

THE SECOND TERMINAL

NUMERO 34

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Entrepreneur

Well, been traipsin' around again. First, to the land of the jumping cholla. In the banter in a desert hamburger joint came out, "Oh him-- he's gone to the far east." "You mean Japan or India?" I asked. "Heck no. He went to Hartford Conn." "Well then," I pursued, "What do you call the near east?" "Oh, like Kansas City or St. Louis." "What about Carolina, or Florida?" "Oh," He replied with a twinkle, "We call that the you-all east."

So, next I headed for the you-all east, then to the far east, and home. I hereby apologize en masse to the many people I would have loved to have stopped off to see, but there was considerable pressure to get back here, so I just filled my auditing commitments, and kept going. Drove 1103 miles in one 21 1/2 hour stretch.

Story: Down in Fla., they have lots of these white herons. They make whistles out of the long leg bones. When they blow the whistle, you know what comes out? A heron bone tweet.

True: We went into a Fla. juice bar. I wisecracked, "Well, I am going to have some papaya juice, and you can have some mamaya juice." Darned is one gal din't. She ordered coconutmilk. Well-- it's milk isn't it?"

Still get colossal and magnificent cognitions while driving along. What is a witch? A flying sorceress. What is a gossip? An old dame with a sense of rumor. What is a maternity ward? An heirport.

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ABERRATION

Ron has defined aberration in 8-80, as follows: "ABERRATION-- Taken from the latin ab-errare, meaning to wander from. Any deviation from rationality. An aberrated person wanders from his self-determined course'..... the definition continues. But, from my knowingness and lookingness, that is the simplicity of it"

The definition continues....."and no longer goes where he want to go NOW, but goes where he determined to go SOMETIME IN THE PAST. This makes his course irrational, and he travels where his environment pushes him. He has as many aberrations as he has contra-survival decisions in his past. At the time the decisions were made they were pro-survival, but changing environment and conditions have made them contra-survival. However, until he has erased these early decisions from his memory bank, the early decision have precedence over contrary decisions made later. This confusion-- wanting to do something today, yet being driven toward a goal set in some forgotten yesterday-- accounts for most of man' aberrated behavior."(End of definition).

To me, aberration is ANYTHING which interferes with the theta-determinism of a being. Ron's definition contains no provisions for implantation, hypnosis including PDH-- or, for that matter, any simple betrayal. And he has spoken to some length about betrayal. These are all most real, do exist.

THE ENTIRE BANK MUST BE ADDRESSED

The content of all thetan aberration, that which compels him to "wander" from his own determinism, lies within the solids of his reactive bank. Without the presence of these solids, he would be free to operate on his own determinism. Each and every particle contained in this bank has the potential ability to become fixed, divert the person from theta-determined goals and purposes. Ron's old analogy of the "held down sevens" holds just as completely today, as it did in 1950.

Good processing is that which addresses the ENTIRE BANK and serves to effectively remove it. I represent that Vacuum Cleaning Procedure does this effectively.

There is a lot more content in the bank than goals-problems-masses. These constitute only a minor part of it. Addressing them, and keying them out is about as sensible as it would be to laboriously sort out, say, the egg shells out of a garbage pail, push them aside where they cannot be seen, and then say that what you are doing is throwing out the garbage. Such a silly procedure is Huborg SOP today. It just so happens that this is one of the few narrow channels thru which a bank can be addressed without much danger of contacting implants, hypnoses-- and especially, this life PDHes.

(Incidentally, the only thing new about goals-problems-masses is the name, and the names for the terminals. Ron told all about this in lectures 1,3,4 88 Lecture Series, 1952. The idea of "Havingness is reachingness," was, an ACC graduate tells me, submitted by himself to Dr. L. Ron Hubbard, in the middle fall of 1961. Actually, Ron practically said that quite a few times. To date, Dr. L. Ron Hubbard, is immaculately innocent of, since 1954-5 of giving to the science of Scientology a single contribution of real use and importance.) (Oh yeah. The material on valences in lecture 7 Dec. 1961 Congress was also found in 88 lecture series, and London Lecture Series. But the 1961 lecture presented the material better-- in fact, most excellently.)

BANK CONTENT

Technical definition-- BANK: The bank is a god darned jumbled up mess. No. Maybe Ron's old description is better.... "a bunch of old bones, broken pieces of this and that and other bric-a-brac that the thetan drags around with him." I do not guarantee duplication on this latter, but, at least that is the general idea. Everybody's bank is different. A bank can be perceived thetawise. That is, if your bank will let you perceive thetawise. "My ability to make good sockups let me nt the 19th ACC" one gal wrote. Of course, they would vanish or be depreciated. Why do you suppose that you were run hours and hours on step six, which merely serves to mechanize a thetan ability? A mechanized thetan ability thru duplication to the nth equals no thetan ability.

Herein is a clue to what the bank really is. They are mechanisms which monument the loss of a specific thetan ability. They may manifest themselves in the form of a long time-track series, or a ridge. They may appear as a mass, which might be formless, or may have some shape to it. They may appear as simple or as complicated machines. Usually, they are simple. Some years ago, PDHers installed some complex machines in the bank, just before the ACC students, including me, were supposed to run machines R1-14 Creation of Human Ability. We did find some of the most complicated things-- like it said in the book. We "destroyed" them, but nobody seemed to get any better. So---- of course----the only logical and natural conclusion was that "there is nothing to be gained in addressing thetan machinery." I have been

participating in the chawing up of theta machinery for the past eight years, but never found anything but simple stuff, at any other time. Usually, they can be described as just a symbol, like a plain bar, or more, but only slightly more complex shape.

The physical body, plus non-physical bodies which have been described as theta body, astral body, etheric body etc. occupy the same space as the physical body. A key-in takes place when any part of the mechanical bank, which may extend out $\frac{3}{8}$ to $\frac{1}{2}$ mile is pulled into the space of the body. The main purpose of present lifetime PDHes is to firmly affix selected masses or machines to the physical body space.

A person in lousy shape is simply a person who has a sort of vacuum in the space of the body for these masses, other bank material. (This manifestation is what has in scn. processing been referred to as "havingness I, in issue #12 2nd Term., and others referred to it as the anxiety on the consideration of havingness-- as a function of the reactive mind. The next highest level was titular ownership-- like the way you own your shoes or your car, which is in the physical universe level. In our theta determined games universe, I referred to it as "Havingness by pervasion." This is identical to the recently "discovered" "havingness is reachingness." Huborg is to be congratulated for this transition of interpretation. It is a step in the right direction.

Actually, if you tend to pull in something else just as soon as you get something keyed out, just find a few vacuums and push them in, and this will be palliated. And, you will find that you will then be able to create your own energy. As you gain the ability to create your own energy, you will then be able to pervade, reach. You will not feel that you have to suck in energy from your own-- or worse-- some one else's bank. This is the full truth on havingness..... except that the highest level of havingness is the knowing havingness of your own creation.

Gee, the way I ramble you would think that I was fresh off of a Kenosha assembly line. Oh well, guess that it all pertinent.

The G.E., body appurtenances are not a part of the bank proper, are just something there to command-- or else be commanded by.

We take with us from body to body a top shaped thing, which we seem to consider to be out identity in this universe. I discovered this in the 1st Clinical Course, told Ron about it, and he agreed that it was real, but, as consistent with his compulsive cause fixation, has not presented this data, because-- there can be nothing in scn. which he did not discover, or did not concoct. Says he. Anyhow, we have effected major personality changes when nothing else was done but clean up the universe body. This has been thoroly tested over the past $8\frac{1}{2}$ years. Everyone who has the ability to perceive thetawise has found it, and has used it to benefit. The bad part of this is that one's universe body can be easily effected by others. I have found it necessary to have to clean mine up quite regularly, especially since I found out about PDHes. It is like our soft underbelly. Fortunately others can be helped by cleaning up their universe body-- even if they do not even know that they have one. Here, too, major personality changes have been effected by cleaning up others universe body at a distance. For example, one guy could not be audited, and one evening an ACC classmate cleaned up his universe body. To everyone's amazement, the next day this person was a good preclear. Want to find yours? Just look. Of course, if you do anything else beside just looking, such as trying to figure how to look, thinking about looking, doubting looking, invalidating your ability to look you will not find it. Something else has to be done first.

It was Kathleen Hallahan of Flushing N.Y. who called my attention to the games body. It is also top shaped. It contains machines, masses, light to colored cloudy material, other energy deposits which interfere with our ability to be in a good games condition. It is small, is normally just above the body's head. When one is smoking, or not feeling well, it will move to as far as five to six feet away. I used vacuums of the mockup of the game's body to clean it up, four years ago... And dunkpf me did not recognize the extensive application of this methodology until last year.

The old postulates, considerations and opinions which presently affect us are contained within the solids of the bank. They fall away when you remove the solids, just as the stench leaves when you empty the garbage. They come up spontaneously as the solids are handled. Included in this are PDH commands. THERE IS NO DIFFERENTIATION WITHIN THE BANK BETWEEN ONE'S OWN DETERMINISM AND OTHER DETERMINISM. THE THETAN DOES NOT GIVE A HOT FOOT IN HADES WHO DID IT, NOR WHAT, WHEN, WHY, IF, AND, BUT OR MAYBE. ALL HE CARES ABOUT IS THAT THERE IS A MESS OF KRAP THERE-- AND RAUS LIT ITT.

OUR DEAR LITTLE BANKIES AND HOW THEY GREW

When we were first individuated from Theta we were for all present purposes CAUSE. (As limited by the theta endowment which IS our individuation I concur with Ron, that thetans are not all equal-- as individuation-- even potentially. We are of equal nature relative to quality of Theta.) We, as thetans are still cause as we might elect to allow the unknowingnesses to be installed relative to the barriers, opponents, other games parts, in order that they become more real, solid.

BUT, IN EACH AND EVERY CASE WHEREIN A THETAN INSTALLED A RESTRICTION TO HIS ABILITIES, HE LIMITED ALL PROVISIONS TO EXTEND ONLY FOR THE DURATION OF THAT GAME.

THERE SIMPLY NEVER HAS BEEN SUCH A THING AS A THETA-DETERMINED NON-SURVIVAL POSTULATE.

Now then, in a good game played for the fun of it, someone had to lose. But, that is not non-survival. Everybody won. Everybody had a lot of fun.

But, then, alas and alack, and woe is us, things got complicated. A game runs, ideally, a start, lots of changes, stop cycle of action. So far, so good. That was a lot of fun. Then it began to get a little serious, started running the birth-growth-maturity-decay-death cycle of action. They were fun when they started out, but as they got more highly organized, the wins got more and more important. You know-- like in little leagues. And more and more serious it got. And when someone lost, they felt hurt and degraded. So, it got better organized and more mechanized to get more wins.

Then, as the game deteriorated, wins got fewer and fewer, and the DEI cycle fell from, "must win," thru "must win but can't," to "can't win." With this, all elements of granting of beingness went kerplunk and a bas.

In a good game of fun, a worthy opponent is at least as dear to the heart of a player as his closest ally. But in this decay end of the cycle, they become enemies to be conquered.

These losers set out to conquer the game and the players. They feel that this is the only win they can have. They will use trickery, betrayal, hypnotic implantation, such as present PDHes--which, in early theta days were many, many times more violent. They will use torture force, anything to knock the enemy downscale to the extent that they can be mastered.

We, as thetans have, perhaps played in hundreds of games that ended in this manner, have been in many other ways subjected to black trickery, betrayal, implantation. Who denies this? Who denies that these are the things the thetan resists, and are productive of forming the facsimiles which make up the heavy ridges?

I am very conscious of trying to expose a vast complexity in terms of a relatively few words. Because, in the trillenniums a vast complexity of different patterns evolved. That which is herein written is nothing more than a sketchy representation.

But, each of did play these games, did experience the decay-death phase of each game. Each of us did, at least, feel deeply associated with each game-- perhaps, even, very much identified with it. But we did not necessarily go to the extent of the inversion of trying to control the players and the game. As the game went downscale, we, too, went downscale. As this occurred, we became easy prey to enslavement by the control characters. It is in this phase of the games that we became vulnerable to the effects of implantation. IT IS THE IMPOSITION OF OTHER DETERMINISM UPON US, WHICH TOOK PLACE DURING THE DECAY AND DEATH PHASE OF A GAME WHICH MAKES UP A MAJORITY OF THE SOLIDS OF THE BANK.

BLACK CONTROL CHARACTERS AND HOW THEY GOT THAT WAY

A Thetan is basically cause. A thetan IS ethics. When a thetan is interiorized into a game, and is certain that he can get no wins in a game, he feels that his entire beingness is invalidated. He is herein being total effect, and this condition is intolerable to him. So, in desperation, and in order to win, he violates the rules of the game. As he does this, cause becomes paramount; becomes paramount to ethics; and control becomes paramount to granting of beingness.

This is the basic DED. (See 8-80). He uses trickery, betrayal, just plain damn lies, to accomplish his purpose. Then usually comes about a flock gyrations of "truth." He uses all sorts of methods, such as telling all of the other downscale and despondant players that he has all of the answers, to put their faith in him. He tricks them into allowing him to subject themselves to the mechanics that the players originally used to install the unknowingnesses necessary to play the game-- telling them that he is the appointed one, and by their doing this, they will be restored to full knowingness, be ready to start another game.

There are, of course, almost infinite variations on this. In MEST, they have organized, leagued together-- and now consider themselves the proprietors of the whole shebang.

Their stock in trade is their ability to masquerade, to pretend that they are, usually the opposite of what they really are. It is now to the point that as each game reaches the decay stage, they move in, in force. They are below games. Their purpose is to interrupt the game cycles, to install themselves as cause, and to make all of the games players their effect. They purpose to make the dirty, rotten, decaying game to last forever. Their methods are all in terms of destruction of the Theta-determinism of the players. This is done by doing that which is necessary to convince them that this present body-time game is the only game they can have. When this is accomplished, the downscale makers of games and players become quite controllable... and eons of thetan slavery ensue.

DEDS AND JUSTIFIERS

The most difficult thing for a thetan to confront is a DED. He IS ethics, and the causation of an act which is in violation of his ethical code, is intolerable to him. He simply cannot confront it. As long as he has to face it, he is in a no-game condition.

How does he solve this dilemma? He creates-- or actually, individuates-- another identity, and says, "He did it." The individuated thetan will, of course, not have a very high level of endowment, will be constantly obsessed by the feeling that he is basically wicked, will be very religious, and controllable. This is somewhat of an aside, because the majority of these would be unable to confront scientological data.

There are, however, some of these who were individuated after a prime thetan's first DED who are mighty powerful. Their whole motivation is the knocking down of other thetan's abilities, and enslaving them. Yes, there are such beings as personal devils. With these individuals, the commission of an overt act or a DED is not aberrative-- unless some other black thetan convinces them that it is. Then they are in a hell of a fix.

These thetans compulsively dramatize that first DED, usually keep right on committing the same one in order to justify the first one, which was the basis of his individuation.

Is this one a bit over your head? Well, we have found in running Vacuum Cleaning Procedure that altho Theta is a nothingness in terms of any universe in which we have been able to perceive, a thetan is a somethingness. We have definite symbols which we consider ourselves to be. The finding of one's thetan symbol is just about as much fun as being kicked by a mule. More on this in another issue in preparation.

THE BLACK AND WHITE OF IT

These black thetans expand their control by tricking other thetans to think that they, too, are black. Most of the control characters that are around have only been implanted to believe that they are black.

This is accomplished by hypnotizing them in some manner into believing that they have done something terrible. They cannot confront this, and spend the rest of their bodytime, at least, repeating the same act, in order to justify the first one. I have been told that Ron Hubbard has given a lecture on these justifiers, but I did not hear it.

For example, a girl is gotten drunk, or forced into prostitution. As she thereafter could not confront this, she finally does it willingly, in order to justify the first time. Several people have gotten recall in this life PDHes that there are others present, spectating, but drugged, somewhat, it appeared, who were told that they were the ones who were doing the PDHing. That it seems, is the way that they make new PDHers.

The basic, primary and essential part of any implantation is the enforcement of, "You agreed to it." You will find this in the content of every single one of them. As this is soaked in, the being gets the certainty, "I am bad cause to myself." Man, you know, that is a damned uncomfortable feeling. That is how you make a slave-- convince him that he is bad cause. Then some great and glorious "savior" emitting truth and beauty comes along, further convinces the thetan plus body that it is not safe to be himself, as himself, that his salvation lies in his identifying himself with the all good one, whom it is wicked to have any evil thoughts about,

They convince you that all good thoughts can come from the great one-- and only from the great one. They tell you that any original thought of your own is disloyal to the party, or is being a heretic, or is being a squirrel. And you the poor little thetan sits there agreeing, agreeing being more and more effect. Why, in one wierd cult, while you are becoming more and more effect, they keep on telling you that you are more and more cause all the time. I assure you that any connection that such a cult might have with the Science of Scientology is strictly coincidental.

Of course, the white side game is even worse. Therein, all evil is not-issed, and everything is being done to you. This is the next inversion down.

As I clearly stated in issue #29 of 2nd Terminal, there is nothing particularly bad about blackness, nor good about whiteness, per se. There are many levels of each. In fact there is nothing that is bad or good. Incidentally, Refa Postel, the ex-scientologist, is really checking into this one. She is finding that goodness is like a sweet goo in the bank, badness is a sour bitter acid (picric), and when these are extricated the whole bank falls apart. Just checking on this myself, now. If she is right, I am for it.

Con versely, ANYTHING is aberrative if it fixes your attention, or repulses you to the extent that you not-iss it. Carying this one step away, ABERRATION IS ANYTHING WHICH INTERFERES WITH THE THETA-DETERMINISM OF A BEING. Hey, that is what we started out with. You know, I think it is right. Anything which fixes one on one side of a dichotomy is aberrative.

It was not until this morning before I found the hooker in the latest: Havingness is reachingness. If you reach and do not have the ability to then withdraw, you do not have it. IT HAS YOU. So, correction please: HAVINGNESS IS REACHINGNESS AND WITHDRAWINGNESS.

Took a look at why I did not catch that before. When I am first apprised of new data, I, at first agree with it 100%. Then I thoroely disagree with it. I then repeat both of these at least once again, until one side seems right and the other one wrong. When I heard this on the tape, I agreed with it, without going thru this process. So, I got hooked.

Anyhow, we are as sane as we are able to as beingness, really have both blackness and whiteness. Both constitute the building blocks of a good game. High on the scale, both are simply delightful. All of the high spiritual pleasure are contained in the whiteness univerted; granting of beingness, affection, serenity. And there is nothing like the thrill of a high action game, just for the fun of it. What stops you? Those doggoned black and white and green and purple and red and..... solids in the bank. Again: Raus mit em.

Should you wish to be processed using Vacuum Cleaning Procedure, and/or be trained in its use, let me know. I will then, probably have some auditor in your section of the country who is using it get in touch with you. If, however, you would like either Robin Harper, ex-franchise sec., and ex-tech sec. HCOW, or Jean Thomason, ex-tech sec. HASI London to audit you, specify this.

If you wish to try it on your own, do not hesitate to write me or call me about any hitches that come up.

WITHOLDS

Just day before yesterday, I set my session goals, as finding that which keeps my action level below optimum. Uncovered a whole series of energy masses, etc., having commands such as, "Don't do it." "You can't do it." etc. When my coauditor and I switched, he found the same. We disintegrated these masses using Vacuum Cleaning Procedure.

We both cognited that all witholds are, are stimulus-response reactions to the stimulus of these particular masses, machines, etc. We both recognized how silly it is to sit there hour after hour recounting the times your stimulus response mechanism reacted to this particular stimulus.

Further, no one ever cleaned out a barn by talking about it. No one will ever premanently clean out a reactive bank by figure-figuring on it with thinkingness processes. Gotta use a shovel.

Those heavy drops, fast rises and solid sticks are about as "analytical" as an eight pound sledge hammer. They are the manifestations of that which is in the bank that interferes with the determinatism of a thotan. Those cute little fast flicks that you have to use a nervous meter and a magnifying glass to see are picayune by comparison. Those who address them are just straining out nuts and smoking camels.

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Been getting protestations like, "If you got a subscriptions price, why keep it a secret?" So I yield:

Subscription rate: \$2.00 per epoch-- 13 issues

\$5.00 per con-- 51 issues

Next issue: Robin Harper's compilation of Vacuum Cleaning Procedure. Nobody seemed to understand it the way I writ it-- so now, we got an old pro doing it. (Bet I'm in trouble now. No one EVER calls a lady and OLD pro. "No, I did not get a flat top haircut. That is where the hatchet flew by.")

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