

SCIOGNOSTICS

Number Thirteen

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Editor

TRICHOTOMIES

Reference: Issue #10 Sciognostics pp. 5; issue #58 Second Terminal

The above subject matter is herein extended, as it is evidencing that a clearer focussing of the nature of Life can be had with an understanding of Trichotomies.

The basic parts of a trichotomy are:

1. A BASIC TRUTH. Basic truth IS at all times, in all places, under all circumstances. It is QUALITY, manifested solely as pure thought, concept. As it is ubiquitous thruout Allness, not local to time place and circumstance, it is not expressed quantitatively. At our present ability to ascertain, Amprinistic Primaries seem basic truths. Primeciples seem basic truths.

2. A LIMITATION OF BASIC TRUTH. From the viewpoint of Amprinistics, this an exemplification, a patterning, a PRETENSE of non-total abundance. From the viewpoint of early Scientology, it is creation by postulate and/or agreement. ANY TANGIBLE MANIFESTATION IS A LIMITATION OF TRUTH. It involves locale.

3. PERVERSION OF THIS LIMITATION. An Amprinistics secondary is a limitation on a basic truth. A perversion of this limitation corresponds to an Amprinistics operative agreement. It includes all aberration, reactive mind content, compulsions, inhibitions-- all solids which hang in time on their own volition.

This could probably be best lucidated by example:

TRICHOTOMY: TRUTH - PLAUSIBILITY - HALLUCINATION

Definition: TRUTH IS THAT WHICH IS UNDERSTOOD.

Ron Hubbard's 1954 Scientology axiom reads: "Understanding is composed of affinity, reality and communication. (#21) "Total ARC (is meant affinity, reality and communication) would bring about the vanishment of all mechanical conditions of existence." So!!

From my looking, these axioms are primeciples. They place into better focus the generalities of the mystics that "all is illusion." Definition: Illusion-- A solid manifestation that is not understood. And verily-- this means ANY definable, limited, solid, tangible somethingness in time and space. These things are not true, they are merely plausible.

Definition: PLAUSIBILITY - A KNOWING PRETENSE, CREATED AS A RELATIVE TRUTH WITHIN A FRAME OF REFERENCE. Included, is any games rule, any operational procedure, freedom barrier, purpose-- any free agreement made knowingly as a pretense as a limitation of a basic truth.

Definition: HALLUCINATION - A REPRESENTATION THAT A PLAUSIBILITY AND/OR ITS SATELLITIC SIGNIFIGANCES ARE BASIC OR ULTIMATE TRUTH. A pretense, a Spiritual creation IS merely because Spirit, as one or more viewpoints postulates that it IS. No significance. When significances in the form of

things about the plausibility as alteration, additive, denial reality, is obscured. When lies like "others created it" or any other misownership is imposed, our pretense-plausibility-fun creation no longer seems fully within our own universe. There is a consideration of distance, which dissipates affinity. We resist, deny, distrust, other misemotions-- and communication is snarled.

As all of this occurs, MISunderstanding comes about. WE ARE NO LONGER ABLE TO ACCEPT OUR CREATION JUST AS IT IS. It becomes seeerious. As the affinity, reality and communication necessary for understanding has been obscured, OUR CREATION PERSISTS ON ITS OWN DETERMINATION. That is hallucination.

Gee! I'll bet you thought that you thought that hallucination was limited to DTs, LSD. Any authoritarian imposition is hallucinatory. Anything that we cannot reach toward and withdraw from with ease is to that degree hallucinatory.

A limited frame of reference could be called agreed upon hallucinations. You see each hallucination is an unchangeable "truth" which in its adamancy is, to the victim, basic or ultimate.

It is like with Hubbard's oft referred to triangle, which has ultimate truth at the apex. A fun games plausibility is like a smaller triangle within the bigger one, and with its own agreements, as limitation. When this agreement, or agreements become fixed - they obscure higher ones; the space of the smaller triangle seems as if it is all that is-- and its apex seems like ultimate truth.

We have, up to now, gone thru this many, many times. We have diminished our space with frame of reference within frame of reference, ad anuseum-- we finally have reached the point where we think that there is nothing but this physical universe, and that we are nothing but bodies.

CYCLES OF ACTION. When a good, fun game of any magnitude is instituted, it is on the basis of a cycle of action of HUBBARD'S-- Start-change-stop. We agree when the game will begin, what the rules are, how long we will play. Then, we assume our agreed upon roles and get going. We play the game as planned and then STOP.

But then after a while, the game gets seeerious-- and the emphasis is placed on winning, not on just the fun of playing, someone finds it to his advantage to change the rules. As the reality is imposed that the game IS, as it is changed-- unmocking, or as-issing is impossible. With further deterioration, and seeeriousness, the former players drop to the level of identification with the game.

All in the original pretense was opt. The minor magnitude present day manifestation of this pattern would be like if Bill and Joe and Kenny decided to play cowboys and indians. That simple. They create pretenses, create action, fun. Then Mother calls for dinner. End of cycle of action. The game is reached toward and is let go of.

But, seeerious, solid games follow the vedic cycle of action of birth-growth-maturity-decay-death. It is when the game reaches the decay phase that fun-agreement-plausibilities become solid, compulsive, inhibitive, and merges into hallucination. Then as the players identify with the game, they seek to take its viewpoint and feel that it must be protected, must persist-- even must survive forever. Thusly comes into being the reactive cycle of action which is, SURVIVE-SURVIVE-SURVIVE.

Herein, the original agreements, postulates of original creation are so obscured, thru alteration etc. resistance to this alteration, etc., denial of the alteration, the original game etc.-- significance upon significance upon--ad infinitum. THE PERVERSIONS BECOME SO REAL AND SO SOLID THAT THEY DEVELOP A VOLITION OF COMMAND OF THEIR OWN, WHICH EFFECTS THE PERSON.

These commands, these perversions of fun pretenses, plausibilities, these hallucinations make up the obscurations of Spiritual awareness and ability. Ron Hubbard spoke it most aptly in his Scientology Axioms. #37 "When a primary consideration is altered but still exist, persistence is achieved for the altering consideration." It matters not whether you did it to yourself knowingly; whether it is something you allowed to be done to you-- perhaps to help you "forget" those terrible things that happened, or that you did. It might even be implantation into the space of your universe which you have already abandoned responsibility for.

Hubbard's Scientology #36 reads: "A lie is a second postulate, statement or condition designed as a mask a primary postulate which is permitted to remain." In spite of the laying on of alteration after alteration the ultimate truths of both the Static and Abundance, ALL basic truths, all past pretenses, all prior hallucinations-- are still present, and occupying the same space. And this accounts for the fact that they seemingly come off layer after layer, when irreversibly dissipated in the running of Vacuum Cleaning Procedure... and the client feels that it is endless. Of course, it is not. These masses of condensed energy are just complicated. It is simply necessary to handle what is there--BUT, HANDLE IT.

Hallucination is the manifestation of the command of ANY solidified accumulation of significances capable of sufficient force to maintain its own persistence and the CERTAINTY AND SACREDNESS of its own volition... We will now take a short pause until the evidences of Huborg Scientology, religious squeals, "You are denying responsibility," subside.....

We reach Spiritual subjugation to the physical universe as we agree that we are "responsible" for that which we cannot control. We have pretended an unknownness in a specific area for the purpose of a good, fun game. It got seerious, and some black guys changed the rules to the effect that it must last forever-- put in the Survive-Survive-Survive cycle of action, and the game became sacred. When this occurred, we lost control of this particular space in our universe. The fun plausibilities became hallucinations.

AGAIN. ALL OF THAT OF WHICH I SPEAK IS GRADIENT. In order to communicate it as words, which are only approximate empirical symbolisms, it is necessary to seem a bit cardinal.

The usual judgment of truth vs hallucination is based upon quantity of agreement. Travellers tell us how cows wander thru resaurant kitchens in India--eat what they will-- simply because the populace is impaled upon the certainty that cows are sacred. In this area, the Hindus have renounced all Spiritual Freedom of power of choice. The compulsion/inhibition is so powerful that it survives-survives-survives. Irrational customs, mores, tabus with which we have not identified ourselves are evident. Those with which we have identified ourselves, no matter how goofy they might be, seem sane. This is equally true of the content of our own personal universes.

From the viewpoint of Spirit, freedom of evaluation, differentiation, the same holds. We KNOW that these compulsions/inhibitions which are imposed on the space of our universe are hallucinatory. WE are aware of truth, and fun games pretenses, no matter how deeply that they are snowed under by the hallucinatory solids which appears as commands, significances.

So, we know Truth and extensions thereof; but every hallucination of stimulus-response, reactive hallucination resists, denies, invalidates this, and does this with mucho forco.

Ron Hubbard in 1953 defined an uncertainty as the product of two certainties. Of course, the only true certainty is that of ultimate truth, Beingness, Static, abundance. Any other determination is tentative, relative, plausible, pretense. In a fun game, we operate on the RELATIVE truth of the game. We know that it is not ultimate. When we lose control of a segment of our Spiritual Universe, determinism, and this segment forcibly, imutably, sacredly says its local frame of reference is all that IS, we enter into a state of uncertainty and confusion.

But, never fear, "help" is here. The good and kind psychiatrist or reverend gentleman, will convince you that you are basically wrong-- that truth, or salvation, or what you, and comfort and happiness lies in agreeing and agreeing and agreeing, and conforming and conforming and conforming, and obeying and obeying and obeying and surrendering and surrendering and--- ho hum. Of course, Huborg is super on this. It tells you that to gain your own determinism, you must surrender your ego-- including your determinism to Dr. LRH, and agree....and conform....and surrender...

But, if you do succumb to one of these, there is one thing you will be-- and that is; you will be certain. The things you agree to, must obey, surrender to are solutions-- one side of a dichotomy. You are thereon trapped, impaled.

Definition: A CERTAINTY IS A FIXIATION, IMPALEMENT UPON ONE SIDE OF A DICHOTOMY. The pseudo-serenity shows. The resistance/denial of its opposite is hidden. So, to some people, Scientology clears are impressive. This holds only wherein the certainty is regarded as basic to ultimate truth.

A certainty is a stop which limits awareness. It is non-understanding. If one were to UNDERSTAND that he is Spirit, that he is here to enjoy himself, and understand all factes of Life, he would probably not do much different than he is now doing, other than seek communication, and experience with those of similar understanding. BUT, HE WOULD NOT HAVE AN ANXIETY ON CERTAINTY/UNCERTAINTY. Things would be a lot realer to him. He would be able to experience more fully. Life is motion. He would be able to better enjoy all motion.

Any certainty, compulsion, inhibition or other fixity is non-life as a burlesque of the Life-Static. We do not really live unless we are able to oscillate between the Basic Truth of Beingness which we really are, and life's pretenses.

Pretenses are fun. Just don't get stuck with them

--- AND ON THE OTHER HAND

Now, I want you to thoroly understand that what I have said above is absolutely right. What Refa Postel said in Sciog. Issue #8 about it being necessary to resist something to make it real, solid, to have a game is bad, wrong. Big joke!!!

Life is motion, vibration. Fun, interest lie in the execution of interesting interaction with others-- in terms of vibration motion. There has to gotta be a playing field rules, penalties, etc., which must be solid. As everything in our environ attempts to force us to resist/deny, what Refa wrote seems realer. It present the above as truth of equal magnitude from present viewpoint.

**TRICHOTOMY: UNIVERSE - FRAME OF REFERENCE -
HABIT PATTERN**

A UNIVERSE IS SPACE AND CONTENT CREATED BY PRIME POSTULATION.

A FRAME OF REFERENCE IS AN AGREED UPON PLAYING FIELD AND CONTENT, POSTULATED AND MADE SOLID BY AGREEMENT.

THE TERM HABIT PATTERN IS USED BECAUSE OF ITS INCLUSIVENESS,.... ALL PERVERSIONS OF FRAMES OF REFERENCE.

Each living thing, from the most potent Spirit-- the prime or prime individualizations of Spirit, to the most limited entity owns its own universe. Each is the god of its own universe.

Within his universe, each Being purposes to create what he will, and to duplicate that which he has agreed to be real. Any other content is counter to his purposes, is aberrative, perversive. It is the purpose of all sectarianisms of Sciognostics to assist all participating Beings to regain his supremacy over the space and the content of his own universe.

Initially, any agreement made by the Being is a frame of reference. It persists or vanishes from his universe solely by his own postulate. This is so solely because he re-creates, or duplicates-- by postulate-- that which has been agreed upon.

Any incepting postulate is a first postulate, relative to the created frame of reference. There are first postulates within first postulates, frames of reference within frames of references-- like wheels within wheels. It is effective as a first postulate to the degree that it does not alter, resist, deny, etc. past first postulates. It is necessary to seem empirical in order to impart the gist of meaning-- but in application, ALL IS GRADIENT.

All first postulates are relative as to quality and magnitude. They constitute the stable datum for a frame of reference, upon which other facts, information may be aligned.

Gradually thru the eons, as he denies dominion over his universe, it is occupied solids symbolic of that which he has resisted, denied, etc. It is the residue of past cycles of action; that part of frames of reference which he cannot unmock, as they have been altered.

At present, this amounts to a vast accumulation, makes up stimulus-response, reactive mind, compulsions/inhibitions. It commands us without reason, choice, evaluation, and is what I herein refer to as HABIT PATTERN.

As habit patterns commands are absolute, non-gradient, they are to the person as ultimate truth rigid, immutable. The adamancy of the commands brings about the solidity of the frame of reference, makes it more solid, conditions the persons-- as Pavlov's dog to react as habit pattern.

TRICHOTOMY: PRIMECIPLE - PRINCIPLE - SUPERSTITION

A PRIMECIPLE IS A BASIC TRUTH WHICH EXPLAINS LIFE.

A PRINCIPLE IS A RELATIVE TRUTH WHICH HOLDS WITHIN A LIMITED FRAME OF REFERENCE.

SUPERSTITION IS A REPRESENTATION WHOSE BASIS IS USAGE AND/OR AUTHORITY.

Often, the only difference between a Primeciple and a Principle is magnitude. A principle really is ultimate relative to a frame of reference. Generalities, logic and other thinkingnesses lie somewhere in between principles and superstition.

TRICHOTOMY: ONENESS - ALLIANCE & OPPONENCY - IMPALEMENT & ENMITY

The above includes one's own universe. As we fixedly identify with a role in a decaying game, we set up within us an entity with a volition of its own. This body-time identity or valence in order to attain unity and certainty, seeks to depreciate ourselves as Spirit, most often. It plays games to defeat us as Beingness. As it reactively provides false answers, actions, it causes one to feel an invalidation of total beingness. We feel that we in toto are wrong. We, as Spirit are never wrong. It is when we aberratively react to an incidental stimulus, that we can be wrong. But if we do not differentiate between ourselves as Spirit and our our appended mechanics-- errors will bring about a feeling, imposed by identification with mechanics, that we are wrong.

Then, finally, we rationalize that only mechanics is right as its gears go together with such an orderly clickety-click. We do not distinguish between the nothingness of Spirit and the nothingness which is an absence of ownership of matter. Thus, the average guy feels, innately, that Spirit is his enemy.

The obvious meaning of this trichotomy extraversely is obvious. The fun game deteriorates into seriousness... like I have mentioned so often.

Every primary has its trichotomies-- yes, there is a plural of trichotomies for each primary. Understanding will come as you find your own. Then, as you define, or relate Amprinistic Primaries, you will do it fully as conceptual meaning, free of significances. Spiritual Freedom is a dissolution of the compulsive need to have a dependency/certainty on solids. It is as these are reduced that we become eligible to attain Spiritual Freedom. It is fully accomplished as the solids of our Spiritual Universe are dissolved, using Vacuum Cleaning Procedure. It is thus, and the application of ALL sectarianisms in Sciognostics that Spirituality is attained.

TRIUMVIRATE: LEGISLATIVE - EXECUTIVE - JUDICIAL

When our founding fathers used this for the basis of our government, they used a pattern which seems applicable to ourselves as individuals. The fact that it is so distorted at present is beside the point.

A trichotomy is of different levels, is vertical. Each element in a triumvirate is of the same level, or magnitude.

The function of the legislative is to become aware of present time conditions, attitudes, problems, etc. Herein, both sides of the dichotomy, and all gradients in between, of each matter is thoroly regarded: From this, interesting, compatible, and expedient principles, policies, rules of action are decided upon, postulated to appropriately persist.

The policy of the executive is to apply these laws, and ACT. You know that it is interesting that the english punguage should use this same word, act, in reference engaging in a motion cycle-- also to pretend. You know, it could be that some pretty high toned people had a hand in this. Because, ANY true action is a pretense. If it is a response to a stimulus, it is a reaction. No Spiritually determined motion cycle is ever seerious. ACTIONS ARE ALWAYS COURAGEOUS.

The judicial phase is presently scarcely known, as all that is visible is the reactive mind, religions, and that wastepaper basket called "conscience. To the recognizance of this, the contributions of Huborg is zero.

As an unpolluted viewpoint of Spirit, we ARE Understanding, we ARE Courage, we ARE ethics. As a games player, we understand- as restricted by our role, and

the frame of reference in which we are operating. As per our national Congress and Senate, this can be alloyed by elements within it seeking favor thru lobbies, district preference, etc & etc. In Congressional practice and in our own personal practice, we do not evaluate each item, but, follow the line of east resistance and improvise.

Also, as per our government, our executive engages in rash action, by-passing the legislative entirely. So, we get into wars which the legislative has not legally declared, etc. This usually comes about thru the executive assuming "emergency" powers in time of crisis-- then everything becomes a crisis.

The legislative and executive engage in a fun game. The main purpose of the judicial is to review. It evaluates the whole body of policies and actions in the light of consistency, and accordance with higher agreement.

It is a purpose of Sciognostics to assist in many ways which lead toward the reestablishment of these three separate and orderly function. This will be a natural result of unobstructed determinism

Really, the legislative has to do with the future. Even in our decay phase, laws are enacted to guide future conduct. The executive has to do with action on present situations. The judicial has mainly to do with the past. Its effect on the future is in terms of alignment, consistencies with the past.

But, bretheren, in the status quo that we is now in, future, present and past are actually a trichotomy. We, as Spiritual Creativity work in projecting into the future. Execution, or action is, obviously, in present time, has to do with the game itself. The judicial has to do with things that have happened in the past--things "about" the game, not the game itself.

As we look at our friends and ourselves, we well note that there is lack of balance, relative to these three elements...and too often, just a lack. To the degree that we follow the line of least resistance, are swayed by the strongest force, and just react, all three of these functions are nulled. Some people do evaluate, but then do absolutely nothing about it. They know better, but they cannot react without the force of an outside stimulus-- like letters and duress from Washington, east Grimstead. Others are good operators, high action- but they sure are not aware of being aware. The ones who introvert into the past, their reactive masses about them, are the worst off.

TRICHOTOMY: PRIMECIPLE - PRINCIPLE - SUPERSTITION

A primeciple (primary principle) is an agreement which WE made with mutual accord, that is found at all times, in all places under all circumstances.

A principle is an agreement which prevails thruout a limited frame of reference.

A superstition is an authoritative imposition, having no basis of fact exceeding that of its own enforcement.

The chiefest difference between a Primeciple and a Principle is that of magnitude. As we are not omniscient, we can conceive of what we elect to call Primeciples, as a basic truth, not ultimate truth. A principle is basic relative to a frame of reference.

The law of gravity is a principle, It is based upon observation and is within the limited frame of reference of science. To those who Spiritually perceive, and OAHSPI etc., it does seem that gravity is but and apparency. The cohesing force seems to be vortexial. Now should the vortex observation be correct, then this law would hold within the frame of reference of the physical universe. This does not mean that it holds for other universes.

A principle is a relative truth. Its verity within its frame of reference can be evidenced. With a superstition, all evidence counter to its fixity is denied. The superstition might be enforced only by local agreement, and in that way form the basis of a frame of reference, like "we are the chosen people." This within the group is opined to be a basic truth. When an individual says, "I am the chosen one" he is called insane-- perhaps, to some degree each of his accusers most secretly feel that this could not be, because he is the chosen one.

ANY compulsion, inhibition, other fixity is at the level of superstition; because it does not need agreement. Other determinism can invade the collapsed space of our universe, hypnotically install a "certainty" which will remain until dissolved.

A believed superstition seems like basic or ultimate truth. Like, the world being flat. One could but look at a distant ship and see the curvature. But, one's own observation is not to be trusted. And we so disdainfully say that this is silly, and that we are above that. Oh yeah? Today "everyone" knows that we have not lived before this bodytime. (Two-thirds of the people on ear do not agree with this, but they are "superstitious"). But each and every person who has fairly looked, has overcome the compulsion on this superstition has found that we do have many past existencies in bodies-- and priorly. But this has been imposed so strongly, that it makes people seem queezy to think about it. As they admit to immortality, they regain mastery of this space. When a person is OWNED BY superstition, he is void of understanding, intelligence, courage, choice, freedom, or any other Spiritual attribute, relative to the subject of the superstition. Are you superstitious? What about yourself do you feel just HAS to be as it is, that you HAVE to defend?

Reference: Pp #112 April Reader's Digest. I am sufficiently impressed by PROGRAMMED INSTRUCTION to investigate it, use it in writing these issues, re-write my book copy -- if I like it. It is the antithesis of Dr. LRH's figure-figure ABOUT learning. It seems to deal with the thing itself. It includes the excellent features of Dr. ERH, the learner's participation.

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SUBSCRIPTION: \$2/EPOCH-13 issues
\$5/EON-51 issues

Subject: Issue #12. I would fire my proofreader, if I had one.

This stencil is cut with an IBM Executive, which will excellently and compli- catedly justify (make even) the right hand margin on a page, has different spac- ings for letters, etc. Will next try to justify using 1/2 spaces on a new SCM.