

# Decentralized Dispatch

All incoming information, people, resources, and requests initially go through Dispatch. Dispatch is the half of Ops which handles calls from Agents and plans actions and dispatches resources to complete missions and fulfill the needs of Agents.

More technically speaking, dispatch is a recursive division of Ops which itself has two corresponding halves: “intake” and “command” or output. Each Ops unit, in turn, receives orders from its parent Command interface (made up of protocols and relations amongst people).

To put it in translateral, equal terms, Dispatch and Operations are two peer specializations or aspects of activity within a decentralized meta-organization. Whenever anyone in the community takes in new information, resources, or people, any Dispatch- or Ops-relevant information should be handled according to Dispatch and Ops protocols.

This decentralizes the functions of Dispatch and Ops from centralized departments into the trained capacities of many people who each have access to 100% of the resources needed to register new recruits, forward requests to the best person to handle that request, and retrieve information and resources to handle requests. This full-stack replication of capabilities produces liberty and makes a centralized Command hierarchy or forcibly-applied or rigorously-standardized protocols unnecessary.

Establishing decentralized Dispatch protocols and making the concepts of decentralized Dispatch known makes decentralized meta-organizations (self-aware social organisms) work, because power and information can migrate to appropriate places at the appropriate time, with systems of open access implemented at every node.

Establishing Dispatch procedures is thus an ethically prompted duty: providing Dispatch interfaces to our peers and to the general public is a positive production of open access interfaces; making specialized capacities and abundance resources as available as possible is an ethical duty which must be proactively actualized at the individual, meso-individual, and (trans)collective levels.

## The Hotline - Common Services

Common services offered by a Dispatch interface include:

- **The Hotline**, a public phone number anyone can call to request information or assistance with almost any problem. Requests are handled if possible, or forwarded to a more specialized Hotline. A followup system allows contacts to be tracked and checked-on, to make sure they received the help they were looking for.
- **Extraction**, a service provided by a fully-fledged Ops department, means rescue and removal from hostile situations and territory. Anyone can request an Extraction for almost any reason; unarmed Extraction teams respond for fun as part of the Escape from Capitalism LARP street game.
- **Introductions**, personal introductions through the social chain.
- **Onboarding** to specific groups, guilds, teams, projects, and missions.
- **Mission Control**, a form of decentralized project management and collective tasking (decentralized labor distribution).
- **Help With Almost Anything**—As the decentralized movement becomes more holistic and self-sustaining, people will be able to call a federated Hotline to get help or resources for almost anything. For example, someone looking for food could be connected with local food banks, organic farming gift economies, neighborhood farming collectives, free public kitchens, etc.