

SEPTEMBER 9<sup>TH</sup> 2016

Alameda County Fairgrounds  
4501 Pleasanton Ave  
Pleasanton, California

# STATEWIDE MOBILIZATION AGAINST MILITARIZATION

COMMUNITIES SAY NO  
TO URBAN SHIELD

*Rally and Action with  
Cultural Program*

**8AM TO 12PM**

For travel support  
or questions

Call: (510) 444-0484

E-mail: [stopurbanshieldnow@gmail.com](mailto:stopurbanshieldnow@gmail.com)

لتواصل مع المركز العربي يرجى الاتصال على:  
(415) 861-7444

StopUrbanShield.org

**STOP** URBAN  
SHIELD

Current pick up locations:

Pleasanton

Oakland

Berkeley

San Francisco

Los Angeles

Other locations will be set up based on need.

## ABOUT OUR COALITION

**Stop Urban Shield** is a broad coalition of grassroots community and social justice organizations that have united against **Urban Shield**, a SWAT team training and weapons expo that brings together local, regional, and international police-military units – including those from the Apartheid State of Israel – to collaborate on new forms of surveillance, state repression, and state violence.

## IMPACTS OF URBAN SHIELD

As an extremely militarized policing program, **Urban Shield** increases the criminalization and targeting of our communities, particularly for people of color, poor people, and all those who are historically marginalized. Officials claim that **Urban Shield** provides law enforcement with needed training for emergency response, but we know that with more policing tools, tactics, weaponry, and militarized exercises, our communities will continue to be targeted as the emergency to be responded to with force.

## JOIN OUR FIGHT

The fight against militarization, policing, and state violence requires a broad based movement of different communities and organizations coming together to build power. Through our organizing and grassroots mobilizing, we were able to kick **Urban Shield** out of Oakland in 2014, where the expo had been held since it started. This year, with enough support from communities across the state, we can end it for good. Join us!