



THE SECOND TERMINAL

NUMERO 37

Franklin Stemple Sullivan, D.Sc.
Entrepreneur

PURPOSES & GOALS

Ron in his definition of Games, states that they consist of Freedom, Barriers and Purposes. It was not until recently that I appreciated the accuracy of this piece of original data. He did NOT say, Freedom, Barriers and goals. The understanding of, and applying of this difference is most pertinent to the regaining of Theta-Determinism.

A Thetan creates purposes. They are HIS purposes. As they are in the creative universe, they are above games. They are constant, spanning time, but independent of time; also independent of place and event. They ARE the determinism of the Thetan, as Theta-determinism. The primary purpose: TO BE.

Goals are incidental cycles of action within a game. There are big ones which could extend over many bodytimes. There are smaller, smaller ones, down to those involving a simple body S-C-S action. Wheels within wheels, if you like that analogy. They are tentative problem solutions. (I herein refer to problem as; a unit of game.)

For example, a man might create the purpose of being a good ball player. In accordance with that purpose, he might have a goal of making a team, say, as a third baseman. Each time he comes to bat, he has the goal of hitting the ball.

GOALS-PURPOSE PROCESS

These commands are to be run alternately:

"Find a purpose you might be interested in."

"Find some goals which align to this purpose."

Each identity which we consider ourselves to BE is allied to the purpose of BEING that identity. This purpose persists as long as we ARE that identity. This is a constant for which reactive compulsion is a low inversion.

Goals, on the other hand are created, altered, re-instated, destroyed, dime-a-dozen, at will. When goals become fixed, important, serious, we drop below the level of games. For example: If a man should set a goal of making a million dollars, and fix all of his attention, efforts to this goal, should be successful, he really could not own or enjoy the money. He would be working on the basis of compulsion below games level. On the other hand, if he decided to BE a manufacturer of steering wheels, say, aligned the goal of making money doing it-- among other goals--and in the spirit of interest, aspiration, adventure made a million dollars; he would really OWN that million dollars.

The relationship relative to the four universes is:

- Creative Universe--- Thetan purpose as beingness
- Games Universe--- Thetan purpose as doingness (Look-to-action sequence
See issues 11 & 36)
- Physical Universe--- Goals in terms of physical SCS cycles of action.
- Reactive Universe--- 1. Reaction to stimulus compulsion, inhibition
2. Adherence to other-determined goals.

To have a goal without a purpose, is to have doingness without beingness. This is, as per issue #29 2nd Terminal, other issues, black side activity. To have purposes without goals, even in serene perfection, like the angels in heaven is white side guff. Neither one is fun. There are no wins. All is seerious. When one can really BE, and do for the fun of doing, the fun of doing is the win. To such a good games player, there are no losses. To those interiorized into blackness or whiteness, there are no real wins. This simply cannot be repeated often enough.

This, too, is to be blazoned:

PAST GOALS EFFECT US ONLY WHEN WE ARE LACKING IN THETA-DETERMINED PURPOSES AND GOALS IN PRESENT TIME.

The keying out of, the creation of a scarcity of goals from the past that have keyed in, even undesirable ones, but deepens the void for other-determined goals to move into. The GOALS-PURPOSE process on page 1 is a specific for this. Further, some past body goals and purposes which are still with us are not bank guff, but are of our own determinism. We are not just a body, nor are we just a this-body-personality. We have long term purposes, as well as short term purposes. Many instances have been recovered wherein PDHes are addressed to destroy these th:tan purposes. This is, of course, a necessary requisite to the imposition of the Huborg twist, the erasing of one's Thetan determined realities.

One example: A person on the west coast who had prior to knowing me gotten realities on fun games, who had excellent recall on tolcoo games, told me things about it that no one else had recovered; including, after I had showed her my stone, that when I returned, I would find many more. As she said, I returned and found many more, wrote me a letter. She wrote me that she was interiorizing into Huborg, that all of this reality-- this theta-determined reality-- was "lies." Then, "I know that you will say that I have been PDHed." I do say, NO THETAN EVER ABANDONS HIS OWN REALITIES, WITHOUT EXTERNAL FORCE BEING APPLIED. Yes, Huborg is a very jealous god.

There never has been a case wherein on "great leader" who does all of the thinking for everyone else, which has not resulted in some form of physical and/or mental and/or spiritual enslavement. I do not believe that there ever will be. Ron gave us the beautiful truths of Scientology. Now, Dr. L. Ron Hubbard (who has been disrespectfully referred to as Lafayette Red Head) is trying to steal them back. It is not as we have all heard Huborgies say, "It is Ron's game." Not so! If it were true, what would that make You?..Just a piece, or a broken piece.

The lie is that Huborg is a group. It is but an extension of Dr. L. Ron Hubbard's first dynamic. BE YOU. OBEY YOU: not some other-determinism, including Huborg. Establish your own theta-determined purposes, and align your goals to them.

An important electronics engineer once mentioned to me the potential horror of Mini-electronics, wherein a tiny, intricate device could be inserted into a body, attuned to zap him everytime he had an original, or, perhaps, unkind thought about the powers that be. Horrible? Yes. But, PDHes do the same thing, and do a better job. With them, a stimulus-response mechanism is set up, and you zap yourself. A Thetan is not PDHed. Early in each PDH, a command "Get out of here," or similar words are given, and "elsewhereness" is experienced by the Thetan. The PDH commands are then installed on the somatic strip.

.....The mail just came. Got a letter. Decided that you're going to get it as a vacation from crude, pedantic me. Now, I pride myself on my ability to look, but, actually, a mighty lot of the material that I give you is, or is derived from that which my nose has been shoved into. All this began when I asked her for goals, in rudiments. Well, she came up with the most indefinite ones I ever heard, not linked to cycles of action. Of course, goals for life and livingness are included in the latter, but, these too were indefinite. The upshot of the comm was the differentiation between purposes and goals. Asked her to write it up--no commitment. So, after the 2nd page is stencilled, it arrived. Here it is: (parentheses--mine)

Tuesday, July 17th

Dear Frank:

Surprise----I finally got it written. Could probably be improved, but I won't defend or apologize for it. May not even agree with it by tomorrow--so no name please.

Otherwise, feel free to:

Use it.

Change it.

Write under your name.

Pretend you don't know me.

Throw in waste basket.

Do what you do.

In a rush, so no more today.....

ARC

~~XXXXXXXX~~

PURPOSE AND GOALS

This is not Frank writing, but a friendly "ghost". (Ain't never see'd such a purty ghost like that before!)

Recently a few of us took a new look at goals, games and such.

Seems that there are several different kinds of goals and, of course, gradients within each kind. It really helped us to sort them out.

TO BE

This is the goal. To differentiate between this and goals of DOINGNESS, we have decided to call the basic intention to BE, a PURPOSE. This includes all accessories: To BE- free, aware, theta-determined, able; i.e. able to play games, have fun, say "yes" to life-- human, more than human, etc.....

TO DO

Includes cycles of action, playing games, jumping off cliffs, getting audited, writing a book, dancing the twist, and falling into traps. These can be a help or a hindrance to a purpose.

TO HAVE

Includes such, as a new car, time, fun, what the Joneses got, a diploma, a purty girl, sympathy, groups, etc. We didn't think of a special name for these goals, but how about SHOALS? Sure can get hung up on them!

* * *

Most of us were originally attracted to Scientology because of a basic intention to BE. Some still are on course; others have wandered off. Still others probably never had such a PURPOSE, but merely wanted to DO something. Apparently, they like wondering around in a carnival "fun house" bumping into glass walls and screaming at distorted images of themselves.

Scientology has been helpful to both those with a purpose to BE and those with goals to DO. For the former, it has been an interesting meeting place and launching site. For the latter, it offers endless variety and interesting diversions, complete with periodic alarm bells and electric shocks.(???)

If "canned" fun no longer appeals to you, now is a good time to take a look at your purpose--if you have one-- and your goals. Do your goals help your purpose or hinder it? Can you make 'em, change 'em, or throw 'em in the ash can.

Many MEST universe goals can divert the basic PURPOSE of a Thetan, if one does not weed them out from time to time. And as we become more and more able to grant BEINGNESS to ourselves, they stand out like weeds in a well tended garden. Granting of beingness carries with it an implicit trust in ones' self now. Thus, the goals of yesterday can be reassessed today; the goals of today can be changed or discarded tomorrow.

Let's not forget that aberrative decisions were goals, too-- sick, sick ones. "I'll never do that again." "From now on I'll always...." or "I said I'd do it and I am going to, no matter what," Etc...

Certainly an understanding of the cycle of action has helped many of us to more efficiency in our daily lives. But, this tool becomes a weapon when we must set goals and stick to them. Compulsive stick-to-it-iveness is a marvellous thing if you like being stuck to a hunk of fly paper on a merry-go-round! I'll leave it to you to decide whether a real Swingin' Thetan is always reliable, dependable, consistent and predictable. (Again, there is no tenacity in this universe like that of the Thetan's purpose to BE. Trillions of years of implantation, invalidation, considered loss, and other aberration but only gradiently budge him from this purpose. Same holds true for his lesser purposes-- as he decides to fix upon them.)

Some things to BEWARE-- that is, BE AWARE-- of:

Goals someone else want to set for you. Reason obvious?

Goals to help people. If this is the GOAL for you, Man, you ain't with us! We left you back in paragraph four. That's a goal that has little to do with any purpose. Those who have the purpose to BE, will do well to watch out for this hooker. (A Thetan does not help on the doingness level, HE IS HELP. I still like, "Help is the action of a Thetan in a games condition," and Chuck Berner's, "Help is co-cause.")

Goals to find the PERFECT METHOD for achieving purpose. This can lead to perennial window shopping. Also can put you in orbit-- around a methodology, or around someone with a METHOD. As one is more able to grant himself BEINGNESS, he can use more methods successfully. However, he is not dependent on any of them, can create new methods as the occasion calls for them. (And as you augment your beingness and determinism, you will be less and less dependent upon methodology. There is no methodology or "how" to creating a mockup-- the basic of thetan operation. Beingness and thetan operation stem from absence of mechanics and method. As Bob Langevin pointed out, you could study piano "method" from now till Huberg issues processes which will address implants, and still not be able to play. You learn to play, by practicing on the piano. You progress toward Theta-determinism and O.T. by DOING as yourself, and by using the basic of thetan operation-- the mockup.)

Goals to CONSTRUCT A BEINGNESS. That is, must HAVE this, so I can DO this, so I can BE thus and so. Those matchsticks may give some weak, temporary support, but WHEN A THETAN DOESN'T KNOW THAT HE IS, the first strong wind will blow him over again. DOINGNESS goals that serve your PURPOSE--like auditing--

can help. But keep them in order. The more you know you are, the more you can do and the more you can have. So, take a look at your goals. Do they inhibit or enhance your BEINGNESS? Are they shortcuts, or detours to your PURPOSES?

There are lots more ideas that could be explored here, but why take away your fun? When you've really answered to yourself the question of whether, "To be or not to be....", the DOINGNESS, Man, comes naturally!

Confidentially, this gal practices what she preaches. She's a bait stealer super dopper de luxe, sans Huborg, sans Grim Hill. SO CAN YOU.

Just cognited on what fun is: FUN IS THE PLEASURE OF THE INTERACTION OF COMMUNICATION. Sure the reality and affinity level rises to the comm level as Per Science Of Survival, but it is as Ron pointed out years ago, these are set by the comm level.

ROLES & VALENCES

A role is the identity, which, as a via is set up by the Thetan to achieve his purposes in a good game. It is a protension, and a manifestation of purpose. It is not a purpose, and is akin to goals. In E Thetan in really good shape, roles can be created and destroyed at will. Ron has mentioned more than once about the kiddo who could have a half a dozen identities, at play, the same morning. An old fuddy-duddy is stuck in this role regardless of the circumstance. They are like robots. They are below games level.

This is a function of tolerance of randomness, as Ron set it down in the Dianctic axioms. The further upscale a Thetan is, the more pleasure he gets in receiving others originations. The more original and creative they are, the better he likes them. They are original and unpredictable in their own actions. For example: Ron was very original in his thought and actions. He was totally unpredictable. Dr. L. Ron Hubbard and his mirror image, Huborg are totally incapable of receiving and duplicating original thought of an other-determined origin. Is this true or not true? Just ask yourself before you succumb to the compulsion to go to Grim Hill, if this is the way that you would like to be. Look at the ones who have returned: more and more stuck in a Huborg valence.

O.N. SCIENTOLOGY, BUT JUST AS YOU ELECT TO ACCEPT IT WITHIN YOUR OWN UNIVERSES: YOUR GAMES AND YOUR CREATIVE UNIVERSES.

A valence is a stuck role. This is as per Ron's original concept. It comes about, generally, as one is unable to create his own role, and seeks to comfortable, controllable and agreeable, and happy. It occurs when the being is in the no-games condition which is below games. (Huborg refers to this as a condition above games.) Ron has referred to this in terms of winning valence. Well, it is in every case the valence that has won, with the succumb of Theta-Determinism. But, Theta-Determinism succumbs only after the being is convinced by himself and/or others that he is bad cause. This is accomplished most painlessly by recounting and recounting, bringing to central conscious attention the bad things you have done, the good things you have withheld doing, thereby voiding space close in for other-determinism to move in and fixate.

Ron has mentioned the past winning valence. A method or past habit pattern was successful early in present body time, or in some past body time, and the

pattern is responsively continued as a formula.

I have found many instances of inhibitive or negative valence. This is born of the "must not happen again" postulate. Many powerful Thetans today are unwilling to be cause, because they found high place to be loss-- usually considered themselves to be bad cause, convinced themselves that they cannot be trusted with cause or authority. Once this area is vacated, the clever control characters move in, and thru implantation, make it solid. This is, of course, another variant on the "you are bad cause" computation. I know of two persons who have recovered past lives of great musicians, composers, but both are practically tone deaf this lifetime.

So-- in summary, as one lovely lady put it: "All aberration can be found in terms of a confusion between purposes and goals." Now, it looks like-- between purposes, goals, shoals, valences and roles.

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REACTIVE BANK ANATOMY

In a good games condition, games barriers are set up. These pretensions, as being Theta-determined effect are duplicated within the space of our games universe. Should, as the game decays, dies, thru some mishap, the Thetan resist, not-iss these barriers, finally in an effort to escape from the "terrible" game, the conditions of not-issness come about. The space remains, but the Thetan disowns it, takes no responsibility for it. This space remains in his universe. It is not evacuated, not a vacuum. It is what we now refer to as a VOID.

It is now opened for any other-determinism to impose itself. It is into these voided spaces that the solids of hypnosis, implantation, PDH are imposed. Untrappability is achieved by destroying both the energy masses-- and as I have very recently discovered-- by IMPLODING THE VOIDS.

Further, a space so occupied by other-determinism, is most easily accessible for further implantation. The past implants, as they are keyed in, lend force to the later ones. This is wherein present lifetime PDHs have proved so helpful. They key in the most vulnerable chains of implantation. So, when running out PDHs, without directly addressing them; by finding sensitive energy masses, many other ways, we not only reduce them, but the long chain behind them-- without which the present PDH would have no force.

Thereby: THE PRESENCE OF ALL SOLIDS IN THE BANK HAVE BEEN INITIATED BY OTHER-DETERMINISM.

But: WE DID NOT-ISS THE CONTENTS AND THE SPACE IN THE FIRST PLACE. ALSO, IT REQUIRED OUR RESISTANCE TO THE IMPOSITION OF THE COUNTER EFFORT TO PUT IT THERE. As there is a zero of reality upon it-- as imposed by the forgetters, etc., it remains in the same moment in which it was installed.

So, they just remain there, like old shipwrecks in the harbor. They do not bother, unless you try to skim over them-- and in goes your hull, and down you go. And this happens even if you know nothing about how the hulk was wrecked, whether there were any blondes aboard, or anything else. They seem in our banks to be at the level of mystery, unknowingness.

Actually, in each one of these, there are, as previously mentioned thousand upon thousand of facsimiles. Out with them. O/W and Goals processing but add comfortable lies to the chain.

There is herein an inherent difference in philosophy. If, in processing, it is the Thetan which is addressed: THE REACTIVE BANK, THE REACTIVE UNIVERSE IS AN OTHER-DETERMINISM. In Hubbard processing, there is no such differentiation. It is clever enough to cause the preclear to become comfortable, null the needle, and TEMPORARILY seem "clear."

The Thetan is basically good. With the vulnerability of voids, he can be easily convinced that he IS bad cause, and in agreement with this, the O/M sequence comes about. Each flip but adds mass to the bank, in the void. It is stimulus-response from there on. As he paddy-cake with this bank by persistently saying that he IS the bank with Joburg, Prepchecks, other presently applied interiorizing processes.

There is no discernable differentiation, as the smuck flows, between that which came about as the result of an overt, and that which was a motivator; or the self-blame contained in a withhold. We have resisted, not-issued, mis-owned them all. The important thing is that they are there--out with them.

MY PURPOSES AND GOALS

I represent to you that my goals and purposes coincide with those represented by Ron's original teachings and philosophies. I know that WE CAN ACHIEVE THESE GOALS AND PURPOSES. I do not supinely accept those teachings because Ron said them, but because I KNOW they are true-- in terms of MY OWN Theta-determined evaluation.

FASTEST VACUUM CLEANING PROCEDURE PROCESS

It has been definitely established that it is much more effective to use the vacuum as, "the space of the solid" after the solid has been unmocked, as both the original and the copy. Commands, after establishing the terminal, are:

"Copy it."

"Unmock the original." "Unmock the copy."

"Find the space occupied by (the original)(the copy.)"

"Push the space occupied by the copy into the space occupied by the original." (After a while, push original into copy.)

"Pull it out, and tell me what comes out."

Continue.....

MULTIPLE FLOWS. This procedure can now be run many times faster by using multiple flows; as many as the preclear can span attention upon. After a flow is started, have him push the vacuum in, again, from a different direction-- and again. Do not have him do too many at first, but gradually increase them, as his attention span increases.

It seems much more effective, in some cases to ~~skip~~ the smuck thru the body. instead of from some point outside of it.

Experience is indicating more and that if you do not get the most pertinent terminal, that this terminal soon keys in, as the process is run. I like to use, "Mock up a black mass and put _____ into it. Now, _____ could be a definite terminal, could be a consideration, or anything else that reacted on the meter. This speeds up the arrival of that which is most pertinent to the case. Use as _____, your evaluator, your PDHer, your bad cause, as standard terminals. This last one will pick up the material which the preclear is unable to look up, bring up in paddy-cake processes as Prep check, etc.; and these hidden ones are the only ones which are damaging to the case-- insofar as they really do limit ability.

The important prerequisite to running Vacuum Cleaning Procedure, is of course, the ability to mockup, and to control the mockups. This is the primal building block of Thetan Operation. A mockup control drill is in order at the beginning of an intensive. But, once the ability to mock up is gained it remains, tho the clarity of mockups will be variant from time to time. WHEN MOCKUPS BECOME POOR, IT IS IN ALMOST ALL CASES BECAUSE OF THE INHERENT CHARGE WITHIN THE MOCKUP ITSELF.

An absence of the ability to mockup is usually a manifestation of a stuck charge. But, it seems, that even this is by-passed by mockup drill. This drill is basically Ron's SOP 5, Step 5, 1952-3. Have the preclear mock up, say, an orange, then have him decide to move it to a corner of the room, but not move it. Then have him move it, when he decides to--slowly. Have him decide to change it, then change it; do most anything, but ALWAYS decide to do it, as a separate command. Run only a pre-determined cycle of action.

This is safe to self-audit-- if you decide to make a move or a change in the mockup, but not do it-- then do it.

WARNING! Vacuum Cleaning Procedure is a sneaky process. It is like the thief in the night-- it swipes your bank baubles, and you do not even know they are gone until you look in your drawers-- and they ain't. It is like the time I shaved off my moustache; my wife did not notice for three months. But if I had started to grow one, she would not noticed it with the first stubble.

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How did you like my issue minus 69. See-- I can even make fun of myself.

F. S. Sullivan
31805 Bond
Farmington Mich.

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