To see hidden areas of strength is difficult for someone who is blinded by the journey.

Many times an obvious solution is the one frequently overlooked because the obstacles during the pursuit have blinded the pursuer.
Introduction of Speaker and Topic

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THE ECONOMY OF ODDS

I. Understanding the impact of Domestic and Sexual Violence
II. History
III. Power, control, and gaslighting.
IV. PTSD
V. Interactive component – Explain the game, distribute personas, and play.
VI. Empathy versus sympathy
VII. Empowerment and meeting someone where they are
VIII. Bias
IX. Power of forgiveness
Pre-training Survey

1. What should a person experiencing domestic or sexual violence do to stop it?

2. What does it mean to gaslight?

3. On a scale of 1 to 10, how well do you know your reaction to a personal physical assault by someone you love?

4. What would impact your extreme life changing decisions?

5. Name some areas of power and control that people have over others?

Ah-Ha moments are internal lightbulbs illuminating personal understanding; understanding internal versus external. Recognizing that the more internal those enlightened moments are, the better one navigates externally. Emotional Intelligence is more about knowing yourself than others.
Domestic Violence

A. The following statistics are courtesy of the FCADV:
   1. 2016 - 105,668 crimes of domestic violence were reported to Florida law enforcement agencies resulting in 63,193 arrests.
   2. During fiscal year 2015-2016, Florida's certified domestic violence centers provided 600,621 nights of emergency shelter to 16,362 survivors of domestic violence and their children.
   3. Advocates created 113,907 tailored safety plans, provided a total of 412,454 hours of advocacy and counseling services, and received 122,999 domestic violence hotline calls.

B. Current studies on national numbers for domestic violence indicate that 22% to 25% of women will suffer some form of DV in their lifetime. The studies are not as succinct for men since men are less likely to report.

C. Domestic violence has no racial, age, ethnic, socio-economic or religious boundary. It crosses all boundaries and is present in every corner of society.

D. The laws in the 1700 and 1800’s were in favor of beating your wife. Many laws bespoke of what instances should prompt a beating and how severely the wife should be beat. It was not until the late 1900’s when the laws gradually started frowning on the husbands right to publicly or privately “chastise” his wife.

E. Perpetrators are not always male. Domestic violence may be inflicted on men by women and in same sex relationships, partner on partner. Both genders have the potential of being perpetrators and victims.

F. Violence may take many forms:
   1. Physical
   2. Mental / Intellectual
   3. Emotional
   4. Sexual
   5. Financial
   6. And...
Sexual Violence

A. The following statistics are courtesy of the FCASV:
   1. 1,266,000 women in Florida have been raped at some point in their lives. That’s 17% or 1 in 6 women in Florida.
   2. 1.8% of women, or 3,111,000, in Florida have been victimized by sexual violence other than rape.
   3. 79.6% of female victims who have experienced one or more completed rape, experienced the first rape before the age of 25. Additionally 42.2% were under the age of 18 at the time of the first completed rape.
   4. 20.4% of men, or 1,437,000 men, in Florida have been victimized by sexual violence other than rape.
   5. Of the more than one-quarter (27.8%) of male victims who have experienced at least one completed rape, the first rape occurred when they were 10 years of age or younger.

B. For many years, sexual violence towards men was not discussed if the perpetrator was a male - or applauded if the perpetrator was a female. According to an article by Dr. Babash in Psychology Today, sexual violence reaps immense damage on the survivor, with an exacerbating factor being the survivors relationship with the perpetrator.
   1. PTSD
   2. Drug Addiction
   3. Depression
   4. Lowered self esteem
   5. Inability to trust others
   6. Non-linear recall

C. Perpetrators are not always male. Sexual violence may be inflicted on men by women and in same sex relationships, partner on partner. Both genders have the potential of being perpetrators and victims. The potential bias associated with understanding male survivors is not empowering and places a restriction on meeting a person where they are.

D. Title IX enacts provisions to protect victims; encouraging the reporting of sexual violence on campuses around the country.
A. Power and control is one's capacity to enact direction or influence over others. To create a personalized environment or impact the behaviors of others in a specific pattern.

B. “Gaslighting is an elaborate and insidious technique of deception and psychological manipulation, usually practiced by a single deceiver, or “gaslighter,” on a single victim over an extended period.”

https://www.britannica.com/topic/gaslighting
Game

S.W.O.T. - Strengths, Weaknesses, Opportunities, and Threats

Now that we understand what a survivor of violence may be contending with, it behooves us to navigate our interactions carefully as mediators, attorneys, judges, etc. We must develop some empathy to the plight. Although we may not be in their shoes, sympathy, we can understand their journey, empathy.

Goal of the Game

This is a problem-solving game where players must exercise judgment in deciding if safety and stability have been achieved for their persona.

Before Play

Personal persona profiles are randomly selected. After the selection process, players read the background of their character and contemplate the answers to the questions posed. The assignment of the persona's for the game is not a choice. You are who you are. You will utilize your personal S.W.O.T. and leverage your abilities to navigate the life you are dealt.

All players agree to a time limit for playing the game.

Play

The person who goes first is based on alphabetical order of persona's first name.

Player rolls the die (do not count start or arrow block) and moves the appropriate number of spaces to a color block on the board.

A color coordinated Situation Card is selected.

The player then reads the card aloud and either 1) keeps the card if the situation applies to their persona or 2) places the card back on the bottom of the deck, if it does not.

For example: a Situation Card may say, “Uh-oh! Your car has just broken down and you are late for your next appointment.” If the player's persona has a car then the player keeps the card until they draw a Good news! Situation Card to remedy the problem. If the player does not have a car, then the player places the card at the bottom of the corresponding colored deck and the turn ends.

Players take turns until all the cards of any color are used up or the game times out.

Rules

1. Cards of one color may address an issue on a card of another color.
2. Players may hang onto Good News! Situation Cards.
3. Players must hang onto Uh-oh! Situation Cards until the Situation is resolved.
4. Situation Cards must be read aloud. Other players may insist a player keeps an Uh-oh! Situation Card if they feel the card applies to that persona.
5. Uh-oh! Situation Cards remain active, affecting the player’s ability to conduct other activities that emerge from the Situation Cards until the Uh-oh! Situation Card is resolved.
6. A player's Uh-oh! Situation Cards should remain visible on the table for all to see.
7. If a Good news! Situation Card resolves an Uh-oh! Situation Card, then both cards should be returned to the bottom of the deck.
8. If a player lands on a “Lose your turn” or Reverse Direction” box, no Situation Card is selected. The player's turn is lost. On the next turn, the player either continues forward in the same direction or reverses direction.

End of Game

Game ends when either agreed upon time lapses or all the cards of any color are used up. Players evaluate the status of their persona by reviewing the Uh-oh! Situation Cards they still possess. Players make notes on their profile sheet and then share with the other players the status of their persona. The player whose persona has achieved the most stability and safety “wins.”

After Play

If time permits, a post-game discussion will be facilitated using a guided discussion sheet.
Post-training Survey

1. What should a person experiencing domestic or sexual violence do to stop it?

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Presentation Resources

6. The Economy of Odds interactive exercise was co-created by Jerri M. Sutton and Chris Burton. The use of this material is prohibited without express written consent.

Questions and Answers
EXPOSING INTRINSIC

POTENTIAL THROUGH THE PROVISION

OF TOOLS TO EMPOWER

CURRENT AND FUTURE GENERATIONS.