

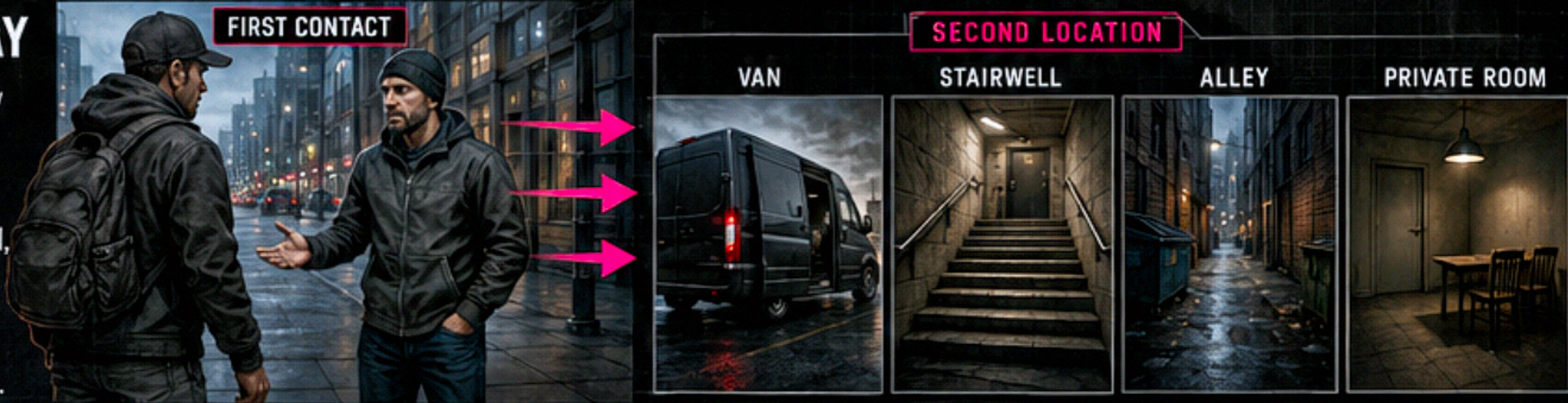
THE SECOND LOCATION

When a hostile tries to move you, danger usually rises.

STAY AWAKE
STAY MOBILE
STAY FREE

01 THE PLAY

A second location is any place a hostile wants to move you to after first contact. The transfer gives them more control, fewer witnesses, and better conditions for assault, robbery, kidnapping, or coercion.



02 WHY RISK ESCALATES



1. ISOLATION — fewer eyes, less intervention.



2. CONTROL — doors, vehicles, restraints, numbers.



3. TIME — more time to intimidate, search, or reposition.



4. CONCEALMENT — noise, walls, distance, and privacy work in their favor.

03 HOW THEY MOVE YOU

"Come with me for a minute."



"Let's talk somewhere private."



"Your friend is waiting over there."



"Get in the car and we'll sort this out."



"Security issue. Come downstairs."



"Step behind the building."



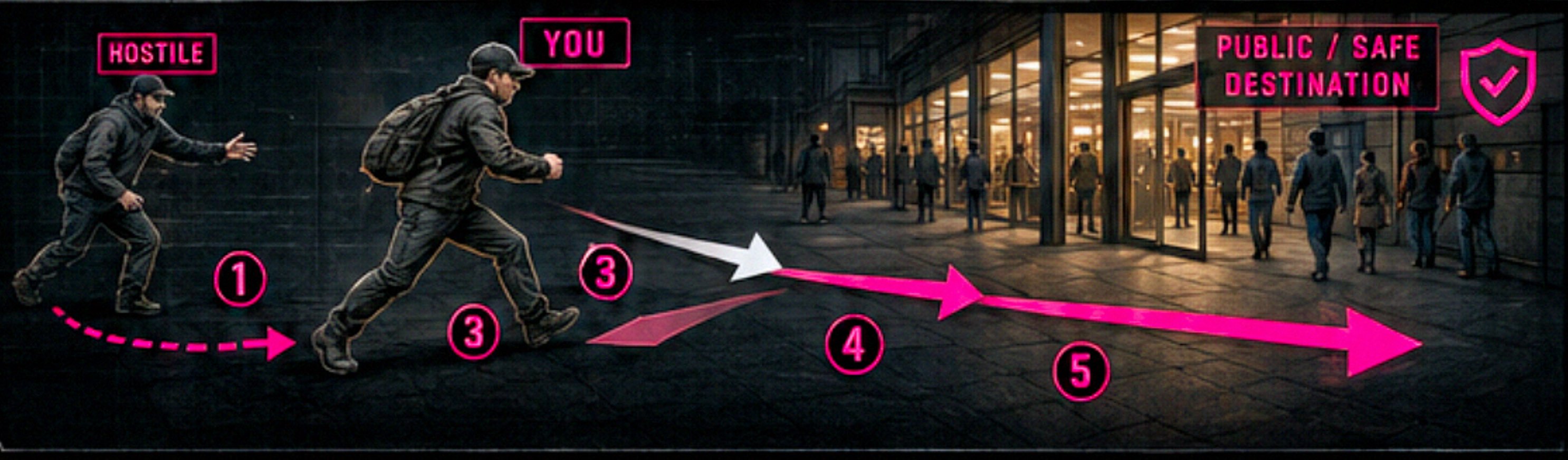
04 PRE-TRANSFER INDICATORS

- Urgency without a clear reason.
- Pressure to leave public view.
- One person engages while another positions to flank.
- Open vehicle door or blocked path nearby.
- Commands aimed at your hands, phone, or movement.
- Reassurance that sounds scripted or overly calm.



05 DENY THE TRANSFER

- 01 PLANT — stop moving with them.
- 02 ANGLE OUT — create lateral space and break their line.
- 03 GO LOUD — use a direct command: "BACK OFF," "NO," "CALL POLICE."
- 04 MOVE TO PEOPLE — enter a store, lobby, crowd, or security point.
- 05 PROTECT MOBILITY — keep your phone, footing, and hands free.
- 06 ESCAPE AT FIRST GAP — if grabbed, break contact and run toward witnesses.



06 BEST IMMEDIATE DIRECTION

A. PARKING LOT — move between rows toward occupied areas, not deeper into the lot.

B. ELEVATOR / STAIRWELL — avoid entering confined vertical spaces with the subject.

C. RIDESHARE / VEHICLE — do not enter if the situation feels wrong; step back and verify.

D. DOORWAY / ALLEY — pivot back toward traffic, light, and witnesses.

07 FIELD RULE

“The first scene still offers witnesses. The second scene gives the hostile advantage.”



Tradecraft favors early resistance to movement, decisive noise, and immediate return to populated ground.