

THE SECOND TERMINAL

Numero 46

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"OUR BASIC PATTERN"
(The Twist)

--- AN INTERVIEW

(The author of this is an Hubbardian of long standing, with whom I have had no previous comm for over two years. The fact that there should be any qualms on the author's part, regarding the giving of these beautiful truths, which so complement Ron's basic data-- brought on a most uncomfortable feeling in the pit of my stomach. This interview duplicates the author's words and thought. I have added nothing. It has been previously submitted to Scientology, in outline form.)

I have been looking for years for the pattern basic to aberration, and found this data partially, while being audited on O/W on self, in 1959.

A pattern, as herein referred to, consists of postulates, considerations, and later agreements made on the basis of self-determinism. It is the first action along any line; and from there on we use it until it fails in some incident. Then we use the pattern that by now has been alter-issued, and with effort-- we try to make it work.

By basic pattern, I mean, our basic considerations on how to have fun. The basic pattern was made on the eighth dynamic and it includes all other patterns. It is the pattern for all patterns. The basic pattern is action on the eighth dynamic. From that pattern, we have made the patterns for games, on other dynamics, right down to present body lifetime.

Ron has been telling us all these years that we are cause and that we are responsible. Assuming that this is true; as this cause and as this responsibility, we have been making knowing agreements, postulates, in patterns. This is really a function of our Thetan ability...The pattern is evidence of our abilities...The basic incident on the aberrative chain is nothing more than an evidence of our disabilities.

I believe that it is more important to get the pattern that lets the basic incident occur, than it is to run the basic incident on the chain. When the pattern fails, you have the basic incident that is aberrative. As above, the basic incident is the first time the pattern failed.

As long as you are using the pattern, and you are winning with it, it is not aberrative. It is wherein you use the pattern and it fails, that it is aberrative.*

It is not clearly understood how a Thetan can be returned to a high state of ability BY ONLY addressing disabilities. For example: What good does it do to find the terrible things that we have done-- if we do not know the rules of the game we were playing when we did those terrible things. This ~~also~~ holds true for the things that have been done TO us.

I have a theory which I hope will lead to an upward path-- thru addressing, knowing, and ~~understanding~~ ourselves, and our abilities. I feel this is possible. So let us start from the beginning

*(Note that this consistent with "Rock" "Before and after solids" "Prior confusion," etc. But knowing and understanding "how we got that way, carries this but a step further. Nothing UNDERSTOOD is aberrative. FSS.)

First, there is static, with no wavelength, no space, no time, and no motion. Along with this condition of static, there is unawareness of self. Gradually, there is an awakening or an awareness that comes about. In this it has some relation to the emotional tone scale, but better, as it is referred to in 8-80, as the Thetan Tone Scale-- uptone.

When the first deviation from static occurs, the deviation is in terms of a somethingness-- from the static. It could be said that this is the first beginning of of consciousness or awareness, as we know it. IT IS THE FIRST DIFFERENTIATION OF LIFE OUT OF STATIC INTO LIVINGNESS.

This beginning is a slight wavelength, so it's the beginning of that which becomes motion, change, time. These vibrations, when condensed becomes energy. When further condensed becomes mass, and the motion of masses create and the apparency of time in the MEST universe.

As "awakening" occurs, the beginning of vibration, wavelength occurs, Time is nothing more than CHANGE in the Theta Universe. It is actual. It is herein that the first change is occurring.

The wavelengths are the cosmic wavelength. They are in spacelessness, and are not created from a chosen viewpoint. Simply, THEY ARE. Because we are here in a time and space, in referring to it; it is previous to the assumption of any viewpoint-- from our reference.

These vibrations continue until a state corresponding to Thetan boredom occurs. This brings us to wanting a game. Up to this point, the only differentiation has been in terms of varying wavelength. It could be said that this varying of wave length is the beginning of sensation, as such, and the emotional tone scale.

With the feeling of these vibrations, of enjoying these vibrations, and wanting to share that feeling; we decide to share these sensations, these vibrations and have FUN, which is the interaction of communication. To do this two viewpoints are necessary.

Now, to have another viewpoint of near comparable magnitude, the intention follows-- which is: to create something as great, or greater than self. SO, THETA WAS CREATED IN THE IMAGE OF LIFE IN THE STATE OF UNABERRATED LIVINGNESS.

So, we have a-- perhaps, THE-- primary intention, and that is to "CREATE SOMETHING AS GREAT AS OR GREATER THAN SELF."

----- and all in order to have a game. If the creation were less than self-- it could be easily destroyed, and the game would not be much fun. That original creation was and is Theta; created by active, but unaberrated Life, in its own image.

THE NEW DATA HERE IS THAT THETA IS NOT STATIC, BUT THE CREATION OF LIFE IN ITS OWN IMAGE. IT IS THE (ORIGINAL?) CREATED, NOT THE CREATOR-- AND HAS A STARTING POINT IN TIME INSTEAD OF BEING TIMELESS. This brings about some individuation, and makes the switching of Beingnesses possible. BEING A THETAN IS A VALENCE. Just BEING is being the creator-- or just being the creator is just BEING.

Regarding Life, a viewpoint without locus, in the state of livingness without any aberration; when it creates, it creates in spacelessness, and its creation is in spacelessness. Its creation will, however have a starting point in time. So time is aberrative in the creation of Theta; as it is one factor not duplicated. That lie was necessary for persistence.

Theta time is "CHANGE"-- which first occurred with the first vibration at the departure from a static condition of Life. Life is timeless, if it is as static, or creating. The creation has a starting point in time. The only other difference between Theta and Life is that Theta is created; Life is the creator.

Life in its unaberrated state is just pure BEINGNESS, without valence. Theta is in the valence of Life.

Next, notice the goal again; "TO CREATE SOMETHING AS GREAT OR GREATER THAN SELF." To this point, half of the goal has been achieved. Now-- how to create something as great or greater than self, WHEN SELF HAS ALL ABILITIES? We have a problem there! But, presto-chango--solution; Identify self with the creation; or, better yet, switch places with the creation. MAKE THE CREATOR THE CREATED, AND THE CREATION, THE CREATOR!!! This is the TWIST we have put on our Beingness.

This Twist:

- 1) Fulfills the rest of the goal.
- 2) Further aberrates time.
- 3) Sets up a pattern for taking valences.
- 4) Makes games possible, as we forget which is the creator and which is the created; as then not knowing which is greater-- we can have a game with competition.
- 5) Forgetting about the switch or TWIST, we are unable to as-is our creations. This in itself is alter-ism; and we might also mis-own, etc., "God created them!" and we are not God.
- 6) It is also the start of individuation-- assuming separate viewpoints, further individuation lies upon lies, on down.

This TWIST has been later used by implanters to keep Beings at effect rather than being cause:

WE DID THIS TO OURSELVES!!!!!!!!!!!!

But, we should find out WHAT we did, that we may differentiate between our own postulates and agreements, from aberrative ones which have been imposed on us to some degree-- to make us controllable.

Our creation of Theta was such a good copy of life that we interiorized into it. We thought we, as Theta, were Life and did not exteriorize out of it. THEREBY, WE HAVE SET A PATTERN OF NOT EXTERIORIZING OUT OF VALENCES, ONCE WE HAVE GOTTEN INTO THEM. We interiorize into Theta, and put Theta as creator-- causing a (switch or twist) a withhold.

*What we need to do is:

- 1) Be responsible for first overt against self for denial of self as Creator.
- 2) Be responsible for first withhold from self as being the Creator.
- 3) Be responsible for first overt against theta in that little twist.
- 4) Be responsible for first withhold from theta in keeping the twist.

*Note. The author gained these realities while being run on Overt/Withhold on Self, in Washington. I have been duly notified and informed by the author that Dr. L. Ron Hubbard has written, disapproving of O/W on Self, as a process, asking me to delete this from the writeup. IF THIS PROCESS IS GOOD ENOUGH TO HELP THE AUTHOR TO GAIN REALITIES WHICH ARE SENIOR TO ANYTHING THAT EVEN RON HAS GIVEN US-- EXCEPTING ONLY AXIOM 1.-- I SAY IT IS A GOOD PROCESS. Why one might even suspect that if you ran it you would get realities which Dr. L. Ron Hubbard does not want you to have. You might even be less controllable. Anyhow, I hope the author will not be too made at me-----

An early overt/withhold against self is in not creating a better game, or putting a time limit on it. The one we created is the downward spiral, with no time limit, S-C-S cycle of action. All we have to do is to find the true, original considerations and postulates.

We dramatize that Twist-- and later Twists-- in the mind, body, and self. We dramatize that Twist in the mind, body and self. The Twist is making self, theta. That later individualizes into thetans... and human beings.. and being aberrated... while at the same time then down to God, religion, unknown, mysterious.

If we take responsibility for being the creator, we become UNaberrated, UN human, UNtheta, and operate as Self, the Creator.

It is possible just to go partly upscale, and start a new game, but this can be best accomplished when this above understanding is known and used.

We can also make theta, as theta our creation, and unknowingness and mystery drop out as aberrations but remain as memory. Next time, let us play a better game. Let us not forget how to separate from our creations and let us retain the ability to as-is them as desired. In this game we have forgotten that we were its creator. For example: how much do you know about the present thetan game you are now playing?

Know theta, thetan games, as our creation, and know self as creator, and be responsible for theta's creation--- and decide if you want it to continue. The process I was run on to get this data was:

"What have you done to yourself?"

"What have you withheld from yourself?"

It would be a good idea to use "When?" after each of these questions to straighten out the time track.

"Yourself" is a valence, too, so when you get back before individualisation, it is time to change to "you." The O/W on "you" would turn up more data,

"What have you done to you?" "When?"

"What have you withheld from you?" "When?"

Running O/W on "yourself" is a simple truth, because when you say, "I did it," there is minimal alter-itness-- excepting, of course, implantation-- as compared with using other terminals, MEST, wherein there is in truth a complexity of cause.

When a preclear is apdited up to being responsible for that basic pattern of switching Beingnesses on the creation of theta, then the basic on valences and implants would drop out, as well as much aberration on forgetfulness time, games and overts.

Now-- how to fulfill the second consideration, or to have another viewpoint with which to share the fun or spirit of play? Take separate viewpoints, and switch Beingnesses. It is fun to set up new games. Do not resist games-- understand them. Do not resist valences-- enjoy and understand them. The fact is that every day we implant each other with ideas, with one-way mis-communication. An example is our TV advertisements. Those who lose their sense of reality, agree and agree the "Only your hairdresser knows for sure, or that "We can think young, only if we drink Pepsi-Cola.

In conclusion, I would like to mention that this is not prepared by a large research organization. It is merely my own private findings and the agreements of other scientologists who have really looked at it... Your investigation and comments are invited. (Send them to me for forwarding. F.S.S.)

This is submitted in full sincerity and affinity for all in scientology to look at and find out if it is true or not for them. I HOPE THAT IT WILL BE HELPFUL IN FORTHERING SELF-DETERMINISM FOR THOSE WHO WANT IT.

COMMENTS

Sure feel mighty sheepish-- and you all might, too-- having looked at the axioms, factors for so many years, without seeing that which has just been brought out in this interview. Wish I had said that.

"Life is basically a static." Theta, itself, is not static, but the prime-- as far as we can look-- creation of life, differentiation of (not from) Life. Theta IS both Life as beingness, and somethingness--motion(vibration), time etc.

It is herein that we first get the black-white differentiation. WHITE IS INDICATIVE OF THE CREATOR: BLACK IS INDICATIVE OF THE CREATION. This pattern also extends from the prime differentiation of Life to the remotest, in MEST. For example, the personifications of the Creator are white-- like angels, etc. The personifications of the creation, MEST, are black-- the devil, religionists, etc. Yes, again, Mysticism is white-- religion, black. Both are traps.

Understanding occurs to the extent that one's viewpoint is not warped by interiorization into either blackness or whiteness. (See Issue #29 2nd Term.)

Further, in any game, if some of the players do not interiorize into it, and REALLY BE the game-- as a creation-- the game would not long endure the onslaught of Thetan understanding. This division of those who are to some degree seeking to break down the barriers of the game, and those who are defending these barriers is made at the beginning of the game-- in a high ARC manner. It is fun for a while. Then as the game deteriorates, the main purpose of the black side is to knock down the Spiritual abilities of others-- that they not be able to as-iss the game; then that they not be even able to be a player in the game; then, impose unrealities which hide the fact that there is a game; then, they totally identify themselves with the game, and solemnly dedicate themselves to the eternal perpetuation of the game, and the destruction of those who might seek to terminate the decayed game, and start a new cycle of action-- a new game.

Those who drift to the white side, also have fun as the game is in the birth, growth, maturity phase-- but with the first foul odor of decay, they not-iss it, seek some beautiful heaven where they can dramatize BEING Life. I have run out lots of engrams wherein the preclear was kicked out of heaven because they engaged in motion. As I said, blackness is blackness to the extent that it is goingness sans beingness; whiteness is whiteness to the extent that it is beingness without doingness. At the beginning of a game, we are BOTH. As the game deteriorates, this separateness predominates more and more..... Let's start a new game-- have some fun.

All of this above occurs in terms of inversion after inversion. We will ascend from our present low state to the degree that we are willing to BE either blackness/whiteness in ascending order.... Like finding your way out of a labyrinth. Correction please: It IS finding your way out of a labyrinth.

Perhaps, the saddest soul in the gray guy-- who just sits and resists both blackness and whiteness. The answer is in understanding-being, understanding-doing, understanding-being--- up and up.

The simplicity of it is: YOU ARE BOTH THE CREATOR AND THE CREATION. AS LIFE, BEINGNESS, YOU ARE THE CREATOR; AS AN INDIVIDUATION, A SOMETHINGNESS, YOU ARE THE CREATED. As creator, you are Pan-Determined; as the creations, you are Theta-Determined.

As Mind (2nd Term. #45) improved-- as per Latter-day Scientology processes we will but become; to some extent more smoothly operated creations; thinking

machines, that is. Just like having your valves ground, or getting a lube job. When machinery is addressed, machinery, only, is improved.

So, the two basic lies are:

1. We are MEST, reactive minds, etc., incapable of knowing and understanding for ourselves, but must depend upon some great master, or leader, or Fuehrer or Commisar to do our thinking for us.

2. We are Life the static, and all creations are illusions. The true answer is to reject all material things. But, of course, we can own nothing-- God owns everything. We are creator, but cannot create.

We will escape these traps, lies, to the degree that we understand that we are Both the creator and the creation. We are trapped to the extent that we feel we have created abhorrent creations-- therefore cannot trust ourselves to create further. We are trapped to the extent that we allow ANY dependency upon an other-determinism, and fail to know and understand ourselves ascreator.

The mechanical pattern of Life is wavelength. (Ref. 8-80, Ron' hand scribed book given to founding members, 1952). It is commonly referred to as "vibration." For interest and variation, they are created of different shape, frequency, amplitude, and in almost infinite combination. As in solids, they persists automatically, form patterns of complexity upon complexity, each having its own characteristic. It formulates into light, color. It has the characteristic of pigment color. ETC.

More simply, this wavelength forms thought patterns, which, when en- sconced in solids knowingly is the basis of adherence to game rules; when there counter to intended games agreement, these constitute aberration. The point is that this vast complexity of MEST, is but a complicated compounding of wavelength, vibration.

Anything preceivable in any way we know of-- excepting only Life as a static, at absolute rest, at uninverted Serenity-- maybe 400, maybe 4,000 on the tone scale, is ~~MEST~~, is a somethingness. THETA IS A SOMETHINGNESS. A THETAN MOST CERTAINLY IS A SOMETHINGNESS.*Neither is static.

An importance of this is: IF THETA IS A SOMETHINGNESS, NOTHING IS INFINITE, IMMORTAL..... what is worser, it ain't sacred either. Yeah, this idea is about what Einstein was to physics. It's dynamite---- blasphemy. It blasts the hell-- also the heaven-- out of sl-called, alleged, "stable datum" which serves as a hatrack to hang a bunch of crud on. There ain't no such, per:se. It is there only if you see, I mean say, it is there.

Now, every good story has a moral. The moral of this one is: IF YOU FEEL THAT YOU HAVE TO LOOK OUTSIDE OF YOURSELF FOR A SINGLE STABLE DATUM, IT IS BECAUSE YOU ARE LACKING IN THE COURAGE TO SAY, "SOMETHING IS THERE." Anything can serve as a stable datum-- IF YOU SAY THAT IT IS THERE.

Sure, what I am saying now is real original. It has absolutely no connection, or similarity to something Ron called 8-8008, back in 1952. Translated into american from Hubbardese, the means: "Infinity(i.e 8 is perpendiculatated infinity sign) is achieved by taking the infinity of the physical universe, reducing it to zero, and from this zero, creating your own infinity." There is a semantic breakdown here. An absolute infinity is an incomprehensible. From a viewpoint, anything which extends at al beyond the horizon of his understanding is infinite. It might be even more precise to say, "create toward your own infinity."

Ron sure showed us where a lot of the peanuts were. Before he got around to it, we did not even know that there were such things as peanuts. But, sup-

*There has been some discussion reagrding the use of the word Theta. It IS the static"awakened," in motion, etc., a change basely analogous to child/adult, puapae/butterfly. There is no conflict here with Ron's use of "Theta, static, etc.

posing Ron, the missionary, had shown us natives where ALL the peanuts were hidden. No game. No fun for us. But, as, after Ron showed us that there were such things as peanuts-- urged us to start looking; when nobody did-- Ron did not have a game, either. When everybody supplicated, genuflected, prostrated, shouted, "Ronalujeh--We are not, but you are, great Finder of Peanuts," Ron granted them beingness for what they were--worms, and accepted their granting of beingness for what they said he was-- a singularity of stable datum, upon which hangs all of their stable datum; which Ren Dr. L. Ron Hubbard really owns. Thereupon was spawned the silly game now being played-- of Ronligion.

As you create toward the infinity of your own (creative, games) universe, a high qualitative certainty that YOU, YOURSELF is the only stable datum that you need, to align other data. If it is otherwise, you are creating a dependency on this other-determined, tho, perhaps agreed to, or not-- stable datum.

You ARE LIFE-- basically a static, infinite, immortal. That and that alone is a truth that is out of this world, is out of this or any other universe-- is absolute, yea verily, ABSOLUTE. Anything less than this is to some degree, a lie.

Definition: An absolute truth is a truth which is but consistent of one side of a dichotomy.

Definitions: A relative truth is a partial lie. It contains a dichotomy, one side of which is hidden. When the hidden side is known, understood, a relative truth will as-iss. (You know, I KNOW that this is right-- but intellectually, right now, I don't thoroly understand it myself.)

Yeah-- this, and every other universe, is a two poled affair. I think that Ron tried to tell us this, with his parable of the electric motor-- we see the motor, but we do not take cognizance of the base. That one sort of left everyone in mystery... Wonder if "Life is basically a static," could be the hidden saide of EVERY dichotomy pertinent to relative truth? Whadyathink? Maybe you shouldn't-- this even makes ME feel a little queezy.

...And here comes another bounce. Yes, kiddo, that goes for you, too. You are nothing but a doggone dichotomy. You are an infinite, omniscient, all-powerful nothing, and you are also a lie... that is you were, at the moment of individuation. Ever since that time as imitation dichotomies., Every primary one is the black/white dramatization. Herein, whiteness burlesques the absolute truth, and blackness compounds the lie. Then, way, way down scale, this becomes good/evil, sins, transgressions, religion, and all of that rot.

This dichotomy seems to have another characteristic: at our level, one side is compulsive, the other side is inhibitive. Compulsion/black; inhibition /white. For example-- let me see-- well, take Huborg.... Notthat it is a bad example-- it is just a somethingness operating in the physical MEST universe, and typically follows MEST laws. I could have taken the Communist Party or the Catholic or other church just as well.

You are compelled to beleive-- if you don't, that means, "You need auditing." It is attempted to enforce that which Dr. L. Ron Hubbard says upon you, and you are expected to BELIEVE-- solely because Dr. L. Ron Hubbard said it.. You MUST conform, obey.

But, you cannot OWN anything in it. Dr. L. Ron Hubbard-- or it might be God, the Cause, The Party, etc.-- owns everything. They generally operate on "Must be contributed to" and adjacent levels.

This does not mean that they are "bad." They could not be "bad" if they wanted to. They could not be "good" if they wanted to. If you say either, that

it is either, this would be resultant of some aberrative prejudice or predilection local to your viewpoint. "Jes' sayin'" something is good or bad is just being the effect of the black/white "game" mechanism, and when engaged in, one is bereft of Spiritual Understanding.

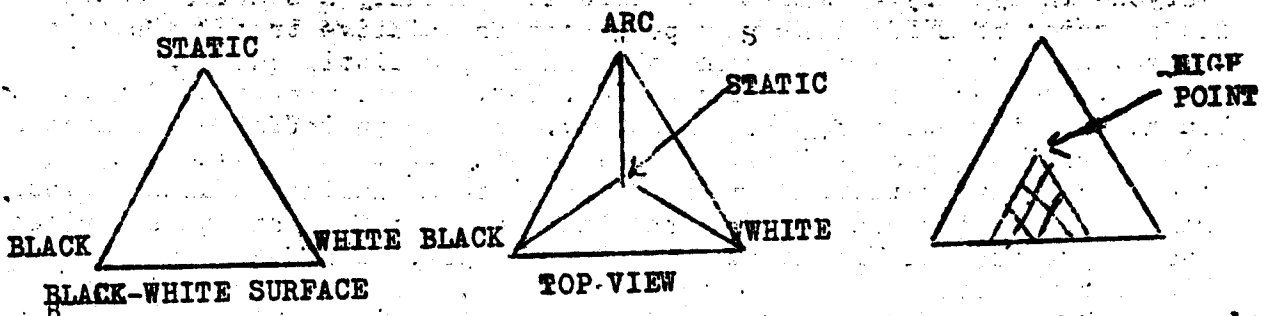
NOTHING IS GOOD OR BAD, UNLESS ONE BRINGS S. CO. PULSION. ON ONE SIDE OF A DICHOTOMY, AND A CORRESPONDING INHIBITION ON THE OTHER SIDE. When this transpires, it also brings on an aberrated apperency of ultimate truth in one's universe. Yep, A FIXATION UPON ONE SIDE OF A DICHOTOMY BLOCKS ALL UNDERSTANDING ON ANY HIGHER LEVEL OF TRUTH.

Again, I refer to the triangle of ~~TRUTH~~ which Ron told about in the Phila. Doc. Course, 1952. As he put it, at the top apex is a single stable datum-- a point. As per my looking capabilities, this is, "Life is basically a Static." All knowledge is derived from, differentiated from this Truth.

With the ineption of motion, patterns, games, agreements, unknowingnesses, all lower orders, partial truths-- the triangle is descended-- and there is distance between the sides of the triangle. This distance is a function of the dichotomies. For example, I AM/I AM NOT, would probably be mighty close to the top. It is quite a simplicity. Now GOOD/BAD would be way down somewhere near the bottom. It is complex, loaded with all sorts of opinions.

Got this triangle visualized? I printed it way back in Issue 14, I think it was. I do not have my file with me. The right side line down from the apex represents whiteness, the left side blackness.

You know, when you look close at this, it does not seem like a triangle, but is one side of a triangular, four sided pyramid. Heck, this is getting too complicated. Better draw some pictures.



In case this gets confusing-- Be in geometry class; be in this room; be in geome.....

Anyhow, see TOP VIEW. The simplicity of STATIC is still the high point, and in the solid pyramid concept, there are three lines leading from it. Understanding, ARC, adds a third dimension-- in terms of interest, and uninveted, in terms of color, fun.

The Spirit, as individuated awareness of awareness unit, dropping below STATIC, in this representation, Pan-Determinedly moves down the ARC line, as he agrees to barriers in a game.

Now, another individuation may drop down the BLACK, or MEST line, or the WHITE, Knowingness Line, or for that matter anywhere in between-- but it does not seem that this is usual.

As they drop down, they retain only that which is within a smaller triangle, below the point at which they are operating. As a Thetan, they assume this point--as represented by HIGH POINT, in the right hand triangle.

Now, again, as per the Theta-Mest Theory, Theta endeavors to conquer MEST. If it were left that simple, MEST would not persist very long. So, to make the games persist, it is as if sides were chosen up. In order for MEST to persist, it was necessary for a portion of the Thetans to BE their creation which identified themselves with the barriers in the game. These are the awful, terrible black guys. They are high in knowledge, know where the peanuts are hidden. They are the best physical universe operators.

They are also "bad guys" looking for victims-- dictators, religious control characters, masqueraders, usually, who do people a lot of good-- so that they can get their assent to everything else that they might do... as the great one.

The white siders usually begin as black siders who are no longer able to continue to justify their DEDs, and who deny their identity, the game, MEST, what have you. See Issue #29 2nd Terminal. They tend to try to solve problems by escaping from them. They are the mystics.

Games played on the black-white surface of the triangle are not fun games, that is, excepting for the "master" or the "god", etc. They are the only players. The others obey, worship him-- subvert their determinism to him.

The third line in the pyramid is that of UNDERSTANDING, which is consistent of affinity, reality and communication. Herein is contained granting of beingness, being one's self as spirituality, in terms of interest, aspiration and adventure. The line represents, being this and as it drops from the top-- being this with declining ability. This is the true golden line, and is also represented in terms of grey, bluish grey. Masqueraders burlesque this with a gold which soon turns to a dirty bronze. These tend to balance black/white.

Good, fun games are contained within the solid of the pyramid. Herein is found color, optimum randomness. But, as even this declines down the pyramid, colors get imposed "significances". High on the pyramid, there is little significances. As the smaller pyramid, representing on highest knowledge, understanding drops, diminishes, significances predominate over knowledge, beingness and understanding.

In our decayed game, most everything is on the black/white surface. It is with the proper augmented influence of the "Balance Tenders" those who have no interest in such games, that some equilibrium will be gained, which will allow us to reach a higher point, from which to start a new game. The black siders, who have dominated this game for some thousands of years now, work on the basis, that the game must continue forever: Survive-survive-survive for those who now control us.

It will only be when a TRUE THIRD DYNAMIC comes about that any goal which Ron originally outlined can be gained. This will be accomplished when each of us OWNS our knowledge, beingness and understanding. We will gain our goals as each of us operates on his OWN DETERMINISM-- not in the name of some extended first dynamic-- other determined-- or church, or organization, or party.

MY FIVE LITTLE GPMS--AND HOW THEY WENT.....

Made a total of three trips to Washington... but will be out here in these parts-- along the west coast, come Labor Day week-end, auditing. Had a total of four PCs there-- all of whom wanted nothing to do with org. One of them took the free ARC 3 to 5 hours, and was so made at them afterwards, I declined with them, with duress, sought to impose it on me.

Anyhow, before, and during the third trip, I felt myself slipping. The needle was never free at 3.0, and I felt lousy. I planned to get auditing-- but this was not for now. So one Friday morning, I woke up, worse. I then decided to KNOW-- what is the answer. I then perceived five energy masses; a large one with three triangulated about it, and the fifth one on top of it. They seemed to be GPMS, were hard, polished. Talk about your daytime nightmares!

I then decided to KNOW the answer. I looked for the symbol in the center of each. There was one. I double terminalled, skyed each symbol. All five moved away, keyed out.

For research, I have had seven different auditors, four of them franchised, and have used Dramanatomy on them. Using these varied approaches, I sure found out what makes GPMS tick... because that is what they were. Many of the findings, appearing in #45 and this issue-- such as track extenders, the ephoney data in implants was developed in this research.

Each GPM had the following in common:

1. Each contained a command. Typical of these was; "Be silent," "You can't do it." Each of these appeared as thought, which had to be translated into words. At another level, it appeared as words. The "be silent" one as thought, verged in toward doingness, with the idea like not to initiate, or start to do something. The "can't do it" command was designed to keep me from being effective, in case I did get started. Another pair had exactly opposite commands-- but each was truly a separate GPM. Should an unseeing mechanical auditor hit these, he would probably rotely refer to one or the other as an opp term. Yep, the more I LOOK, the more it is indicated that banks, GPMS, etc. are all different, do not follow any pattern.

2. Each contained an implanted goal. Each goal followed a pattern of trying to cause DOMESTicity... obey authority.. be a good citizen, etc. Now, I do not doubt that I, as an ethical thetan did make at least tacitly, such agreements to play a body game. But these agreements were limited, for example to authority of the agreements WE made, and to that degree to depreciate my knowingness. But the meanings contained in these goals implanted that I had promised to obey any current extant strong force, to surrender my determinism to it. It is therein that we become pieces.

3. As above, each contained a symbol, at each core. I happened to get the symbol first; then the command; then the goal. There is no reason to believe that this is necessarily a pattern. It is interesting that I happened to get the central GPMS' symbol while Monica was drilling me on Dramanatomy. It was like a dark sphere in front of a bright one-- as in an eclipse. I also got the 1st goal at the same time. It was ascertained with the others, as above.

4. In running each symbol-- Vacuum Cleaning Procedure-- the first item which came out in each of the five cases was a symbol of beauty. It was iridescent, pearlescent-- but different with each GPM. As in Ron's 8-80, beauty is used to stick us.

When Ron described MEST in terms of chaos, in "SCIENCE OF SURVIVAL," he sure was right. Because, from this point on, there seemed to be nothing but wild variables. It is consistent of data which is way down the triangle of relative truth. It is particularized-- consists of particles. When Vacuum Cleaning Procedure is run, it takes many, many passes of the vacuum thru the mass. When Latter Day Scientology processes are run, a myriad of other commands break loose.

For example, when the above steps had been taken, using Vacuum Cleaning Procedure, a Latter Day Scn. process was used on the remaining mass, sans symbol, etc. It, too developed into a "beautiful" opalescent area. The command on this one, as a symbol, was. "Don't do it." The thought on the goal was roughly, "Enjoy your family."

When the remaining mass was contacted, the auditor got rocket reads on "You can't do it." After the mass got white and solid, sixty commands came out, of which, the following are typical:

"Kiss the hand that feeds you." "Sex is ordinary." "Have not sex with other than yourself." "Be as you are forever." "Fly when the flyspeck enters." "Multiply your body, but do it with no pleasure." "Seek her, but view her only from afar." "Do it now, because you have already done it." "Wait, wait, wait because forever is tomorrow." "There is no tomorrow, and today is past." "Cross your heart because your heart is a cross." "You love us but you know that we hate you." "You can never ascend, because you are already there." "Kiss the feet of the great ones, that they may kick you." "Walk thru the pastures and enjoy the thorns." "Twice is too much for time has been left over." "Wait and not be tired, for you are too tired to wait." "You must look up to the worms because they are greater than you." "To be humble is to be great." "To be nothing is to conquer all." "You are black and white and white and black and you do not know the difference." "Beauty is all and you are even greater than beauty." "Urinate on the heads of the great ones that you may perish as you deserve to." "It is better to be a black beetle than to be a beautiful angel." "Wallow in manure and vomit that you may attain merit." "You will attain merit by destroying your beingness."

Then, it turned black, and scores of more commands, such as: "Let the blackness engulf you." "Surrender." "Don't do it." "You can't do it." ..repeated many, many times, with variation... Then toward end of implant-- "You are free." "You must do it." "You have to do it because we say so." "You have no determinism of your own." "You will do it because of our determinism."

This was one of the one which had the phoney date--instant read on 3,553, 231,423,162 years ago. When this date was agreed/disagreed with, reduced, the drop was on 550,231 B.C. As Ron says, the basic aberration is time, and accepting instant reads, implanted data, is but assisted the purposes of the implanters--bringing about aberration by EXTENDERS, of the time track. The implant occurred on the planet Melanitarius in Sirius. The implanted location was Anantarius, wherever, or whatever that is. Get time, place and event RIGHT.

These five GPMs have not been totally reduced. The very running of them is almost certain to key in analogous chains. It is herein presented as a sort of interim report. I have been out of touch somewhat, am writing this in a mountain town in Northern California. Heard rumors that Dr. Hubbard has said to "run what needs to be run." I CONCUR. Get rid of the most junk you can in the auditing time. That is the philosophy I have been expounding for some time. REMOVE OBSTACLES TO OUR THETA-DETERMINISM. REDUCE SIGNIFIGANCES. BLOW THE MASSES IRREVERSIBLY. To date, Vacuum Cleaning Procedure is the best, fastest way of doing this. I sincerely hope that Ron, someone else, or I develop a better, faster method. When this is done, I will use it.

AFFINITY PROCESSING

An important franchised auditor recently got the cognition that that which is most central to a case, is most withheld, was put there, is being hidden, because it is consistent of that which the being has high affinity with. It IS what the preclear is dramatizing. The absence of this address is, he feels, what keeps a clear from remaining so.

This auditor feels that early address of this will do the job of permanence in clearing, and fast. I do not feel that "strong points" can be bypassed, without the preclear becoming vulnerable to later key-in. Adequate testing will resolve this difference in viewpoint.

Anyhow, he owed me a couple of hours, and two days later he audited me. What a session!! He is my idea of an excellent auditor. I postulated that that which is in line with his theory would come up. It did. It may be that the content--the MOST IMPORTANT content-- was the next thing to be run, and would have come up with any address; but I feel that it would not have done so, with any other approach. It was the thing that was in so close that I could not see it. I was BEING it. I was dramatizing being it.

His theory is that when it is in so tight, and when we are BEING it, we cannot look at it. As the preclear will not be likely to bring this up himself, this constitutes, apparently, an exception to the rule that the preclear will bring up the next thing to be run if you as a thetan ask him as a thetan.

This is still experimental. In my most abject failure as an auditor, the preclear was BEING machinery. I never got past this, and the result was that Vacuum Cleaning Procedure did not run well... in this case, not at all. In my future auditing, I will address that which the preclear HAS AFFINITY FOR, FIRST.

I also theorize that that which the preclear has extreme non-affinity for, is the obverse of the same. I project that when this is done, the preclear will run Vacuum Cleaning Procedure well. Well, We'll see. More on this later.

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NOTES ON AMPRINISTICS

Jack Horner's first class Sept. 23 to Oct 2

By F.S. Sullivan

(Indented paragraphs--FSS origination)

As Source is appreciated, progress is achieved.

Amprinistics is a philosophy of extension of understanding of Source, thru the confrontation of primary agreements made in accord with natural law, resulting in the dissolution of entrapment and fixation.

Source is originating wisdom, truth, in observance of mutual existence, the outcome of which is further understanding and abundant knowledge.

Amprinistics is purposefully limited to the known, the natural, the existent. It does not contemplate the All, Totality, 8th dynamic. This policy does not extend beyond being omissive.

WE, as the entire of individuated viewpoints, are Source. WE in basic agreement, accord, are Source of wisdom, truth. As WE, Source is appreciated, progress is achieved.

Appreciation is extension of confrontation, agreement, in accord with natural law, resulting in augmented understanding and sharing of Beingness.

In truth, all is appreciation, extension, abundance. Any specific of finite existence is but a denial of this.

Denial is assertive action in awareness of original agreement resulting in pretended non-existence.

A scarcity is but a denial of abundance. These constitute the barriers in a game.

SECONDARIES are denials of basic accord, truth of existence.

Some secondaries are: Scarcity, trying, stupidity, failure, losing, bank, non-confront, disconnecting, irresponsibility, stuck, stopped, tiredness, debility, problems, indecision, destroy, disappear, confusion.

OPERATIVE AGREEMENTS are mostly agreements which are mostly derivative of secondaries, are finite and local.

Examples are: Cycles of action, social agreements, various MEET games, even time itself.

PRIMARIES are the unchanging, original conditions that, in fact, are FULL CONCEPTUAL EXPRESSIONS which state unequivocally "IT IS" in the manner that the original agreement states, "WE ARE."

Some more evident primaries are: Quality, quantity, any top side attitude on Hubbard's Attitude Chart; action, motion, awareness, willing, pleasure, happiness, progress, unity, sharing, accomplish, result, answer, doing, affinity; purpose, truth, intelligence, wealth, health, abundance, comply, conquer....

As one defines primaries-- in Amprinistic drills-- the conceptual meanings of these words is extended. The "repetitive, redundant, tautology" method serves to put these meaning into clear and clearer focus. For example:

Words are expression of conceptual meaning consonant with mutual accord, resulting in extension of communication and understanding.

Predicate: Affirm truth in recognition of original agreement, resulting in progressively aligned understanding.

Games are actions of interest, aspiration, adventure in accord with natural law resulting in extension of pleasure and randomness.

Ability is manifested innateness consonant with original agreement resulting in extended accomplishment."

