SESSION 5

Movements, Leaders, and Followers
“the escape from bondage, the wilderness journey, the Sinai covenant, the promised land: all these loom large in the literature of revolution. Indeed, revolution has often been imagined as an enactment of the Exodus and the Exodus has often been imagined as a program for revolution” (Walzer, 1985, p. ix).

Exodus has become “a paradigm of revolutionary politics” (Walzer, 1985, p. 7).

“a classic narrative, with a beginning, a middle, and an end: problem, struggle, resolution—Egypt, the wilderness, the promised land” (Walzer, 1985, pps. 10-11)
MOVEMENT & REVOLUTION: ARRIVAL AT A NEW (POLITICAL) “PLACE”
Distinguishing between leaders and followers: the criteria

The Leader and the “Political Man”:
- Agency
- Action Theory (Max Weber → Abner Cohen)
- “Social Drama,” “Game”

Social Drama:
- focus on individuals
- Sandombu
- contradictory experiences: leader and follower
Games:
→ Rules of political manipulation:
  ● Normative Rules
  ● Pragmatic Rules

Five elements of a game/political structure:

1. **Prizes, Goals**—culturally valued, meaningful
2. **Personnel**—entire political community, élites, political teams
3. **Leadership**—implies followers, plus mediators
4. **Competition: Confrontation or Encounter**
5. **Judges**
Political Teams:
→ Contract Teams: transaction, profit, gain
→ Moral Teams: ideology, belief, loyalty
→ Challenges faced by the Team Leader
→ Middlemen, Brokers

Factions:
→ temporary political conflict groups
→ informal, spontaneous, formed for a specific purpose

(1) A faction may defeat a rival, becomes “the group”
(2) Communist China: factionalism in place of party politics
(3) Ritualized, game-like, if persistent
(4) Institutionalized as a political party