

ZERO HOUR READY — MODULE 0, LESSON 5

Action Steps & Resources

Survival Network

IMMEDIATE ACTION STEPS

ACTION 1 - Take Your Network Inventory - Honest Assessment

Before you can build a network, you need to know exactly where you are. Answer each question specifically.

NETWORK INVENTORY QUESTION	YOUR ANSWER
How many people are currently in my survival network?	_____
How many of those are observers (same scenario alignment)?	_____
How many people do I interact with regularly who MIGHT become observers?	_____
Have I joined solarkillshot.org or another observer community?	_____
Have I visited or contacted Observer Ranch?	_____
What is my current biggest obstacle to building my network?	_____
What is my next concrete action toward finding/building my network?	_____

ACTION 2 — Build Your Recruitment Plan — Starting Materials

You cannot recruit without something to show. Begin building your plan in pieces. You don't need all of it done - start with the first two.

PLAN PIECE	WHAT IT COVERS	STATUS / NOTES
Water & Food Plan	How your group handles water sourcing, purification, and emergency food supply	<input type="checkbox"/> Not started <input type="checkbox"/> Draft <input type="checkbox"/> Done
Defense Plan (basic)	Layered defense: avoidance, concealment, armed response. Group protocols.	<input type="checkbox"/> Not started <input type="checkbox"/> Draft <input type="checkbox"/> Done
Governance Structure	Who makes what decisions. Domain-specific authority. Where the buck stops.	<input type="checkbox"/> Not started <input type="checkbox"/> Draft <input type="checkbox"/> Done
Roles & Responsibilities	Who does what. What capabilities are expected of each member.	<input type="checkbox"/> Not started <input type="checkbox"/> Draft <input type="checkbox"/> Done
Scaling & Growth Plan	How the group grows. Vetting process. Capacity limits. Expansion timeline.	<input type="checkbox"/> Not started <input type="checkbox"/> Draft <input type="checkbox"/> Done
Financial Plan / Cost-Sharing	What each member contributes financially. What's shared vs. personal. Cost splits.	<input type="checkbox"/> Not started <input type="checkbox"/> Draft <input type="checkbox"/> Done

ACTION 3 — Draft Your Vetting Protocol

What questions do you ask a potential network member? What answers disqualify them? What's the process for bringing someone from 'interested contact' to 'trusted member'? Write a first draft.

My core qualifying questions (what must be true):

My disqualifying factors (what rules someone out):

My trust-building process (stages from first contact to full membership):

ACTION 4 - Assess Your Group's Skill Coverage

Take your Lesson 3 skills gap list. For each skill you personally don't have - identify whether anyone currently in your network does. This is where the mountain starts to get smaller.

CRITICAL SKILL	DO YOU HAVE IT?	WHO IN YOUR NETWORK HAS IT?
Water procurement & purification	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Partial	_____
Shelter building	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Partial	_____
Fire starting & management	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Partial	_____
Food foraging & hunting	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Partial	_____
First aid & basic medical	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Partial	_____
Navigation	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Partial	_____
Self-defense & combat	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Partial	_____
Gardening & farming	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Partial	_____
Basic surgery	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Partial	_____
Blacksmithing / tool making	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Partial	_____
Animal husbandry	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Partial	_____
Childbirth & infant care	<input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> Partial	_____

WHY NETWORK FIRST - BENEFIT REFERENCE

PHYSICAL

Shared Prepping Costs	Every family needs their own food, clothes, and water - but farm equipment, apple trees, and many other assets serve the whole group. Shared cost, less redundancy, less waste. A Tier 1 item you buy alone costs you 100% of the price. Shared among five families, it costs 20%.
Division of Labor	Building, farming, hunting, making things - it's an all-day, all-life process. One person cannot do it all. Ten families distribute the work and the skills. The impossible mountain of skills becomes manageable when each person only needs to cover their share.
Safety in Numbers	Say you're Super Bear Grylls - lone wolf, capable of everything. Three armed men show up. You're in trouble. Twist an ankle. Catch the flu. You get no days off when you're alone. In a group, someone sick is covered. Dangerous tasks have backup. Risk drops dramatically.

MENTAL

More Knowledge & Better Decisions	More minds means more knowledge, better problem solving, and error-checking. Other people catch what you missed. Two minds are better than one. Ten are better than two. You don't have to know everything - you just need someone in the group who does.
Emotional Support	Loneliness can kill. This is not metaphor. Sustained isolation under extreme stress erodes decision-making, judgment, and the will to continue. Human connection is not a luxury. It is a survival necessity. Don't sleep on this.

PRACTICAL

Reproduction & Genetic Diversity	If you survive but your family doesn't continue, you didn't really survive civilization. Long-term sustainable population minimum: 50 people of reproductive age (or who will grow into it). Minimum to make it work: 20. Below 20, nearly impossible for the group to sustain across generations.
Morals, Ethics & Conflict Resolution	The more people, the easier it is to establish and hold moral standards. Conflict resolution is more rational and peaceful with community witnesses and structure than in isolated two-party disputes. The new civilization needs its ethical foundation established early.

THREE PHASES OF COMMUNITY — REFERENCE

From finding the first member to governing a long-term community.

PHASE	ELEMENT	WHAT IT MEANS
1 STARTING	Find Like-Minded Individuals	Observers specifically. Not just preppers - people who understand what you're preparing for and why. Alignment on the scenario is the foundation of all other agreement.
	Establish a Vetting Process	How do you verify someone is who they say they are? What questions do you ask? What's the trial period? What disqualifies someone? Define this before you need it.
	Build Trust Progressively	Present the plan in pieces - don't hand someone a stack of 50 pages day one. Food plan first. Defense plan. Governance structure. Roles. Scaling plan. Finances. Each piece shared when the relationship is ready for it.
	Set Financial Expectations	Nobody finances the project without participating in it. Capability-based labor expectations. Shared costs for shared assets. Personal assets (family food, clothing) personal. Group assets (farm equipment, bunker) shared.
	Agree on a Plan - Now	If you can't agree on the plan at the outset, you definitely won't agree six months into a crisis. Find agreement on the fundamentals before anyone commits resources or time.
	Establish Code of Conduct & Authority	No anarcho-natural-law solutions here. You need authority structures - not one dictator, but domain-specific decision-making: who makes the call on defense, on food, on medical? Everyone needs to know and respect where the buck stops.
2 BUILDING	Shelter	Prepare land for structure foundations. Build shelters for all group members. Protected structure / bunker planning begins here.
	Water	Establish a source that serves the full group population. Purification and sanitation systems. Waste management planning - sewage treatment, hygiene protocols.
	Food	Production and storage systems. Scout hunting, fishing, and foraging possibilities in the surrounding area. Garden plots, farming land preparation, seed bank.
	Infrastructure	Energy apparatus (human-powered, wind, solar, animal). Security systems and perimeter. Roads and movement paths. Additional buildings beyond primary shelter.
	Process	Optimize training and education systems. Health management. Record-keeping. Expansion plan for growth. This becomes the operating system of the community.
	No 'Just Finance' Rule	Every physically capable member participates in labor, not just money. Exception: elders or disabled individuals who contribute financially and acknowledge their limited physical role - and whose children or grandchildren may join in return.
3 SURVIVING (Long-Term)	Government & Leadership	Decision and strategy structure. Not one-person rule - domain-specific authority with clear accountability. Someone needs to be responsible for each critical function.
	Managing Life	Family structure. Reproduction planning and policies. Supply distribution and fairness. Conflict resolution protocols.
	Managing Services	Education of youth and adults. Defense coordination. Energy distribution. Trade with external groups. Work assignments and rotation. Record-keeping.
	Managing People	Power struggles - they will happen, plan for them. Dispute resolution. Law and consequences. Health and sanitation enforcement. Morale management.
	Protocols	Hygiene and waste procedures. Roles and rules documentation. Hot/cold season protocols. Emergency response procedures. Birth, marriage, death, and celebration customs - these matter for cohesion.
	Elders as Force Multipliers	Elders cannot do the heaviest labor but are invaluable for teaching, guidance, and mentorship of young men and adults. In a threat scenario - a neighboring group encroaching - put every elder to work making weapons, traps, and training. Somewhere a survival group is going to do exactly this and it will save them.

RESOURCES - LESSON 5

Community Finding - Observer-Specific

solarkillshot.org - Observer community platform

The primary resource for finding other observers to form local groups. Created specifically for this purpose with input from the Zero Hour Ready instructor. Start here.

On Community Building and Governance

Tribe: On Homecoming and Belonging - Sebastian Junger

Why humans are fundamentally tribal and what happens psychologically when that connection is removed. The emotional support argument from this lesson explored at length. Not a preparedness book — a book about what community actually does for human beings and why its absence is so destructive. Read it; then give it to someone who thinks they can go it alone.

Surviving the Apocalypse in the Suburbs - Wendy Brown

Practical community-level preparation guidance oriented toward suburban contexts. Covers food production, skill sharing, community organization, and the specific challenges of building a preparedness network in a non-rural setting. Good complement to the Phase 2 Building framework from this lesson.

On Group Dynamics and Leadership

The Checklist Manifesto - Atul Gawande

How complex teams coordinate and avoid critical errors under pressure. Not preparedness-focused, but directly relevant to the protocols and process section of Phase 3. The 'present the plan in pieces' approach and the importance of clear role-based checklists is exactly what Gawande documents in high-stakes professional contexts.

On Killing - Dave Grossman

The psychology of combat - specifically, how humans react to the need to use lethal force and how group dynamics affect both willingness and effectiveness in defensive scenarios. Relevant to the defense planning component of community building and to understanding the human factors in the safety-in-numbers argument.

On Population Dynamics and Minimum Viable Groups

The Human Web - J.R. McNeill and William H. McNeill

Historical analysis of how human groups have organized, grown, collapsed, and rebuilt across civilizations. The 50-person minimum argument has historical antecedents throughout this text. Useful for understanding what makes communities survive across generations versus fail in the first generation.

Choose one impossible mountain. Make all the others a tenth of their size.

This is impossible for you. It is not impossible for a survival group.

See you in Lesson 6.