

Chapter 1 : City of Defiance, Ohio

April , BT Circuit Hike Location: Defiance Section Sunday:: Meet at Providence Metropark parking lot, Point (Coordinates N[masked]-W [masked]) Leave at AM to car pool to a paving comp.

Section 4 of the Voting Rights Act When Congress enacted the Voting Rights Act of , it determined that racial discrimination in voting had been more prevalent in certain areas of the country. Section 4 a of the Act established a formula to identify those areas and to provide for more stringent remedies where appropriate. The first of these targeted remedies was a five-year suspension of "a test or device," such as a literacy test as a prerequisite to register to vote. The second was the requirement for review, under Section 5 , of any change affecting voting made by a covered area either by the United States District Court for the District of Columbia or by the Attorney General. The third was the ability of the Attorney General to certify that specified jurisdictions also required the appointment of federal examiners. These examiners would prepare and forward lists of persons qualified to vote. The final remedy under the special provisions is the authority of the Attorney General to send federal observers to those jurisdictions that have been certified for federal examiners. Section 4 also contains several other provisions, such as Section 4 e and Section 4 f , that guarantee the right to register and vote to those with limited English proficiency. Section 4 e provides that the right to register and vote may not be denied to those individuals who have completed the sixth grade in a public school, such as those in Puerto Rico, where the predominant classroom language is a language other than English. In Section 4 f , the Act addresses the ability of those persons who are members of language minority groups identified in Section 4 f 2 , to register and vote as well as to get information relating to the electoral process in a manner that will ensure their meaningful participation in the electoral process. The formula for coverage under Section 4 of the Voting Rights Act As enacted in , the first element in the formula was whether, on November 1, , the state or a political subdivision of the state maintained a "test or device" restricting the opportunity to register and vote. The second element of the formula would be satisfied if the Director of the Census determined that less than 50 percent of persons of voting age were registered to vote on November 1, , or that less than 50 percent of persons of voting age voted in the presidential election of November This resulted in the following states becoming, in their entirety, "covered jurisdictions": In addition, certain political subdivisions usually counties in four other states Arizona, Hawaii, Idaho, and North Carolina were covered. In fully covered states, the state itself and all political subdivisions of the state are subject to the special provisions. In "partially covered" states, the special provisions applied only to the identified counties. Voting changes adopted by or to be implemented in covered political subdivisions, including changes applicable to the state as a whole, are subject to review under Section 5. In , Congress recognized the continuing need for the special provisions of the Act, which were due to expire that year, and renewed them for another five years. It added a second prong to the coverage formula, identical to the original formula except that it referenced November as the relevant date for the maintenance of a test or device and the levels of voter registration and electoral participation. Half of these states Connecticut, Idaho, Maine, Massachusetts, and Wyoming filed successful "bailout" lawsuits. In addition, the definition of "test or device" was expanded to include the practice of providing any election information, including ballots, only in English in states or political subdivisions where members of a single language minority constituted more than five percent of the citizens of voting age. In , the coverage formula was extended again, this time for 25 years, but no changes were made to it. In , the coverage formula was again extended for 25 years. Originally enacted in as a means to remedy any possible over inclusiveness resulting from application of the trigger formula, Congress amended this procedure in so jurisdictions that meet the statutory standards can obtain relief. The amendment, which took effect on August 5, , establishes an "objective" measure to determine whether the jurisdiction is entitled to "bailout". A jurisdiction seeking to "bailout" must seek a declaratory judgment from a three-judge panel in the United States District Court for the District of Columbia. On June 22, , the Supreme Court held that any jurisdiction currently required to make Section 5 submissions may seek to "bailout" from coverage if it meets the statutory criteria set forth below. The successful "bailout" applicant must demonstrate that during the past ten years: No test or device has been

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used within the jurisdiction for the purpose or with the effect of voting discrimination; All changes affecting voting have been reviewed under Section 5 prior to their implementation; No change affecting voting has been the subject of an objection by the Attorney General or the denial of a Section 5 declaratory judgment from the District of Columbia district court; There have been no adverse judgments in lawsuits alleging voting discrimination; There have been no consent decrees or agreements that resulted in the abandonment of a discriminatory voting practice; There are no pending lawsuits that allege voting discrimination; and Federal examiners have not been assigned; There have been no violations of the Constitution or federal, state or local laws with respect to voting discrimination unless the jurisdiction establishes that any such violations were trivial, were promptly corrected, and were not repeated. Before being allowed to "bailout", the jurisdiction must have eliminated those voting procedures and methods of elections that inhibit or dilute equal access to the electoral process. It also must demonstrate that it has made constructive efforts to eliminate intimidation and harassment of persons seeking to register and vote and expand opportunities for voter participation, such as opportunities for registration and voting, and to appoint minority officials throughout the jurisdiction and at all levels of the stages of the electoral process. The jurisdiction must also present evidence of minority electoral participation. In addition, these requirements apply to all governmental units within the geographical boundaries of the jurisdiction. Thus, if a county is seeking to "bailout", it must establish each criteria for every city, town, school district, or other entity within its boundaries. The jurisdiction seeking "bailout" must publicize the intended commencement and any proposed settlement of the action; any aggrieved party may intervene in the litigation. After the granting of a declaratory judgment, the statute requires a ten-year "recapture" period. During this time, the district court may reopen proceedings should the jurisdiction engage in any conduct that would have prevented the jurisdiction from bailing out in the first instance. Under such circumstances, the district court will review the evidence and determine whether to reinstate coverage. The Attorney General is also authorized to consent to an entry of judgment granting the "bailout" if the Attorney General concludes after investigation that the jurisdiction has complied with all of these requirements. Prior to actually filing a petition with the District of Columbia court, any jurisdiction interested in seeking "bailout" may submit a request to the Attorney General with supporting documentation and evidence. Upon receipt, the Voting Section of the Civil Rights Division will undertake an investigation to determine whether the Attorney General would be willing to enter into a consent decree or would oppose the "bailout" petition. If the Attorney General determines that consent to an entry of judgment is proper, the Voting Section will work with the jurisdiction to agree on the terms of the consent decree to be filed with the "bailout" petition when the litigation is actually filed. Jurisdictions currently bailed out The following jurisdictions were once subject to Section 5 of the Voting Rights Act, but have successfully obtained a declaratory judgment under Section 4 of the Voting Rights Act, and are currently bailed out. The date listed below is the date on which these jurisdictions were granted a declaratory judgment allowing them to bail out. Also included below are some examples of a stipulation of facts and consent decree in several bailout cases.

Chapter 2 : Defiance - Wiki Guide | Gamewise

With contributions from leading scholars in the field, Rebels in Groups brings together the latest research which, contrary to traditional views, considers dissent, deviance, difference and.

Defiance What is Defiance ? Defiance is a futuristic free to play online shooter set in an extraordinary post-apocalyptic world with advanced alien technology. Fight on your own or alongside friends as you explore and unlock powerful weapons with extensive skill and customization systems. Enjoy a stunning Defiance experience with modern graphics on the latest consoles and computer hardware. What platforms is Defiance available on? How much does the game cost? Defiance is a tailored free to play experience with exciting new systems to explore. To expand your experience, we also offer a variety of optional purchasable items that are not tied to power. How is the gameplay different? Defiance is the fully uncompromised vision of the Defiance team, offering a wholly reimagined experience with brand new systems, gameplay mechanics, and cutting edge graphics that take advantage of what modern gaming hardware can provide. Defiance has been built as a complete free-to-play experience, and everything from the mission structure and weapons systems to character progression and purchasables has been updated and modernized, resulting in the definitive Defiance experience. Is Defiance cross-platform? Defiance can be played separately on PC, Xbox One, and Playstation 4 and is not cross-platform compatible. What languages does Defiance support? Defiance is available in English, French, and German languages. Watch our Livestreams, forums and social media for more information! Join in and discuss on our Defiance forums to let us know your thoughts. Defiance is a collaboration between Trion Worlds and Syfy that aims to be the next revolutionary step in transmedia entertainment. Both a massive free-to-play online game for console and PC and a television show, Defiance unfolds across a single immersive universe that will continually evolve. Is Defiance free to play? Download Defiance and join thousands of ark hunters â€” playing for free. Defiance also includes an in-game store with tons of great weapons, costumes, and gear available for purchase, if you so choose. What do I get for purchasing Defiance before it converted to free-to-play? For being awesome and purchasing Defiance, you receive a day Paradise Patron Pass and a grant of Arkforge, which can be used to refine and upgrade weapons. In addition, you will continue to enjoy many perks on your account that new accounts do not receive, like additional character slots, loadouts, inventory, and ark keycode capacity. Additionally, everyone who had an active, paid account prior to free-to-play will receive a unique title: Who is developing the game? Defiance is developed internally by the talented team at Trion Worlds. What platforms is it available on? Is downloadable content available for Defiance? New in-game content is frequently added free of charge as the TV show intersects with the game and the universe of Defiance evolves. In addition, five paid DLC packs are also available individually, or as a bundle. How does the game intersect with the show? The game and show exist in the same new and evolving universe of Defiance, sharing characters, species, events, and more. Regular show-and-game intersections take the form of in-game events, character and story crossovers, and promotions, just to name a few. Learn more at Defiance. What is the plot of Defiance? Set in , Defiance introduces a completely transformed planet Earth inhabited by the human and alien survivors of a global catastrophe. Forced to live and work together, this disparate group fights to build a new society among the devastation. Almost unrecognizable after three decades of war and terraforming, the Bay has become a home to humans and Votans bent on claiming fame and fortune in the new frontier. There, you meet fellow ark hunter Nolan and his adopted Irathient daughter, Irisa, shortly before they depart for Defiance â€” a town built on the ruins of what used to be St. In the show, Nolan and Irisa take up residence in Defiance, joining its diverse inhabitants in the struggle to defend a fragile peace. You have a range of perks and power choices to mix and match as you progress, so no two characters will be the same. What types of multiplayer modes are available? In addition to team deathmatch and capture-and-hold modes, Defiance offers competitive multiplayer in a massive open-world mode known as Shadow War. What co-op play is available? Am I able to play on my own? You can play as a lone wolf across the new frontier, but it definitely benefits you to join others in more challenging fights. What species can I choose from when playing Defiance? Irathient and Human are available

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as playable races to all. The Arks were enormous alien ships that transported the Votans to Earth. From time to time a portion of their debris enters the atmosphere and plummets to Earth, creating an arkfall. The alien debris from the Arks frequently includes valuable resources and technology, making it a prime target for ark hunters, hellbugs, and other deadly scavengers. How do I level up in Defiance? You progress in Defiance by improving your EGO Rating, which increases as you gain experience, complete Pursuits, and improve your skills. As your rating increases, you will find a greater variety of better gear in the world, and you will unlock new content and character benefits. In addition to EGO Rating benefits, gaining experience gives you EGO Units to upgrade perks and abilities, while increasing your weapon or vehicle skills improves your effectiveness with all weapons or vehicles of that type. What is EGO and how does it affect my game? Designed to boost the battle prowess of Votan soldiers, EGO implants provide combat support, intelligence, and diagnostics through a complex local area network known as the Ark-Net. Ark hunters in the Bay Area Expedition have all been implanted. You will track your progress and make changes to your character via the EGO interface. EGO also provides you with information about enemies, activities, and events you encounter and briefs you on side-mission locations you can explore across the world. Are there vendors in-game? NPCs and automated vendors can be found throughout the world offering new weapons, mods, vehicles, Lock Boxes, and more. Some vendors offer special weapons, mods, or other items suited for your level for a limited amount of time. These items will display a timer – once it has expired, the item will be removed and a new item will become available for purchase. While most vendors take Scrip, completing Contracts for different factions, such as the Echelon Mercenaries or Von Bach Industries, will grant currency you can use to acquire particularly powerful and versatile gear. Contracts are akin to quests that refresh on a daily or weekly basis that you can choose to complete to earn extra rewards, reputation, and faction-specific currency. Faction vendors can be found throughout the world and may sell items that are not available at normal vendors. Are there guilds in Defiance? How can I travel quickly while in-game? Fast Travel is a feature that allows players to move quickly across large sections of the map. To Fast Travel, open your map and select the blue Fast Travel icon. Choose and confirm a destination to travel. Extraction gives you the option of teleporting to your last checkpoint when you are immobilized or die in combat. If you log out and then back in to the game, you will pick up at your last extraction point. If you ever get stuck while playing Defiance, simply log out, wait a few minutes, and log back in. You will return at the nearest extraction point. Is there split-screen multiplayer for consoles? Is there a crafting system in Defiance? The Salvage Matrix is a basic crafting system allowing ark hunters to break down items into resources that can be used to upgrade gear. Use of the Salvage Matrix is a real-time process: Yes, a broadband internet connection is required to play. What are the PC system requirements? Where can I find information on Defiance servers and their current status? A server status update page is in the works. In the meantime, alerts regarding server status will be posted to our forums as well as on our official Twitter feed. If you choose to play the game on PC or take part in any of the reward programs, you will need to create a Trion account. Can PC and console players connect and play with each other? No, cross-platform play is not available. How many characters can I create? You can create your first two characters for free. Additional character slots can also be purchased so that you can expand your stable of ark hunters. If you own a retail copy of Defiance, you will have four available character slots. Do I need multiple accounts if I want to play on multiple platforms? You cannot buy Defiance for PC and play on console or vice versa. No, a subscription is not required to play Defiance! However, if you buy the game for Xbox , you will need to have an Xbox Live Gold membership in order to play. An optional Paradise Patron subscription and non-recurring passes are available that grant a number of benefits:

Chapter 3 : Legacy of Kain: Defiance - Wikipedia

With contributions from leading scholars in the field, Rebels in Groups brings together the latest research which, contrary to traditional views, considers dissent, deviance, difference and defiance to be a normal and healthy aspect of group life.

Is the organization described in section c 3 or a 1 other than a private foundation? Yes Yes Did the organization engage in direct or indirect political campaign activities on behalf of or in opposition to candidates for public office? No No Did the organization engage in lobbying activities, or have a section h election in effect during the tax year? No No Is the organization a section c 4 , c 5 , or c 6 organization that receives membership dues, assessments, or similar amounts as defined in Revenue Procedure ? No No Did the organization maintain any donor advised funds or any similar funds or accounts for which donors have the right to provide advice on the distribution or investment of amounts in such funds or accounts? No No Did the organization receive or hold a conservation easement, including easements to preserve open space, the environment, historic land areas, or historic structures? No Did the organization maintain collections of works of art, historical treasures, or other similar assets? Yes Yes Did the organization report an amount for escrow or custodial account liability; serve as a custodian or provide credit counseling, debt management, credit repair, or debt negotiation services? No No Did the organization, directly or through a related organization, hold assets in temporarily restricted endowments, permanent endowments, or quasi-endowments? Yes Did the organization report an amount for land, buildings, and equipment? No Did the organization report an amount for other liabilities? No Did the organization obtain separate, independent audited financial statements for the tax year? Yes Was the organization included in consolidated, independent audited financial statements for the tax year? No Is the organization a school described in section b 1 A ii? Yes Did the organization maintain an office, employees, or agents outside of the United States? No Did the organization operate one or more hospital facilities? No Did the organization attach a copy of its audited financial statements? Yes Did the organization invest any proceeds of tax-exempt bonds beyond a temporary period exception? No No Did the organization maintain an escrow account other than a refunding escrow at any time during the year to defease any tax-exempt bonds? No No Did the organization engage in an excess benefit transaction with a disqualified person during the year? No No Did the organization report any amount for receivables from or payables to any current or former officers, directors, trustees, key employees, highest compensated employees, or disqualified persons? No Was the organization a party to a business transaction with one of the following parties A current or former officer, director, trustee, or key employee? No A family member of a current or former officer, director, trustee, or key employee? No No An entity of which a current or former officer, director, trustee, or key employee or a family member thereof was an officer, director, trustee, or direct or indirect owner? Yes Yes Did the organization receive contributions of art, historical treasures, or other similar assets, or qualified conservation contributions? Yes Did the organization liquidate, terminate, or dissolve and cease operations? No Was the organization related to any tax-exempt or taxable entity? No Did the organization have a controlled entity within the meaning of section b 13? No Did the organization make any transfers to an exempt non-charitable related organization?

Chapter 4 : MST - Section 4 Hiking Trail, Defiance, Pennsylvania

Needs Summary Near Defiance, Pennsylvania. We're part of the REI Co-op family, where a life outdoors is a life well lived.

Swears Physically resists Despite their apparent dissimilarity, all of these behaviors can be construed as belonging to a more general or larger class of behavior that involves noncompliance. Some of the behaviors in the list above are in fact direct efforts of the child to escape or avoid the imposition of the command see Patterson, Hence, all may be treated by a common program that addresses noncompliance. Research has shown that treating noncompliance often results in significant improvements in other behaviors in this general class even though those behaviors were not specifically targeted by the intervention see research referenced above on program effectiveness; also Danforth et al. It is this targeting of noncompliance that distinguishes this parent training program from many others, which may single out one or several types of inappropriate behavior but fail to address the more general class of noncompliance or defiance to which such specific forms of externalizing behavior belong. Another means of understanding the relationships among various forms of disruptive behavior comes from meta-analytic reviews of the literature that have employed factor analysis to study these relationships. As such, childhood oppositional behavior carries significant concurrent and developmental risks for more serious forms of externalizing disorders, such as conduct disorder, and the co-existence of CD with ODD is itself a strong predictor of concurrent and later antisocial or criminal activity and substance use and abuse Burke et al. Whereas degrees of intellectual deficits may be carved into categories of slow, borderline, mild, moderate, and severe or profound to define mental retardation, no such consensus exists for labeling degrees of noncompliant or defiant behavior, though adapting some of the former categories might be appropriate for a dimension of defiant behavior. Those children who place above the 93rd percentile on such rating scales or who meet full clinical criteria for ODD by diagnostic rules would be said to have that disorder, perhaps further qualified as mild, moderate, or severe depending on the severity of their ratings of deviant behavior on the rating scales or the number of ODD symptoms they possess above the minimal number required to meet the diagnostic threshold. Children in most of these categories except the normal one might be appropriate for this parent training program, provided that the criteria for justifying intervention described above were met. Prevalence of ODD The frequency with which children manifest clinically significant and impairing levels of defiant and noncompliant behavior is greatly determined by the definition used for such disorders when surveying childhood populations. The lifetime prevalence rate of ODD appears to be Another study using multiple sources of information parent, child, teacher for a large sample of year-olds reported a prevalence rate of 5. In the child age group, the male-to-female ratio for ODD can range from 2: There is a decrease in the prevalence of ODD with age with up to half of all cases in childhood not meeting criteria for the disorder in later years August et al. The age of onset of early CD symptoms has been shown repeatedly to be a particularly important predictor of the progression into delinquency and the severity and persistence of such delinquency, with onset of initial symptoms before age years-old being an especially salient threshold in making such predictions Loeber et al. Beyond its relationship to CD, ODD also carries a high risk for the co-existence or development of other psychiatric disorders Maughan et al. In view of the above, it is apparent that early hyperactive-impulsive behavior is a childhood risk factor for the development and persistence of ODD. The Nature of Parent-Child Interactions in Defiant Children The substantial body of research that exists on the parent-child relations in families with oppositional children is too voluminous to review here. At the very least, interested readers should begin with a perusal of the texts by Patterson ; Patterson et al. The texts by Patterson and colleagues in particular set forth one of the most well-established and accepted theories concerning the development and maintenance of oppositionality and aggression in parent-child interactions, known as coercion theory and discussed further below. Thus, to the extent that such behavior is being learned and maintained within families, it can be unlearned, reduced, or returned to a normal state by unlearning, or through the alteration of the contributing contingencies within families. For more contemporary reviews on the nature of oppositionality generally and ODD specifically in children one should

read the chapter by Hinshaw and Lee as well as published reviews or studies by Beauchaine, Hinshaw, and Pang, , Burke et al. The more consistent and general findings from this body of research are important for clinicians to consider when engaging in the training of these families. I summarize them briefly below. Without a doubt, research repeatedly demonstrates that the quality or nature of parent-child interactions is strongly and reliably associated with childhood noncompliant, defiant, and aggressive behavior patterns, and the persistence of these behaviors over development, as well as the risk for later adolescent delinquency and conduct disorder. Such poor attachment, unpredictable use of consequences, and even inadvertent reinforcement of defiant behavior may serve to increase and sustain occurrences of oppositional child behavior in future interactions. When children fail to comply with parental directions and rules, and especially when they refuse to obey, act out, throw temper tantrums, engage in aggression toward parents, or otherwise directly oppose commands, it is surely difficult for parents not to attend to such behavior. Even though such attention is largely negative in nature and involves high rates of expressed hostility and other negative emotions, it may still serve to sustain or increase future oppositional behavior Beauchaine et al. Buying a child the candy bar or toy for which he has been throwing a tantrum is but one obvious way in which parents may accelerate the acquisition and maintenance of oppositional child behavior. Conversely, parents may provide less attention or reinforcement to prosocial or appropriate behaviors of the child. Clinical experience suggests that parents of oppositional children may monitor or survey child behaviors less often than in families of normal children, such that they may not always be aware of ongoing appropriate child behaviors Loeber, ; Patterson, Even if they are aware that the child is behaving well, they may elect not to attend to the child or praise him for several reasons. One is that many parents report that when they praise or attend to good behavior in their oppositional child it only serves to provoke a burst of negative behavior from the child. Research has not established that this reaction occurs when parents have tried to praise a behavior problem child or, if it does, what the learning history was that established this behavioral pattern. But it is a frequently voiced opinion by parents of these children in my clinical experience. Had the child continued to behave well, the parent might have terminated the interaction, moving on to do something else. Another reason parents may fail to react positively when a defiant child behaves well is that parents dislike interacting with the oppositional child and will choose to avoid interacting with the child when possible, reducing their contact with this temperamental individual. This may eventually lead to parents spending significantly less leisure and recreational time with the defiant child simply because it is not fun to do so. By overlooking the problem behavior, they do not have to face the aversive nature of dealing with this difficult child or otherwise engage in yet another negative, coercive exchange with the child about the matter. This may explain the frequent clinical observation that some parents seem to be oblivious to ongoing negative behavior occurring in their presence “ behavior other parents would normally react to in a corrective fashion. For various reasons to be explored further below, some parents of oppositional children are simply not as invested in serving in parental roles to these children, possibly because of their own frequently younger-than-normal age when becoming parents, single motherhood status, their social immaturity or limited intelligence, and even their own psychological or psychiatric disorders. Parents may also be observed actually to punish prosocial or appropriate behavior at times, again because of possible resentment that may have developed over years of negative interactions with the child. This inconsistent, over-reactive, sometimes timid or lax, and often unpredictable use of consequences is a hallmark of parents who have highly oppositional children. Dumas and Wahler have hypothesized that this form of indiscriminant use of consequences by parents creates a great deal of social unpredictability within families and especially in the parent-child relationship. Such environments are experienced by both humans and animals as inherently aversive. Any response by the child in such a situation that may be instrumental in reducing unpredictability increasing predictability will be negatively reinforced for doing so and thereby increase in frequency. Thus, according to this theory, children may emit various forms of defiant and aggressive behavior toward parents, based on which of these forms increases predictability in the course of parent-child interactions. Even more evidence exists for the role of negative reinforcement in these interactions, as explained in the highly influential coercion theory developed by Patterson , and colleagues Patterson et al. This research group has argued that both parents and children in families with defiant or

aggressive children are negatively reinforced for behaving in aggressive and coercive ways toward each other, and that such negative reinforcement serves to sustain their highly conflicted and hostile interactions with each other. Substantial research supports this argument Beauchaine et al. To understand this theory, it is first necessary to remember that negative reinforcement is not the same as punishment – a mistake often made by those less experienced in behavioral terminology. Negative reinforcement occurs when a particular behavior serves to reduce or terminate an unwanted or aversive interaction or situation. This reduction in unpleasantness or in the aversive nature of the situation is reinforcing and serves to increase the probability that the person will employ that same behavior in the next encounter with that or a related aversive situation. The use of angry, hostile, defiant, or aggressive behavior by one party serves to coerce the other party to reduce or terminate the conflicted interaction, hence the term coercion theory. Important to appreciate here is that both parties are using such coercive tactics with each other though not necessarily intentionally and so both are subject to the operation of negative reinforcement that serves to sustain this reciprocal chain of negative interactions. Such schedules are known to generate some of the most persistent behavior, in this case of negative or hostile conduct thereby explaining the persistence of such conflict-ridden family interactions. Over time, each party learns that it takes an ever higher level of hostility, aggression, or generally aversive behavior to cause the other party to reduce or terminate the interaction. This presumably explains why parents and children, once having begun a negative interaction with each other, will escalate their negative behavior toward each other very quickly to intense levels of anger, hostility, aggression or general coercion. Furthermore, the likelihood that such forms of interaction will occur again is greatly increased as a result Burke et al. As an example, consider what may ensue when the parent of an oppositional child attempts to impose the command of getting ready for bed while the child is watching a favorite television program. Like many children, this child often finds this imposition to be aversive, unpleasant, or otherwise unwanted. The child may oppose, resist, or otherwise escape from the parental demand through defiant, aggressive, or other coercive behavior. The parent withdraws from the interaction, at least temporarily, and so that behavior by the child may serve to delay having to get ready for bed and allows the child to continue to remain up and watching television. The next time the parent asks the child to get ready for bed, the likelihood of the child resisting the command has increased. As already noted above, many parents may eventually acquiesce to this type of coercive child behavior. Parents need not acquiesce to every command for a child to acquire resistant behavior; only to some of them. Parents may also acquire aggressive or coercive behavior toward their defiant child by much the same process. Hence, in subsequent situations the parent may escalate very quickly to intense yelling, use of threats, and other negative behavior toward a child due to a previous history of its success at terminating oppositional child behavior by this means. The parent need not be successful with this strategy every time or even the majority of times the parent confronts oppositional behavior in order to maintain this type of parental hostile behavior across most command-compliance encounters with the defiant child. Only occasional success with coercive behavior is needed to sustain this type of behavior in parents. Both can be considered both the victim and the architect of this coercive family process Patterson, As a result, each will continue to employ it with the other in most command-compliance interactions. As a result, over months of experience with each other, confrontational interactions between parent and child may escalate quickly to quite intense, emotional, and even aggressive confrontations. On some occasions these may end with physical abuse of the child by the parent, destruction of property by the child, assault by the child against the parent, or even self-injury by some children. Accordingly, when a clinician tells such a parent to ignore negative child behavior, it may only worsen the problem as it is likely to be viewed by the child as acquiescence. In many cases, parents cannot ignore the child because in so doing the child escapes from performing the command given by the parent. Parents in such a situation will have to continue interacting with the child if they wish to get the task accomplished. Many experienced clinicians have noted this problem in training parents of behavior problem children – ignoring defiant behavior is not always successful or even possible. It is maintained because of its success in avoiding unpleasant or aversive activities often invoked by parents. As Patterson suggests, and as this program teaches, the parent training program must incorporate mild and consistent punishment usually time out from reinforcement , as well as prevention of the child from

escaping the parental command, if the program is to be successful at diminishing child noncompliance developed through such a process of negative reinforcement. Patterson has also noted, that parents are likely, once trained, to rely predominantly on the punishment methods taught in the program and to diminish their use of positive reinforcement methods over time. Therapists must anticipate this parental drift and regression and address it during the last few sessions of parent training as well as during follow-up booster sessions. Parents must be instructed that most punishment methods lose their effectiveness when relied on as the primary management technique with children. The Four Factor Model of Child Oppositional Behavior The factors that contribute to oppositionality can be nicely summarized in a model comprising four factors. Each of these factors will now be discussed in some detail. Coercive Family Processes Operating in the Parent-Child Relationship As discussed above, one of the major if not greatest proximal contributors to noncompliance, defiance, and social aggression repeatedly identified in research studies is disrupted parenting. In the case of ODD children who develop CD as well, one also finds low parental warmth and poor parental monitoring of the child activities both in and especially outside the home. As a result of even partial success and employing emotional coercion, noncompliance and defiance by children become very effective methods for escaping or avoiding unpleasant, boring, or effortful tasks. This partial success of mutual, reciprocal coercion is more than enough to sustain the persistent use of aversive, hostile, and aggressive behavior by each party toward the other. Thus, mutual coercion is a major pathway through which oppositionality in children and heightened parent-child conflict can arise. But it would be erroneous to conclude from this that all defiant behavior is simply learned out of the parent-child relationship. Social learning theory can only get us so far in understanding the development and evolution of oppositionality and social aggression in children or their parents. Combined with disrupted child and family management practices first factor, these three other causal influences make up a Four-Factor Model of oppositional behavior in children. Predisposing Child Characteristics Are some children more likely than others to initiate disruptive, oppositional, or noncompliant behavior more than others? The second factor in the model acknowledges this fact. It is founded on abundant evidence that children having certain temperaments, psychological traits, and other personal characteristics are far more prone to emit coercive-aggressive behavior and acquire defiant or oppositional conduct than are other children. Research has demonstrated that child oppositionality consists of at least a two or even three factor structure each of which can, themselves, be traced back in development to at least two earlier predisposing characteristics of the child. Let us start with the two factor structure of oppositionality Aebi et al.

Chapter 5 : Defiance College in Defiance, Ohio (OH) - calendrierdelascience.com

Get this from a library! Rebels in groups: dissent, deviance, difference and defiance. [Jolanda Jetten; Matthew J Hornsey;] -- "With contributions from leading scholars in the field, Rebels in Groups brings together the latest research on dissent, deviance, difference and defiance.

Warehouses gross For SI: Floor area in square feet per occupant. Every room or space that is an assembly occupancy shall have the occupant load of the room or space posted in a conspicuous place, near the main exit or exit access doorway from the room or space. For areas having fixed seats and aisles, the occupant load shall be determined by the number of fixed seats installed therein. The occupant load for areas in which fixed seating is not installed, such as waiting spaces, shall be determined in accordance with Section The occupant load of wheelchair spaces and the associated companion seat shall be based on one occupant for each wheelchair space and one occupant for the associated companion seat provided in accordance with Section For areas having fixed seating without dividing arms, the occupant load shall be not less than the number of seats based on one person for each 18 inches mm of seating length. The occupant load of seating booths shall be based on one person for each 24 inches mm of booth seat length measured at the backrest of the seating booth. Yards, patios, courts and similar outdoor areas accessible to and usable by the building occupants shall be provided with means of egress as required by this chapter. The occupant load of such outdoor areas shall be assigned by the building official in accordance with the anticipated use. Where outdoor areas are to be used by persons in addition to the occupants of the building, and the path of egress travel from the outdoor areas passes through the building, means of egress requirements for the building shall be based on the sum of the occupant loads of the building plus the outdoor areas. Outdoor areas used exclusively for service of the building need only have one means of egress. Both outdoor areas associated with Group R-3 and individual dwelling units of Group R Where a building contains two or more occupancies, the means of egress requirements shall apply to each portion of the building based on the occupancy of that space. Where two or more occupancies utilize portions of the same means of egress system, those egress components shall meet the more stringent requirements of all occupancies that are served. All portions of the means of egress system shall be sized in accordance with this section. Aisles and aisle access ways in rooms or spaces used for assembly purposes complying with Section The minimum width, in inches mm , of any means of egress components shall be not less than that specified for such component, elsewhere in this code. The required capacity, in inches mm , of the means of egress for any room, area, space or story shall be not less than that determined in accordance with Sections The capacity, in inches, of means of egress stairways shall be calculated by multiplying the occupant load served by such stairways by a means of egress capacity factor of 0. Where stairways serve more than one story, only the occupant load of each story considered individually shall be used in calculating the required capacity of the stairways serving that story. For other than Group H and I-2 occupancies, the capacity, in inches, of means of egress stairways shall be calculated by multiplying the occupant load served by such stairways by a means of egress capacity factor of 0. Facilities with smoke-protected assembly seating shall be permitted to use the capacity factors in Table Facilities with outdoor smoke-protected assembly seating shall be permitted to the capacity factors in Section The capacity, in inches, of means of egress components other than stairways shall be calculated by multiplying the occupant load served by such component by a means of egress capacity factor of 0. For other than Group H and I-2 occupancies, the capacity, in inches, of means of egress components other than stairways shall be calculated by multiplying the occupant load served by such component by a means of egress capacity factor of 0. The minimum width or required capacity of the means of egress required from any story of a building shall not be reduced along the path of egress travel until arrival at the public way. Where more than one exit, or access to more than one exit, is required, the means of egress shall be configured such that the loss of any one exit, or access to one exit, shall not reduce the available capacity or width to less than 50 percent of the required capacity or width. Where the means of egress from stories above and below converge at an intermediate level, the capacity of the means of egress from the point of convergence shall be not less than the largest minimum width or the sum of

the required capacities for the stairways or ramps serving the two adjacent stories, whichever is larger. Encroachments into the required means of egress width shall be in accordance with the provisions of this section. Doors, when fully opened, shall not reduce the required width by more than 7 inches mm. Doors in any position shall not reduce the required width by more than one-half. Surface-mounted latch release hardware shall be exempt from inclusion in the 7-inch maximum mm encroachment where both of the following conditions exist: The hardware is mounted to the side of the door facing away from the adjacent wall where the door is in the open position. The hardware is mounted not less than 34 inches mm nor more than 48 inches mm above the finished floor. The restrictions on door swing shall not apply to doors within individual dwelling units and sleeping units of Group R-2 occupancies and dwelling units of Group R-3 occupancies. Handrail projections shall be in accordance with the provisions of Section Projections are permitted in corridors within Group I-2 Condition 1 in accordance with Section Protruding objects shall comply with the applicable requirements of Section The number of exits or exit access doorways required within the means of egress system shall comply with the provisions of Section Rooms, areas or spaces, including mezzanines, within a story or basement shall be provided with the number of exits or access to exits in accordance with this section. Two exits or exit access doorways from any space shall be provided where the design occupant load or the common path of egress travel distance exceeds the values listed in Table In Group R-2 and R-3 occupancies, one means of egress is permitted within and from individual dwelling units with a maximum occupant load of 20 where the dwelling unit is equipped throughout with an automatic sprinkler system in accordance with Section Care suites in Group I-2 occupancies complying with Section Three exits or exit access doorways shall be provided from any space with an occupant load of to 1, Four exits or exit access doorways shall be provided from any space with an occupant load greater than 1, The numbers of exits or access to exits shall be provided in the uses described in Sections Two exit access doorways are required in boiler, incinerator and furnace rooms where the area is over square feet 46 m² and any fuel-fired equipment exceeds , British thermal units Btu KJ input capacity. Where two exit access doorways are required, one is permitted to be a fixed ladder or an alternating tread device. Exit access doorways shall be separated by a horizontal distance equal to one-half the length of the maximum overall diagonal dimension of the room. Machinery rooms larger than 1, square feet 93 m² shall have not less than two exits or exit access doorways. Where two exit access doorways are required, one such doorway is permitted to be served by a fixed ladder or an alternating tread device. Exit access doorways shall be separated by a horizontal distance equal to one-half the maximum horizontal dimension of the room. All portions of machinery rooms shall be within feet 45 mm of an exit or exit access doorway. An increase in exit access travel distance is permitted in accordance with Section Doors shall swing in the direction of egress travel, regardless of the occupant load served. Doors shall be tight fitting and self-closing. Exit access travel distance shall be determined as specified in Section Egress is allowed through adjoining refrigerated rooms or spaces. Where using refrigerants in quantities limited to the amounts based on the volume set forth in the Mechanical code.

Chapter 6 : Allstate | Car Insurance in Defiance, OH - Rex Shreve

Some stats: Getting to the lake this way is about ft gain in miles. The extra to Mt Defiance is another ft in miles, with a fair amount of that in the last steep climb. So both parts are challenging, but we will stick together in whatever we do.

Gameplay[edit] Kain uses his telekinesis to throw a Sarafan priest onto a spike set into the wall. Defiance is the only game in the series where both Raziel and Kain are playable: Raziel retains all his previous weapons like in the first games. By killing enemies, Raziel and Kain learn new combat techniques, including uppercuts, mid-air slashes, and firing orbs of telekinetic energy. Both Raziel and Kain can acquire various runes to increase their health and allow them to use their telekinetic powers more often. Both possess similar powers, including climbing walls, gliding in mid-air and phasing through certain gates. Kain can jump large gaps, transform into a swarm of bats and cannot swim, while Raziel swims and can shift into the spectral realm to bypass enemies and obstacles before finding an appropriate place to shift back into the material realm. Kain is also able to use his telekinesis to pick up enemies and either throw them into obstacles or pull them towards him, an ability Raziel lacks at first and must acquire during the course of the game. Story[edit] Defiance continues from where Soul Reaver 2 ended. During his quest, Kain finds and completes a broken talisman of Vampire construct known as the Balance Emblem. After sealing the Hylden in an alternate dimension using the Pillars of Nosgoth, the Hylden cursed the Ancients with bloodthirst, sterility and immortality, turning them into the first Vampires. Kain discovers from the murals that it was prophesied that both races would have a champion arise - a Vampire champion wielding the Soul Reaver, and a Hylden champion wielding a flaming sword. Because he possesses the material Soul Reaver depicted, Kain comes to believe he is the prophesied Vampire champion. The outcome of the battle between the two champions remains ambiguous. Held captive by the Elder God , Raziel escapes his master and travels about Nosgoth hoping to find a way to avoid his fate of being imprisoned in the Soul Reaver. Raziel later discovers this is because the Ancients worshiped the Elder God, who had decreed all souls had to spin in a cycle of life and death known as the Wheel of Fate. Because they were immortal, their souls could not follow this doctrine and the Ancients became the bane of the entity they once revered. Kain attempts to reason with Raziel and convince him not to revive Janos, but Raziel is under the influence of the Hylden and refuses to listen. Kain, seemingly dying, is engulfed by a portal and vanishes. Raziel stumbles into a side chamber, the place where Kain had met the Elder God, and finds a forge designed to give the Soul Reaver its greatest power. Raziel fights off his master and has the Soul Reaver absorb the soul of Ariel , rendering the Reaver as pure of spirit. Ariel tells Raziel that this purified Soul Reaver is meant to be used by the Scion of Balance; however, evidence points towards Kain being the Scion of Balance, confusing Raziel as he returns to Janos. Kain awakens, very much alive, trapped within the Demon Realm of the Hylden, and fights off their demons to return to Nosgoth. Undaunted, the Elder God informs him that Moebius no longer had any use for it, and it now intends to trap Kain and Raziel within the citadel for all time to prevent them from interfering with its plans any further. Kain is horrified and attempts to remove the sword, but Raziel reaffirms both his free will and his loyalty to Kain, stopping him in the process.

Chapter 7 : Defiance Campaign - Wikipedia

Most of these groups, including the Choctaw, Cherokee, and many of the Seminole, were forced to leave the Southeast and settle in Indian Territory The removal of the Cherokees was actually carried out during the term of which President?

Chapter 8 : Section 4 Of The Voting Rights Act | CRT | Department of Justice

Defiance is a science-fiction MMO first-person shooter developed by Trion Worlds for the PlayStation 3, Xbox , and Microsoft calendriredelascience.com game takes place on a terraformed Earth several decades in the future and is closely tied into the Syfy show of the same name.