

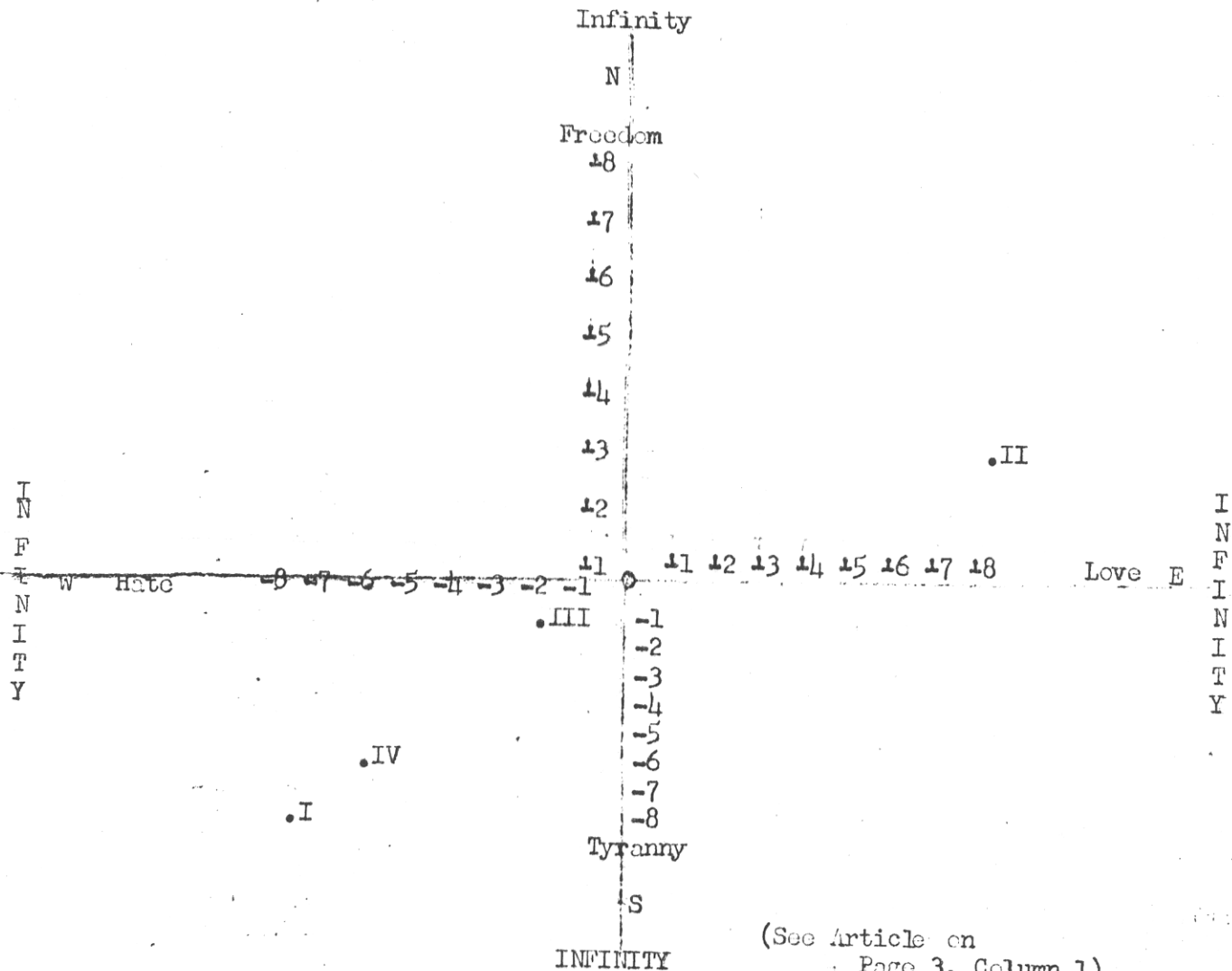
the ARC-AID

THE NEWSLETTER OF THE
SCIENTOLOGY GROUP OF PORTLAND

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A MAP OF BEING



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The ARC-AID
The Newsletter of the
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EDITORIAL

In the event our subscribers may be wondering if the mailman mislaid their May issue of the ARC-AID, let me hasten to assure you that such is not the case. The ARC-AID for May was nearly ready to go on stencils, except for the editorial, when the painter arrived to redecorate our house. Needless to say from that moment on it was a constant race to get moved from one room to another ahead of the paint, stepladders, etc. Then it was a race to get the newly painted room cleaned up and furniture relocated in it. This was fun as well as work. A fancy idea I had of one wall and the ceiling in oleander pink and the other three walls in grey wound up beyond the painters ability to duplicate entirely and turned out with the conventional 3 walls and ceiling in grey and one wall in flamingo! I tried unsuccessfully to get my point across on paper and by sign-language for the second bedroom, which turned out exactly like the first only in reverse. This wasn't without humor however

FLASH! Dr. Binkly is having phenomenal success auditing a couple who have had a happy childhood, then marriage, then happy family life.

as the painter had other inabilities too, I soon discovered - he couldn't see and so missed a lot of spots. I couldn't have this so I took to stalking him with a hawk-eye for uncovered spots! I wasn't unpleasant about it, but I felt he was nervous when I appeared on the scene so I asked him if I made him nervous, explaining that I didn't mean to, but must have it all covered - he hesitated a bit and then replied "I ain't sayin'". I let it go at that, but about 15 minutes of this and he inquired if I had any bicarbonate of soda, that his stomach was upset and he couldn't figure out what he ate, but something did not agree with him.

Poor old guy never did realize that it wasn't something he ate that didn't agree with him causing his trouble, so I let him alone and decided I'd do it myself after he finished. Whether I'll get it all redone is a moot question since spotting it after it is dry shows up like a sore thumb and maybe others won't be as critical as I tho' others have noticed it too. Too funny all of it and I didn't have the heart to tell him he needs glasses, he has been a good painter in his day, but his day has sort of turned into shades of evening I'm afraid.

With only the kitchen left to do he got the paint out of his truck and bro't it in and checked his list against it and asked, "Wonder how come we got this gallon of oleander paint?" I couldn't restrain a chuckle as I answered him with, Well, I'll let you in on a little secret, the bedrooms were to have been done in oleander instead of flamingo which was for the living room, but it can be returned". He looked rather sheepish and I didn't pursue the subject further.

After the general commotion had subsided and things were getting back to normal I looked for the ARC-AID to finish and found that during the frequent moves from room to room it had disappeared! Well that's the way it is, so I got out the original articles and started over.

A MAP OF BEING

CONFRONTINGNESS

The actions of human beings, acting individually or as groups, can be plotted on a graph by using the zero to infinity x¹ Scale. Eight positive dynamics can be related in the following manner:

- 8 - God
- 7 - Churchmen
- 6 - Domestic Plants and Animals
- 5 - Controlled Force
- 4 - Constitutional Republicanism
- 3 - Paid Workers
- 2 - Stable Family
- 1 - Well-bodied

The negative aspect of these dynamics can be plotted on the zero to infinity x¹ scale as follows:

- 1 - Ill-bodied
- 2 - Unstable Family
- 3 - Pressed Workers
- 4 - Czarism
- 5 - Uncontrolled Force
- 6 - Predatory Plants and Animals
- 7 - Corruptors
- 8 - Devil

The zero to infinity (y¹ Scale) can be expressed as a tone scale in the following manner:

- 8 - Exhilaration
- 7 -
- 6 -
- 5 -
- 4 - Enthusiasm
- 3 - Conservatism
- 2 - Antagonism
- 1 - Fear

The zero to infinity (y⁻ axis) can be evaluated as follows:

- 1 - Punishing
- 2 - Protecting
- 3 - Owning
- 4 - Needing
- 5 -
- 6 - Eating
- 7 - Sexing
- 8 - Hiding

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"Let's face it" - an old adage in a new dress called, "Confrontingness". Sometimes some of us need to be shown another facet or shade of meaning to words that have lost their power and become useless in their meaning for us. I am not saying a word has but one definition; many words have been used to signify opposite points of view, so we must read and define words according to the context of the sentence or paragraph in which it is used.

LRH said, "Confront your ally, confront your illness, confront your fears, and they will dissipate".

When I heard the tape on confrontingness, it was like a light turning on, a burst of insight, a cognition.

Let us review, "Intelligence is awareness; awareness is the ability and willingness to confront. "If you have awareness, you have intelligence and ability and alertness.

Your intelligence is your ability to do, your willingness to do, then you can do all things by experience and it has to do with a state of havingness, confrontingness.

One can be aware of that only which he can confront. When one becomes unwilling to confront someone or something, he is unaware of it - he just doesn't see it or or them.

People who do not see things are not willing to confront them. How does one feel he cannot confront a thing? He assumes a pattern on an earlier track, he was told no, no, to too many things, too many times. If one could confront an illness he would not have it. If one could confront an enemy, there would be no enemy. That which is not confronted - persists. That which is not admired - persists.

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THE GAMES WE PLAY

And how we play them is the subject about which I wish to expound this month. At one of our regular Monday night Group meetings the question arose as to how it could happen that all pc's didn't end up with IQs at the same level when they were cleared. Some of the people couldn't understand how it was that one pc might have an IQ of 112 before auditing and one of 140 after, and another pc might have a beginning IQ of 126 and after the same number of hours of auditing have one of 133.

Well I been a thinkin' and a thinkin' about this and I have come up with an explanation that sounds reasonable to me. Maybe Ron said the same thing before in different words and maybe he didn't. Anyway, here is how it seems to me,

First, let me remind you of the state of beingness of a Thetan before he began to play this game or series of games of physical universe, His Native State,

Second, remember the four game conditions? Playing a game and KNOWING that one is playing, not playing and KNOWING that one is not playing, playing a game and NOT-KNOWING it, and lastly, not playing a game and NOT-KNOWING it.

Third, I hope you remember the mention LRH made a few years back of something he called dwindling spirals, for I hope to draw an analogy from these bits of data.

OK, let us picture Farmer Brown on a Saturday evening, fifty years old, so very tired he isn't even really interested in eating his dinner. His wife has put in a hard day canning over a wood stove. She's just as tired as he is. Life is a pretty serious business to them. Much more so than it is to their grown son and daughter to whom Life is still a game. The son and daughter haven't descended the "dwindling spiral" of this lifetime as far as their parents. When the phone rings and a voice says, "Big surprise party over at the Smith's, everybody's going", the kids are quite enthusiastic. The old folks consid-

erably less so. After they arrive at the party, the old folks begin to find the idea more acceptable. They even come up scale due to the change of environment, the ARC, and the fact that this is actually another game. They don't come up to the level of the kids because they are farther along in their game of living a life. They have descended the spiral of one lifetime further. As the party progresses and the hour gets later, the parents slow down much more than their children. They have lost some of the abilities they once had to recuperate rapidly.

Ability is a many-faceted thing. IQ is but one of the many aspects of ability.

When Farmer Brown started his day, he might have been quite enthusiastic about whatever he intended to do. By the end of the day, he was somewhere way below enthusiasm. He came up to a sort of mild interest when the party came up, but he had to actually work it up a little. Now if he were called upon to start playing another game immediately after the party, he would have a tough time working up any interest in it. He needs to have a no-game for a while and get some sleep.

Farmer Brown has one big game he is playing, probably UN-knowingly. He is playing the game of being a farmer. He is at the same time within the framework of this game, playing other shorter term games, such as getting the crops in and going to parties. As he grows older and his "spiral for this lifetime" dwindles more and more, he most likely will end up just before he dies in the condition of not playing and NOT-KNOWING it.

The point I'm trying to make is that, just as the farmer and indeed all of us, are playing many games within the over-all game of living one lifetime, so might a Thetan play many games within a much longer term game as he descends his Dwindling Spiral.

There once was an astronomer who invented a very ingenious theory to explain
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THE GAMES WE PLAY.....

(Cont'd. from Page 4, Column 2)

the movements of the planets. His theory has since been proved wrong, but it sure accounted for the way the planets moved. So it may be that my analogy depending upon the concept of the individual Dwindling Spirals, being nothing more than very long-term games is wrong, but it surely does explain things to me. I hope it may to others.

Before leaving this subject, I would like to try to illustrate my point from another angle. I must ask you to help me by mocking up a set of identical quadruplet boys age eighteen. Same weight, same height, same IQ and tone level. As nearly alike in abilities as it is possible for four different people to be. Now please imagine their IQ and tone level to be quite high. They haven't yet begun to play the game of living as an adult, so let us just for comparison label this present condition of our mocked-up quadruplet boys their "native state". (Not the same as the true Native State of a Thetan of course.)

Just so we can identify and keep track of them, let us name them John, Joe, Jim and Jerry. We start them on their way in the game of life and their dwindling spirals. (Their dwindling spirals in this lifetime is quite small scale compared to their actual dwindling spiral, but I believe it is quite similar.)

OK, so John, Jim, Joe, and Jerry get drafted in the last war. John gets sent to North Africa, then Sicily, Italy, and Normandy. He is discharged after the war with a few hundred dollars pay saved and starts a small business. He gets married, joins the country club, drinks too much, puts on a few pounds, and becomes a solid average type citizen.

Jim spends the entire war sitting at a desk in the Pentagon typing. He hates it. After the war he tries acting. He gets a few bit parts, but isn't very good. He sells insurance for awhile, then books, deer to deer. He fails at this and every

other thing he tries. Someone gives him a reefer and he graduates from marijuana to heroin. He robs a service station to get enough money to buy more dope, gets caught and sent to prison.

Joe spent the war guarding prisoners of war. He gets real, real religious and after he is discharged becomes a priest.

Jerry served in the South Pacific, was wounded twice, had malaria, and ended the war in the Philippines where he married a native girl. He doesn't work any more than is necessary. He fishes a lot and spends a great deal of time with his growing family. He is a pretty happy guy most of the time.

Now just suppose we were to give the four brothers IQ tests now, weigh them and make any other tests such as a Scientometer to establish their present tone level, would there be any very great similarity? Wouldn't they have played this game we all play in such different ways, at such different rates, that they had sort of dwindled from their former "native state"? Wouldn't the degree that they had each dwindled be different?

It may very well be that the Dwindling Spiral is NOT a very long term game at all, I do not know that it is. It might be possible to audit each of these four until they again were at their former state. It might be possible to audit any Thetan to his former Native State, but in either case, I wonder if it might not be a little difficult to get them to give up the particular game they were playing. It is one thing to audit a pc out of a game he might be playing or out of not playing any game at all, if he was in the condition of NOT KNOWING about it. But it wouldn't be quite the sporting thing to do to take his game away from him would it? Wouldn't it sound more sensible to audit him to the point where he could play or not play any game he chose?

To mis-quote an old saying, "You can lead a pc to the auditing room, but you can't make him audit."
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CONFRONTINGNESS

A MAP OF BEING

(Cont'd from Page 3, Column 2)

The ability to confront is the ability to have space and space is freedom. You must have space to have a universe. And freedom depends upon confrontingness. The ability to handle, to control, to have, to use, to expand beingness and livingness depends upon confrontingness and lockingness, awareness, and willingness to confront.

He who will not confront his problem, his enemy, his illness, but runs away is not free, he must confront the problem to master it. When he is willing to confront, he has the ability to do.

What do you do for a specific problem? Use a technique that would lead to confronting it. If a person is doing a life-continuum for his father - that is he is in his father's valence, he behaves as father behaved. He coughs, swears, likes the things his father liked, etc. When a valence is assumed, the person manifests the characteristics of that valence. If you can ask a lucky question by straight are you can help him; you then can ask him to confront the problem and he will be able to see he was unknowingly holding on to father; but he had to have cognition on it. An ally who had an illness is gone, so he hangs onto the illness. Get the pc to confront the true identity who had the illness and ask him "what of father's will you confront?" Sometimes he is willing to confront the ally but unwilling to confront the illness. That which he will not confront - persists. Remedy his havingness and get him to confront his difficulty and you have helped your pc tremendously.

By Guest Editor
Mae L. Schneider

(Cont'd. from Page 3, Column 1)

Examples:

- I - Hidden Devil
- II - Conservative God
- III - Punishing Family
- IV - Predatory Eater

Problems:

Locate the following on the graph:

- V - Constitutional Freedom
- VI - Healthy Devil
- VII - Sick Churchman
- VIII - Hidden Corruptor
- IX - Owing Worker
- X - Fearful God

THE GAMES WE PLAY

(Cont'd. from Page 5, Column 2)

can't make him smart!" Not a darn bit smarter than he should be to play his game the way he wants to play it, I betcha.

His IQ will come up to, but not beyond, the level that fits with his position on his particular spiral. Of course, with further processing he could possibly change his game to one that would allow him to be smarter. There is this to consider, if he becomes too intelligent without gaining the ability to have other games, he could KNOW about the ones he is now playing and so have no games. Horrible thought!

3rd DYNAMIC ACTIVITIES

Lorraine Hallerman & Carl Harr of the dianetic & Scientology center, 2344 NE 10th Avenue are starting P.E. & First Aid (How to use assist) classes in September. Peter and Rezz had a picnic for the group on the Tualatin River August 11, 1957.

The regular meeting for August in our group has for its monthly subject, Education, and the Seminar Leader is reading from the book "Fundamentals of Scientology."