the greater part of South-East Asia: Taiwan, Philippines, Malaysia and Hong Kong. Their influence is now to be found worldwide. Efforts to eradicate their influence and operations have met with varied success. During the rule of Mao in China, the communists managed to eliminate a great deal of organized crime. Hong Kong police also made inroads into curbing their local operations. Recently, with the opening up of China to free trade with the West, triads have rapidly grown again and spread their influence across their spiritual homeland.

The major centers of Triad operation in South-East Asia include:

- Hong Kong: For over 150 years it has been a main base of operations for South-East Asian triads
- Shanghai: A stronghold for triad operations at the start of the 20th Century and its influence is still felt today
- Taiwan: It was a post-Nationalist stronghold and triad center
- Macau: The former Portuguese colony and gambling haven
- Singapore: The city was the site of early triad activity, but has been effectively stamped out by its authoritative government regime

In the West, law enforcement agencies have been slow to respond to the threat of Triads. The laws pertaining to Organized Crime and Racketeering often prove inappropriate for prosecuting Triads.

ORIGINS AND MYTHS

China has had a long history of secret societies, these organizations can be traced back as far as the T'ang Dynasty (619-907) when Buddhism was outlawed and driven underground, similar to Falung Gong's plight today. The formation of the White Lotus sect during the Mogol period is the first known evidence of organized crime in China. The society resorted to extortion and kidnapping to fund its operations. The sect played a major role in driving out hated foreign armies and installing a former Buddhist monk called Hung Wu to the throne. He became the first emperor of the Ming dynasty in 1368. Modern Triads tend to identify with the patriotic and nationalistic aspects of the White Lotus creed, and they are also informed by Buddhist spiritual beliefs.

THE "FIRST FIVE ANCESTORS"

Another common myth found within the Triad belief systems is the myth of the First Five Ancestors. It relates to the 17th Century, when the second Ch'ing emperor offered to reward anyone who could save the country from invasion by barbarians. The 128 monks from the Shao Lin monastery stepped forward and volunteered their aid and drove back the enemy – they were all highly trained in martial arts. However, the foreign emperor grew fearful of the monks' power and set fire to their monastery, 110 monks died in the flames and only 18 managed to escape being burnt to death. Only five of these managed to reach safety. They became known as the 'First Five Ancestors'. These monks undertook a series of miraculous adventures, one incorporating the myth of an incense burner that blazed out with four Chinese characters reading Fan Ch'ing Fuk Ming (overthrow Ch'ing, Restore Ming). In the mythical City of Willows, the monks founded a secret society to avenge the death of their brothers and to overthrow the Manchu from rule in China. The burning message was to become their oath and an element of their initiation ceremony.

The identification with common Chinese folk heroes and patriots became vital in bonding together disparate criminal elements from across the country, many of whom often spoke different regional dialects. They were not considered to be common criminals, the funds they raised were, in part, being collected to restore local rule. Today, many martial arts movie posit the image of Triads as modern day folk heroes, luring some naïve youth into their fold.

The first historical case of Triad activity comes to us from 1788, a merchant was tortured by the authorities into confessing to the existence of the Tiandihui Heaven and Earth Society, presumed by this time to be around twenty years old. The reasons for joining a secret society are varied, some join to get financial help in funding expensive weddings or funerals, others do so for personal protection, whilst others do it to avoid being robbed. The citizen would just flash the secret sign, and respect would be duly paid. This kind of deference became especially vital when moving to other regions.

The Triads today still provide a basic cultural meeting point and support network for many Chinese immigrants abroad. These immigrants are often marginalized by an indifferent or even hostile society. Triads have always preyed upon the fears of their satellite communities, they are known to be parasitic amongst their own kind. They regularly enforce protection rackets, which prove extremely profitable amongst these immigrant communities. A situation not particularly helped by the fact local police often provide inadequate levels of policing in these areas.

INITIATION AND OATHS

The traditional Triad or Tong generally has a very formal initiation ceremony. The following description comes from the 1960s in Hong Kong from a former police inspector. The initiation took place in the Triad lodge, representing the mythical 'City of Willow'. The ceremony was directed by an Incense Master dressed in white and the society leader dressed in red. All of the other officials present were dressed in black. The ceremony began with a ritual dance, then the neophyte approached the east gate (entrance to the room). At the gate the official challenges the neophyte, and then the men exchange a ritual handshake. He then passes beneath the arch of drawn swords. He then had to pass beneath three additional entrances guarded by statues of famous Triad generals. The neophyte then stood before the altar. On the walls were hung records of the lives of the First Five Ancestors and other Hung heroes. When the neophyte approached the altar, he was required to step through a bamboo hoop, representing the hole through which the monks escaped the flames of the burning Shao Lin monastery, basically a symbolic act of rebirth. Before the altar are kept ritual objects and the neophyte was required to take the 36 oaths. During the ceremony, the legendary history of the Hung was chanted and a cock was beheaded. The recruit had his finger pricked and dipped into a bowl containing spices, wine, ashes from burned paper strips and the blood of the cock. He was then required to lick his finger. Three days after the ceremony, the recruit was required to undertake the face-washing ritual, symbolizing his rebirth as a member of the Hung. The neophyte was then officially a full member of the Triad.

The new recruit is traditionally required to uphold the 36 oaths. The oaths are usually inscribed on sheets of paper at the Triad lodge entrance, along with the names of initiates. They are also embroidered on the back of a yellow gauze quilt hung over the altar. The series of oaths bind the initiate to be loyal to his fellow members, and never betray or cheat them. He promises to help them and their families if needed, and to be hospitable towards them. He also swears too never disclose the secrets of the organization. One major penalty for breaking these oaths is to be killed by a myriad of swords. This is where we derive the phrase, "death of a thousand cuts". In practical terms, all the major muscles and the scalp are cut through, generally with a butcher's knife. There is no turning back once the oaths have been made; the 13th oath makes it clear those who try will suffer death by a myriad of swords. There is also particular reference in the ceremony to overthrowing the Ch'ing dynasty and restoring the Ming one.

CITY OF THE TRIADS

Hong Kong was a pirate stronghold long before the British arrived in 1842; China ceded the territory to the foreign force. Triads soon took advantage of it as a place of refuge from the attentions of the Manchu government. The British quickly banned membership of secret societies in 1845, but the law had little effect. The triads quickly took control of the local labor market – a typical organized crime activity. The Triads then sought to extort large payments out of these laborers. Drugs, gambling, prostitution and market stalls then came under Triad control. During the period between 1850-1900 the Triads were stirring up rebellion against mainland China, whilst keeping a lid on violence within the British territory; it suited the Triads to keep Hong Kong and Macau as relative safe havens to retreat back to. They still continued to exploit the local Chinese community within these provinces, but strenuously avoided embroiling the British in their racketeering schemes. The Triads also infiltrated the local police force, which helped to silence those pleading their case to the authorities.

In 1898, China leased Hong Kong and the New Territories to Britain for 99 years, but retained rights over the Kowloon Walled City. This old Mandarin residence and walled compound had no standing police force. The Walled City soon became the home to the densest population of criminals in the world. It was estimated that the city covering roughly seven acres, had a population of over 70,000 people. It was squalid and had no form of sanitation or amenities of any kind. The place was alive with rats and other vermin. The main street colloquially became known as 'Heroin Alley'. It was a long way from the romantic ideal of the City of Willows. Eventually, several of the most important gangs relocated their headquarters to the city. The Walled City was largely pulled down in the 1980s.

Hong Kong's first 'homegrown' Triad was founded by then Nationalist leader, Dr Sun Yat-sen, at the start of the 20th Century. It was called Chung Wo Tong (Lodge of Loyalty and Righteousness). This kind of high sounding name is typical of a Triad, it remains one of the most powerful Triad groups.

Shanghai was the largest city in China at the start of the 20th Century. Policing the city was immensely complex because of the various foreign concessions, each of these sections controlled under different laws and foreign conquering powers. As such, Triads realized soon that 'anything goes' in the city. Triads quickly organized opium smuggling, slaving, labor racketeering, pimping, and extortion within the city. They also took advantage of foreign companies who needed local Chinese agents in order to undertake trade. The confusion is best illustrated by the life of Inspector Huang, he was both the leader of the powerful Triad called the Green Gang, and one of the local heads of the French Sureté.

A leading Green Gang member, Tu Yueh-sheng, or 'Big-Eared Tu', alternately known as 'the Opium King', was rumored to be the most powerful Triad leader in sheer political terms. He was fabulously wealthy and lived in the chic French concession part of Shanghai. One of Tu's friends was Charlie Soong, a protégé of a United States millionaire, who funded Soong in the hope of preaching the gospel to China. Soong set up a printing press, where he produced both Methodist scripture, but also Triad initiation certificates. One of Soong's daughters married Chiang Kai-shek, Sun's successor as Nationalist leader. Sun was popular for finally overthrowing the Manchu dynasty in 1911. Sun had used his Triad connections to help fund the campaign, a great deal of the funds were sourced from immigrant communities in Malaysia and Singapore. It is likely that Tu introduced Chiang to the Soongs. Chiang was a long-term member of the Green Gang. He had a background in art theft, but also dabbled in extortion and armed robbery. Chiang had risen through the ranks of the Kuomintang (Nationalist Party) to succeed Sun Yat-sen as leader in 1926.

COMMUNISTS VERSUS THE TRIADS

Chiang had cultivated an understanding with the Communists with China, but by 1927, he called upon Tu and the Green Gang to break links with the Communists – organized crime is generally far more at home with the opportunities presented under free enterprise. The Triads, along with the support of the Kuomintang, began to slaughter labor unionists, communists and left-wing intellectuals alike. In total more than 5,000 people were killed. The events had a radical effect upon the relations between the Triads and the Communist elite. The Communist leader, Mao Zedong, had previously expressed his admiration for the Triads, hoping that some day they could be called upon to defend China. Chiang and Tu began to be courted by the business community as heroes, whilst Western governments saw them as vital agents against the communist cause.

The Japanese invasion of China in 1931, challenged existing alignments. Some Triads actively supported the Japanese invasion, whilst others remained loyal to Chiang. The Second World War was eventually enjoined and by 1942, Chiang had become a Commander of Allied forces in the region. Tu continued his support for Chiang by providing funds generated through opium sales within his region. The Green Gang effectively served as Chiang's unpaid enforcers. Chiang and Tu continued to court U.S generals with lavish gifts. They hoped the Allies would reward them after the war was won.

Finally, the Japanese were defeated in World War II. Unfortunately, the tenuous alliance established between the communists and the nationalists soon foundered. A civil war soon broke out between the Communists and the Kuomintang. The Kuomintang were defeated in 1949, and Chiang and his followers were forced to flee to Taiwan. Chiang quickly reestablished himself there, and so did the Triads. Chiang ruled until 1975, when Chiang was succeeded by his son. Mao went on to ruthlessly rule China, in 1952, he instituted a fierce campaign against tax evasion, bribery, cheating on state contracts and the stealing of state economic intelligence. This was seen as a direct, but ultimately successful, attack on Triad operations.

In World War II, most Hong Kong based Triads reached an agreement with Japanese occupiers, pimping for troops and serving as enforcers, thugs and spies. The Japanese encouraged rampant drug use in the non-Japanese community, in an effort to make them far more docile. This indirectly helped to consolidate Triad control over opium and heroin sales within the region.

After the war, Hong Kong was quickly returned to the British. The authorities attempted to ban opium sales. Unfortunately, many locals were now hopelessly addicted to it, and the drug price skyrocketed, bringing in bigger profits for the Triads. The Kuomintang also sought to set up new Triads expressly to fight communist rule in China. One of the most important Triads today, the 14K, was established by a Kuomintang general. The 14K soon had over 80,000 members.

A CHALLENGE TO THE TRIADS

The police in Taiwan sought to deport a number of 14K members in the mid-1950s. In 1956, the citizens of Hong Kong rose up in protest against Triad intrusion, and for the first time demanded action on mass. Another 10,000 members were arrested, new laws were drafted, and there were further deportations in Taiwan. Triad control was broken and the citizens gained respite from their activities for over a decade. However, many exiles, together with Chiang's security guards, formed United Bamboo, which remains a powerful gang in Taiwan today.

In the 1960s, the Triads were ideally placed to take advantage of the expanding drug trade. They soon became players in international drug trafficking. There had been a long history of Chinese born police in Hong Kong taking bribes, but by the early 1970s, it was becoming clear that British police were also falling prey to temptation with the vast sums on offer. In 1974, the Independent Commission Against Corruption was set up to look into claims of policeman taking so-called 'tea money' i.e. bribes from the Triads. Controls in the province became tighter and corruption was found everywhere, a mass of resignations followed, there were even threats of strike action by the disgruntled police force. At the same time, a branch of 14K was infiltrated and broken up, probably as a result of the pressure being placed upon police to be seen to be doing something about organized crime. Several larger scale operations followed in the 1980s, this activity considerably weakened the Triads, and the general public soon realized that they were not invincible. Prior to the handing back of Hong Kong to China in 1997, the British got permission to level much of the Walled City. This clearance helped to reduce Triad activity; the Triad leaders also feared the incoming Chinese authorities, known for their own particular brand of violence and intimidation. Many gang members emigrated to places as far a field as the United States and Europe. However, the culture of China was gradually changing, welcoming in foreign trade and capitalism to a small extent. The Chinese authorities were loathed to change the culture of Hong Kong, a territory so integral to international trade. It generates considerable wealth for the government. In 1993, the chief of the Public Security Bureau, Tao Siju, made it clear that Triads were welcomed back into the fold of Chinese citizenry, just as long as they were patriotic and were concerned with prosperity and stability.

MACAU

A similar tale to Hong Kong was played out in the former Portuguese province of Macau. It had been under Portuguese rule for over 440 years. Once the Chinese Army marched in to reclaim their land, it was realized that Triad culture was heavily engendered in the province. At the time of transfer, Triads were battling for control of the ten legal casinos in the China Sea region. There had been an appreciable surge in street crime and there had also been a series of murders and bombings. In 1997, for example, 11 children in a video amusement arcade were slashed with knives to punish the owner for not paying the necessary protection money. Such incidence sadly, became quite common in the province, especially as the gangsters outnumbered police by a factor 3 to 2. The main gangs involved in these turf wars were the 14K, with 5,000 local members, and the 3,000 strong Shiu Fong. The Sun Yee On from Hong Kong and the international Big Circle Boys were also vying to move in before the handover to China. On September the 8th, 1998, a Triad bomb injured 10 journalists and four policemen who refused to be silenced. Students soon demonstrated against the violence, careful to wear mask to avoid further retribution from the Triads. Once the Chinese Army arrived, it appears the situation improved.

OPIUM TRADE AND POLITICS

Triads are believed to control 80 to 90 percent of the world's heroin and opium derivatives trade. One estimate suggests that the value of this trade is around U.S.\$750 billion dollars. The opium poppy is rather hardy, but the crop is quite labor intensive. It represents a very attractive proposition for poor farmers, especially those in Afghanistan whose soils are quite poor. For many centuries in Asia, opiates were regarded as a blessing, not a curse. It was only when addiction was recognized and recorded in the 16th Century when things changed. In the 17th Century, the Europeans were avidly pursuing Chinese trade goods. However, they didn't want vast sums of gold and silver to flow on to the Chinese. Instead, they artificially created a demand for opium by paying pushers in the territory. The British purchased their opium mainly from India. The Americans also got into the act and purchased their drugs from Turkey and Iran. The Ch'ing dynasty tried but failed to stop the pushers' activities. By 1900, it was estimated that one third of the Chinese population were regular users, whilst 10% of the population were hopeless addicts. It wasn't until 1917 that the British finally agreed to cease the importation of opium. However, that left around 150 million addicts still craving the drug. Criminals such as Tu and the Green Gang quickly filled the vacuum.

In 1927, Mao Zedong formed the Red Army, many of whom died at the hands of Chiang Kai-shek, who was backed by Tu and Green Gang profits from the opium trade. This was the source for Mao's lasting hatred towards the Triads. He sought to eliminate their influence from mainland China for all time, the criminals fled mainly to Hong Kong. Mao also drove out the Kuomintang after the Second World War and destroyed the opium fields in China. However, he had no objection to drugs reaching the West. He hoped it would hasten its downfall.

A former general of Chiang Kai-shek's Allied Command called Li, fled to the Golden Triangle. He was backed by the C.I.A. Li corrupted local officials and with the help of his Anti-Communist National Salvation Army, set up a Triad network which was to dominate opium production for the next 50 years.

Simply put, the massive profits generated by opium production prove just as attractive to state officials as it does to organized crime. There always exists the possibility of paying off even the most recalcitrant and moral of public officials or police with the vast profits derived from the trade. The profits derived from opium production often dwarf the gross domestic product of small nations, making it a political issue even if the organized crime group in question strenuously avoids active political engagement. Opium production continues to affect not only South-East Asian politics, but also those of the Middle-East.

TRIAD ACTIVITY IN BRITAIN

The Chinese community in Britain originally comprised of sailors who settled in London and the other British major ports in the 19th Century. They formed a closeted closed world. Triads eventually settled into these burgeoning enclaves. As far as the general populace was concerned, just as long as the foreigners kept to themselves, they were a good source of cheap labor, and they were allowed to go about their daily activities unmolested. The image most British had in the early 20th Century of the Chinese was derived from the sensationalist fiction of Sir Arthur Conan Doyle, and his *Sherlock Holmes* tales of seedy opium dens. Until the 1960s, Triad activity was largely confined to the immigrant community. There are now various Triads groups represented in Britain: the 14K Triad was one of the first gangs to arrive in the country, followed by the Wo group, and more recently the Shui Fong. The rise of drug culture in the 1960s in Britain saw greater opportunities for drug trafficking by the Triads. Triad activity isn't widespread, but the Triads use the immigrant community to launder its huge profits generated by sales worldwide. Former British colonies like Canada and Australia also have various Triads battling away for control of their drug trades, plus various associated youth-gangs, as well.

TONGS IN THE UNITED STATES

Triads in the United States are generally afforded the status of 'Tongs'. The term 'Tong' simply denotes a meeting place in Chinese. The Chinese began to emigrate to the United States in the mid-19th Century. They were largely employed as cheap labor to build railroads and to undertake gold mining in California. Often these peasants were trafficked into the country without fully knowing what awaited them. The conditions faced by these immigrants were extremely harsh, but they persevered and sent money back home to support their families. In 1882, the *Chinese Exclusion Act* was passed to help accelerate this flow in cheap labor. The Chinese often had little choice but to live in Chinatowns. The general populace tolerated the Chinese, unlike Afro-Americans, but they were still given a lowly status within polite society. The Triads promoted themselves as protectors and patriots of their societies, but in reality, they were as much exploiters of the immigrant community as the mine owners in California. The fact that the Chinese could not enjoin mainstream society gave the secret societies enormous power over the immigrants. The Tongs often functioned in ways similar to an alternate government. The association with 'Tongs' in the United States comes to us from the founding of lodges by Chinese secret societies. The most well known Tong in the late 1800s was the On Leung (Peaceful and Virtuous). By 1870, there were more than 70,000 Chinese in the United States, most of them on the West Coast, with six Tongs in San Francisco, and another 24 scattered along the Pacific coast. The two leading 19th Century Tongs were the Sum Yops and the Sue Yops of San Francisco. The Sum Yops were involved in gambling, white slaving and drugs. The Sum Yop leader, Fung Jing Toy, was eventually shot dead in a neighborhood barbershop. Two members of the rival Sue Yop claimed his life. The Sue Yop then reigned supreme over the city, until the intervention of the Manchu emperor Kwang Hsu. The Sue Yop members in the United States were informed that their relatives back in China would come to harm if any more members of the Sum Yop were harmed. By the beginning of the 20th Century the San Francisco Tong wars were over, but over in New York, things were just starting to heat up.

The Chinese gradually spread East, mainly to New York in the late 19th Century. New York's Chinatown was located around Chatham Square, Doyers Street, Pell Street and Mott Street. By 1910, there were more than 10,000 Chinese living in New York. The New York Tong wars began in 1899. The war started over control of the lucrative gambling businesses in Chinatown. There were around 200 gambling establishments in 1899, each paying an average of U.S.\$17.50 a week to the police in protection money. Seven percent of all winnings under \$25 dollars were payed to the Tongs and 14% over this sum. The On Leong Tong, led by Tom Lee, ran the gambling in the city. The Hip Sing Tong had to make do with other less profitable scams. Tom Lee also controlled the 'Chinese vote' in the city, in all, only six immigrants were eligible to vote, but it nonetheless carried substantial political weight.

In 1900, Lee was challenged by a rival named Mock Duck, leader of the Hip Sing Tong, he sported chain mail and carried two pistols, as well as the traditional Triad weapon, namely the hatchet. He demanded 50% of all profits from gambling within Chinatown, it started a bloody war. Mock Duck managed to use his political connections to get Lee's gambling dens shut down by the city's authorities, and then audaciously reopened them all under his ownership. So many bodies turned up during this first Tong war that Warren W. Foster, a judge of the Court of General Sessions, personally intervened. He met with the two leaders and managed to arrange a truce, and the territories were subsequently divided up. The truce lasted a week, the Chinese government was forced to personally intervene. Mock Duck was later tried and convicted of murder.

The next Tong war broke out over slave girl, Bow Kum. An ally of the Hip Sing purchased her in San Francisco for the vast sum of \$3,000 dollars. After it was discovered that he did not have a marriage certificate, the girl was placed in a Christian Mission House. She was later married to Tchin Lee, a member of the On Leong, and was brought to New York. Here she was recognized and her original master demanded that Tchin Lee pay him her original purchase price. He was refused, and the Hip Sing sent a letter to On Leong demanding immediate payment. They were again refused. A Hip Sing member later slipped into Tchin Lee's house in Mott Street and killed Bow Kum. More than 50 people were killed in the ensuing violence. In 1910, a truce was finally brokered by a committee of merchants, students and teachers – under the auspices of the Chinese government. The truce was broken in 1912, by a new Tong called the Kim Lan Wui Saw, which declared war on both the Hip Sing and the On Leong. The upstarts were ruthlessly eliminated. A new truce was declared in 1913, again at the urging of the Chinese Merchants' Association. There was to be another war in 1924, but thankfully it led to fewer casualties.

Over on the West Coast in the early 1920s, a Tong War broke out between several new Tongs: the Suey Don, Jung Ying, Suey Ying and Bing Kong. After this initial period of frantic open warfare, the United States Tongs settled down into doing business, the situation remain relatively stable from the 1930s onwards until the 1980s.

A curious fact is that Chinese New Years celebrations enjoyed in Chinatowns the world over tend to disguise the operations of extortion rackets. The wending of the gaily-painted silk dragons throughout the streets, usually accompanied by a martial arts team, dancers and drumming displays, often disguise a sinister reality. The dragons are often fed with 'lettuce' along the way at local restaurants on route. These packages often contain large sums of money to ensure protection from the Tongs throughout the New Year.

A notable change occurred during the 1970s, a new wave of immigrants arrived from Vietnam and other poorer parts of South-East Asia. A new kind of youth-gang developed out of these immigrant communities. Due to their brutalized upbringing in the midst of war, these often very young children would do virtually anything for money. Activities included robbing, killing, torturing and extorting by other means. They quickly became known as *ma jai* (horse boys), and were greatly favored by Triads to do their dirty work, they were perceived as being both convenient and expendable. The typical Asian youth street gang swiftly forms and just as quickly vanishes - possibly later reforming elsewhere.

MODERN TRIADS

In the late 1980s, New York Mayor, Rudolph Giuliani, sought to increase the police presence in New York. The NYPD was to strenuously enforce the RICO anti-racketeering statute, and generally increase the level of awareness of international organized crime in the Big Apple. This policy led to a number of convictions of high-profile Tong members. Changes were also occurring on the other side of the globe, Mao was dead and China was gradually seeking to relax its authoritarian stance. The Communists no longer saw Triad activity half a world away as strictly their concern. The Triads sought to take advantage of the situation. The new-style Triads were far more innovative and focused upon maximizing their profits over traditional concerns of protecting its extended family.

The Big Circle Boys are indicative of the new-style of Triad. The group was formed in Hong Kong in the 1970s and has since spread its influence to Australia, the Netherlands, Britain and Canada. It has basically followed the international drug trade across the globe. The group also reestablished its links with mainland China, the Beijing elite now reportedly discreetly use for their networks and expertise to silence their critics.

The emerging Triads have become extremely proficient at people trafficking. An incident in 1993, when the ship called Golden Venture accidentally ran aground in New York's harbor, shows the audacity of their operations. The ship carried over 300 Chinese illegal immigrants from the Fujian Province. Unfortunately, ten of the passengers drown in the harbor attempting to reach the shore. It is estimated that around 100,000 people a year owe a 'debt' to the Triads. The unofficial 'immigration fee' is often paid for by relatives already at the target destination.

Big Circle Boys (BCB) or Dai Huen Jai is not strictly a Triad, but an affiliation of loosely organized gangs, originating from mainland China. The origins of the group are said to go back to the purging of Mao's Red Guard from the Chinese Army and their imprisonment in camps. This took place near Canton, marked on maps of the time with a large circle, hence the name. They were finally released in the 1970s, and escaped China via Hong Kong. Many of them chose Australia or Canada as their preferred destination. A number of them turned their hand to crime, taking advantage of the light sentencing law in these countries that traditionally had little in the way of homegrown organized crime to prosecute.

The Big Circle Boys tend to favor high-yield, high-tech crimes. Their activities often go unpunished because there are no efficient means of prosecuting certain forms of high tech crimes. The BCB tend to favor credit card fraud, cyber crime, luxury car theft, the piracy of intellectual property and people trafficking. They also take part in more traditional forms of organized crime activity like drug trafficking and prostitution.

The BCB pioneered the technique of 'invasion robbery' or 'home invasion' - the victim's house is simply invaded by the gang. They take what they want often by extreme force, they intimidate and even threaten to kill one of the hostages (witnesses) if they later go to the police. Other gangs have taken to copying this intrusive form of crime.

Canadian law enforcement agencies have been infiltrated by the BCB. Both in Canada and Australia, police services and lawmakers are desperately looking around attempting to find a remedy to the rise in organized crime.

MACAW-BASED

14K TRIAD

The 14K Triad is the largest triad worldwide. The group was formed by Nationalists who fled communist China during the Second World War. Chiang Kai-shek had ordered groups of triads to be established to fight against the communist movement, mainly using guerrilla-style tactics. Today, it has roughly 20,000 members. There are more than 30 sub-groups of the 14K. The group tends to focus its activities upon drug trafficking, alien smuggling, credit-card fraud, theft of computer equipment and automobiles, piracy of intellectual property, construction fraud and money laundering.

SOI FONG

The Sio Fong is one of the two powerful organized crime syndicates operating out of Macaw; the other being the 14K triad. Soi Fong means "water room". It is thought to be an offshoot of the regional Wo On Lok conglomerate of secret societies, popular in China. Some commentators regard the Soi Fong as Macaw's only indigenous triad, apparently set up by gangsters on the outlying islands around Macaw in the 1930s. The etymology of the name is unclear, but speculation suggests it may have something to do with the need for ship water carriers employed many years ago: smugglers may have posed as water carriers to deliver illicit goods.

Newspaper speculation suggests that the two main crime groups in Macaw have infiltrated the ranks of the police, requiring Commanders to confiscate mobile phones of fellow police before major crime-busting raids begin.

HONG KONG-BASED

SUN YE ON

Sun Ye On is the largest and most powerful Hong Kong based triad. The group's history dates back to the Chiu Chao and Hakka. The crime group has many subgroups in Asia and around the world. There are considered to be around 50,000 to 60,000 members across the globe. It has made substantial inroads into the United States, with branches in Los Angeles, Miami, New York and San Francisco.

The 14K triad is seen as its main rival in Asia. The Sun Ye On is thought to control a vast network of nightclubs, prostitution rings, counterfeiting presses and drug processing facilities. Speculation suggests the triad's contraband flows through the People's Republic of China. The group is known to ship its narcotics to the United States and also smuggles in illegal aliens. The main drugs shipped include heroin and amphetamines. The Sun Ye On have ties with New York's Tung On Gang. The group has also made substantial investments in Canada and many of its members moved to Toronto, Edmonton and Vancouver during the 1990s.

The Sun Ye On gang have forged ties with the Chinese government, some Chinese government officials have been implicated in their joint ventures like nightclubs, karaoke bars and brothels. The People's Liberation Army, for instance, owns a string of nightclubs with the Sun Ye On triad. The Public Security Bureau has also been implicated in operating several high-class brothels, including one called the Protected Secret Club. This kind of government collusion, and the use of violence by the Sun Ye On, have led many to draw parallels with mobsters of the roaring 1920s in the United States.

The founder of the Sun Ye On is Heung Wah-yim, the venerable man is retired, and leaves the bulk of the running of the vast empire to Charles Heung, the 10th of Heung's thirteen children. Charles is now the Grand Dragon and has the most power within the organization, but sibling rivalry has ensured that keeping his control absorbs most of his time and patience. His older brother, Jimmy Heung, is said to hold the position of Dragon Head. Wah Sing and Wah Keung, their other brothers, attempted to infiltrate the Hong Kong movie business, in an effort to use its operations to legitimize the activities of the Sun Ye On.

WO GROUP

The Wo Group is the oldest triad in Hong Kong. The original group was known as the Wo Shing Wo. There are around 20,000 members of the Wo Group around the world. Many of these members are of a Cantonese descent. There are currently nine different subgroups within the Wo Group. These subgroups tend to specialize in certain criminal activities like the Wo Shing Yee controls dock-workers, the Woo On Lok undertakes loan-sharking, whilst the Wo Hop To runs protection rackets.

A great number of Wo Group members have either visited or settled in the United States and Canada, or South Africa, in the last decade. They have made a concerted effort to extend their influence into locations most Asian gangs have traditionally found it difficult to crack. Another major area of specialization is in the smuggling of women for the means of prostitution and sexual enslavement.

FUK YEE HING

This triad society has existed since the 1930s. The Fuk Yee Hing's claim to be a registered as a benevolent society to aid their workers. However, they are also known to undertake bribery, extortion and prostitution to achieve their aims. The society has 12 branch offices and a membership base of around 10,000 members.

The darker side to their operations tends to be based in Hong Kong. They recruit women to work as prostitutes on the streets, or work in "villas" (brothels). These women are recruited under the pretext of working other jobs and they are often forced into a life of prostitution, upon their arrival in Hong Kong. They often work in local nightclubs and may be called upon to operate as an escort for rich business clients. The group frequently finds prostitutes in Thailand and Philippines and brings them back to Hong Kong on short-term two-week visas to work in their villas as 'running girls'.

LUEN GROUP

The forth-largest crime group based in Hong Kong. They are a triad society that includes more than 8,000 members and has four subgroups.

GREEN PANG

This is a relatively small Hong Kong-based triad.

SHANGHAI-BASED

GREAT CIRCLE TRIAD

The Great Circle Triad is one of the six major triads that have existed in China for hundreds of years. Most of the other triads have either been based in Hong Kong or Taiwan, leaving the Great Circle Triad relatively free of competition in Shanghai. The great economic boom currently taking place in China has meant Shanghai is fast becoming the economic powerhouse of the region, meaning other triads have started to move into the ancient Chinese City. Local police officials fear that gangland violence may tear apart the city apart in the next decade.

CHINA MAINLAND

BIG CIRCLE BOYS (a.k.a. Big Circle Gang or Dai Huen Jai)

This group is sometimes referred to as a "Mainland-based triad". It is made up of former Red Army guards placed in Chinese government concentration camps and prison camps. On Red China government maps, these camp locations were denoted by big red circles, hence the name. It has been debated whether the gang was expelled from China or simply escaped, but they ended up across the border in Hong Kong. Once in the British province, they quickly established themselves as a violent, organized gang. They started with specializing in armed robberies of jewelry stores, and eventually went into the heroin trade. The Big Circle Boys are not technically a triad, in that they it is a loose collective of members from various triads and secret societies. Johnny Kon, a former member and convicted heroin trafficker, testifies that he helped organize the disciplined sub-group known as the Flaming Eagles. This group started out undertaking jewel store heists before moving to the United States to facilitate the heroin smuggling aims of the main group.

BLUE LATERNS

Aspiring members of Chinese triads are often referred to as 'blue lanterns'. They may later be approached for admittance into their ranks, if the gang feels the novice is of some value.

V I E T N A M

NAM CAM (a.k.a. Nam Cam Gang, Truong Van Cam)

The infamous criminal gang of Ho Chi Minh City is named after its crime boss Truong Van Cam. The former soldier in the Army of the Republic of Vietnam (ARVN) was dishonorably discharged in Qui Nhon sometime before 1975. He eventually settled in Saigon, and generated a number of solid contacts in the local criminal underworld; he developed a large criminal base of people and excellent connections within the government. He became a major contributor to the Communist party and officials, and by the 1980s, he was extremely wealthy and considered a valued citizen.

With the tacit approval of the Communist authority, Cam built up a vast organized crime empire in the 1980-90s; it reputedly stretched from Saigon to Hanoi. He had managed to earn several million dollars by the time of his arrest in 1995. He was convicted of organized crime and sent to a Vietnamese reeducation camp. By 1998, he was released and resumed his criminal life. However, he was soon rearrested on charges of murder, gambling syndication, drug trafficking, prostitution and extortion.

Nam Cam's brother-in-law and trusted lieutenant, Bay Sy, now runs his large and popular gambling house in Ho Chi Minh City, and most likely his other drug trafficking interests. The illegal casino is well known and remains open despite complaints from local citizens (2004). The Deputy Chief of the Ho Chi Minh City police is reported as saying it is virtually impossible to stop the gang's activities, given their immersion in the political and law enforcement process.

B U R M A

SHAN UNITED ARMY

The Shan United Army was a drug trafficking ring that operated on the Thai/Burma border. In 1995 the Drug Enforcement Agency (DEA) and Thai police arrested its notorious leader Chang Chi Fu (a.k.a. Khun Sa). This was the culmination of operation "Tiger Trap" that had arrested 11 key associates of Khun Sa from the Thai/Burma border region. These arrests were seen as a decisive blow in dismantling the SUA leadership structure. However, with the general lack of law enforcement present on the Thai/Burma border, it is possible other elements may have taken advantage of the lack of competition.

T A I W A N

T A I W A N ' S T R I A D S

UNITED BAMBOO

United Bamboo is Taiwan's largest triad. The group is also known by the name *Chu Lien Pang*. It is said to have around 10,000 members. It is rumored to have a strong presence in Central and South America, plus the United States. The United States branch is located in Monterey Park, California. They are said to be the most feared triad, mainly because they are known to be especially violent.

The group was founded as the Bamboo Woods League by 17 founding members, the best known being Chen "Dry Duck" Chi-li. He was instrumental in building the organization, despite a series of high profile arrests during his lifetime. Even after he was deported from Taiwan, he remained the Dai-lo (Big Brother), the recognized leader of United Bamboo. Rumors suggest he oversees United Bamboo's operations from his home in Cambodia. Chi-li has entered the construction business. Using his labor connections, he interferes with the operations of competing construction businesses, basically extorting money out of rivals. His group has made serious inroads into his competitors operations.

United Bamboo has a long history of extortion and prostitution, and is considered to be one of the largest smugglers of aliens the world over. It has enslaved thousands of women this way into being prostitutes, usually after promises of the good life awaiting them. Vancouver has become a major point of entry for illegal aliens into Canada and the United States. These aliens are mainly smuggled via North Korea or the People's Republic of China, Hong Kong or Taiwan.

United Bamboo is mainly made up of second and third-generation (Chinese) mainland migrants. Its major criminal activities include construction fraud, security services, debt collection, loan sharking, gambling dens, hostess clubs, restaurants and small businesses.

United Bamboo Members' Code of Ethics

1. Harmony with people is a high priority, members must establish good social and personal connections with the outside world, as to not actively create enemies.
2. To seek special favors and help those uncommitted gang members by emphasizing the bond between the group and outside people, and even let outside people publicize us.
3. Gambling is the main financial source, we must be careful how we handle it.
4. Members must not start things by themselves, as they are not authorized to do so, they must seek consultation with elder brothers first.
5. Everyone is assigned certain responsibilities, as to not lead to confusion.
6. Efforts must be made to not divulge plans to outsiders like wives or girlfriends, for the group's general safety.
7. The group has to be united with all its brothers and obey elder brothers' orders
8. All money earned outside the group must to be handed over to the group. The elder brothers must decide how best to distribute it.
9. When targeting the rich, the brothers should not act rashly. Furthermore, they must not harass or threatened them. They must act in a way as to prevent suspicion or fear.
10. If unexpected events occur, one must not abandon your brothers. If arrested, one should shoulder the responsibility and blame. Do not involve your fellow brothers.

FOUR SEAS GANG

The Four Seas gang is the second largest organized crime groups in Taiwan, behind Bamboo Union. The Four Seas gang has around 2,000 members; the gang tends to focus its efforts upon controlling construction industries. It also dabbles in debt collection, massage parlors, brothels, providing security services and small business enterprises. The group was led in the latter 1990s by Yang Kuang-nan, who was suspected of shooting the previous leader, Chen Yung-ho in 1996. In 1997, he was sought by the Taiwanese government as a suspect in several crimes in Taiwan, ranging from bid-rigging to murder. He subsequently fled the country. In 2001, Kuang-nan was repatriated to Taiwan and faced charges related to the *Organized Crime Prevention Act*, he was convicted 22 months later. However, he was given a lenient sentence, supposedly related to his lack of direct involvement in the group's criminal activities during his exile in China. The group is mainly made up of third-generation mainland migrants.

TIAN DAO MAN

The Tian Dao Man, a Taiwan-based triad, has around 200 to 300 members. Its major activities include prostitution, debt collecting and small legitimate and illegitimate business interests. It is mostly comprised of Taiwanese natives.

SUNG LIAN

Sung Lian is one of the four large major triads in Taiwan. It's a relatively small crime group with around 200 to 300 members. It is mainly made up of second and third-generation mainland migrants. Their main activities include debt collection and massage parlors

APPENDIX B: POLICE & CRIMINAL SLANG

A TO Z AMERICAN COP SLANG

302: A FBI code for the reports filed on contacts, interviews and telephone calls

APB: All Points Bulletin alert, some other departments used BOLO instead

BOLO: Be On the Look Out, an alert to carefully look out for a suspect

Connected: Some who is 'connected' with the Mafia is an associate

Coop: A warm dry place where a patrol officer may rest or take a nap

Dugout: An indoor spot where the traffic officer can rest up whilst on duty

Eight Ball: A 1990s term for a unit of cocaine, roughly 3.5 grams costing \$125-300 dollars

Farming: An older term for planting evidence upon a suspect

FINCEN: The Financial Crimes Enforcement Network that is based in Washington D.C. that investigates banking irregularities and money laundering

Fish: Older prison slang term for a new inmate

Five Families: The collective name for the five leading New York Mafia families

Five-O: A street slang term for police, taken from the popular 70s television series

Flake: An older term for planting incriminating evidence upon a suspect

'G': An older Mafia slang term for a federal agent, as in the 1930s term G-men

Gentlemen: A NYPD term for a superior who will cover for an alcoholic or corrupt policeman, but not when it comes to disciplinary hearings that is.

Ginks: An older slang term for an Internal Affairs investigator

Goomba: An old Mafia term for an advisor

Grass Eater: An officer who accepts a bribe to ignore something or to not issue a ticket

Hack: A prison guard who is uncaring in their job

Hit: A Mafia slang term for an assassination

Lock Step: A FBI tactic of continuous, invasive surveillance designed to prevent a target from conducting criminal activities

Lop: A prison slang term for someone who is a victim of another inmate's scam, extortion or drug deals

Made Man: A Mafia member who comes under the protection of a senior boss. The member is “one of us” and is usually introduced to a fellow made man as “a friend of ours”. A trusted associate is only introduced as “a friend of mine”. Made men are also known as “wiseguys” and “goodfellows”.

Murder Book: A large three-ring binder used by police departments to contain all the reports, statements, sketches and photographs in relation to a homicide case.

Neutron Activation Analysis (NAA): This is an expensive, but highly accurate, test for gunpowder residue. It uses swabs dipped in nitric acid and wiped over the suspect’s hands. Vigorous rubbing of the hands in soap and water is the only way to remove the residue and so defeat the test

Mushroom: A black gang slang term for innocent civilians killed by stray bullets

Pad, on the: The term ‘on the pad’ was first used to describe the systematic taking of bribes, payoffs and efforts to shake down criminals by the NYPD in the late 1960s

Predator: A 1980s term to describe an inmate involved in drug dealing, extortion, loan-sharking, or other scams on the inside

Probable Cause: This basic tenant of Criminal Law states there must be reasonable grounds for believing the suspect is guilty of the crime

Rabbi: A NYPD term for a mentor or patron

Reasonable Suspicion: An officer must have more than a hunch to arrest a civilian

Sergeant’s Club: A slang term for a group of corrupt officers

Sheriff: A County Law enforcement officer, who may have been elected to the role

Skel: A term to describe a skeleton uncovered of a homeless person or drug addict

Skim: The process of skimming off funds from a Casino’s gross receipts before the funds reach the counting room

Snakeheads: Chinese slang term for those involved in human trafficking

Square Badge: A New York slang term for private security guards, who are prohibited by law from wearing triangular badges like the NYPD does

Steady Note: A Philadelphia term for bribes or payoffs

Sweating: A slang term for the process for holding a suspect for several hours in a darkened cell. Entering and repeating the same questions over again, repeating the process over two or three days. It was used in the early 20th Century to obtain confessions, despite the practice being outlawed – the confessions were not admissible in court - it still sometimes occurs today.

Third Degree: This term denotes the use of bright lights, sleep deprivation and food deprivation, and multiple police interrogators to continuously ask questions of a detained suspect. Although the process has since been outlawed, it is thought to be still practiced today by some unscrupulous police officials.

Title III: A FBI slang term for a legally placed microphones, usually placed on a Judge’s orders under Title III of the *Omnibus Crime Control and Safe Streets Act* of 1968

Throw Gun or Throwdown: A cheap handgun secretly carried by some officers to drop at a crime scene to justify searching, arresting or shooting a suspect.

Tour: An old NYPD term for their eight-hour shifts i.e. a sergeant does five tours a week

UNSUB: A FBI term for “Unknown Subject”

Whack: Mafia term for a non-contract killing, usually occurring for personal reasons

Zips: A Mafia term for the Sicilians who were brought in to the service the heroin trade in the 1980s and those especially brought in to undertake assassinations

A T O Z B R I T I S H C O P S L A N G

The following list is mainly derived from the operations of the Metropolitan Police Service

100 Yard Hero: A member of the public who yells obscenities a police from a safe distance

A Body: An arrest, as in, “I’ve nicked a body”

ALCO: As in the word “alcoholic”, anything to do with a breath test

AMIP: Area Major Incident Pool, officers who can be called on in case of greater emergency

Alabama Lie Detector: A police baton

APPO: Area Press and Publicity Officer, who will usually field questions from the media at crime scenes

ARB: Accident Report Book

ARV: Armed Response Unit, who is called in to deal with potentially dangerous incidents

Bad Call: A poor generally decision, or your partner thinks you need an eyesight test

Bamber: To do a, a UK police expression for making a mistake

Banter: A jocular or nasty form of social repartee

The Big House: Crown Court, the higher court in Britain

BINGO Seat: ‘Bollocks I’m Not Getting Out’ Seat is the seat at the back of the police carrier where often the laziest officer sits. It’s one up from a BONGO

Black Rat: Slang for a Met Traffic Patrol Officer

Black Rover: A warrant card, when it’s used as a travel card to board a bus, train or tube

Blagger: A slang term for robber, or usually a violent robber, also to get something for free or at a heavily reduced price

Blahing: A term used to describe an officer telling vivid tales of previous arrests or incidence

BLO: Borough Liaison Officer

Blues and Two: Driving very fast on an emergency callout

BONGO: ‘Books In Never Goes Out’, a lazy desk-bound officer

Boy Racer: A young member of the public out speeding in his revved up sports car

Brains Dept: Slang name for CID by uniformed officers

Brew: Having a hot drink

Brief: A solicitor or barrister

Button Mob: Uniform Officer as referred to by CID

CAD: Computer Aided Despatch

Canteen Cowboy: An officer who is usually young in years who thinks they are experienced enough to be able to advise younger officers, also used as a term of endearment

CHAV: Council House and Vermin, or Council House And Violent, many variations exists of this popular police turn of phrase

Chink-Chink: The sound of cups striking together is made when a fresh brew of coffee or tea is to be found at the station house, it is sometimes followed by an officers call-sign to indicate it has been brewed especially for them

CID: Criminal Investigation Department

Civvies: Civilian Support Staff

Clothes Hanger: An ineffectual officer, sometimes known as a uniform carrier

Con: A criminal

Cooking the Books: The art of manipulating policing figures to make it appear like crime has reduced

CPS: Crown Prosecution Service

CRIS: Crime Reporting Information System, which has replaced crime sheets

CSG: Crime Support Group

CSI: Crime Scene Investigator, formerly referred to as SOCO

CORRES: Correspondence/Paperwork

Cush: Short for Cushion, personal savings to fall back on

Datastreaming: A growing crime where the criminal obtains credit card details for credit card cloning

Dippers: Slang term for pickpockets

Do you take warrant card?: A phrase used to describe the largely eradicated practice of receiving goods for free by corrupt officers by flashing the card. Police still get preferential treatment at times, as it's good for business to have a police presence around the neighborhood

Done It In: A phrase that describes being late for a shift, eg. 'Can you show me weekly leave in lieu, I have done it in for early turn again'

Double-Bubble: The rather unlikely event of having earned double time for a shift

Drum: Slang name for a house

DSE: Divisional Scene Examiner

End: To share proceeds from a crime

Early Turn: A shift or tour of duty starting at 6am

ESSO: Every Saturday and Sunday off

Factory: The slang term for the stationhouse

FATACC: Fatal Accident

Fence: A criminal who buys and sells stolen goods

FLUB: Fat Lazy Useless Bastard, the unflattering term for a useless officer

FME: Forensic Medical Examiner

Force Feeding: Refers to the practice of police officers being fed by Michelin star grade chefs

Front: A person with a clean criminal record who acts as the acceptable face for criminal operations

Get Pulled: To be stopped by police, but it also refers to a senior officer pulling aside a junior officer to have a quiet word about their wayward activities

Ghurkha: An officer who has essentially forgot about his power to arrest, taken from stories of the British Army, e.g. the Gurkhas took no prisoners

Give Tug: As in 'give him a tug', same meaning as Get Pulled

Going up the Road: Term to describe a visit to the Crown Court

Good Call: A rare occasion where the officer has been proactive in rendering assistance

Going Down: The suspect is 'going down' for the crime, allusion to sentencing

GP: General Purpose, used to denote an unmarked vehicle

GTP: Good To Police, basically a business who will give extra unofficial discounts to police

Guv: An unofficial title for an officer of at least Inspector rank, who may be the officer's superior

Gypsy's Warning: A term that described an unofficial warning to a civilian, a 'quiet word' in their ear. The term dates back to Old English when children who misbehaved were threatened with being taken away by gypsies

Handling: As in "handling stolen goods"

Have It On Your Toes: To run away

HORTI: A request to produce a driver's licence, as in the HORTI form

Ice Cream: Narcotics

IC 1 to 6: Identity Codes

T CALL: An urgent call to police graded as immediate response

IR: Information Room

IRB: Incident Report Book, used to log arrests

JAFLO: Just Another Fucking Liaison Officer, often used on mutual aid visits to outside forces

Ker-Ching: A phrase occasionally uttered covertly after fining someone for littering, or any other finable offence, occasionally uttered at the end of yet another shift

Kremlin: New Scotland Yard

Lag: Someone who has been frequently arrested and sent to prison

Late Shift: Shift or tour of duty starting at 2pm

LOB: Load Of Bollocks, a call that doesn't actually require police presence.

Local Nick: The local police station

Lump, The: A building site fraud designed to avoid payment on income tax

MISPER: Missing Person

M2MP: Full Call Sign for Main Set Channel for Information Room

MSS: Message Switching System

M.O.: Modus Operandi, the method used by the criminal to commit a crime

MUPPETS: Most Useless Police Person Ever Trained, usually a term of endearment used in light banter

NCPA: No Cause for Police Action

NDIU: National Drugs Intelligence Unit

NFA: No Further Action

NIB: National Identification Bureau

Nick: To arrest someone, or a slang name for the police station

NonDe: Observation vehicle, or a so-called 'Nonde', unmarked police vehicle

Not Carnival Related: A Met saying that refers to a blatant lie. The phrase is usually said by the press or police officer after the annual Notting Hill carnival, the incident that took place was 'not carnival related', to make believe that the carnival went by without incident. The carnival mainly celebrates ethnic diversity amongst the Afro-Caribbean present there and is therefore 'sensitive'

NSY: New Scotland Yard

OB: Occurrence Book

OBBO: Police observation of criminals

OP: Observation Point

OPPO: Mate, or patrol partner

Old Bill: A slang term for the police force

Old Sweat: Generally a term of endearment for long-serving officers who have seen and done it all

Olympic Torch: Slang term similar to BONGO i.e. an officer who never goes out on duty

Onion: A Sergeant, as in the rhyming slang Onion Bargie (Sargie) e.g. “watch out the onion’s coming!”

OSCAR: The callsign of Traffic Control on Main Set

OTS: Over The Side, refers to seeing someone enjoying a little hanky panky

Over-Time Bandit: An officer who always put in for additional hours, to earn more money

PACE: Police And Criminal Arrest Act

PARS: Particulars of an occurrence

Padding: The unscrupulous practice of adding drugs to a haul to upgrade the charge

Peckham Rolex: A tag worn by prisoners on release from jail

PIMP or PONCE: Someone living off the earnings from a prostitute

PLONKS: Slang term for female police officers, thought to derive from the general phrase Person of Little Or No Knowledge used to describe poor officers in general

PNC: Police National Computer (Mark 2)

POLACC: Police Accident

Potential Customer: A suspect

PRs: Personal Radios

PROCESS: Anything to do with reporting motorists

Q.E.: Queen’s Evidence, an accomplice in a crime who gives information to the police to gain a lighter sentence

Ramp: A police search or a criminal swindle

RAT: Really Adept at Traffic law

REFS: Refreshment break, mealbreak or toilet break

RTA: Road Traffic Accident

RTC: Road Traffic Collision

Run In: A yard where stolen goods/vehicles are housed

S Call: A call to police graded as (S)oon Respond

Sarge or Skip: Sergeant

Section House: This is usually a large, tower block provided at cheap rates by the force to house young, single police officers

Shiny Arse: A derogatory term for officers employed long term in an office environment

Shoulder-surfing: The practice of thieves observing others inputting PIN numbers into ATMs

Showing Out: The unethical and illegal practice of civilians pretending to be a fellow officer when stopped by traffic patrol

Slammer: A slang term for prison

Sl*g: A criminal, as in the phrase, “He is a right sl*g that one”. Also used to describe someone of low sexual morals

Spin: To search, as in “I’m going to spin his drum” – drum equals house.

Station Cat: An officer who is always preening him or her self, and always find a reason to not leave the station house

Strawberry Mivvie: Rhyming slang term for a ‘civvie’, or civilian police staff, it can also be shortened to Stawbs

Stick: Slang for a truncheon, old sweats tend to use the phrase eg. ‘I sticked him’, or ‘sticks out, lads’ (ready for action)

Stick Out: Having one’s cover blown in plain clothed operations, the phrase ‘It was so bad, I got my stick out’ (as above)

Suit: A person who spends their days behind a desk

Supergrass: A high profile and important informant

TGB: Thieving Gypsy Bastard, a derogatory racial term that officers sometimes abbreviate to STILL (a thieving gypsy bastard)

The Bill: The name of a popular long-running British television show, which some officers watch to see the newest items of police kit available that might one day see its way down to the sharp-end of policing

The Factory: The police station

The Filth: Criminal term for the police

The Griff: The full facts, i.e. “Give me the griff on that would you old chap”

The Office: A term often used by CID for the police station

Thief Taker: A term used to describe an officer with the uncanny ability to spot criminals and criminal activities in progress

TI: Trainee Investigator

Tit: The derogatory name for the tall traditional hats worn by wooden-tops, mainly for tourist photo opportunities in London

Tour of Duty: The officer’s allotted shift at work. The three shifts are generally colloquially referred to as early turn, late turn or night duty.

Trumpton: Slang name for the fire-brigade, who are sometimes called upon to cut open car roofs after crashes

TSG: Territorial Support Group

Turtles: As in 'turtle doves', rhyming slang for gloves

TWOC: To take Without the Owners Consent, a Twocer is someone who steals cars. The Met also use TDA, Taken and Driven Away.

Uniform Carrier: A useless or ineffectual officer

Upstairs: To be convicted in a Crown Court, the dock here is reached by climbing the stairs from the cells

VPU: Vulnerable prisoner unit, a cell used to keep prisoners likely to be target for abuse by others

W: Warrant

Wheels: Motor Vehicle

White Stuff: Milk is an important ingredient in a policeman's staple diet of hot beverages

Windowlicker: A derogatory term for someone obviously deranged or psychotic

Woodentops: The slang name for uniformed officers usually employed by CID

YACS: Youth and Community Section

YOIs: Young Offenders Institute

The Yard: New Scotland Yard

A T O Z B R I T I S H C R I M I N A L S L A N G

Obviously slang regularly employed by police or criminals gets used by the other side, as well

ANGLER: A thief who uses a pole or rod to steal from ground-floor windows

ARGY BARGY: A fracas or argument

BARNABY RUDGE: A judge

BENT: A corrupt or 'bent' policeman, or illegal activity, also used to describe homosexuals

BLAG: A violent robbery or raid, or the act of using clever talk to gain some advantage

BOUNCER: Door security at a club or bar

BOVVER: A corruption of the word bother, meaning trouble

BRIEF: A solicitor or barrister

CHOKEY: Prison

CLINK: Prison

CON: Someone who has done time in prison, or a confidence trick

COPPER: Policeman

CUSH: The savings a criminal falls back on in lean times, i.e. cushion

DATASTREAMING: The hacking of credit card details to produce counterfeits

DUCKIN' AND DIVING: Often referred to as nefarious criminal activities undertaken

END: Splitting up of proceeds from a crime

THE FILTH: Collective term for the police

FRONT: A person with a clean criminal record who is an acceptable 'face' to run a business funded by criminals

THE FUZZ: Another collective name for the police

GATE FEVER: The rush of emotion experienced by prisoners nearing the end of their sentence

GOING DOWN: Going to prison, after going through the dock area after sentencing

GRASS: An informant, as in to 'grass someone up'

HARD: Someone who is capable of holding their own in a fight

HOBBIT: A prisoner who goes along with the system

HOT-WIRE: To start an engine without the keys, to steal it mainly

ICECREAM: Narcotics

INSIDE JOB: A crime committed against a business by or with the aid of an affiliate

JUMPER: A thief who steals mainly from offices

KLEPTO: As in kleptomaniac

KREMLIN: New Scotland Yard

MUG SHOT: A photograph taken after arrest

NARK: An informant

NICK: A police station, or to arrest someone

NUT MONEY: The cash used to pay expenses in setting up a robbery or confidence trick

OBBO: Police observation of criminals

OLD LAG: Someone who has been frequently convicted or crimes

ON THE GAME: Participating in prostitution

PADDING: The process whereby unscrupulous police add to a drug haul to upgrade the charge

PIG: A derogatory term for a policeman

PORRIDGE: A period of time spent in prison, as in "doing porridge".

PULL A JOB: Commit a robbery

Q.E.: Turning Queen's Evidence means to give evidence against an accomplice for a lighter sentence

RAMP: A police search or a criminal swindle

RUBBER CHEQUE: A cheque that is dishonored

THE SLAMMER: A prison

SNITCH: An informer

STITCHED UP: To betray others by providing evidence to a court or the police falsifying evidence

SUPERGRASS: A very important informant

SWEENEY TODD: Rhyming slang for the Metropolitan Police's Flying Squad

TAX: To take money when mugging someone

TEALEAF: A rhyme for thief

TIME: The amount of time remaining the prisoner in jail

TWOC: Taking Without Consent, stealing

UPSTAIRS: To be convicted in the Crown Court, the dock here is reached by climbing stairs

WIDEBOY: Describes someone of cocky charm, usually involved in illicit dealings

WINDOW WARRIOR: A prisoner who constantly shouts from their cell window

YOIs: Young Offenders Institute

ZOMBIE: A nasty prisoner officer, who is said to be more dead on the inside than alive

APPENDIX C: BRITISH SLANG & RESOURCES

THE COLORFUL BRITISH LANGUAGE

This section is provided to assist Games Masters in running adventures in the default setting on London. Cockney rhyming slang is perhaps a little too overplayed in the imagination of both film producers and the general public alike, but such slang often punctuates the conversation of hardened criminals and wannabe wideboys. Still, players may delight in using slang if they have seen *Lock, Stock and Two Smoking Barrels* or *Snatch*. A more likely source of street slang for younger street crews today is the United States i.e. New York and California street gangs, rap culture and even imported Caribbean Yardie culture.

NON-BRITISH TERM	BRITISH TERM
auto car	motor
apartment	flat
(dollar) bill	(pound) note
cab	minicab or black cab
movie	film
raincoat	mackintosh or mac, anorak
soccer	football (accept no substitutes)
truck	lorry
trash	garbage
trash can	dustbin, bin
trunk (of a car)	boot

COCKNEY RHYMING SLANG

The origins of cockney rhyming slang are thought to go back to the costermongers of the East End in the 16th Century. The secret language developed so that the illegal street traders could talk amongst themselves with total impunity. It soon became the language of the professional criminal. They used rhyming slang to avoid referring to criminal activity directly. They also developed nicknames for each other, so they wouldn't have to use their real names either. Anyone overhearing planning for their latest heist would simply hear a load of nonsensical phrases. The language is a living one, as every decade new rhymes develop and others fade i.e. Britney (Spears) = Beers

There are literally thousands of different phrases in the lexicon, there are many web-sites to be found on-line devoted to explanations of their meaning, here is a handy list of a few of the more common ones found in usage today.

Action Man *Noun* A man who participates in macho activities
Adam & Eve (Believe): *Verb* Cockney rhyming slang, "You wouldn't Adam & Eve (believe) it!"
Alan Whicker: *Noun* Cockney rhyming slang for Knickers, underwear. Name of former TV presenter
Apples & Pears: *Noun* Cockney rhyming slang for stairs
Argy-Bargy: *Noun* Trouble, noisy quarreling, arguing
As Right As Rain: *Phrase* Satisfactory, comfortable or feeling well
Aviation Blonde: *Noun* A female who is a bottle blonde, who still has a proverbial 'black box'
Ayton Senna (Tenner): *Noun* Cockney rhyming slang for a ten pounds, late F1 race car champ's name
Bagsy: *Verb* A variation on to bag something, to claim it as one's own
Ball & Chain: *Noun* A wife or a girlfriend
Bang Out Of Order: *Phrase* Total unacceptable behavior
Barclays Bank: *Noun* Cockney rhyming slang for the act of masturbation i.e. to have a wank
Barking: *Adj* Insane, short for the phrase 'barking mad'
Barney: *Noun* An argument
Bat For Both Sides: *Phrase* To be bisexual

Bat On A Sticky Wicket: *Phrase* To be in an unfavorable or difficult position
 Batty Boy: *Noun* A homosexual male, from the word *batty* meaning buttocks - derogatory
 Beast With Two Backs: *Noun* An illusion to a couple having sex
 Bee Stings: *Noun* Small breast - derogatory
 Beef: *Noun* To have a complaint against someone, or ‘putting on the beef’ to become fat or muscle-bound
 Beemer: *Noun* A BMW automobile
 Begging For It: *Verb Phrase* To yearn for sex, as in “She’s begging for it!”
 Bender: *Noun* A period of excessive drinking, or someone regarded as homosexual
 Bent As A Nine Bob Note: *Phrase* Describes either a homosexual, or someone who is dishonest or crooked
 Bevv: *Noun* A general term for alcohol drinks, short for a beverage
 Biddy: *Noun* An allusion to an older woman, often accompanied with the ‘old’ prefix
 Big Girl’s Blouse: *Noun* A feeble or ineffectual soft person - derogatory
 Bins: *Noun* A pair of eye glasses
 Bint: *Noun* A woman, from the Arabic ‘bint’ for girl or daughter - derogatory
 Bit Of All Fluff/Skirt/All Right: *Phrase* Fluff sexual partner, Skirt female partner, All Right good looking
 Biz: *Adj* Either rubbish or nonsense, or something that is the real deal i.e. business
 Blag: *Verb* To use one’s ability to lie or fast talk someone to profiting oneself, or a violent robbery or raid
 Bleeder: *Noun* An objectionable person
 Blimey: *Exclam* An exclamation of surprise
 Blithering On: *Adj* An intensifier like “bloody” (blithering) and senseless or excessive talking
 Bloody Nora: *Exclam* An exclamation of surprise or anger
 Blow The Gaff: *Vrb Phrase* To reveal a plot or secret, or to leave someone’s home or business
 Blow The Whistle: *Vrb Phrase* To inform on someone
 Bobby: *Noun* A policeman or policewoman, derives from the name of first Met leader Sir Robert Peel
 Bobs Your Uncle: *Phrase* Expressing satisfaction at completing something
 Boffin: *Noun* An intellectual
 Boiler: *Noun* An unattractive woman, often has the prefix old
 Bolshie: *Adj* Angrily provocative, taken from the Bolshevik movement
 Bonce: *Noun* Someone’s head
 Boozer: *Noun* A pub
 Booze-Up: *Noun* To have a good drink
 Boss: *Adj* Excellent or good, or a *Noun* for a person of standing
 Bottle It: *Verb* To lose one’s courage, or telling someone to shut up
 Bovver: *Noun* Trouble, basically the Cockney mispronunciation of bother
 Boxing Clever: *Verb* Someone who doesn’t reveal their true motives in discussions, or tries to be clever
 Brass Monkeys: *Noun* Testicles e.g. “This weather could really freeze off a guy’s brass monkeys!”
 Brassed Off: *Verb* Someone who is really annoyed with how things have eventuated
 Brew: *Noun* An alcoholic drink, usually beer
 Brewer’s Droop: *Verb* An allusion to the affect excess alcohol has on the performance of a male appendage
 Bricking It: *Verb* Allusion to being so scared one may well defecate in one’s breeches
 Brill: *Adj* An abbreviation of ‘brilliant’, also an exclamation
 Bristols: *Noun* Cockney rhyming slang abbreviation of Bristol City, i.e. titty, or breasts
 Brooky: Brookside, former British serial television show
 Bucketing Down: *Verb* To rain heavily, past tense of Bucketing Down
 Bugger: *Noun* An objectionable person, someone to be pitied; or to have anal sex
 Built Like A Brick Shithouse: *Phrase* Large, sturdy looking and strong person
 Bullshitting: *Adj* To tell nonsense, lies, or self aggrandize one’s actions
 Chase The Dragon: *Verb Phrase* To smoke heroin by burning the product on foil and inhaling
 Bum-fluff: *Noun* Adolescent facial hair growth
 Bunk Off: *Verb* To shirk’s one duties and enjoy recreational time, used often to describe school truancy
 Cardie: *Noun* A shortened form of cardigan
 Carpet Muncher: *Noun* A lesbian, or a person who performs cunnilingus
 Cat’s Whiskers: *Noun* The best or most sublime thing or person
 Charlie: *Noun* A fool or idiot, or a street name for cocaine
 Cheeky Monkey: *Noun* A light-hearted name, or a cheeky impertinent person
 Cherry: *Noun* To lose one’s virginity i.e. “To pops someone’s cherry”
 Chilled: *Adj* Relaxed

Chinless Wonder: *Noun* A person of the wealthy upper classes, who lacks depth of character or intelligence
 Chin-wag: *Noun* A conversation, or to chat to someone (*Verb*)
 Chokey: *Noun* Prison, or to serve prison time (*Verb*)
 Chucking Out Time: *Phrase* A period after last orders in a public house when it is required to close by law
 Chunder: *Noun* To vomit, or the act of vomiting (*Verb*)
 Clanger: *Noun* A mistake or blunder, i.e. "To drop a clanger"
 Clink: *Noun* Prison, derived from Clink street in London where a prison once stood, or the sound of gates
 Clobbers: *Exclam* An exclamation showing disapproval of the assumption
 Clock: *Verb* To act of noticing something, or hitting someone
 Clot: *Noun* An idiot
 Cobblers: *Exclam* An exclamation of disagreement, from the rhyming slang cobblers awls i.e. balls
 Cock-Up: *Noun* A mess or shambles, or the act of making a mistake (*Verb*)
 Coffin Dodger: *Noun* An elderly person - derogatory
 Common As Muck: *Adj* Very common, an uncultured or uncouth person - derogatory
 Con Artist: *Noun* A confidence trickster
 Cooking With Gas: *Vrb Phrase* To succeed or to proceed well
 Coon: *Noun* A black person - derogatory
 Cop A Plea: *Vrb Phrase* Plead guilty to a reduced charge
 Cop Shop: *Noun* A police station
 Corry: *Noun* Shortened form of long running British TV serial Coronation Street
 Couldn't Organized A Piss-Up In A Brewery: *Phrase* Totally incompetent
 Crackers: *Adj* Crazy
 Cradle Snatcher: *Noun* A person who dates or marriages someone much younger than themselves
 Crucial: *Adj* Great, excellent or essential, sometimes used as an exclamation
 Current Bun: *Noun* Cockney rhyming slang for the sun
 Cushy: *Adj* Of an easy nature, taken from the Hindustani work *khush* for pleasant
 Dab Hand: *Noun* A person highly skilled at a particular task
 Daft As A Brush: *Phrase* A very silly person
 Dead Cert: *Noun* A dead certainty, or a sure thing
 Deep Sea Diver (Five): *Noun* A cockney rhyming slang term for a five-pound note
 Diamond Geezer: *Noun* A really wonderful man, who is metaphorically a gem
 Dicky Bird: *Noun* Rhyming slang for word, i.e. "We've not heard a dickey bird from him"
 Diddly-Squat: *Noun* Nothing, zero
 Ding Dong: *Noun* An argument, commotion or fight
 Dirty Mac: *Noun* A worn or decrepit mackintosh coat worn by a flasher, or pervert
 Dish The Dirt: *Vrb Phrase* To reveal the truth or gossip
 Diss: *Verb* To disrespect, ridicule or insult someone
 Divvy Up: *Verb* To share out, distribute money
 Do A Runner: *Vrb Phrase* To leave quickly, to avoid paying for goods, or get away from police
 Do The Business: *Vrb Phrase* Do what is necessary to complete the objective, or to have sex
 Do The Dirty On: *Vrb Phrase* To betray or cheat on someone
 Dog's Bollocks: *Noun* To be the best, or to look at one's best
 Dog's Breakfast: *Noun* A mess, or to completely fail at a plan
 Dog's Dinner: *Noun* A mess, i.e. 'done up like a dog's breakfast'. To be in the dog house
 Dog-End: *Noun* A cigarette end, the remnants of a cigarette
 Doing Time: *Noun* A prison sentence, as in 'serving one's time'
 Dollybird: *Noun* A 1960s origin word for an attractive woman
 Doolally: *Adj* Mad, crazy or insane. Derives from *doolally tap* a madness that affected troops in India
 Dosh: *Noun* Money
 Double Dutch: *Adj* Nonsense or incomprehensible talk
 Drama Queen: *Noun* Someone who makes excess fuss of any given situation, derived from gay innuendo
 Ducking & Diving: *Vrb Phrase* A non-committal phrase to describe criminal activity
 Earful: *Verb* When a person has had enough conversation
 Earner: *Noun* A profitable job or enterprise, as in 'nice little earner'
 Eejit: *Noun* A derivation of idiot, Anglo-Irish pronunciation
 Eyetic: *Noun* An Italian - offensive
 Faggot: *Noun* A homosexual male, or camp effeminate male

Fair Dos: *Exclam* A exclamation or saying that things are fair and accepted, an extension of fair do
 Family Jewels: *Noun* Testicles, referring to their genealogical importance
 Fart Arsing About: *Vrb Phase* To mess around wasting time
 Feck!: *Exclam* A cleaned-up version of Fuck. Popularized on TV show *Father Ted*
 Fell Off The Back Of A Lorry: *Vrb Phrase* Goods of dubious origin or known to be stolen
 Fiddle: *Verb* To cheat, or a *Noun* for the results
 Filth: *Noun* The police - derogatory
 Fit Up: *Verb* To incriminate someone by producing false evidence
 Flash Harry: *Noun* A showy and over confident young man
 Flying Fuck: *Noun* A general statement of ambivalence, as in 'I don't give a flying fuck!'
 Freeloader: *Noun* A person who receives goods or pleasures through the payment of others
 Friar Tuck (Fuck): *Noun* A Cockney rhyming slang for fuck
 Fuck A Duck: *Exclam* An exclamation of surprise
 (the) Full Monty: *Noun* The complete amount, now associated with the act of stripping
 Gaffer: *Noun* The boss
 Ganja: *Noun* Marijuana, Afro-Caribbean derived term
 Gary Glitter (Shitter): Cockney Rhyming slang for 'shitter' or toilet. As in disgraced 70s singer
 Geordie: *Noun* A person from Tyneside or Newcastle, and the native dialect
 Get A Load Of That: *Vrb Phrase* A demand for someone's attention
 Get Your Arse Into Gear: *Vrb Phrase* A phrase demanding the individual get ready for action
 Gift Of The Gab: *Noun* The ability to talk incessantly, persuasively, or simply have the knack for it
 Gimp: *Noun* A contemptible person - derogatory
 Give It Some Welly: *Vrb Phrase* Put some effort in to it
 Go Ballistic: *Verb* To explode with fury
 God Squad: *Noun* A derogatory term to describe organized religious followers, usually Christian
 Gogglebox: *Noun* Television, 50s derived term
 Goon: *Noun* A fool or contemptible person
 Gordon Bennett: *Exclam* An exclamation of anger or surprise
 Governor: *Noun* One's employee, or a term of address
 Graft: *Verb* To work hard, or (*Noun*) hard work
 Grand: *Adj* Excellent or lovely, or one thousand pounds sterling (*Noun*)
 Green Welly Brigade: *Noun* Members of the upper-middle class who participate in country pursuits
 Gumby: *Noun* A bumpkin, a yokel - derogatory
 Gym Queen: *Noun* A muscle-bound homosexual, who obviously works out at a gym
 Hair Of The Dog: *Noun* An alcoholic chaser to help relieve the symptoms of a hangover
 Hammered: *Adj* Totally intoxicated
 Hand-Me-Downs: *Noun* Items passed down from older children in a family to younger ones
 Hard As Fuck: *Phrase* An exceptionally tough or unyielding person, or a difficult task
 Hardcore: *Adj* Someone who is passionate about an activity, or used in reference to extreme pornography
 Having A Laugh: *Phrase* A phrase or exclamation denoting incredulity at a statement
 Having It Large: *Verb* Total enjoyment and indulgence in hedonism
 Head Banger: *Noun* A fan of heavy metal music, or someone judged to be a little crazy
 Herbert: *Noun* A rather dull objectionable person - derogatory
 High As A Kite: *Phrase* To be very high on drugs or alcohol
 Hooray Henry: *Noun* A young male of the upper-classes
 Hospital Pass: *Noun* A pass in football regarded likely to give the opposition player time to do a hard tackle
 Hunky-Dory: *Adj* Everything is fine
 I Don't Give A Monkeys: *Vrb Phrase* To not care at all, a general expression of indifference
 I Should Coco (I Should Say So): *Phrase* Cockney rhyming slang for "I should say so"
 Ice: *Noun* Diamonds or jewelry in general, now used in reference to methyl-amphetamine
 Innit!: *Exclam* A questioning statement, i.e. 'That got to be the best spliff, innit!'
 Inside Job: *Noun* A crime committed against an organization with the assistance of inside sources
 Jack The Lad: *Noun* A male who is quick witted, who looks out for himself; or attracts the ladies
 Jammy Bastard: *Noun* Someone who is considered lucky or fortunate
 Jazz Mag: *Noun* A pornographic magazine, usually a low-brow one
 Jiffy: *Noun* A moment or short time, i.e. 'Wait there, I'll be back in a jiffy.'
 Jimmy Riddle (Piddle): *Phrase* Cockney rhyming slang for a piddle i.e. to urinate

Joe Bloggs: *Noun* A fictitious name for the average male
 Jungle Bunny: *Noun* A black person - derogatory
 Keep Your Hair On!: *Exclam* An exclamation to calm down or remain silent
 Kibosh: *Noun* To disallow something, i.e. 'to put the kibosh on it'
 Kicking: *Adj* To be full of life 'alive and kicking, or to kick someone whilst they are down on the ground'
 Klepto: *Noun* Abbreviation for kleptomaniac
 Knacked: *Adj* To feel extremely tired, or the situation that is beyond retrieval
 Knee Trembler: *Noun* Sexual intercourse whilst in a standing position, usually hurried
 Kneecap: *Verb* To cripple someone by shooting or hitting their kneecaps
 Knock Off: *Verb* To steal something, or to have sex with someone
 Knockers: *Noun* A name from breast, thought to derive from the knocking movement whilst in motion
 Knocking Shop: *Noun* A brothel
 Kosher: *Adj* Correct and legitimate goods, as in Yiddish phrase
 Kraut: *Noun* A German, a shortening of sauerkraut - offensive
 Kyber Pass (Arse): *Noun* Cockney rhyming slang for the buttocks or anus
 La: *Noun* A form of address in Liverpool, pronounced lah
 Lad: *Noun* Euphemism for penis, or a man who is considered a man of the world
 Lady Godiva (Fiver): Cockney rhyming slang for a five-pound note
 Lard Arse: *Noun* A fat person, as in a tub of lard
 Largin' It: *Verb* To be enthusiastic, to be going for it
 Led Up The Garden Path: *Verb Phrase* To be misled
 Life Of Riley: *Noun* An Anglo-Irish phrase for the good life
 Liquid Lunch: *Noun* A lunch-break consisting solely of alcohol, instead of food
 Lock-Ins: *Noun* Illegal practice of pub landlords locking the doors after-hours to serve alcohol illicitly
 Lolly: *Noun* Money
 Lookah: *Noun* Money, derived from lucre, a derogatory term for the profits of criminal activity
 Low Life: *Noun* Contemptible and despised person, often with criminal leanings
 Lump It: *Verb* To patiently suffer or endure events
 Mad For It: *Phrase* To be enthusiast or eager, Manchester in origin, also used as exclamation of eagerness
 Magic Sponge: *Noun* The curative sponge used in boxing and other sporting events
 Magic: *Adj* Excellent
 Make Mincemeat Of: *Verb Phrase* To beat someone thoroughly, or to utterly defeat the opposition
 Mars Bar (Scar): Rhyming slang for a scar
 Mick: *Noun* An Irishman, as in the popular Irish name Michael - derogatory
 Minging: *Adj* Someone who is ugly, usually a woman
 Mosey: *Noun* To look or wander around
 Mucker: *Noun* A friend, usually prefixed with old
 Mug's Game: *Noun* A foolish or unprofitable enterprise, derived for horse racing betting
 Murder: *Verb* Eager to consume a drink or meal i.e. 'I could murder a pint'
 Naff Off: *Verb Phrase* A direction to someone to go away
 Nancy Boy: *Noun* A homosexual male - derogatory
 Nasty Piece Of Work: *Noun* An unpleasant person - derogatory
 Nice One!: *Exclam* A general expression of approval
 Nip: *Noun* A person from Japan, taken from the term Nipponese - offensive
 No Oil Painting: *Phrase* A descriptive of someone who is not attractive
 Nonce: *Noun* A sexual deviant, person convicted of sex crimes against the young, or contemptible person
 Nose Bag: *Noun* Food or a meal, derived from the practice of slinging a bag around a horse full of hay
 Nosey Parker: *Noun* An overtly inquisitive person - derogatory
 Not A Dicky Bird: *Phrase* Absolutely nothing
 Not A Sausage: *Phrase* Absolutely nothing, derived from Cockney slang 'sausage and mash' for cash
 Nowt: *Noun* Derivation of nothing in the Northern and Scottish dialects
 Numb Nuts: *Noun* An idiot - derogatory
 Numero Uno: *Noun* The very best, or the top person, taken from Italian
 Nutter: *Noun* A Lunatic - derogatory
 Odd Fish: *Noun* Someone who is eccentric or unusual
 Off One's Trolley: *Phrase* To be crazy or insane, or very intoxicated
 Old Fart: *Noun* An elderly, or old fashion, anal-retentive person

On The Game: *Phrase* Participation in prostitution
 On The Scrounge: *Phrase* Seeking to obtain advantage through the generosity of others
 On Your Bike: *Exclam* Asking someone to go away
 Out Of Order: *Adj* Unjust, unfair or something beyond the realms of acceptable behavior
 Owt: *Pron* Anything in Northern dialects i.e. 'There is owt on TV worth watching'
 Paddy: *Noun* An Irish person, taken from the popular Irish name Patrick, or Padraig
 Pally: *Adj* Friendly, i.e. 'listen here pally'
 Panda Wagon: A police SUV, derived from the black and white patterning of the police strip
 Pansy: *Noun* An effeminate male, or a weak will one; or a homosexual male
 Pasting: *Noun* A beating or a defeat
 Pecker: *Noun* The penis, derived from the U.S.
 Pen & Ink (Stink): Cockney rhyming slang for stink, or offensive odor
 Peter Tong (Wrong): Cockney rhyming slang for wrong, taken from the name of popular DJ
 Phat: *Adj* Excellent, or a dance music sound with low throbbing base
 Pie Eyed: *Adj* Drunk
 Pig's Ear (Beer): *Noun* Cockney rhyming slang for beer, or to make a mess of things
 Pillow Biter: *Noun* A homosexual male - derogatory
 Piss Up: *Noun* A drunken spree
 Pissed: *Adj* To be drunk, or to be really annoyed i.e. 'pissed off at my boyfriend' (*Verb*)
 Plastered: *Adj* Drunk
 Play It Cool: *Vrb Phrase* To act calmly and not show emotions
 Porridge: *Noun* To do time in jail
 Pretty Boy: *Noun* An attractive young man
 Punch Someone's Lights Out: *Vrb Phrase* To beat someone up
 Pushing Up The Daisies: *Phrase* To be dead
 Put The Kibosh On It: *Vrb Phrase* To put an end to something
 Quickie: *Noun* A brief sexual encounter
 Rabbiting On: *Verb* To talk excessively
 Rag: *Verb* To tease, annoy or torment someone
 Rap: *Noun* The blame someone, or take the blame for something, to talk in a manner similar to rap music
 Rat On: *Verb* To inform on someone, or betray
 Readies: *Noun* Money, usually cash
 Rubber Check: *Noun* A cheque that won't be knowingly honored by the writer's bank, i.e. it bounces back
 Ruck: *Verb* A fight or a quarrel
 Salad Dodger: *Noun* A fat person - derogatory
 Sarky: *Adj* An abbreviation of sarcastic
 Scally: *Noun* A miscreant or lout, usually a male, an abbreviation of scallywag; also Liverpool natives
 Scaredy Cat: *Noun* A person who is frightened
 Schtum: *Adj* To keep quite or silent, taken from Yiddish
 Scouse: *Noun* Someone born in Liverpool, taken from the name of a local stew lobscouse
 Screaming Blue Murder: *Vrb Phrase* To make an outcry of anger or exasperation
 Screw: *Verb* To fornicate
 Scumbag: *Noun* A despicable or objectionable person, or even sleazy, derived from contraceptive sheath
 Seeing To: *Noun* A sexual act or a beating
 Septic Tank (Yank): Cockney rhyming slang for North American, as in yank
 Shagged: *Adj* To be worn out, most likely from sexual congress
 Sheepshagger: *Noun* A rural person, usually someone of Welsh origin - derogatory
 Shirty: *Adj* To be ill-tempted
 Shit For Brains: *Noun* A particularly stupid person - derogatory
 Shit Scared: *Adj* To be really scared
 Shopping: *Noun* A euphemism for buying illegal drugs, or to steal from shops
 Skive: *Verb* To evade doing one's work
 Skivvy: *Noun* A servant or worker who does menial tasks, like laboring - derogatory
 Slag: *Noun* A prostitute or a promiscuous women, or a contemptible person - derogatory
 Slaphead: *Noun* A balding person - derogatory
 Smacker: *Noun* A loud kiss, an alternate name for money, or a strong physical blow
 Snitch: *Verb* To inform on somebody, or someone who does (*Verb*)

Snuff It: *Verb* To die
 Soap Dodger: *Noun* An unkempt, dirty person
 Sod Off: *Verb* To go away
 Soft In The Head: *Phrase* Stupid or dull witted
 Sorted!: *Exclam* An statement of approval or pleasure, a person who has things worked out (*Adj*)
 Sound As A Pound: *Phrase* Wonderful, excellent or correct, a Merseyside derived phrase
 Spanner: *Noun* An idiot or contemptible person
 Spend A Penny: *Vrb Phrase* To urinate, to go to the lavatory, public toilets used to require a payment
 Spliff: *Noun* A cannabis or marijuana cigarette, 'joint' also used
 Squire: *Noun* A term of address for men of an informal nature
 Stash: *Noun* Illicit drugs
 Steaming: *Adj* Drunk, or the process or driving fast, or as an intensifier i.e. 'that steaming idiot'
 Steve McQueen (Jeans): *Noun* Cockney rhyming slang for jeans, as in the late action star
 Stick In The Mud: *Noun* A boring, unadventurous person
 Stitch Up: *Noun* The act of betraying someone or to falsify evidence, or the act of doing so (*Verb*)
 Stretch: *Noun* A period spent in prison, i.e. 'I'm doing a 10 (years) stretch'
 String Bean: *Noun* A tall, thin person
 Strop: *Adj* Bad tempered
 Suit: *Noun* A white-collared worker, an officer work or executive
 Sussed: *Verb* To work something out, or an abbreviation of suspicious (*Adj*) i.e. 'he looks suss'
 Sweet F.A.: *Phrase* Nothing at all, shortened version of sweet fuck all
 Swizz: *Noun* A swindle
 Taffy: *Noun* A Welsh person, derived from the common Welsh boys name Dafydd or David
 Take A Dive: *Vrb Phrase* To feign a foul or knockdown in sports
 Taking The Mickey: *Vrb Phrase* To tease, or ridicule, either to hurt or to humor, extract of Michael
 Talent: *Noun* An attractive person or persons
 Tart: *Noun* A prostitute or a promiscuous women, or general derogatory term for women
 Tasty: *Adj* Attractive, or someone who can handle himself in a fight
 Tea-leaf (Thief): *Noun* Cockney Rhyming slang for thief
 Thick Ear: *Noun* A slap around the head, or the threat there of i.e. 'You better watch out or I'll give you...'
 Tickety Boo: *Adj* Fine, all right, everything is in order
 Tight Arse: *Noun* Someone who is frugal or lacks generosity
 Toe Rag: *Noun* A contemptible person
 Toff: *Noun* A stylish member of the upper-classes
 Ton: *Noun* A figure of one hundred pounds, sometimes used to denote miles per hour
 Tooled Up: *Adj* Armed with the tools for thievery
 Toot: *Verb* Originally the act of snorting drugs, but also now to smoke drugs
 Top Bollocks: *Noun* A woman's breasts
 Tosh: *Noun* Rubbish or nonsense i.e. 'I won't accept any old toss', or the act of masturbation
 Toss-Pot: *Noun* An idiot or contemptible person
 Totty: *Noun* A sexually alluring female, 18th century term for prostitutes
 Trainspotter: *Noun* A person who spots trains types, now someone who is anal-retentive and obsessive
 Trannie: *Noun* A cross-dresser, usually male, or a transsexual, or a transistor radio
 Trick: *Noun* A prostitutes client, or as in the act of the soliciting clients (*Verb*) as in 'turning tricks'
 Trip: *Verb* Taking hallucinogenic drugs like LSD, or the time spent under its influence (*Noun*)
 Turn Over: *Verb* To rob by ransacking the targeted place
 Ugly As Sin: *Phrase* Very ugly
 Up For It: *Phrase* A phrase asking if the individual is enthusiastic about the enterprise
 Up Shit Creek: *Phrase* In serious trouble, an adaptation of the saying 'up the creek without a paddle'
 Up The Duff: *Phrase* To be pregnant, or someone who likes sexual intercourse up the anus
 Vibe: *Noun* The atmosphere or feelings associated with a situation
 Wacky Backy: *Noun* A euphemism for cannabis or marijuana
 Wangle: *Verb* An attempt to obtain advantage through a scheme
 Wannabe: *Noun* A person who aspires to be someone
 Wazz: *Verb* To urinate, or the act of urination (*Noun*)
 Wedding Tackle: *Noun* Euphemism for the male genitals
 Welly: *Verb* To forcefully kick, to put in effort into an attempt, or a Wellington boot

What's The Damage?: Phrase for what is the cost of the item
 Whizz: *Noun* The street-name for Amphetamine Sulfate
 Wicked: *Adj* Fantastic, excellent, also an exclamation of excitement and approval
 Wideboy: *Noun* A male characterized by cocky charm, illicit deals, and stylish dress
 Willies: *Noun* Nerves, worries and fears i.e. 'He scared the willies out of me!'
 Wind Up Merchant: *Noun* A person who regularly 'winds' up his associates i.e. infuriates
 Wired: *Adj* Stressed, nervous or anxious, possibly as the result of taking drugs
 Wog: *Noun* A Italian person, or shortened usage of Golliwog for black person – both derogatory
 Woofter: *Noun* A homosexual, a variation on 'poofter' - derogatory
 Wuss: *Noun* An ineffectual, or nervous person
 Yonks: *Noun* An age, or a long time i.e. 'We haven't caught up for yonks'
 Zonked: *Adj* Worn out or tired

MONEY

OXFORD SCHOLAR: A dollar
 LADY GODIVA: Five pound note, a fiver
 ARYTON: Aryton Senna, a ten-pound note
 SCORE: Twenty Pounds
 PONY: Twenty-Five Pounds
 MONKEY: Five Hundred Pounds



BRITISH SHOPS

Menswear: Top Man, GAP, JJB Sports, Moss Bros (for suits), Ben Sherman (designer)

Womenswear: New Look, Henney's (H&M), Dorothy Perkins, Harvey Nichols

Most clothes shops serve both sexes, ie QS, Primark, B-Wise. Those three are budget range stores.

Electrical Goods - Curry's, Dixon's, Comet, brand specific stores (SONY, etc)

Supermarkets - Tescos, Sainsbury (those two make up 80% of all supermarkets), Waitrose, Iceland, Co-Op, Somerfields, Morrison's

Hardware - B&Q, Homebase, MFI

Computer Supplies - PC World, see electronics

Newsagents - Almost all independent

Convenience Stores - Alldays, Any supermarket "express" or "local"

Car Sales - Car dealerships (Mostly independent), often cars are sold second hand through the "Autotrader" or "Loot" paper, or by putting window signs in the car for sale

Petrol Stations - BP, supermarket own brand, Texaco, Esso

General Superstores - See supermarkets.

UK FIREARM LICENCING

FIREARM LICENCE

To own a firearm in the UK, the person must be in possession of the correct firearm licence. There are two types of licence, one for the ownership of firearms and one for the ownership of shotguns. It costs £50 to apply for either licence, and £40 to renew them.

People convicted of criminal activity cannot legally own a firearm, or obtain a licence for that matter. They are banned for life, including the possession of air pistols. People who are suspected of criminal activity may well find they have been denied a licence. When the individual applies for a firearms licence, they are required by law to submit details of all prior criminal convictions, including traffic offences, and even offences committed outside of the UK.

The principal difference between the two different types of firearms licence is that a person with a shotgun licence can legally own as many shotguns as can be kept safely. A firearms licence permits the owner to keep only those types of firearms as specified in the application. The applicant is required to prove they have good reason for wanting to use these specified firearms.

Target shooting is listed as the most popular reason for wanting to acquire a firearms licence. The person generally needs to be an active member of a Home Office approved shooting club. Probationary membership is not generally enough. The Home Office, the department concerned with the internal security of the country, regularly monitors the members' attendance and weapons used at these sanctioned clubs. The clubs are required to notify the police if a membership lapses.

The ownership of a firearms licence places limitations upon the amount and type of ammunition that can be bought at any one time. The licence holder must show their licence when purchasing ammunition. These purchase limits imposed are set when the applicant initially applies for the licence.

A person must be at least fourteen years old to hold a firearms licence. They must be at least seventeen years old to purchase or hire a firearm. From the age of fourteen, a firearms licence holder can legally own a firearm. The firearm must have been a gift though. A firearms licence is usually valid for five years.

SHOTGUN LICENCE

Applicants for a shotgun licence have things a little easier. The application form for a shotgun licence doesn't require the applicant to give a good reason for wanting to own a shotgun. However, the police have greater powers to refuse the issuance of a shotgun licence.

The shotgun licence does not allow the owner to own pump-action or semi-automatic shotguns. These are considered by law to be Section 1 firearms. They can only be held on a firearms licence.

From the age of fifteen on a person may own a shotgun, provided they have the appropriate licence and the shotgun was a gift. One must be at least seventeen to purchase or hire a shotgun. The shotgun licence is usually valid for five years. Under most circumstances, the police generally only issue a shotgun licence to rural farmers, or security professionals.

AIR WEAPONS

Most standard air weapons (air rifles, air pistols et al) do not require the acquisition of a licence to own. However, air weapons that can be easily concealed are illegal, similar to any such conventional firearm. Some air weapons are considered dangerous, and require a firearms licence to hold, although restrictions do not apply to the guns ammunition.

LEGAL HANDGUNS

In the United Kingdom, the only handguns that can be legally owned include:

- Air Pistols
- Small-caliber pistols (.22 calibre or smaller)
- .38 caliber paintguns
- flare pistols or other emergency signal equipment
- muzzle-loaded pistols
- black powder revolvers
- any antique firearm (provided its only kept for display)

As one can readily see, only the smallest caliber of handgun is deemed legal. The *Firearms Act 1997* makes special provision for individuals needing handguns to humanely destroy animals (e.g. vets), starting pistols, and other weapons otherwise banned by the Act. In most cases the owner is required to obtain a firearms licence.

The Act ensures the following items are illegal:

- Any automatic weapons
- Any semi-automatic or pump-action firearm that fires anything greater than .33 caliber ammunition
- Other handguns that do not meet the above criteria
- Sawn-off shotguns
- Weapons designed primarily for military use

UK BLACK MARKET FIREARMS

Despite the strong stance taken by the British Government in outlawing most types of firearms, recent migration patterns and events in the former Soviet Bloc (Eastern Europe) have ensured an increased in the presence and supply of illegal firearms in Britain.

Illegal firearms can vary wildly in price. Some automatic weapons can go for thousands, especially if the local gangsters desire a particular popular brand of firearm, as seen in the latest Hollywood blockbuster. Other weapons can go for as little as £50 pounds, although little guarantee is afforded for its capacity to shoot straight, if at all. Most pistols tend to sell for around £300 to £400 pounds mark. The purchaser rarely considers who was the previous owner, the weapon may have been involved in a serious crime. A small percentage of murder weapons get sold on to other desperate people, the new owner may well end up being the prime suspect in a murder inquiry.

The collapse of the Soviet states in the early 1990s and the war in the former Yugoslavia in the mid-nineties ensured a flood of military grade weapons circulating around Europe, also reaching Britain. Recent events in Britain, including the infiltration of Yardie gangs from Jamaica, and the increased presence of Russian Mafia gangs, has led to a certain militarization of the gangs in Britain.

PISTOLS

The PM Mararov 9mm semi-automatic pistol can be bought on the Russian black market for as little as US\$5 to US\$25 dollars, including a magazine and ammunition. Markovs are regularly smuggled into Britain by the Russian Mafia and IRA sympathizers. They are easily obtained in the Balkans. Other common pistols offered for sale include the M9 Beretta and the HP-35.

Heckler and Koch MP5 semi-automatic machine guns occasionally turn up on the black market and command very high prices. This weapon favored by bodyguards and anti-terrorist units the world over, including the Metropolitan Police SO19 dedicated sniper unit in Britain.

ASSAULT RIFLES

The famous AK-47 assault rifle can be bought extremely cheaply all around Europe, but especially the Balkans. They have proven to be an extremely popular weapon with terrorist groups and low-rent Balkan criminal gangs. They can be bought for around US\$20 to US\$50 dollars, including its cleaning kit and ammunition – the price is often dependent upon whether U.S dollars are offered as payment. Most Russians balk at payment in Roubles. AK-47 is extremely reliable and robust, they are also very easy to clean, strip down, and reassemble. They can endure all kinds of climates and conditions.