

MASCULINITY CONFLICT FRAMEWORK (MCF)

Interpersonal Conflict Doctrine

A practical doctrine for reading one-to-one interpersonal conflict, assessing reparability, and shifting to containment or Lock-and-Key when risk emerges.

SCOPE

MCF is for one-to-one interpersonal conflict only. It is not designed for clique warfare, public pile-ons, audience-driven disputes, or crowd conflict.

Developed through close analysis of Black queer and other male-coded, status-sensitive environments, MCF is grounded in lived, relational, and power-aware experience. It is most useful wherever hierarchy, image control, restraint, and indirect dominance shape conflict.

CCRP SEQUENCE

Cause -> Clarity -> Repair -> Protection

Cause is useful data, but it does not define the outcome. What follows does.

1. CAUSE

Cause is an early read, not a final verdict.

0 - No Cause: No real interaction. No natural basis for conflict.

1 - Ego-Based: Conflict is being carried as a power or winning move. Signs: accusation, absolutes, heavy you-language, confrontational posture, blame over relationship.

2 - Non-Ego-Based: Conflict reflects genuine relational strain. Signs: curiosity, what/how questions, we-language, sadness over damage, practical concern for clarification or repair.

2. CLARITY

Seek clarity privately, even if rupture first appears in public. Public settings distort the signal and raise the clarity threshold.

Clarity is successful only if it produces usable information without punishment. Apology is not required at this stage.

2 - Welcomed: Real, honest, usable information.

1 - Punished: Hostility, intimidation, reversal, retaliation, evasiveness, or pressure.

0 - Never Natural: It becomes clear that this was not a genuine rupture to resolve.

DATIR: Distortion, Allegations, Third-party involvement, Institutional escalation, Record-building. If any appear, document immediately.

3. REPAIR

Offer repair only when Clarity succeeds. Clarity creates a repair position, but does not resolve the conflict.

Repair resolves conflict only when both parties agree to it and complete it in behaviour.

2 - Welcomed and Completed: Repair is mutually agreed and carried through in behaviour.

1 - Avoided: Repair is verbally entertained but not enacted, or clarity is used to stall after repair is offered.

0 - Deception Confirmed: Repair is no longer credible. Move to protection.

Performative clarity may pass the information test, but it cannot pass repair without enacted change.

If repair competence is established, the person becomes a Possible Trust Asset (PTA). Use the Trust Onion Model (T-O-M) to assess depth and fit.

4. PROTECTION

Protection begins when clarity fails, punishment appears, deception appears, or risk becomes active.

Punishment Doctrine: Punishment is any deliberate act within conflict that imposes cost and does not advance clarity or repair. Truth does not cancel punishment. Function decides.

Overt Punishment (OP): Direct, visible, attributable. It imposes cost openly within the conflict, leaving no ambiguity about responsibility. In some cases, OP may carry a harm-reduction logic.

Covert Punishment (CP): Hidden, unowned, humiliating, dominating, retributive, or carried out behind someone's back, often under an innocent front. This form of punishment cancels trust.

Category 1 - Yellow: Containment. Use when clarity yields no usable clarity through evasion, avoidance, or withdrawal and risk remains unclear. Also applies when punishment is overt rather than covert. RR-NN: Reduce contact. Reduce exposure. No chasing. No stage.

Category 2 - Red: Lock-and-Key. Use when covert punishment appears, trust is cancelled, deception becomes trust-breaking, humiliation logic is confirmed, sabotage risk appears, or snaking is detected.

Snaking: covert planning against you - backstage moves, quiet positioning, concealed coordination, underground narrative control, or hidden preparation.

Red Response: Mark unsafe. Avoid engagement except for risk management. Assume no goodwill. Do not trust words alone. Lock access.

OPERATING LOGIC

Operational Rules

Cause is necessary data, but not the final verdict. Clarity is the true test. Repair is behavioural. Punishment cancels repair. Covert punishment cancels trust. If clarity yields no usable clarity, contain. If snaking appears, escalate to Lock-and-Key.

Quick Scoring: Stage 1 (Cause + Clarity): 3-4 -> Proceed to Repair; 2 -> Containment; 1 -> Lock-and-Key; 0 -> Ignore. Stage 2 (Cause + Clarity + Repair): 6 -> Possible Trust Asset; 5 -> Containment; 4 or below -> Lock-and-Key.