

hungry he's about to eat frog when their raft crosses the path of a Spanish galleon. They're taken aboard and after awhile, Red convinces the crew to mutiny. While he's at it, Captain Red kidnaps the niece of the governor of Maracaibo. Unfortunately for Red, this is the high point of his adventure. The ship is retaken the Governor's niece rescued and the movie ends as it began with Red about to eat Frog.

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## Democracy Pirate Style

Damn you! You are a squeaking puppy, and so are all those who will submit to be governed by laws which rich men have made for their own security. For the cowardly whelps have not the courage otherwise to defend what they get by their knavery. But damn ye, altogether! Damn *them* for a pack of crafty rascals, and *you*, who serve them, for a parcel of hen-hearted numbskulls! They villify us, the scoundrels do, when there is only this difference: *they* rob the poor under the cover of law, forsooth, and *we* plunder the rich under the protection of our own courage; had ye not better make one of us, than sneak after the arses of those villains for employment? --Black Sam Bellamy, pirate captain

When you imagine a pirate ship you think of a tyrannical pirate captain in complete control of his ship and crew. The captain has power over life and death, where to sail and what ships to attack. Recent findings are transforming this image of pirate life. Pirate ships functioned much more democratically than we might think.

Pirate crews had a great deal of influence over where they sailed and what ships they attacked. They could even vote to depose or elect a new captain. Defoe remarked on the power of a pirate captain, "They only permit him to be captain, on condition that they may be captain over him."

While not a universal occurrence, many pirate crews created codes of conduct or articles to govern the management of the ship. These

Spanish warships. The crew must decide if the reward is worth the risk of running in to a Spanish fleet and remember majority rules.

Another scenario that might be run is what happens after a failed attempt to take a treasure ship. Half the crew thinks a new captain should be elected and the other half doesn't. Put the situation to a vote and see what happens. In reality, if there happened to be a split vote, the crew would most likely part company, one half of the crew under one captain and the other half with the other captain.

There are many activities with a similar theme such as the model UN, youth parliament, commonwealth conferences and others of the same ilk. The goal behind all of these is to let teens experience the decision making progress. Just for fun you could try giving teens modern problems and have them work towards a solution using pirate democracy. The possibilities are endless with a little creativity. The program is only limited by how far you wish to take it.



Blackbeard in the fatal fight with Lt. Robert Maynard

<http://oderus.com/timewasters/pirates/graphics/fight.jpg>