DO IT! does it?

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with crime and violence, is satisfying to the opts. However, it fails as a blueprint for any rational humanist's revolution. Yes, making the revolution fun-war is fun, ask Konrad Lorenz—but what do we do the day after?

Jerry envisions joining with the Black Panthers (Edgar Cleaver wrote the introduction) and fighting for liberation, whatever that means. Killing pigs, capitalists, imperialists, oppressors, etc., is what it means. No mention of courts of law, however. Also, what do you do with the professional cop-killers the day after the revolution? Re-press them for marxian farm- ing? I doubt it...

The Yippies urge to DO IT! a compelling one, of course, and it does make a valid point about America. Things are a little too repressed when you can't moke in the high school john. The doors are too few, the corridors too narrow, when the draft board can control your life, when the university becomes the arbiter of your fate, when you cannot leaflet without coming under government surveillance.

Jerry Rubin is at his strongest when attacking the vileness of that system.

DO IT!, however, is not the answer. It may be part of it; certainly we need to turn peoples' heads away from avarice and exploitation. Anarchy would work if human character could be perfected. But I, at least, can't buy that argument, and must contend that any blueprint for social change, violent or not, will involve a much more penetrating social analysis than Jerry's.

Jerry and his fellow Yippies admit that they are a media myth, that the revolution is in a myth. All politics are in some sense mythical, but some politics are more mythical than others. The Yippies, the Panthers, SDS, and, indeed, perhaps everyone these days is in danger of becoming trapped within the confines of their own myth. If Jerry believes that TV zap polonios, shoot-outs in the streets, and fucking will provide the answers—if he believes the answers are that simple—then he is as mis-taken as the technologist who assumes that the answer to the problem of technology is more technology.

Nonetheless, DO IT! is fun, as playing in the mud or playing cops 'n' robbers is fun (and don't think they aren't—you haven't grown up, you've just gotten inhibited) and makes the vital point that whatever political future emerges, it will leave a lot to be desired if we are not more free.

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