

OT 2

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO POLICY LETTER OF 6 SEPTEMBER 1972
ISSUE IV

AO's Only
OT 2 Students
Tech Secs AO's
D of T AO's
Adv Cses I/C
Adv Cse Super

OT 2 COURSE CHECKSHEET
CONFIDENTIAL

The materials contained on this checksheet include all the necessary data to audit yourself through Section II OT. The checksheet is divided into two sections:

- 1) Study of OT II data

and
- 2) Auditing on OT II.

Upon completion of the Study Section, the student is routed to the Adv Cse D of P for the Auditing portion.

PREREQUISITES: OT I Completion.

STUDENT NAME: _____ DATE STARTED: _____

ORGANIZATION: _____ DATE COMPLETED: _____

POST: _____

Course Length: This course should take no longer than 3 hours to complete. (Refer to Study Section).

Sequence: Study materials in checksheet order, starrates as marked. Do not go past a word you do not fully understand. Use a dictionary and for Scn terms use the Scn Abridged Dictionary and HCOB 23 Aug '65 "Abbrev and Symbols of Dn and Scn". All the materials are checked with M4.

Product: The product of this course is (a) A student who understands and can do OT II.
(b) A PreOT who has attained OT II.

Certificate: Upon completion of the study section the auditor is given an OK to Audit for OT II and an OT II Certificate when the auditing is complete.

OT II CHECKSHEET
STUDY SECTION

1. HCO PL 7 Feb 65 Keeping Scientology Working _____
2. HCO PL 17 Jun 70 Technical Degrades _____
3. Instruction Sheet 24 Apr 67 OT Course Section II _____
4. Additional Data Re Dates 20 Apr 68 _____
5. CC Instruction Booklet (may be zero rated if you
are certain of the procedure) _____
6. Advanced Courses General Issue 28 Apr 67
Rev. 15 Aug 71 Confidential - The State of Clear. _____
7. General Issue 19 Sep 67 Floating Needle _____
8. General Issue 16 Oct 67 Floating Needles _____

NOTE: If you have any uncertainties at this point about the procedure for running OT 2, then see your Supervisor and ask to review the Study Section of the CC Checksheet, with particular attention to the demos and drills.

ADDITIONS:

1. Glossary of Terms for Sec. II OT Cse _____
2. Confidential State of Clear _____
3. HCOB 30.7.80 Nature of a Being _____
4. HCOB 5.12.79 Difference Between the Comm
Cycle in Regular Auditing and
Cycles of Action in Solo Auditing _____
5. HCOB 27.12.65 Vitamins _____
6. HCOB 4.11.80 Vitamin C _____

I attest that I have completed all the requirements of this checksheet and I know and can apply the materials to Solo Audit on OT II.

(date)

(student)

I attest that this student knows and can apply the materials of this course to Solo Audit OT II.

(date)

(student)

AUDITING SECTION

You are now ready to report to the Adv Cse D of P to receive the OT II auditing materials and commence with your auditing.

Before beginning, your ruds will be flown by an Adv Cse Review Auditor.

You will be under the direct Supervision of the Adv Cse C/S and D of P while you are auditing yourself on OT II. GOOD LUCK!

Student has completed the above auditing requirements and may attest to OT II.

(date)

(Adv Cse CaseSupervisor)

Student is awarded the OT II Certificate.

(date)

(C & A)

Compiled by Tech
Compilations PR &
Consumption Bureau
for
Training and
Services Aide
for
L. RON HUBBARD
FOUNDER

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HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East, Sussex

HCO POLICY LETTER OF 7 FEBRUARY 1965
REISSUED 27 AUGUST 1980

Remimeo
Sthil Students
Assn/Org Sec Hat (As the first issue in the Keeping
HCO Sec Hat Scientology Working Series)
Case Sup Hat
Ds of P Hat
Ds of T Hat
Staff Member Hat
Franchise
(Issued May 1965)

Keeping Scientology Working Series 1

Note: Neglect of this Pol Ltr has caused great hardship on staffs, has cost countless millions and made it necessary in 1970 to engage in an all out international effort to restore basic Scientology over the world. Within 5 years after the issue of this PL with me off the lines, violation had almost destroyed orgs. "Quickie grades" entered in and denied gain to tens of thousands of cases. Therefore actions which neglect or violate this policy letter are HIGH CRIMES resulting in Comm Evs on ADMINISTRATORS and EXECUTIVES. It is not 'entirely a tech matter' as its neglect destroys orgs and caused a 2-year slump. IT IS THE BUSINESS OF EVERY STAFF MEMBER to enforce it.

SPECIAL MESSAGE

THE FOLLOWING POLICY LETTER MEANS WHAT IT SAYS.

IT WAS TRUE IN 1965 WHEN I WROTE IT. IT WAS TRUE IN 1970 WHEN I HAD IT REISSUED. I AM REISSUING IT NOW, IN 1980, TO AVOID AGAIN SLIPPING BACK INTO A PERIOD OF OMITTED AND QUICKIED FUNDAMENTAL GRADE CHART ACTIONS ON CASES, THEREBY DENYING GAINS AND THREATENING THE VIABILITY OF SCIENTOLOGY AND OF ORGS. SCIENTOLOGY WILL KEEP WORKING ONLY AS LONG AS YOU DO YOUR PART TO KEEP IT WORKING BY APPLYING THIS POLICY LETTER.

WHAT I SAY IN THESE PAGES HAS ALWAYS BEEN TRUE, IT HOLDS TRUE TODAY, IT WILL STILL HOLD TRUE IN THE YEAR 2000 AND IT WILL CONTINUE TO HOLD TRUE FROM THERE ON OUT.

NO MATTER WHERE YOU ARE IN SCIENTOLOGY, ON STAFF OR NOT, THIS POLICY LETTER HAS SOMETHING TO DO WITH YOU.

ALL LEVELS

KEEPING SCIENTOLOGY WORKING

HCO Sec or Communicator Hat Check
on all personnel and all new personnel
as taken on.

We have some time since passed the point of achieving uniformly workable technology.

The only thing now is getting the technology applied.

If you can't get the technology applied, then you can't deliver what's promised. It's as simple as that. If you can get the technology applied, you *can* deliver what's promised.

The only thing you can be upbraided for by students or pcs is "no results." Trouble spots occur only where there are "no results." Attacks from governments or monopolies occur only where there are "no results" or "bad results."

Therefore the road before Scientology is clear and its ultimate success is assured *if* the technology is applied.

So it is the task of the Assn or Org Sec, the HCO Sec, the Case Supervisor, the D of P, the D of T and all staff members to get the correct technology applied.

Getting the correct technology applied consists of

- One: Having the correct technology.
- Two: Knowing the technology.
- Three: Knowing it is correct.
- Four: Teaching correctly the correct technology.
- Five: Applying the technology.
- Six: Seeing that the technology is correctly applied.
- Seven: Hammering out of existence incorrect technology.
- Eight: Knocking out incorrect applications.
- Nine: Closing the door on any possibility of incorrect technology.
- Ten: Closing the door on incorrect application.

One above has been done.

Two has been achieved by many.

Three is achieved by the individual applying the correct technology in a proper manner and observing that it works that way.

Four is being done daily successfully in most parts of the world.

Five is consistently accomplished daily.

Six is achieved by instructors and supervisors consistently.

Seven is done by a few but is a weak point.

Eight is not worked on hard enough.

Nine is impeded by the “reasonable” attitude of the not quite bright.

Ten is seldom done with enough ferocity.

Seven, Eight, Nine and Ten are the only places Scientology can bog down in any area.

The reasons for this are not hard to find. (a) A weak certainty that it works in Three above can lead to weakness in Seven, Eight, Nine and Ten. (b) Further, the not-too-bright have a bad point on the button Self-Importance. (c) The lower the IQ, the more the individual is shut off from the fruits of observation. (d) The service faces of people make them defend themselves against anything they confront good or bad and seek to make it wrong. (e) The bank seeks to knock out the good and perpetuate the bad.

Thus we as Scientologists and as an organization must be very alert to Seven, Eight, Nine and Ten.

In all the years I have been engaged in research, I have kept my comm lines wide open for research data. I once had the idea that a group could evolve truth. A third of a century has thoroughly disabused me of that idea. Willing as I was to accept suggestions and data, only a handful of suggestions (less than twenty) had long-run value and *none* were major or basic; and when I did accept major or basic suggestions and used them, we went astray and I repented and eventually had to “eat crow.”

On the other hand there have been thousands and thousands of suggestions and writings which, if accepted and acted upon, would have resulted in the complete destruction of all our work as well as the sanity of pcs. So I know what a group of people will do and how insane they will go in accepting unworkable “technology.” By actual record the percentages are about twenty to 100,000 that a group of human beings will dream up bad technology to destroy good technology. As we could have gotten along without suggestions, then, we had better steel ourselves to continue to do so now that we have made it. This point will, of course, be attacked as “unpopular,” “egotistical” and “undemocratic.” It very well may be. But it is also a survival point. And I don’t see that popular measures, self-abnegation and democracy have done anything for Man but push him further into the mud. Currently, popularity endorses degraded novels, self-abnegation has filled the Southeast Asian jungles with stone idols and corpses, and democracy has given us inflation and income tax.

Our technology has not been discovered by a group. True, if the group had not supported me in many ways, I could not have discovered it either. But it remains that if in its formative stages it was not discovered by a group, then group efforts, one can safely assume, will not add to it or successfully alter it in the future. I can only say this now that it is done. There remains, of course, group tabulation or coordination of what has been done, which will be valuable—only so long as it does not seek to alter basic principles and successful applications.

The contributions that were worthwhile in this period of forming the technology were help in the form of friendship, of defense, of organization, of dissemination, of application, of advices on results and of finance. These were great contributions and were, and are, appreciated. Many thousands contributed in this way and made us what we are.

Discovery contribution was not however part of the broad picture.

We will not speculate here on why this was so or how I came to rise above the bank. We are dealing only in facts and the above is a fact—the group left to its own devices would not have evolved Scientology but with wild dramatizations of the bank called “new ideas” would have wiped it out. Supporting this is the fact that Man has never before evolved workable mental technology and emphasizing it is the vicious technology he *did* evolve—psychiatry, psychology, surgery, shock treatment, whips, duress, punishment, etc., ad infinitum.

So realize that we have climbed out of the mud by whatever good luck and good sense, and *refuse* to sink back into it again. See that Seven, Eight, Nine and Ten above are ruthlessly followed and we will never be stopped. Relax them, get reasonable about it and we will perish.

So far, while keeping myself in complete communication with all suggestions, I have not failed on Seven, Eight, Nine and Ten in areas I could supervise closely. But it’s not good enough for just myself and a few others to work at this.

Whenever this control as per Seven, Eight, Nine and Ten has been relaxed, the whole organizational area has failed. Witness Elizabeth, N.J.; Wichita; the early organizations and groups. They crashed only because I no longer did Seven, Eight, Nine and Ten. Then, when they were all messed up, you saw the obvious “reasons” for failure. But ahead of that they ceased to deliver and *that* involved them in other reasons.

The common denominator of a group is the reactive bank. Thetans without banks have different responses. They only have their banks in common. They agree then only on bank principles. Person to person the bank is identical. So constructive ideas are *individual* and seldom get broad agreement in a human group. An individual must rise *above* an avid craving for agreement from a humanoid group to get anything decent done. The bank-agreement has been what has made Earth a Hell—and if you were looking for Hell and found Earth, it would certainly serve. War, famine, agony and disease has been the lot of Man. Right now the great governments of Earth have developed the means of frying every man, woman and child on the planet. That is bank. That is the result of Collective Thought Agreement.

The decent, pleasant things on this planet come from *individual* actions and ideas that have somehow gotten by the Group Idea. For that matter, look how we ourselves are attacked by “public opinion” media. Yet there is no more ethical group on this planet than ourselves.

Thus each one of us can rise above the domination of the bank and then, as a group of freed beings, achieve freedom and reason. It is only the aberrated group, the mob, that is destructive.

When you don’t do Seven, Eight, Nine and Ten actively, you are working for the bank-dominated mob. For it will surely, surely (a) introduce incorrect technology and swear by it, (b) apply technology as incorrectly as possible, (c) open the door to any destructive idea, and (d) encourage incorrect application.

It’s the bank that says the group is all and the individual nothing. It’s the bank that says we must fail.

So just don't play that game. Do Seven, Eight, Nine and Ten and you will knock out of your road all the future thorns.

Here's an actual example in which a senior executive had to interfere because of a pc spin: A Case Supervisor told Instructor A to have Auditor B run Process X on Preclear C. Auditor B afterwards told Instructor A that "It didn't work." Instructor A was weak on Three above and didn't really believe in Seven, Eight, Nine and Ten. So Instructor A told the Case Supervisor, "Process X didn't work on Preclear C." Now *this* strikes directly at each of One to Six above in Preclear C, Auditor B, Instructor A *and* the Case Supervisor. It opens the door to the introduction of "new technology" and to failure.

What happened here? Instructor A didn't jump down Auditor B's throat, that's all that happened. This is what he *should* have done: Grabbed the Auditor's Report and looked it over. When a higher executive on this case did so, she found what the Case Supervisor and the rest missed: That Process X *increased* Preclear C's TA to 25 TA divisions for the session but that near session end Auditor B Q'd and A'd with a cognition and abandoned Process X while it still gave high TA and went off running one of Auditor B's own manufacture, which nearly spun Preclear C. Auditor B's IQ on examination turned out to be about 75. Instructor A was found to have huge ideas of how you must never invalidate anyone, even a lunatic. The Case Supervisor was found to be "too busy with admin to have any time for actual cases."

All right, there's an all too typical example. The *Instructor* should have done Seven, Eight, Nine and Ten. This would have begun this way. Auditor B: "That process X didn't work." Instructor A: "What exactly did you do wrong?" Instant attack. "Where's your Auditor's Report for the session? Good. Look here, you were getting a lot of TA when you stopped Process X. What did you do?" Then the pc wouldn't have come close to a spin and all four of these would have retained their certainty.

In a year, I had four instances in *one* small group where the correct process recommended was reported not to have worked. But on review found that each one had (a) increased the TA, (b) had been abandoned, and (c) had been falsely reported as unworkable. Also, despite this abuse, in each of these four cases the recommended, correct process cracked the case. Yet they were reported as *not having worked!*

Similar examples exist in instruction and these are all the more deadly as every time instruction in correct technology is flubbed, then the resulting error, uncorrected in the auditor, is perpetuated on every pc that auditor audits thereafter. So Seven, Eight, Nine and Ten are even more important in a course than in supervision of cases.

Here's an example: A rave recommendation is given a graduating student "because he gets more TA on pcs than any other student on the course!" Figures of 435 TA divisions a session are reported. "Of course his Model Session is poor but it's just a knack he has" is also included in the recommendation. A careful review is undertaken because *nobody* at Levels O to IV is going to get that much TA on pcs. It is found that this student was never taught to read an E-Meter TA dial! And no instructor observed his handling of a meter and it was not discovered that he "overcompensated" nervously, swinging the TA 2 or 3 divisions beyond where it needed to go to place the needle at "set." So everyone was about to throw away standard processes and Model Session because this one student "got such remarkable TA." They only read the reports and listened to the brags and never *looked* at this student. The pcs in actual fact were making slightly less than average gain, impeded by a rough Model Session and misworded processes. Thus, what was making the pcs win

(actual Scientology) was hidden under a lot of departures and errors.

I recall one student who was squirreling on an Academy course and running a lot of offbeat whole track on other students after course hours. The Academy students were in a state of electrification on all these new experiences and weren't quickly brought under control, and the student himself never was given the works on Seven, Eight, Nine and Ten so they stuck. Subsequently, this student prevented another squirrel from being straightened out and his wife died of cancer resulting from physical abuse. A hard, tough instructor at that moment could have salvaged two squirrels and saved the life of a girl. *BUT* no, students had a right to do whatever they pleased.

Squirreling (going off into weird practices or altering Scientology) only comes about from noncomprehension. Usually the noncomprehension is not of Scientology but some earlier contact with an offbeat humanoid practice which in its turn was not understood.

When people can't get results from *what they think is* standard practice, they can be counted upon to squirrel to some degree. The most trouble in the past two years came from orgs where an executive in each *could not* assimilate straight Scientology. Under instruction in Scientology, they were unable to define terms or demonstrate examples of principles. And the orgs where they were got into plenty of trouble. And worse, it could not be straightened out easily because neither one of these people could or would duplicate instructions. Hence, a debacle resulted in two places, directly traced to failures of instruction earlier. So proper instruction is vital. The D of T and his instructors and all Scientology instructors must be merciless in getting Four, Seven, Eight, Nine and Ten into effective action. That one student, dumb and impossible though he may seem and of no use to anyone, may yet some day be the cause of untold upset because nobody was interested enough to make *sure* Scientology got home to him.

With what we know now, there is no student we enroll who cannot be properly trained. As an instructor, one should be very alert to slow progress and should turn the sluggards inside out personally. No *system* will do it, only you or me with our sleeves rolled up can crack the back of bad studenting and we can only do it on an individual student, never on a whole class only. He's slow = something is awful wrong. Take fast action to correct it. Don't wait until next week. By then he's got other messes stuck to him. If you can't graduate them with their good sense appealed to and wisdom shining, graduate them in such a state of shock they'll have nightmares if they contemplate squirreling. Then experience will gradually bring about Three in them and they'll *know* better than to chase butterflies when they should be auditing.

When somebody enrolls, consider he or she has joined up for the duration of the universe—never permit an “open-minded” approach. If they're going to quit, let them quit fast. If they enrolled, they're aboard; and if they're aboard, they're here on the same terms as the rest of us—win or die in the attempt. Never let them be half-minded about being Scientologists. The finest organizations in history have been tough, dedicated organizations. Not one namby-pamby bunch of panty-waist dilettantes have ever made anything. It's a tough universe. The social veneer makes it seem mild. But only the tigers survive—and even *they* have a hard time. We'll survive because we are tough and are dedicated. When we *do* instruct somebody properly, he becomes more and more tiger. When we instruct half-mindedly and are afraid to offend, scared to enforce, we don't make students into good Scientologists and that lets everybody down. When Mrs. Pattycake comes to us to be taught, turn that wandering doubt in her eye into a fixed,

dedicated glare and she'll win and we'll all win. Humor her and we all die a little. The proper instruction attitude is, "You're here so you're a Scientologist. Now we're going to make you into an expert auditor no matter what happens. We'd rather have you dead than incapable."

Fit that into the economics of the situation and lack of adequate time and you see the cross we have to bear.

But we won't have to bear it forever. The bigger we get, the more economics and time we will have to do our job. And the only things which can prevent us from getting that big fast are areas in from One to Ten. Keep those in mind and we'll be able to grow. Fast. And as we grow, our shackles will be less and less. Failing to keep One to Ten will make us grow less.

So the ogre which might eat us up is not the government or the High Priests. It's our possible failure to retain and practice our technology.

An Instructor or Supervisor or Executive *must* challenge with ferocity instances of "unworkability." They must uncover what *did* happen, what *was* run and what *was* done or not done.

If you have One and Two, you can only acquire Three for all by making sure of all the rest.

We're not playing some minor game in Scientology. It isn't cute or something to do for lack of something better.

The whole agonized future of this planet, every Man, Woman and Child on it, and your own destiny for the next endless trillions of years depend on what you do here and now with and in Scientology.

This is a deadly serious activity. And if we miss getting out of the trap now, we may never again have another chance.

Remember, this is our first chance to do so in all the endless trillions of years of the past. Don't muff it now because it seems unpleasant or unsocial to do Seven. Eight. Nine and Ten.

Do them and we'll win.

L. RON HUBBARD
Founder

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East, Sussex

HCO POLICY LETTER OF 17 JUNE 1970RA

REISSUED 30 AUGUST 1980

as part of KSW Series

RE-REVISED 27 APRIL 1981

Remimeo
Applies to
all SHs and
Academies
HGCs
Franchises

(Re-revised to update High Crime #3)

Keeping Scientology Working Series 5

URGENT AND IMPORTANT

TECHNICAL DEGRADES

(This PL and HCO PL Feb 7, 1965
must be made part of every study
pack as the first items and must
be listed on checksheets.)

Any checksheet in use or in stock which carries on it any degrading statement must be destroyed and issued without qualifying statements.

Example: Level 0 to IV Checksheets SH carry "A. Background Material - This section is included as an historical background, but has much interest and value to the student. Most of the processes are no longer used, having been replaced by more modern technology. The student is only required to read this material and ensure he leaves no misunderstood." This heading covers such vital things as TRs, Op Pro by Dup! The statement is a falsehood.

These checksheets were not approved by myself, all the material of the Academy and SH courses IS in use.

Such actions as this gave us "Quickie Grades," ARC Broke the field and downgraded the Academy and SH Courses.

A condition of TREASON or cancellation of certificates or dismissal and a full investigation of the background of any person found guilty, will be activated in the case of anyone committing the following HIGH CRIMES.

1. Abbreviating an official Course in Dianetics and Scientology so as to lose the full theory processes and effectiveness of the subjects.
2. Adding comments to checksheets or instructions labeling any material "background" or "not used now" or "old" or any similar action which will result in the student not knowing, using and applying the data in which he is being trained.
3. Employing after 1 Sept 70 any checksheet for any course not written by myself or authorized by the Authority, Verification and Correction Unit International and accepted by the Board of Directors.

Checksheets for Dept 17 Courses have their own approval lines as issued in HCO PL 2 Jan 80R Rev. 31 Dec 80 DEPARTMENT 17 COURSE CHECKSHEETS APPROVAL LINE.

4. Failing to strike from any checksheet remaining in use meanwhile any such comments as “historical,” “background,” “not used,” “old,” etc. or VERBALLY STATING IT TO STUDENTS.
5. Permitting a pc to attest to more than one grade at a time on the pc’s own determinism without hint or evaluation.
6. Running only one process for a lower grade between 0 to IV, where the grade EP has not been attained.
7. Failing to use all processes for a level where the EP has not been attained.
8. Boasting as to speed of delivery in a session, such as “I put in Grade Zero in 3 minutes.” Etc.
9. Shortening time of application of auditing for financial or labor saving considerations.
10. Acting in any way calculated to lose the technology of Dianetics and Scientology to use or impede its use or shorten its materials or its application.

REASON: The effort to get students through courses and get pcs processed in orgs was considered best handled by reducing materials or deleting processes from grades. The pressure exerted to speed up student completion’s and auditing completion’s was mistakenly answered by just not delivering.

The correct way to speed up a student’s progress is by using 2 way comm and applying the study materials to students.

The best way to really handle pcs is to ensure they make each level fully before going on to the next and repairing them when they do not.

The puzzle of the decline of the entire Scientology network in the late 60s is entirely answered by the actions taken to shorten time in study and in processing by deleting materials and actions.

Reinstituting full use and delivery of Dianetics and Scientology is the answer to any recovery.

The product of an org is well taught students and thoroughly audited pcs. When the product vanishes, so does the org. The orgs must survive for the sake of this planet.

L. RON HUBBARD
FOUNDER

Revised by CS-4/5
Approved by

L. RON HUBBARD
FOUNDER

Accepted by the

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BOARD OF DIRECTORS
of the
CHURCH OF SCIENTOLOGY
of CALIFORNIA

O.T. COURSE - SECTION TWO

24th April, 1967

(Note: These instructions are additional to those contained in the Clearing Course Instruction Booklet. All the rules for running and Admin. Instructions contained in that Booklet apply equally to the running of O.T. Section II materials. Read and study the Booklet again as well as these instructions and know them before doing any auditing.)

INSTRUCTIONS

There are 10 complete whole track tables.

But only 1 of each kind of GPM in each table. This is a complete "Run" or set (1 of each kind).

The sets belong to different entities. One finds the earliest set and runs it with care to stay in that set. Then one finds the next earliest set and so on for ten sets. Just as in running the CC GPMs.

The Electrical is the earliest in the run (set).

WHOLE TRACK TABLE

Set One

ELECTRICAL GPM
TOCKY GPM
BIG BEING GPM
HOUSE GPM
PSYCHO GPM
BANKY GPM
FORERUNNER GPM
* THE ARROW
* DOUBLE ROD
* WOMAN
* WHITE BLACK SPHERE
* HOT COLD
* LAUGHTER - CALM
* DANCE MOB
BASIC-BASIC GPM
BASIC GPM
THE COMMAND GPM
LOWER LP GPM
LP GPM
BODY GPM
LOWER BANK

Same for 10 sets.

* NOTE: There is no line plot for THE ARROW, DOUBLE ROD, WOMAN, WHITE BLACK SPHERE, HOT COLD, LAUGHTER-CALM, and DANCE MOB. You will be issued a brief description of each of these in your materials. They should be run when you come to them.

When ALL AVAILABLE charge is off the Whole Track Table GPMS, the student has completed Section II of the O.T. Course.

You must NOT :

1. Run any bomb incidents.
2. Tamper with any “past lives”.
3. Work around with the question of identity.
4. Scout or fool around with your case.
5. Look for or handle pictures.
6. Look for or try to plot “new GPMs”.
7. Do any dating.

Just run the materials given. Do a List 7, but no “assists” on self or any solo auditing other than given in the materials or List 7 amended. To do any of the above seven can be fatal. We can only get you through safely and well if you follow explicit orders.

NEVER PROCEED PAST A NON-READING ITEM. To do so can be very deadly. Apply the rules for running as given in the Clearing Course booklet to get an item reading properly. A non-reading item means an error has been made earlier and must be straightened up. Or something is suppressing or occluding.

Janet Guilford
Tech Sec
Advanced Org
for L. RON HUBBARD

LRH : jz
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20th April, 1968.

ADDITIONAL DATA RE: DATES ... SECTION II OT COURSE

The dates on the track table of Section II are asserted dates and are part of the Implant. The actual date is 75 million years ago.

L. RON HUBBARD
FOUNDER

LRH:aap:do

One had a tiny bit of mass on him right at the start, as he was protesting. This is (slight as it is) enough to tie down the chain by leaving it with a basic. So “spot the thetan” each time. Spotting the environment at the time is also possible.

DURATION OF AUDITING

Find a quiet place in which to audit. Audit an hour or two at a time, preferable the same time each day. A day you don't audit is a session lost. Trying to make up a session is useless. Audit daily. When you don't you lose sessions. It isn't how much you get done in a session, it's the getting on, bit by bit, that counts. It's like digging a long ditch. What you don't dig isn't dug.

The bank contains less than was first thought but it contains enough. In three or four months you will have made it if you do a good job on each Item. And don't fool about with the bank. It goes into restimulation if you stir it up.

And don't decide a lot of things. Your ability to postulate is increasing and you can decide a run is "flat" or doesn't need to be run and have it behave that way. But it will still be there to knock you down.

THE CAUSE OF TROUBLE

The only way one can get ill, or in trouble, is not auditing, in trying to "correct" the Items given, or, in not following instructions.

What doesn't make Items read properly:

- Loud shouting.
- Body movement while calling.
- Fiddling the one-hand electrode.
- Tensing muscles.
- Getting angry with the lack of a read.
- Gritting teeth.
- Auditing past an ARC break.
- Doing a List 7 every time you don't get a read or feel odd.

What makes Items read properly:

- Doing regular sessions.
- Not self auditing out of session.
- Staying calm.
- Keeping calm.
- Keeping the Auditor's Code on the pc (you).
- Following directions exactly.
- Adding nothing.
- Finding ARC breaks (when they happen) with a List 7.
 - (List 7 run as an assessment for ARC Break will run easily. Locate and indicate the by-passed charge as it shows up. If you are not a classed auditor, get this done in a Qual Division that has a classed auditor either on or through the Clearing Course. If you really bog down, Auditing by List 7 will give you the relief sought.)
- Auditing in a place you feel secure and where you won't be disturbed.
- Audit daily.
- Not auditing too long at one time, 1 to 2 hours is optimum, closer to 1 than 2.
- Not trying to get rid of it all at once.
- Considering it a routine piece of ditch digging.
- Not expecting to fly suddenly.
- Not dwelling on your case out of session.

When you end a session, end it.
Being plodding and methodical.
Just getting on with it, getting all the reads off by calling or spotting, going on to the next item, if it doesn't read, get more off last item and return to the one that wouldn't read.
Getting in the buttons Supp., Inval., Protest, when needed only.
Checking for earlier or later runs only when in trouble.
Only handle trouble when it arrives.
Don't try to handle it before it does.

The best way to stay out of trouble is READ, STUDY AND UNDERSTAND THESE INSTRUCTIONS BEFORE BEGINNING.

BASIC BASIC

The first (earliest) bit in the bank is not an Item but a light.

It appears to the left front of the face, some distance away (look ahead and to the left a bit and you'll spot it).

It is the source of unconsciousness and produces it when contacted.

There is a light before each Run, in the middle of each 7's GPM (every 4 pairs), at the start of Basic End Words, at the start of Confusion GPM, and at the start of the Objects and at the end of each type of Item in the Objects (every 8 Items). Each time you feel groggy, it's a light doing it. Each major change, then, is preceded by the light. Mark these in on your platens if they are not there. Flatten each one by spotting it, and it and thetan.

Anaten (unconsciousness) can be spotted away.

It is part of the light. When the light went on, the thetan went anaten. Instead of a Solo Auditor going anaten in his session, it is only necessary to spot the anaten in the thetan when running the light.

When you spot a light or object or combination of objects, you should get a read on the needle. By spotting the same thing again, you get another read. By spotting it again, you get another read. And so you continue to spot it, time after time, until no more reads occur by reason of spotting.

You repeat verbal items aloud, getting a read each time you repeat until it has no more reads. Verbal items are found in the "7's". "Basic End Words" and "Confusion GPM".

But you silently spot lights, objects, combinations of objects repeatedly (same one) until you have no more reads.

You should get as many falls, etc. from spotting a light as you do from calling an Item.

Spotting the thetan follows the same rules. You spot repeatedly until there are no more reads on the needle by reason of spotting the thetan (self) at that instant and place.

You don't have to see the light to spot it or see the thetan or see the object or objects. You only need to spot the place where they are with the idea of what should be there.

Of course, seen at first or not, continued spotting makes it blow.

PATTERN OF THE BANK

The apparent pattern of the bank is as follows:

(Earliest)		ï	Part A - The "7's"
	Run 1	ï	Part B - The Basic End Words
			Part C - The Confusion GPM
			Part D - The Objects - hollow
Ó			Part E - The Objects - solid
	Run 2	ï	Part A - The "7's"
		ï	Part B - The Basic End Words
			Part C - The Confusion GPM
			Part D - The Objects - hollow
Ó			Part E - The Objects - solid
	Run 3	ï	Part A - The "7's"
		ï	Part B - The Basic End Words
			Part C - The Confusion GPM
			Part D - The Objects - hollow
Ó			Part E - The Objects - solid
	Run 4	ï	Part A - The "7's"
		ï	Part B - The Basic End Words
			Part C - The Confusion GPM
			Part D - The Objects - hollow
Ó			Part E - The Objects - solid
			etc. for 10 "runs", total.

There are five PARTS. These occur in a row. This row of 5 parts is called a RUN.

The first, earliest, of these is the "7's".

The second, just above the "7's" is the Basic End Words.

The third, just above the Basic End Words, is the Confusion GPM.

The fourth, just above the Confusion GPM, is the Objects - hollow.

The fifth, just above the Objects - hollow is the Objects - solid.

After a RUN of A, B, C, D, and E we begin again with the "7's" for the next RUN. The parts go as they do in the first RUN. ("7's", then Basic End Words, then Confusion GPM, then the Objects - hollow, then the Objects - solid.)

Therefore, the trick is always to run only the earliest run available and not get into later runs.

The bank has 10 runs or 50 parts.

None of these use a GPM Line Plot.

They only contain what is given on the platen you are issued.

The proper way to run it all is to get on with it. After 10 runs, you may have to go from Run 1 to Run 10 all over again anyway, to get any final bits. So your first running of the whole 10 runs may not be your final run.

HOW TO USE A PLATEN

Each student must supply himself with foolscap paper.

The platen is then laid aside the foolscap paper and you repeat the number on the actual foolscap paper. Across the top of the foolscap paper is written the student's name, the name of the part being run, the number of the run, and the date.

The reads on the Items are written on the foolscap paper alongside the number of the Item.

To keep from cramping your reads and have enough paper on all parts, just take legal (foolscap) size paper and use the items consecutively numbers and go down the page as far as necessary to record all reads, then leave a space and write the next number. It is too hard to keep the numbers even on the platen and worksheet.

PLATEN	WORKSHEET	WORKSHEET
page 1	page1a	page1b
1	1	3
2	4
3	5
4	2	
5	

Number work sheet by page number of platen + consecutive letter.
Page 1 of platen becomes Page 1A + B + C of worksheet.
Label each worksheet well.

In order to save paper bulk, continue down your piece of foolscap paper from session to session, dating each new session start.

JOE BLOGGS	RUN	PART	8.5.65
Page 1A			
Light			
Pair 1 (1)			
(2)			
Pair 2 (1)			
(2)			
9.5.66			
Pair 3 (1)			
(2)			
Pair 4 (1)			
(2)			
10.5.66			

Use both sides of your foolscap paper, but use separate Auditor Reports for each session, of course.

Any comments that need to be written down must be put on another sheet of paper. Only the actual reads, including any buttons that are used, and any cognition's, should be written on your foolscap paper. Do not write the name of the items, only the pair number and item number.

Leave some space on your foolscap paper when you complete an item, so that if the next item does not read, you then have sufficient space to go back and add more in if necessary to the previous item.

Do not write anything on the platen.

When you return your auditor's reports and worksheets always use paper clips. Never use a stapler on this course.

RUNNING ITEMS

Always run the earliest Item first, flatten it and go on to next item. Complete the part. Go to first Item in next part, etc.

One calls the Item and marks it's reads until one no longer gets reads. Then one calls the next Item and marks it's reads, until it no longer reads. Then one can call the first item of the pair again and second Item, calling them as a pair until they no longer read. The reads obtained on an item by calling a pair are put under the appropriate item number. All the reads for any one item are recorded in the same place on the worksheet regardless of when the item is called. (Such as calling as a pair or in rerunning). Space should be left after each item so that reads can be added when calling the pair or in the case of having to go back and get more charge off an item.

Whenever you move the Tone Arm down mark on your worksheet (BD —) and put the new T.A. position in the Blank Space, e.g. (B.D. 3.0).

If an item does not read the moment it is called, then you have left the Item just before it charged. So call the earlier Item again and get the read or reads off it, making sure you don't go into a later run. Then call the item that didn't read the first time and you will find it instantly reads.

When you leave an item to go back to a previous one, put a / on the item you leave and a - at the item you go back to. If you go back more than one item, put a / for as many items as you go back. i.e. if you go back three items, you put /// on the item left and - on each item gone back over. Each item must be called in turn up to the place where you went back from.

NOTE: This can easily be overdone (getting all reads off earlier items) as you can put yourself into later runs, so moderation in this goes a long way.

But never ignore the fact that a new item didn't read the first time it was called. It always means you didn't get all reads off the Item immediately before, or that you failed to spot the thetan at the moment. NEVER go past a non-reading item.

When running Clearing Course material, you find you get a certain amount of reads on an Item (correct 'run' type reads are Fs, LFs, sBDs, BDs) then the following Item in the same session will get approximately the same amount of reads - if not and you get only a few reads, then go back to the previous Item that read well and you will find there is more charge on it. After that the next Item will read with approximately the same number of

reads as the previous one.

One doesn't muck about with concepts or other maunderings. The Item is the Item and cognition's do or don't appear. The Item is the thing and calling it is what makes it read.

If the Items go on reading don't try to suppress them. Items read big and many times. You may get as many as 25 or more large reads on every Item. The main thing is to clear (get all the charge off) each Item for the run you are in. Be sure to keep in the correct run. Remember, if you get bored with so many reads to take the boredom off as a button. You can just throw away reads because you get tired of seeing it read. Your purpose is to clean each Item, not make yourself interested or happy or entertained. A lot of it is just hard, slogging work. If you clean them up as you go, all will be well.

You can sometimes erase an Item and have it then read as a lock or a lock Item. Test it for a lock if it reads too long.

If you find you are getting small reads, i.e. ticks, small falls, check to see if there is any charge left on the previous item, and check to see if you are in the correct run. Falls and blowdowns are expected on each Item, not just small reads. Don't go on calling the item if you are getting small reads. Find the outness and correct it. Keep Auditor's Reports for each session.

Don't try to run the same Item out of all runs at one time. Just proceed from bottom up, run by run, in order, Item by Item, part by part. Take care to stay in the correct run.

It is now a proved fact that none of the Basic Bank will erase on a preclear until all the lower grades are properly established on a preclear and then the Basic Bank confronted in it's exactness, item by item in sequence and in it's exact relationship to the rest of the Bank.

Know then that

- (1) there is no haphazard blowing of Bank
- (2) no item blows out of context
- (3) there are no prior holes blown in the Bank for anyone, no matter what the nature of any prior auditing might have been, until the item has actually been run.

PAIN Pain (pn) occurs only when you left something charged behind you. (earlier).

SICKNESS Sickness is part of the somatic. It runs out.

FLATTEN Flatten every Item thoroughly.

ERASURE You are not seeking Release from the bank at this level. You are erasing. Therefore "the bank has blown" is nonsense - one has blown from the bank, so get back in it and run it. Total erasure is the aim.

NO READ No read on a new item is always followed by long falls and blowdowns. Never by-pass an Item just because it didn't read. Sure passport to upset is to leave Items alive and go on or to skip an Item because it didn't read. They all will read.

RERUN If you start getting pain or sickness, you got into a later run or you bypassed some charge and must rerun the earlier area you just did. Something is still alive. If in doubt, re-run the lot from the start of the part. Erase thoroughly. But if it is a later run, get back into the correct one.

NEGLECT If you run upwards getting no reads at all on several Items and still go on, you will become quite upset. Do not go past non-reading items. Find out what is wrong immediately and remedy it.

BY-PASSED CHARGE: Use L7 on yourself if you don't quickly find reasons for pain or upset.

READS Write down, using the code, every read you get after the Item that it occurred on. Write "no" for Item that didn't read at first read, even when it then reads.
Example: "No LFsBDFFFsBD".

RELEASE You'll go Release a lot of times. Ignore it. We are erasing in R6. Release can be ignored because the R6 bank is vanishing. Not true of Lower Grades.

TA UP The TA goes up between sessions. IT cleans up and goes down on beginning rudiments or on the first couple of Items or both.

REPEATER TECHNIQUE: The Items are flattened by repeater technique. Just repeat them until they no longer read. Get your own reaction off. Repeat again. Repeat to no read. Beware of session Suppress and Invalidate.

PART B Is nouns. Be careful of first one because it is used in the sense of a noun. Don't run it otherwise than as a pure noun.

READS It is not unusual for an Item not to read at first call. Read the one just before it again. Try the Item once more. If still no read, call several just before it. Then call it again. It will read. Items read many times in most cases. Don't leave anything reading behind you. Sometimes you will find a pair you just left are still very alive. Flatten them. Mark ALL reads or lack of them.

WOODEN FACE: A wooden feeling in the face is caused by pulling later items that are also pulled in out of arrangement. If you pull in from later bank (runs) X and Y you will not get a wooden feeling in your face. But if you pull them in Y X you will.

CODE (USED IN NOTING READS)

F	=	1" to 2" fall (needle left to right motion)
LF	=	long fall 2" or more
sF	=	small fall 1/2 to 1"
ht	=	heat experienced
pn	=	pain
som	=	somatic
sen	=	sensation
corr	=	correct
supp	=	suppress
inval	=	invalidate
no rd	=	no read
sBD	=	small blowdown of TA. .2 div. or .1 (right to left motion) (needle sticks over to right — TA does not necessarily have to be moved.)
BD	=	1/4 division blow down of TA or more (right to left motion) (TA has to be moved)
Div	=	division of tone arm
TA	=	tone arm of meter, scale of
anaten	=	analytical attenuation (going unconscious)

PARTS D & E

THE OBJECTS - HOLLOW AND SOLID

These parts are silent.

There are no words in them, only objects.

They run in a pattern.

The position of the objects relative to the thetan are:

1 OBJECT

q THETAN • In front of face

2 OBJECTS

• Left Side
q THETAN
• Right Side

3 OBJECTS

• Left Side
q THETAN • In front of face
• Right Side

4 OBJECTS

Behind Head • • Left Side
q THETAN • Front Face
• Right Side

The Objects appear about an arm's length away.

On coming in or going away, the location is the same.

For 1 Object, it appears a few feet in front of one's face.

For 2 Objects, they appear to right and left of one at same height as the front one.

For 3 Objects, they appear combined as 1 and 2 Objects positions (in front face and to right and left).

For 4 Objects, they appear as the 3 plus one behind the head about the same distance back as the one in front is.

They move.

Learn to perceive the number given all in the same instant, doing the action of going away or coming in. Spot the thetan at the same moment.

Seek to perceive the object or objects, don't call them. Perceive them as going away or as coming in, as given.

If the mass stacks up, you are missing spotting the thetan. Go back and spot it. (yourself at the time). It is an easy run. If you grind at it too hard you will get into the same run repeating as a later run.

If you have pain, you have missed a read. Or you went into a later run. If you have severe pains, you've gotten into a later run.

If your eyes burn, you have invalidated something.

MISTAKES AND ILLNESS

About the only thing that can make you ill on the Clearing Course is your own error, losing your place on the plot, skipping or re-running.

Between sessions, little can happen you cannot repair.

But, at the start of a session, you may pick up, in error, something you have already run, or skip and pick up late. (i.e. you have done 133, you start at 129 the next session. More seriously, you have not done 141 to 144, but begin the next session at 145.)

If you skip 4 items and do a light, you will surely become ill. By illness is meant, “colds”, “flu”, “dysentery”, etc.

To prevent becoming ill, be very careful of your place, very careful to pick up where you left off, very careful not to skip. And you will do very well.

If you do become physically ill, down in bed, it is almost certain you missed items and did a skip.

And further, you must have been PTS at the time (connected to an SP).

No Clearing Course auditing may take place during pregnancy.

If pregnancy occurs, send your folder to the Clearing Course Supervisor who will keep it until after the birth of the baby.

L. RON HUBBARD

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ADVANCED COURSES GENERAL ISSUE

To:
SECTION II O.T.
Course Students

20 April 1967
Revised 15 August 71

CONFIDENTIAL

THE STATE OF CLEAR

What happens on the Clearing Course is that the individual himself becomes clear on the first dynamic. He himself becomes clear. He has separated out - cleared out and away from certain other complexities. It does not mean that he is without bank. But he will find that his recognition of the first dynamic has improved enormously.

The state of clear is terrific. We have waited on this state for a very long time. When an individual goes clear, he goes over a bump. He goes high as clear and he would probably remain clear till the end of time unless something else keyed in.

So a clear, having moved and separated out from the material, must then get all available charge off the Section II O.T. materials.

These must be run properly, using the same technical rules as on the Clearing Course. They must not be skimmed. Good tech calmly applied is the keynote of this.

You are now moving along the road from clear to O.T. By the end of Section III, you will be very much in the realm of O.T. but only if you do these lower levels of O.T. properly. You have a lot of auditing hours to log up before O.T., but the end result will be worth every second of it. And it is probably closer than you think if you audit regularly each day and do the job well.

Flag Adv. Courses Supervisor
for
Training and Services Aide
for
L. RON HUBBARD
FOUNDER

LRH:BW:BC:dz:ip

ADVANCED COURSES
GENERAL ISSUE

To: All Clearing
and O.T. Course
students

I M P O R T A N T

19 September 1967

FLOATING NEEDLES

Students are reminded that they must always note on there worksheet F/N and T.A. position when a floating needle occurs. This is an essential part of your admin. and it must be done.

TONY DUNLEAVY
A/Chief Supervisor of Advanced Courses

ADVANCED COURSES
GENERAL ISSUE

To: O.T. COURSE STUDENTS
Section I and II

16 October 1967

FLOATING NEEDLES

No great significance should be placed on floating needled on the O.T. Course. Advanced Courses General Issue of 19 September 1967 reminds you to note down when a floating (free) needle occurs, and you should do this. It is a part of standard admin at all levels.

This does not, however, alter any tech of the O.T. Course.

JANET GUILFORD
T/Chief Supervisor of Advanced Courses

HUBBARD COMMUNICATIONS OFFICE
Saint Hill Manor, East Grinstead, Sussex

HCO BULLETIN OF 30 SEPTEMBER 1981

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OT II COURSE
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GLOSSARY OF TERMS FOR THE
SECTION II OT COURSE

GLOSSARY OF TERMS FOR THE SECTION II OT COURSE

These definitions are for the OT II Course student in order to ensure he has a clear understanding of these terms without having to get into Class VI auditor materials, which could be a skipped gradient for him.

GPM (GOALS PROBLEM MASS) :

1. If you took two fire hoses and pointed them at each other, their streams would not reach each other's nozzles, but would splatter against one another in midair. If this splatter were to hang there, it would be a ball of messed up water. Call hose A the force the pc has used to execute his goal. Call hose B the force other dynamics have used to oppose that goal. Where these two forces have perpetually met, a mental mass is created. This is the picture of any problem—force opposing force with resultant mass, Where the pc's goal meets constant opposition, you have in the reactive mind the resultant mass caused by the two forces— GOAL = force of getting it done, OPPOSITION = force opposing it getting done. This is the goal problem mass.
2. The problem created by two or more opposing ideas which being opposed, balanced, and unresolved, make a mass. It's a mental energy mass.

IMPLANT GPM : (IMPLANT GOALS PROBLEM MASS) :

An Implant GPM is a GPM made up of goals (and their opposing forces) which are not the pc's own but which have been "implanted" in him.

An implant is an electronic means of overwhelming a thetan with a significance.

An implanted goal is : a goal the thetan himself has not decided upon - but which has been induced in him by overwhelming force and persuasion.

In the case of implanted Goals Problem Masses, use was made of the mechanics of the actual pattern of living to impress and entrap a thetan and enforce obedience to behaviour patterns. The goal selected was not entirely based on any goal of the thetan but was an entirely arbitrary selection both as to goal and pattern, by those conducting the implanting.

TERMINAL (also referred to as TERM) :

1. It would be any fixed mass utilized in a communication system. That, I

think, is the best of the various definitions that have come out for this. Any mass used in a fixed position in any communications system. Thus you see a man would be a terminal, but a post could also be a terminal.

2. An item or identity the pc has actually been sometime in the past (or present) is called a terminal. It is “the pc’s own valence” at that time. In the goals problem mass (the black masses of the reactive mind) those identities which, when contacted, produce pain, tell us at once that they are terminals. The person could feel pain only as himself (thetan plus body) and therefore identities he has been produce pain when its mental residues (black masses) are recontacted in processing.

OPPOSITION TERMINAL (also referred to as OPPTERM) :

1. An item or identity the pc has actually opposed (fought, been an enemy of) sometime in the past (or present) is called an opposition terminal. As the person identified himself as not it, he could experience from it only sensation. An opposition terminal when its mental residues (black masses) are recontacted in processing, produces only sensation, never pain.

Electrically, a terminal is one of the two poles between or through which current flows.

We got the idea of two different types of terminals in GPMs, because that’s the way they are. One, the pc thinks of as his own or himself. The other he thinks of as an opposition. Hence, we use “terminal” to mean what the pc thinks is his idea and mass in the GPM, and we use “opposition terminal”, or “oppterm” for short, to mean the mass and significance he thinks of as the enemy to the one he is in.

Both the “terminal” and the “oppterm” in the GPM have mass and significance and have the appearance of receiving and giving communication and so they are called terminals.

ITEM :

1. In GPMs, what we now also call items were first called terminals because they interacted with each other electrically. They were always in pairs.

When one is speaking of either a Terminal or Opposition Terminal and isn’t being specific as to which it is (Term or Oppterm) one says ITEM.

PAIR :

1. A set of two; two that go together.

DICHOTOMY :

1. A dichotomy in Scientologese means plus and minus. A plus word and a minus word. They are of the same order of things always. A crude example would be “An Apple” and “Applelessness”. That’s a pair, a dichotomy.

Plus and minus interchange a current as you will find on any battery. So we don’t

want active-passive. (For example, the active such as “Man” and the passive such as “Woman”.) We want the bold PLUS and MINUS, the opposites. The nature of things is a major idea. Each major idea has two parts: a PLUS and a MINUS. These are opposed to each other. They interchange current. The conflict. What is generally agreed to be the unwanted or poor side is minus. What is generally conceived to be all right is plus.

For example, in a modern society we would have the major idea that an individual has an economic status. Wealth is the PLUS and Poverty is the MINUS.

So a DICHOTOMY means to two parts of a major idea.

2. Opposites : two things which when interplayed cause action.

LINE PLOT :

1. Each GPM has a Line Plot.

A Line Plot is the pattern of items for every GPM. For example, each full goal, like To Grab Books, would have a Line Plot with items like “Grabbing Books” or just “Grabbed Books”, etc.

END WORD :

An End Word is the final word of a goal. It is always a noun or a condition made into a noun.

For example, with a goal such as “To Grab Books”, Books is the end word.

Each end word, however, has many verb or action words related to it, thus making up a series of goals. End words are called end words because they come on the end of each of a series of goals.

It is the end word that is the common denominator to the whole of a GPM.

WHOLE TRACK :

1. The Whole Track is the moment to moment record of a person’s existence in this universe in pictures and impression form.

CHAIN :

1. A series of recordings of similar experiences. A chain has Engrams, Secondaries and locks.
2. Incidents of similar nature strung out in time.
3. A series of incidents of similar nature or subject matter.

ENTITIES :

The basic definition of “entity” as contained in standard dictionaries is :

Something that has a real and separate existence either actually or in the mind; a being or existence which is considered distinct and self contained.

There are various types of entities described in the full works on Dianetics and Scientology.

For example, a cell is a living animal all by itself.

There is the Genetic Entity (“GE”) which is the entity which carries forward from the earliest formation of the MEST body.

There can be injected entities or sythetic entities. Some of these are ridges on which facsimilies are planted. Each one of those things can be a thinking entity. It thinks it is alive. It can think it’s a being, as long as energy is fed to it.

These follow all the rules and laws and phenomena of single beings.

The full subject of entities is not taken up in this glossary. However, for an understanding of the data on entities as contain in Dianetic and Scientology materials, one must first have a good understanding of the basic definitions given above.

References in Dianetic and Scientology materials for further data on entities include :

HCOB 30 JUL 80, THE NATURE OF A BEING
DIANETICS, THE MODERN SCIENCE OF MENTAL HEALTH,
Book Two, Chapter IV.
THE HISTORY OF MAN, Chapters Two, Five and Ten.

SET (also “RUN”) :

1. On OT II a “set” or “run” refers to one complete set of 21 GPMs, which are also refered to as a Whole Track Table.

PART :

1. The term “part” refers to the individual GPMs which, in their written form, are called Chapters. Where the chapter is split up into two or more separate sections, each of these would also be refered to as a part.

L. RON HUBBARD
FOUNDER

Assisted by
Snr C/S Int Assistant

Accepted by the

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HCO BULLETIN OF 24 SEPTEMBER 1978R
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Distribution
Limited to Org
C/Ses who are
Clear or above
and AOs

(This Bulletin has been revised to restate the most accurate definition of the State of Clear as given originally in Book One, Chapter II of "Dianetics: The Modern Science of Mental Health"; to clarify and emphasize the Clear cognition; to update the bulletin in regard to the mandatory use of Dianetic Clear Special Intensive for verification and rehabilitation of the State when a person has gone Clear before doing the Clearing Course, and to give the data on programming of a Dianetic Clear for further auditing.)

(Revisions in Script)
(Ellipses indicate Deletions)

C O N F I D E N T I A L
THE STATE OF CLEAR

(Ref: HCOB 24 Sep 78R, Iss III DIANETIC CLEAR
HCOB 25 Jun 70RB, Iss II C/S Series 12 RB
HCOB 2 May 79, Iss I, DIANETIC CLEAR SPECIAL
INTENSIVE
HCOB 2 May 79, Iss II, DIANETIC CLEAR SPECIAL
INTENSIVE ASSESSMENT
LIST.)

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3. The confidential data herein is not to be divulged, verbally or otherwise to anyone it is also not to be copied or reproduced.
4. Feeding the Clear cognition to any individual, or violation of any of the above, is a Comm-Evable offense.

If a mission or Field Auditor believes one of their pcs to have gone Clear, they will

send the pc and his folders to their closest org which has a C/S who is Clear, for a full Dianetic Clear Special Intensive.

The following definition of Clear is non-confidential and may be (and has been) used in promo or other publications given Issue Authority for release.

DEFINITION OF A CLEAR: A BEING WHO IS UNREPRESSED
AND SELF DETERMINED.

CONFIDENTIAL DATA

A Clear has lost or erased the matter, energy, space and time connected to the thing called MIND. He has been cleared of the MASS, PICTURES, etc. in the bank or mind. It is a negative gain.

CLEAR COGNITION: CLEAR OCCURS WHEN ONE STOPS MOCKING UP BANK, OR REALIZES THAT HE IS MOCKING IT UP OR HAS BEEN MOCKING IT UP. THAT IS THE CLEAR COGNITION: THE REALIZATION THAT HE IS OR HAS BEEN MOCKING UP THE MASS AND PICTURES, ETC., THAT MAKE UP THE BANK.

When the person arrives at this realization he can then, of course, cease mocking up bank.

A Clear has perhaps not entirely lost the automaticity of mocking up mass. But at least he knows he's putting it there and practice increases his general reality.

The person who has actually gone Clear will express the Clear Cognition, or some version of it, upon going Clear or at some point on the Dianetic Clear Special Intensive. He must have expressed this in some way for the C/S to know he has in fact gone Clear and before being permitted to attest.

The State of Clear . . . can *be achieved* prior to doing the Clearing Course. It can occur on Dianetic auditing, especially New Era Dianetics. Sometimes it has occurred on Goals Processing, and even on Objective Processes.

It is not, however, attained by feeding people cognition's. Clears are made through auditing.

Non- Confidential Verifying and Declaring the State of Clear

When the individual, before doing the Clearing Course, thinks he is or might be Clear, or when he has read on a correction list (such as a C/S 53, Green Form, etc.) as having gone Clear, he must be given the Dianetic Clear Special Intensive to verify the State and rehabilitate it , if valid.

When the steps of the Dianetic Clear Special Intensive have been thoroughly done to full End Phenomena and a full resurgence of the State, the person may be sent to attest to the State of Clear. (Ref: HCOB 2 May 79, Iss I, DIANETIC CLEAR SPECIAL INTENSIVE.)

The state of Clear must be acknowledged and declared when it has been validly attained and verified.

Programming The Dianetic Clear For Further Auditing

A Dianetic Clear must not be run on engrams, R3RA or any version of R3R or Dianetics.

A Dianetic Clear does the Purification Rundown and the Survival Rundown if he has not had these. He is given the Scientology Drug Rundown (unless he has already completed a full NED Drug Rundown or other Dianetic Drug Rundown). He is run on Expanded ARC Straightwire and Expanded Grades 0 - IV to full ability gained for each Grade not previously standardly declared. (NOTE: He would not be run on the R3RA section of the Service Fac handling on Grade IV, however.)

He can be given Touch Assists or Contact Assists (as can Clears and OTs) but not a Dianetic Auditing Assist nor any Dianetic Auditing.

When each Grade has been handled to Ability Gained, the next step is the Solo Auditor Course at a Saint Hill or an Advanced Org.

A Dianetic Clear is not run on Power, R6EW or the Clearing Course, but, upon completion of the Solo Auditor Course, goes directly onto OT 1.

This HCOB is issued to Org C/Ses who are themselves Clear or above as the Clear cognition cannot be issued broadly and must not be fed to a pc, which is a Comm-Evable offense. Clears are made through auditing, not by feeding EPs or cognition's to pcs. This is important as someone who has not made Clear will *not* make it on OT levels.

Org C/Ses who are Clear or above, however, will need to be able to recognize the State of Clear when it occurs on Dianetics or otherwise, to ensure (using the steps of the Dianetic Clear Special Intensive) that the State . . . is real and to declare any such pc . . . Clear when the State has been truly attained.

Once declared, the *person's* pc folders must be clearly marked "DIANETIC CLEAR", for security and for purposes of further programming.

The individual is then issued the Standard Clear Certificate by Certs and Awards, which states simply that he has attained the State of Clear. This Standard Certificate bears no qualifying statement of the State.

Once the person has attested to Clear he may then be C/Sed for further auditing, per the programming data above.

I am entrusting Clear C/Ses with the responsibility of ensuring that the Confidential data herein is kept secure, so that each and every individual may honestly make it to Clear and go OT.

L. RON HUBBARD
FOUNDER

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All Staff
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HCO BULLETIN OF 30 JULY 1980

THE NATURE OF A BEING

When one is associating with or attempting to guide or handle a person, it is necessary to know something of the nature of a being.

If a being were a single unit, separated from all other beings, conditions and current influences, the task of understanding him would be relatively simple and philosophers would have had it all worked out long before Dianetics and Scientology.

A single unit being responds to the most elementary and simple rules and laws you will find in Dianetics and Scientology. Affinity, Reality, Communication and Understanding; the time track; mental image pictures; the earlier incident holding the later in place; responses to Matter, Energy, Space, Time, Form as well as force; and the axioms. On this you can rest assured. And one might even wonder why we need all the additional bulletins and cautions and provisions and lectures.

The fact of the matter is that when one addresses a person, a human being “in the flesh” one is not addressing a simple being.

Possibly an example will illustrate this: I had just finished giving a Congress and a staff member had made some appointments for me to see people who wanted to talk to me. And, in a conference room, I was suddenly confronted by a woman who was demonstrably and actively insane. She was incoherent, she was being “pursued”, she was utterly agitated. Well, I was not then and never was in the business of treating the insane. Yet here was a situation which had to be handled if only to maintain social calm. In those days there were many techniques for exteriorizing people and so I used one of them, putting her back of her head. Promptly she went sane, calmly reviewed her problem with her husband, sensibly made up her mind what she was going to do to properly resolve the matter, thanked me and departed. For a brief time she had temporarily become a single unit being.

I have not given the example as a lesson in what to do in such cases for exteriorization techniques are not reliable. But only to illustrate the complexity of people.

What you see as a human being, a person, is not a single unit being.

In the first place, there is the matter of valence. A person can be himself or he can be under the belief that he is another person or thing entirely. This removes him a step from being a simple being.

Then there is the matter of being in a body. A body is a very complex contrivance, quite remarkable, quite complicated. And it is also quite subject to its own distortions.

There are also the entities (as discussed in “Dianetics, The Modern Science of

Mental Health”, pages 84-90, and also “The History Of Man”, pages 13-14, 43, 75-77). These follow all the rules and laws and phenomena of single beings.

And then there is the matter of influences of other people around this human being.

From a single, simple being there is a progressive complication setting in as one adds all these other factors.

The single, simple being, without any further associations can be out of valence even miles away from other contacts.

It is the aggregate of all these factors which you address when you seek to guide or handle the usual human being.

This is also why objective processes are so effective - they get many of these factors all going in the same direction for once.

None of this is to say that it is impossible to handle all this. Far from it. But it does tell one why all the additional precautions (like don't overrun, like careful session procedures) are there in all those materials.

But mainly it tells you that full recoveries seldom happen last and that cases require an awful lot of work and often for a very long time.

And like the woman at the Congress, one sometimes gets a sudden near-magical result. The trouble with that one was that she soon went back into her head and became again a composite, even though she now did have a sane plan of action to follow.

Results, if you follow the rules and laws carefully and with good heart, can be obtained. And you, knowing your business, can obtain them.

But don't become discouraged if it all doesn't happen fast and if it takes a long time. When you are handling a human being, you are handling a composite.

We did not construct the human mind or human body. We did not put the universe there to involve, oppress or complicate life. We are working with the end product of an awful lot of trials and tribulations.

If we were working with single beings, it would be a nothing to do. We are not. We are working with a complexity and we can do an awful lot, far more than anyone could do before us. And our work with life has effects and influences far beyond our auditing tables. It took vast, vast numbers of years and eons for life to get that involved and complicated. Be glad that it doesn't take even a tiny fraction of that to dig it out and smooth it out with Dianetics and Scientology.

L. RON HUBBARD
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HUBBARD COMMUNICATIONS OFFICE
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HCO BULLETIN OF 5 DECEMBER 1979

Remimeo

AOs ONLY

Solo Auditor

Course

(Cancels and replaces BTB 1.2.1971
IV Rev. & Reiss. 2.7.74 as BTB THE
COMM CYCLE IN SOLO AUDITING.)

**THE DIFFERENCE BETWEEN THE COMM CYCLE IN REGULAR
AUDITING AND CYCLES OF ACTION IN SOLO AUDITING**

References:

HCOB 26 Apr 71 I TRs AND COGNITION'S
HCOB 26 Apr 71 II SOLO COGNITION'S
HCOB 30 Apr 71 AUDITING COMM CYCLE

There is a difference between regular auditing (where the auditor and pc are two separate persons), and Solo auditing. One does not have to be skilled in Auditor's TRs 0-IV in order to be a good Solo auditor. A Solo auditor's skills are covered in HCOB 26 Apr 71 II, SOLO COGNITION'S. TRs 0-IV and the Auditing Comm Cycle apply to regular auditing where the auditor and pc are two separate people. The idea that a Solo auditor would have to mock himself up as "the auditor" and mock himself up as "the pc" is erroneous. Nor does the Solo auditor have to try to be two different. people, nor does Solo auditing consists of "talking to oneself".

In order to understand Solo auditing better, read and demonstrate each of the following definitions until you understand each of them:

Auditing Comm Cycle: "This is the auditing comm cycle that is always in use: 1) is the pc ready to receive the command? (appearance, presence); 2) auditor gives command/question to pc (cause, distance, effect), 3) pc looks to bank for answer (itsa maker line, 4) pc receives answer from bank, 5) pc gives answer to auditor (cause, distance, effect), 6) auditor acknowledges pc, 7) auditor sees that pc received ack (attention), 8) new cycle beginning with (1)" (HCOB 30 Apr 71 AUDITING COMM CYCLE)

Auditing Cycle: The basic of auditing is an auditing cycle which operates as an attention director. Call it restimulator if you want, but it's an attention director, eliciting a response from the pc to as-is that area and who knows he has done so when he receives from the practitioner an acknowledgment that it has occurred. That is the auditing cycle. " (SH Spec 189, 6209C18) 2. "There are basically two communication cycles between the auditor and the pc that make up the auditing cycle. They are cause, distance, effect with the auditor at cause and the pc at effect, and cause, distance, effect, with the pc at cause and the auditor at effect. These are completely distinct one from the other. " (HCOB 23 May 71R IV, Rev. 4.12.74 Basic Auditing Series 4R COMMUNICATION CYCLES WITHIN THE AUDITING CYCLE)

Communication Cycle: 1. "A cycle of communication and two-way communication are actually two different things. A cycle of communication is not a two-way communication in its entirety. In a cycle of communication we have Joe as the originator of a communication addressed to Bill. We find Bill receiving it and then Bill originating an answer or acknowledgment back to Joe and thus ends the cycle." (DIANETICS 55! page 82) . "A communication cycle consists of just cause, distance, effect with intention, attention, duplication and understanding. " (HCOB 23 May 71R IV, Rev. 4.12.74 Basic Auditing Series 4R COMMUNICATION CYCLES WITHIN THE AUDITING CYCLE.

Cycle of Action: 1. “The sequence that an action goes through, where in the action is started, is continued for as long as is required and then is completed as planned.” (Scientology Abridged Dictionary)

(The definitions above are taken from the Technical Dictionary.)

In Solo auditing the Auditing Question or Auditing Command is provided in the materials. The Solo auditor has to ensure that he understands the Auditing Question or Auditing Command, gets the answer to the question or carries out the command, and recognizes that he has done so and completes that cycle. Solo auditing mainly consists of carrying out cycles of action. This is easy to do as these are given in the materials, and it consists of doing what the materials say to do.

VERBALIZATION

The Solo auditor does not verbalize questions or commands in solo auditing. It is done on a thought or intention level. There is a solo auditing action in which the Solo auditor calls items verbally, but otherwise solo auditing is not verbalized.

METER ERROR

In Solo auditing the meter, worksheets and materials must be arranged so that the solo auditor can read the meter at the same time as he reads the question or item in the materials. This is because the question or item will read on the meter when the solo auditor reads the question or item in the materials. One should not ignore the meter read when first reading the question or item in the materials. This is especially true when checking reads on Ruds, or doing a BPC Assessment, as the read might not repeat. The initial read when the question or item is first read and understood by the Solo auditor is taken. This is because the read occurs when the Solo auditor thinks the question or concept of the item.

Another meter error could occur if the Solo auditor didn't understand the question or item. You could get a reaction because the question or item was misunderstood. And if the question or item is misunderstood, then you wouldn't be able to audit it. Therefore it is very important that the Solo auditor knows to clear the meanings of words in auditing commands and items.

SOLO DRILLS

The Solo Drills are designed to familiarize the Solo auditor with the tools of Solo auditing, and to become skilled so that when the time comes to start Solo auditing, he can put his full attention on the auditing and thus be fully in session.

L. RON HUBBARD
FOUNDER

As assisted by
Snr C/S Int

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Add Course Instructions

Section II OT Course

There are 10 complete
Whole track tables.

But only 1 of each kind
of GPM in each table
This is a complete "Run"
(1 of each kind) =

The sets belong to different
entities. One finds the
earliest set and runs
it with care to stay in
that set. Then one
finds the next earliest
set and so on for 10
sets. Just as in running

the CC GPMs.

The Electrical is the earliest in the run;

The CC Supervision must precede the table on the above, 1 of each type in that order, Electrical the first to be run,

When all ten runs have been run, the PC has completed the Sect II course unless I add another series to it.




The Electrical GPM

This Bank occurs at several dates after (closer to PT) than the R6 bank and is the next bank after R6.

It is an oddity as it has an electrical shock as its end word rather than a word. This was to convince a Chetan he should think of himself as an electrical being.

It is a repeating line Plot, each one the same, and had 5 runs per implant.

The earliest is about to 210,000,866th. It occurs again at various later dates, leapfrogging other types of GPMs.



Electrical GPM ①
~~Given 5 words in a row, get the 1st 1st~~
~~One GPM per hour. 5 GPMs = 1 unit.~~

The Command Concept is Word + Shock
The Concept is the command, the
second "word" is the action of shock,
The shock is an electrical impact & flow.

1. Create (shock)
2. Create no (shock)
3. Destroy (shock)
4. Destroy no. (shock)
5. Love (shock)
6. Love No (shock)
7. Hate (shock)
8. Hate No (shock)
9. Be (shock)
10. Be No (shock)
11. ~~Disown~~ (shock)
12. ~~Disown~~ No (shock)

Electrical GPM

(2)

13. Use (Shock)
14. Use No (Shock)
15. Condemn (Shock)
16. Condemn No (Shock)
17. Seize (Shock)
18. Seize No (Shock)
19. Escape (Shock)
20. Escape No (Shock)

#

~~There are 5 complete GPMs~~
~~as above in consecutive order~~
~~(Implant = 5 GPMs consecutively)~~

This occurs ^{to 89,796} ^{to 310,096}
^{to 91,868} and ^{to 105,068} ^{to 210,000,866}
^{to 350,021} you may have others
and different dates.

Tocky QPM

"Sun" swings across front left to right after each item and gives read the word ~~TIME~~ is not spoken, Only Sun Swings

①

1. Create ~~Time~~ Sun Swings
 2. Create No ~~Time~~ Sun Swings
 3. Abide ~~Time~~ Sun Swings
 4. Abide No ~~Time~~ Sun Swings
 5. Enjoy ~~Time~~ Sun Swings
 6. Enjoy No ~~Time~~ Sun Swings
 7. Welcome ~~Time~~ Sun Swings
 8. Welcome No ~~Time~~ Sun Swings
 9. Share ~~Time~~ Sun Swings
 10. Share No ~~Time~~ Sun Swings
 11. Keep ~~Time~~ Sun Swings
 12. Keep No ~~Time~~ Sun Swings
 13. Hold ~~Time~~ Sun Swings
 14. Hold No ~~Time~~ Sun Swings
 15. Exploit ~~Time~~ Sun Swings
 16. Exploit No ~~Time~~ Sun Swings
 17. Deplore ~~Time~~ Sun Swings
 18. Deplore No ~~Time~~ Sun Swings
 19. Skip ~~Time~~ Sun Swings
 20. Skip No ~~Time~~ Sun Swings
 21. Continue ~~Time~~ Sun Swings
 22. Continue No ~~Time~~ Sun Swings
 23. Forget ~~Time~~ Sun Swings
 24. Forget No ~~Time~~ Sun Swings
- "That's what you get for making this Universe!"
"Get Out."

BIG BEING. GPM

~~Persistence~~ of P.M. Bullhairs 16,780
Explosion also to 10,663
Appearance of a Huge Being in Sky

(1)

1. (a) You Must Survive

(b) You Mustn't Survive

2. (a) You Should Survive

(b) You Shouldn't Survive

3. (a) You Can Survive

(b) You Can't Survive

4. (a) He Must Survive

(b) He Mustn't Survive

5. (a) He Should Survive

(b) He Shouldn't Survive

6. (a) He Can Survive

(b) He Can't Survive

7. (a) They Must Survive

(b) They Mustn't Survive

8. (a) They Should Survive

(b) They Shouldn't Survive

9. (a) They Can Survive

(b) They Can't Survive

~~Resistance~~ Big Being GPOY to 16,780th
also to 60,663

10. We Must Survive
We ~~Mustn't~~ Survive
11. We Should Survive
We Shouldn't Survive
12. We Can Survive
We Can't Survive
13. All Must Survive
All ~~Mustn't~~ Survive
14. All Should Survive
All ~~Shouldn't~~ Survive
15. All Can Survive
All ~~Can't~~ Survive
- Explosion ==

#

#

The House gpm

So called because
a House (internal
room) may appear
when it is extracted.

This gpm may be
in the bank two or
more times around

trillion's 40,029
and trillion's 37,016

these dates may vary
and some may have
received it once
or several times.

①

The House GPM Trillions 40,029
A House (Interior) appears

1. I should create
2. I shouldn't create
3. I must create
4. I mustn't create
5. I do create
6. I don't create
7. I can create
8. I can't create
9. There are creations
10. There aren't creations.

②

House QPM t_{40,029}

1. I should view
2. I shouldn't view
3. I must view
4. I mustn't view
5. I do view
6. I don't view
7. I can view
8. I can't view
9. There are views
10. There aren't views

③

The House QPM tr. 40,029 +

1. I should exist
2. I shouldn't exist
3. I must exist
4. I mustn't exist
5. I do exist
6. I don't exist
7. I can exist
8. I can't exist
9. There are existences
10. There aren't existences

④

House QPM $U^{40,029+}$

1. I should know
2. I shouldn't know
3. I must know
4. I mustn't know
5. I do know
6. I don't know
7. I can know
8. I can't know
9. There are knows
10. There aren't knows

5

The House QPM t_2 ~~to~~ 0.029 ~~th~~

1. I should remember
2. I shouldn't remember
3. I must remember.
4. I mustn't remember
5. I do remember
6. I don't remember
7. I can remember
8. I can't remember
9. There are memories
10. There aren't memories

~~th~~ ~~th~~

①

Psycho QPM

~~Storm~~ - Heavy Explosion - Burning & Pain
Storm

1. To Die is To live
2. To live is To Die
3. To Surrender is To Victimize
4. To Victimize is To Surrender
5. To lose is To Win
6. To Win is To lose
7. To Despair is To Hope
8. To Hope is To Despair
9. To Be Ignorant is To Know
10. To Know is To Be Ignorant
11. To Be Stupid is To Be Smart
12. To Be Smart is To Be Stupid
13. To Disagree is To Agree
14. To Agree is To Disagree
15. To Detest is To Get
16. To Get is To Detest
17. To Hurt is To Enjoy
18. To Enjoy is To Hurt
19. To Dislike is To Like
20. To Like is To Dislike

Psycho GPM

(a)

21. To Hate is To Love
22. To Love is To Hate
23. To Hinder is To Help
24. To Help is To Hinder
25. To Disbelieve is To Believe
26. To Believe is To Disbelieve
27. To Be Bad is To Be Good
28. To Be Good is To Be Bad
29. To Betray is To Be Faithful
30. To Be Faithful is To Betray
31. To Go Crazy is To Be Sane
32. To Be Sane is To Go Crazy
33. To Abandon is To Collect
34. To Collect is To Abandon
35. To Stop is To Start
36. To Start is To Stop

XX

XX

The Banky GPM
trillions 2.7th

①

This is a pretended
"overt-motivator" GPM.

Run it once as having
put it "over there" on
"another".

Then run it as having
"received" it.

They are both the same
implant, of course.

(Three Pages)

The Banky QPM Trillions ^{27th}
(Explosion ^{can "O/W"} ~~knives~~ ^{are} ~~not~~ ^{to be implanted}) ^{one page} ^{plot} ^{page} (2)
Starts with an Electrical Whirlpool
like a Tornado

1. To Experience is to Create
2. To Look is to Re-envision
3. To Think is to Recall
4. To Conceive is to Remember
5. To See is to Forget

Electronic whirlwind

X #

The Banky QPM Trillions ^{27th}
(Explosion ^{can "o/w"} ~~knives~~ are ~~and to be implanted~~) ^{one page} ^{page} ②
Starts with an Electrical Whirlpool
like a Tornado

1. To Experience is to Create
 2. To Look is to Re-creation
 3. To Think is to Recall
 4. To Conceive is to Remember
 5. To See is to Forget
- Electronic whirlwind

X #

(3)

Bank y I pay
(Forerunner beads also at t_{222})
This runs again around
Trillions ²²⁵

And again
Trillions ²²⁶

And again
Trillions ²²⁸

Run it as o/w in
each earlier sequence
you find for it.

Forerunner
O/W gPM
Trillions 222

Use the same hP
and Form as to 216
"the last O/W gPM"

Also occurs before more
Banky gPMs at to 230th

The ~~last~~ O/W GPMs trillion 216th
Forerunner GPM ①

This GPM seeks to install
the over-motivator sequence,
It is run twice by the
student.

First Time the positions are:

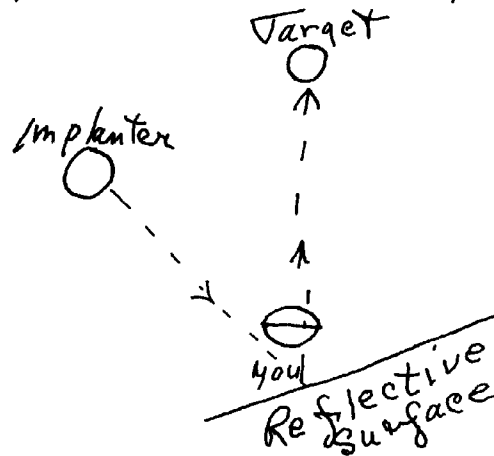


Figure 1

which makes it look like you
are doing it.

First There is a Light (A)
over to ones left, and the words

B. Sleep - Go to Sleep.

C. You are Unconscious

D. You Know Nothing
then a gas is poured over one.
then the screens are set up as above
(Cacton has charge on it).

E. Then a Screen is set up behind
you and a "dummy Thetan" in front

The last O/W QPM

tr 216th

(3)

1. Electronic Explosion
2. To Predict Never To Know
3. Keep it! Keep it! Keep it!
4. To Know Never To Predict.
5. Copy it Duplicate it. Picture it.
6. To Frighten Never To Fear.
7. Keep it. Keep it. Keep it.
8. To Fear Never To Frighten
9. Copy it. Duplicate it. Picture it.
10. To Catch never to be Caught
11. Keep it. Keep it. Keep it.
12. To Be Caught Never To Catch
13. Copy it. Duplicate it. Picture it.
14. To Imprison Never To Be Imprisoned
15. Keep it. Keep it. Keep it.
16. To Be Imprisoned Never To Imprison
17. Copy it. Duplicate it. Picture it.
18. To Be Out of Jail Never to be In Jail
19. Keep it. Keep it. Keep it.
20. To Be In Jail Never To be Out of Jail!
21. Copy it. Duplicate it. Picture it.

The last O/W GPM to 216th

- 22. To Be Outside Never To Be Inside
- 23. Keep it. Keep it. Keep it.
- 24. To Be Inside Never To Be Outside
- 25. Copy it. Duplicate it. Picture it.
- 26. To Remember Never To Forget.
- 27. Keep it. Keep it. Keep it.
- 28. To Forget Never To Remember
- 29. Copy it. Duplicate it. Picture it.
- 30. To Go Never To Come
- 31. Keep it. Keep it. Keep it.
- 32. To Come Never To Go.
- 33. Copy it. Duplicate it. Picture it

~~34. Electronic Explosion~~

34. Explosion

(See Very Pg After
First Run)

(On Second Run,
Complete Ending
On Page 6)

Having fun the JPM (5)
fun the change of the Reflective Screen

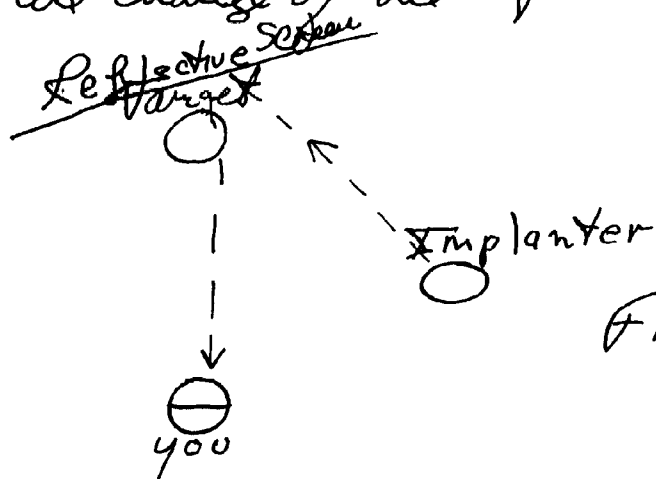


Figure 2

And note as you run following
Items, The shift of Source,
reflection and Direction,

1. The Consequences of your
having done that
2. Are Terrible
3. Because you Did That.
4. It is now two and a half
years later
5. This is The Consequences
6. Watch This
7. And see what Happens
8. To you

#

The last O/W GPM

⑥

9. Because of what you did
10. To the poor fellow
11. He's now giving it back
12. Watch out

(Now run off the same GPM with attention to the new source, screen behind the dummy "The Tan" and the items arriving where you are.)

(When you have done this second run, then:)

1. You see what happens
2. Because of what you do
3. When you do something bad
4. To another
5. You get it back later
6. You are the cause
7. Of all your suffering
8. Over actions
9. Do not pay
10. Wake up dead, forever.

OT COURSE SECTION TWO

PLEASE NOTE THE SEQUENCE OF THESE NON-LINE
PLOT INCIDENTS AS GIVEN ON THE O.T. COURSE SEC-
TION TWO 24th April 1967 INSTRUCTION BOOKLET

O.T. COURSE - PART ONE

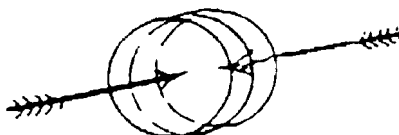
1 November 1966

The following do not have a Line Plot. They are implant incidents, and should be located and plotted on your Track Table. The dates given are sample dates and represent the approximate time period only. Run the basic of each, getting your own reaction to it.

THE ARROW

Tr 30,026

This consists of two Targets with an arrow pointing into each, counter poised. The front target is white and the rear one is black.



The Targets with the arrows appear for 1/10th of a second, during which time it tilts one way and then the other. It's terribly fast, so one made a picture to see afterwards what it was. Get the speed it idi this. Get your own reaction to it. It's just a sudden appearance and disappearance. It wobbled in and wobbled out.

WOMAN

Tr 25,980

A "Woman figure" appeared before one. Nothing happened. It just appeared and remained a few hours. It sort of "got in one's face".

WHITE BLACK SPHERE

Tr 25,090

This is a sphere on a pole. The sphere and pole are Black in front. White in back. It's based on the idea that a thetan "can't think two thoughts at once". It does not reverse.

HOT - COLD

Tr 20,095

This is a pole with a split in it. The back split is hot, the front one is cold. Two temperatures. Duration is 1 1/8th seconds.

LAUGHTER - CALM

Tr 19,670

This takes place in a cave. It is 7 1/8ths of a second in duration. It has screams of laughter, very wild, and calm. Calm = frozen numbness.

It is a pole with a split in it. Laughter comes from the rear half and calm from the front half simultaneously. Then they reverse. It gives one a sensation of total disagreement. The trick is to conceive of both at the same time. This tends to knock one out.

DANCE MOB

Tr 18,992

The duration is 7/8ths of a second. There is a pole that pulls one in. One is caught on the pole. The actual incident is in connecting with this thing and trying to get off it.

The dancing comes after the actual incident, and consists of a mob dancing around one, chanting various things (a text). In running this, get the phrases that are chanted.

O.T. COURSE PART ONE BADDITIONAL DATA"DOUBLE ROD"

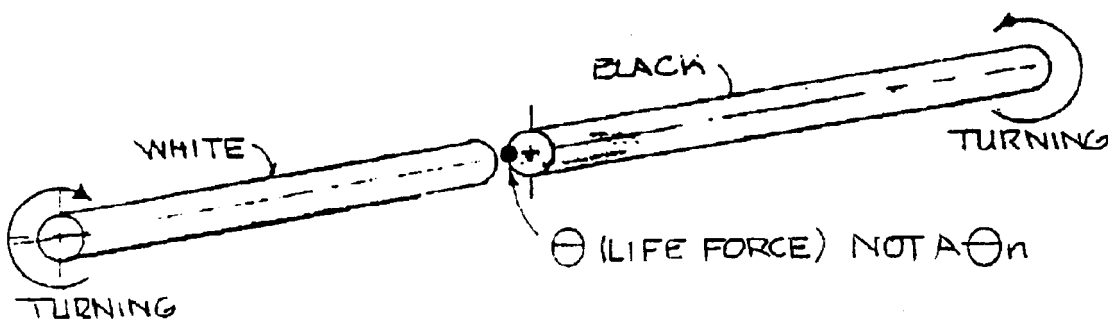
This was found at Tr 25,355; Tr 28,670 and finally found and run at Tr 28,865.

DURATION: 1/2 second - corrected to 1/8 second.

INCIDENT: Consists of a long shiny black rod moving in from left to right. Then somehow it is like two rods, or one rod with a split in the middle, the left one being white and revolving forward, the right one being black and revolving backward. Then they both disappear forward and upward.

EXPERIENCE: There is a tremendous feeling of EXCITEMENT attached to this incident.

It has a sort of feeling attached to it as if one was being as if it was being squashed between the two revolving rods.



Foreign Language Caution

When a student in the course does not have English as his native tongue, or as language changes up through the years, or when the clearing course is translated into another language:

The Greatest Care Must Be Used To Establish The exact meaning or equivalent words. The most precise meaning is required and off shades will prevent erasure with much upset.

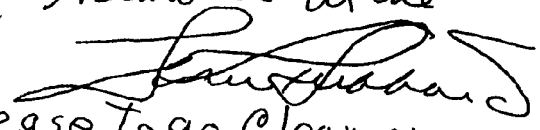
Such a student or translator must use a Meter to obtain the translated word and establish its correctness. It will of course be the most lasting read which lasts after all other versions have ceased to read,

Ordinarily when you have the right equivalent, wrong versions will not read.

Sometimes when you have discarded the right one you have to regain it by finding which one reacts to "suppress" or "challenge". Only the right version reacts to these.

It would be well to check all the key words of a QPM for the correct version of non-English words before attempting to actually run it.

One should rewrite the entire QPM or pattern in the native tongue one uses. Don't attempt sight translation. Ignore the (-) numbers on the first run.


If people ever cease to go clear on these plots, realize English has changed and rewrite

The BB

gPMs

This is a series of 5 gPMs,
all the same pattern
occurring about billions ^{214th Power}
years ago.

Run the two lines all as one
line, not as separate
items for each number.

The Explosions occur
"inside one's head" or, that
is to say, where The Thetan
is.

This pattern has 79 pages

I ignore the () numbers on
the 1st Run.

The BB GPM

①

1. ^{Explosion} Stop a Beginning Self
To Invent an ~~End~~ Self
2. ^{Explosion} Invent a Near Self
To Stop a Far Self
3. ^{Explosion} Stop an Open Self
To Invent a closed Self
4. ^{Explosion} Invent a Kept Self
To Stop an Expended Self
5. ^{Explosion} Stop a Filled Self
To Invent an Exhausted Self
6. ^{Explosion} Invent a Bright Self
To Stop a Dim ~~Self~~ Self
7. ^{Explosion} Stop an Informed Self
To Invent a Denied Self
8. ^{Explosion} Invent a ^{Receiving} ~~Receptive~~ Self
To Stop a Rejected ~~Self~~ Self
9. ^{Explosion} ~~Stop~~ a Loving Self
To Invent a Hated Self

The BB GPM

(2)

Explosion

10. Invent a Perceiving Self
to Stop a Blinded Self
Explosion.

11. Stop a Fair Self
to Invent a Prejudiced Self
Explosion

12. Invent a Clean Self
to Stop a Dirty Self
Explosion

13. Stop an Arriving Self
to Invent a Departed Self
Explosion

14. Invent an Arriving Self
to Stop a Departed Self
Explosion

15. Stop a Clean Self
to Invent a Dirty Self
Explosion

16. Invent a Fair Self
to Stop a Prejudiced Self
Explosion

17. Stop a Perceiving Self
to Invent a Blinded Self

The BB GPM

(3)

Explosion

18. Invent a Loving Self
To Stop a Hated Self

Explosion

19. Stop a Receiving Self
to Invent a Rejected Self

Explosion

20. Invent an Informed Self
to Stop a Denied Self

Explosion

21. Stop a Bright Self
to Invent a Dim Self

Explosion

22. Invent a Filled Self
To Stop an Exhausted Self

Explosion

23. Stop a Kept Self
To Invent an Expended Self

Explosion

24. Invent an Open Self
To Stop a Closed Self

Explosion

25. Stop a Near Self
to Invent a Far Self

Explosion

26. Invent a Beginning Self
To Stop an Ended Self

The BB GPM

④

Explosion

1. Stop a Beginning Mind.
To Invent an Ended Mind
Explosion
2. Invent a Near Mind
To Stop a Far Mind
Explosion
3. Stop an Open Mind
To Invent a Closed Mind
Explosion
4. Invent a Kept Mind
To Stop an Expended Mind
Explosion
5. Stop a Filled Mind
To Invent an Exhausted Mind
Explosion
6. Invent a Bright Mind
To Stop a Dim Mind
Explosion
7. Stop an Informed Mind
To Invent a Denied Mind
Explosion
8. Invent a Receiving Mind
To Stop a Rejected Mind
Explosion
9. Stop a Loving Mind
To Invent a Hated Mind

The BB GPM

(5)

Explosion

10. Invent a Perceiving Mind
To Stop a Blinded Mind
Explosion

11. Stop a ~~Prejudiced~~^{Fair} Mind
To Invent a Prejudiced Mind
Explosion

12. Invent a Clean Mind
To Stop a Dirty Mind
Explosion

13. Stop an Arriving Mind
To Invent a Departed Mind
Explosion

14. Invent an Arriving Mind
To Stop a Depart~~ing~~^{ed} Mind
Explosion

15. Stop a Clean Mind
To Invent a Dirty Mind
Explosion

16. Invent a Fair Mind
To Stop a Prejudiced Mind
Explosion

17. Stop a Perceiving Mind
To Invent a Blinded Mind
Explosion

18. Invent a Loving Mind
to Stop a Hated Mind

The BB GPM

Explosion

(6)
22 Sept 66

19. Stop a Receiving Mind
To Invent a Rejected Mind
Explosion
20. Invent an Informed Mind
To Stop a Denied Mind
Explosion
21. Stop a Bright Mind
To Invent a Dim Mind
Explosion
22. Invent a Filled Mind
To Stop an Exhausted Mind
Explosion
23. Stop a Kept Mind
To Invent an Expended Mind
Explosion
24. Invent an Open Mind
To Stop a Closed Mind
Explosion
25. Stop a Near Mind
To Invent a Far Mind
Explosion
26. Invent a Beginning Mind
To Stop an Ended Mind

The BBGPY
Explosion

(7)

1. Stop a Beginning Body
To Invent an ~~Ending~~^{early} Body
Explosion
2. Invent a Near Body
To Stop a Far Body
Explosion
3. Stop an Open Body
To Invent a Closed Body
Explosion
4. Invent a Kept Body
To Stop an Expended Body
Explosion
5. Stop a Filled Body
To Invent an Exhausted Body
Explosion
6. Invent a Bright Body
To Stop a Dim Body
Explosion
7. Stop an Informed Body
To Invent a Denied Body
Explosion
8. Invent a Receiving Body
To Stop a ~~Denied~~^{Rejected} Body
Explosion
9. Stop a Loving Body
To Invent a Hated Body

The BB GPM

⑧

Explosion

10. Invent a Perceiving Body
To Stop a Blinded Body
Explosion

11. Stop a Fair Body
To Invent a Prejudiced Body
Explosion

12. Invent a Clean Body
To Stop a Dirty Body
Explosion

13. Stop an Arriving Body
To Invent a Departing^{ed} Body
Explosion

14. Invent an Arriving Body
To Stop a Departing^{ed} Body
Explosion

15. Stop a Clean Body
To Invent a Dirty Body
Explosion

16. Invent a Fair Body
To Stop a Prejudiced Body
Explosion

17. Stop a Perceiving Body
To Invent a Blinded Body
Explosion

18. Invent a Loving Body
To Stop a Hated Body

The BB GPM

⑨

Explosion

19. Stop a Receiving Body
To Invent a Rejected Body

Explosion

20. Invent an Informed Body
To Stop a Denied Body

Explosion

21. Stop a Bright Body
To Invent a Dim Body

Explosion

22. Invent a Filled Body
To Stop an Exhausted Body

Explosion

23. Stop a Kept Body
To Invent an Expended Body

Explosion

24. Invent an Open Body
To Stop a Closed Body

Explosion

25. Stop a Near Body
To Invent a Far Body

Explosion

26. Invent a Beginning Body
To Stop an Ended Body

The BB GPM

(10)

Explosion

1. Stop a Beginning Spirit
To Invent an Ended Spirit

Explosion

2. Invent a Near Spirit
To Stop a Far Spirit

Explosion

3. Stop an Open Spirit
To Invent a Closed Spirit

Explosion

4. Invent a Kept Spirit
To Stop an Expended Spirit

Explosion

5. Stop a Filled Spirit
To Invent an Exhausted Spirit

Explosion

6. Invent a Bright Spirit
To Stop a Dim Spirit

Explosion

7. Stop an Unformed Spirit
To Invent a Denied Spirit

Explosion

8. Invent a Receiving Spirit
To Stop a Rejected Spirit

Explosion

9. Stop a Loving Spirit
To Invent a Hated Spirit

Explosion

10. Invent a Perceiving Spirit
To Stop a Blinded Spirit

The BB GPM

(11)

11. Stop a Fair Spirit
To Invent a Prejudiced Spirit
Explosion
12. Invent a Clean Spirit
To Stop a Dirty Spirit
Explosion
13. Stop an Arriving Spirit
To Invent a Departed Spirit
Explosion
14. Invent an Arriving Spirit
To Stop a Departed Spirit
Explosion
15. Stop a Clean Spirit
To Invent a Dirty Spirit
Explosion
16. Invent a Fair Spirit
To Stop a Prejudiced Spirit
Explosion
17. Stop a ~~Receiving~~ Perceiving Spirit
To Invent a Blinded Spirit
Explosion
18. Invent a Loving Spirit
To Stop a Hated Spirit
Explosion
19. Stop a Receiving Spirit
To Invent a Rejected Spirit

The BB GPM
Explosion

(12)

20. Invent an Informed Spirit
To Stop a Denied Spirit
Explosion

21. Stop a Bright Spirit
To Invent a Dim Spirit
Explosion

22. Invent a Filled Spirit
To Stop an Exhausted Spirit
Explosion

23. Stop a Kept Spirit
To Invent an Expended Spirit
Explosion

24. Invent an Open Spirit
To Stop a Closed Spirit
Explosion

25. Stop a Near Spirit
To Invent a far Spirit
Explosion

26. Invent a Beginning Spirit
To Stop an Ended Spirit

The BB GPM

(13)

Explosion

1. Stop a Beginning Head
To Invent an Ended Head
Explosion

2. Invent a Near Head
To Stop a Far Head
Explosion

3. Stop an Open Head
To Invent a Closed Head
Explosion

4. Invent a Kept Head
To Stop an Expended Head
Explosion

5. Stop a Filled Head
To Invent an Exhausted Head
Explosion

6. Invent a Bright Head
To Stop a Dim Head
Explosion

7. Stop an Informed Head
To Invent a Denied Head
Explosion

8. Invent a Receiving Head
To Stop a Rejected Head
Explosion

9. Stop a Loving Head
To Invent a Hated Head

Explosion

10. Invent a Receiving Head
To Stop a Blinded Head
Explosion

11. Stop a Fair Head
To Invent a Prejudiced Head
Explosion

12. Invent a Clean Head
To Stop a Dirty Head
Explosion

13. Stop an Arriving Head
To Invent a Departed Head
Explosion

14. Invent an Arriving Head
To Stop a Departed Head
Explosion

5. Stop a Clean Head
To Invent a Dirty Head
Explosion

16. Invent a Fair Head
To Stop a Prejudiced Head
Explosion

17. Stop a Perceiving Head
To Invent a Blinded Head
Explosion

18. Invent a Loving Head
To Stop a Hated Head

The BB GPM

(15)

Explosion

19. Stop a Receiving Head
To Invent a Rejected Head

Explosion

20. Invent an Informed Head
To Stop a Denied Head

Explosion

21. Stop a Bright Head
To Invent a Dim Head

Explosion

22. Invent a Filled Head
To Stop an Exhausted Head

Explosion

23. Stop a Kept Head
To Invent an Expended Head

Explosion

24. Invent an Open Head
To Stop a Closed Head

Explosion

25. Stop a Near Head
To Invent a Far Head

Explosion

26. Invent a Beginning Head
To Stop an Ended Head

ME BB GPM

(16)

Explosion

1. Stop a Beginning Memory
To Invent an Ended Memory

Explosion

2. Invent a Near Memory
To Stop a Far Memory

Explosion

3. Stop an Open Memory
To Invent a Closed Memory

Explosion

4. Invent a Kept Memory
To Stop an Expended Memory

Explosion

5. Stop a Filled Memory
To Invent an Exhausted Memory

Explosion

6. Invent a Bright Memory
To Stop a Dim Memory

Explosion

7. Stop an Informed Memory
To Invent a Denied Memory

Explosion

8. Invent a Receiving Memory
To Stop a Rejected Memory

Explosion

9. Stop a Loving Memory
To Invent a Hated Memory

Explosion

10. Invent a Perceiving Memory
To Stop a Blinded Memory

The BB GPM

(17)

Explosion

11. Stop a Fair Memory
To Invent a Prejudiced Memory

Explosion

12. Invent a Clean Memory
To Stop a Dirty Memory

Explosion

13. Stop an Arriving Memory
To Invent a Departed Memory

Explosion

14. Invent an Arriving Memory
To Stop a Departed Memory

Explosion

15. Stop a Clean Memory
To Invent a Dirty Memory

Explosion

16. Invent a Fair Memory
To Stop a Prejudiced Memory

Explosion

17. Stop a ~~Receiving~~ ^{Perceiving} Memory
To Invent a Blinded Memory

Explosion

18. Invent a Loving Memory
To Stop a Hated Memory

Explosion

19. Stop a Receiving Memory
To Invent a Rejected Memory

The BB GPM

(18)

Explosion

20. Invent an Informed Memory
To Stop a Denied Memory

Explosion

21. Stop a Bright Memory
To Invent a Dim Memory

Explosion

22. Invent a Filled Memory
To Stop an Exhausted Memory

Explosion

23. Stop a Kept Memory
To Invent an Expended Memory

Explosion

24. Invent an Open Memory
To Stop a Closed Memory

Explosion

25. Stop a Near Memory
To Invent a Far Memory

Explosion

26. Invent a Beginning Memory
To Stop an Ended Memory

The BB GPM

(19)

Explosion

1. Stop a Beginning Mass
To Invent an Ended Mass

Explosion

2. Invent a Near Mass
To Stop a Far Mass

Explosion

3. Stop an Open Mass
To Invent a Closed Mass

Explosion

4. Invent a Kept Mass
To Stop an Expended Mass

Explosion

5. Stop a Filled Mass
To Invent an Exhausted Mass

Explosion

6. Invent a Bright Mass
To Stop a Dim Mass

Explosion

7. Stop an Informed Mass
To Invent a Denied Mass

Explosion

8. Invent a Receiving Mass
To Stop a Rejected Mass

Explosion

9. Stop a Loving Mass
To Invent a Hated Mass

The BB GPM

(20)

Explosion

10. Invent a Perceiving Mass
To Stop a Blinded Mass

Explosion

11. Stop a Fair Mass
To Invent a Prejudiced Mass

Explosion

12. Invent a Clean Mass
To Stop a ~~Prejudiced~~ Dirty Mass

Explosion

13. Stop an Arriving Mass
To Invent a Departed Mass

Explosion

14. Invent an Arriving Mass
To Stop a Departed Mass

Explosion

15. Stop a Clean Mass
To Invent a Dirty Mass

Explosion

16. Invent a Fair Mass
To Stop a Prejudiced Mass

Explosion

17. Stop a Perceiving Mass
To Invent a Blinded Mass

Explosion

18. Invent a Loving Mass
to Stop a Hated Mass

The BB GPM

(21)

Explosion

19. Stop a Receiving Mass
To Invent a Rejected Mass

Explosion

20. Invent an Informed Mass
To Stop a Denied Mass

Explosion

21. Stop a Bright Mass
To Invent a Dim Mass

Explosion

22. Invent a Filled Mass
To Stop an Exhausted Mass

Explosion

23. Stop a Kept Mass
To Invent an Expended Mass

Explosion

24. Invent an Open Mass
To Stop a Closed Mass.

Explosion

25. Stop a Near Mass
To Invent a Far Mass

Explosion

26. Invent a Beginning Mass
To Stop an Ended Mass

The BB GPM

(22)

Explosion

1. Stop a Beginning Thought
To Invent an Ended Thought

Explosion

2. Invent a Near Thought
To Stop a Far Thought

Explosion

3. Stop an Open Thought
To Invent a Closed Thought

Explosion

4. Invent a Kept Thought
To Stop an Expended Thought

Explosion

5. Stop a Filled Thought
To Invent an Exhausted Thought

Explosion

6. Invent a Bright Thought
To Stop a Dim Thought

Explosion

7. Stop an Informed Thought
To Invent a Denied Thought

Explosion

8. Invent a Receiving Thought
To Stop a Rejected Thought

Explosion

9. Stop a Loving Thought
To Invent a Hated Thought

The BB GPM

(23)

Explosion

10. Invent a Perceiving Thought
To Stop a Blinded Thought

Explosion

11. Stop a Fair Thought
To Invent a Prejudiced Thought

Explosion

12. Invent a Clean Thought
To Stop a Dirty Thought

Explosion

13. Stop an Arriving Thought
To Invent a Departed Thought

Explosion

14. Invent an Arriving Thought
To Stop a Departed Thought

Explosion

15. Stop a Clean Thought
To Invent a Dirty Thought

Explosion

16. Invent a Fair Thought
To Stop a Prejudiced Thought

Explosion

17. Stop a Perceiving Thought
To Invent a Blinded Thought

Explosion

18. Invent a Loving Thought
To Stop a Hated Thought.

The BB GPM

(24)

Explosion

19. Stop a Receiving Thought
To Invent a Rejected Thought

Explosion

20. Invent an Informed Thought
To Stop a Denied Thought

Explosion

21. Stop a Bright Thought
To Invent a Dim Thought

Explosion

22. Invent a Filled Thought
To Stop an Exhausted Thought

Explosion

23. Stop a Kept Thought
To Invent an Expended Thought

Explosion

24. Invent an Open Thought
To Stop a Closed Thought

Explosion

25. Stop a Near Thought
To Invent a Far Thought

Explosion

21. Invent a Beginning Thought
To Stop an Ended Thought

The BB GPM

(25)

Explosion

1. Stop a Beginning Universe
To Invent an Ended Universe

Explosion

2. Invent a Near Universe
To Stop a Far Universe

Explosion

3. Stop an Open Universe
To Invent a Closed Universe

Explosion

4. Invent a Kept Universe
To Stop an Expended Universe

Explosion

5. Stop a Filled Universe
To Invent an Exhausted Universe

Explosion

6. Invent a Bright Universe
To Stop a Dim Universe

Explosion

7. Stop an Informed Universe
To Invent a Denied Universe

Explosion

8. Invent a Receiving Universe
To Stop a Rejected Universe

Explosion

9. Stop a Loving Universe.
To Invent a Hated Universe

The BBGPM

(26)

Explosion

10. Invent a Perceiving Universe
To Stop a Blinded Universe

Explosion

11. Stop a Fair Universe
To Invent a Prejudiced Universe

Explosion

12. Invent a Clean Universe
To Stop a Dirty Universe

Explosion

13. Stop an Arriving Universe
To Invent a Depart~~ing~~^{ed} Universe

Explosion

14. Invent an Arriving Universe
To Stop a Depart~~ing~~^{ed} Universe

Explosion

15. Stop a Clean Universe.
To Invent a Dirty Universe

Explosion

16. Invent a Fair Universe
To Stop a Prejudiced Universe.

Explosion

17. Stop a Perceiving Universe
To Invent a Blinded Universe

Explosion

18. Invent a Loving Universe
To Stop a Hated Universe

Explosion

19. Stop a Receiving Universe
To Invent a Rejected Universe

Explosion

20. Invent an Informed Universe
To Stop a Denied Universe

Explosion

21. Stop a Bright Universe
To Invent a Dim Universe

Explosion

22. Invent a Filled Universe
To Stop an Exhausted Universe

Explosion

23. Stop a Kept Universe
To Invent an Expended Universe

Explosion

24. Invent an Open Universe
To Stop a Closed Universe

Explosion

25. Stop a Near Universe
To Invent a Far Universe

Explosion

26. Invent a Beginning Universe
To Stop an Ended Universe

Explosion

End of Series

The BB GPM

(28)

1. Stop a Beginning Belief
To Invent an Ended Belief
Explosion
2. Invent a Near Belief
To Stop a Far Belief
Explosion
3. Stop an Open Belief
To Invent a Closed Belief
Explosion
4. Invent a Kept Belief
To Stop an Expended Belief
Explosion
5. Stop a Filled Belief
To Invent an Exhausted Belief
Explosion
6. Invent a Bright Belief
To Stop a Dim Belief
Explosion
7. Stop an Informed Belief
To Invent a Denied Belief
Explosion
8. Invent a Receiving Belief
To Stop a ~~Receiving~~ Belief
Explosion
9. Stop a Loving Belief
To Invent a Hated Belief
Explosion
10. Invent a Perceiving Belief
To Stop a Blinded Belief

The BB GPM

(29)

Explosion

11. Stop a Fair Belief

Explosion To Invent a Prejudiced Belief

12. Invent a Clean Belief

To Stop a Dirty Belief

Explosion

13. Stop an Arriving Belief

To Invent a Departed Belief

Explosion

14. Invent an Arriving Belief

To Stop a Departed Belief

Explosion

15. Stop a Clean Belief

To Invent a Dirty Belief

Explosion

16. Invent a Fair Belief

To Stop a Prejudiced Belief

Explosion

17. Stop a Perceiving Belief

To Invent a Blinded Belief

Explosion

18. Invent a Loving Belief

To Stop a Hated Belief

Explosion

19. Stop a Receiving Belief

To Invent a Rejected Belief

The BB GPM

(36)

Explosion

20. Invent an Informed Belief
To Stop a Denied Belief

Explosion

21. Stop a Bright Belief
To Invent a Dim Belief

Explosion

22. Invent a Filled Belief
To Stop an Exhausted Belief

Explosion

23. Stop a Kept Belief
To Invent an Expended Belief

Explosion

24. Invent an Open Belief
To Stop a Closed Belief

Explosion

25. Stop a Near Belief
To Invent a far Belief

Explosion

26. Invent a Beginning Belief
To Stop an Ended Belief

#

Explosion

1. Stop a Beginning People
To Invent an Ended People

Explosion

2. Invent a Near People
To Stop a Far People

Explosion

3. Stop an Open People
To Invent a Closed People

Explosion

4. Invent a Kept People
To Stop an Expended People

Explosion

5. Stop a Filled People
To Invent an Exhausted People

Explosion

6. Invent a Bright People
To Stop a Dim People

Explosion

7. Stop an Informed People
To Invent a Denied People

Explosion

8. Invent a Receiving People
To Stop a Rejected People

Explosion

9. Stop a Loving People
To Invent a Hated People

Explosion

10. Invent a Perceiving People
To Stop a Blinded People

Explosion

11. Stop a Fair People
To Invent a Prejudiced People

Explosion

12. Invent a Clean People
To Stop a Dirty People

Explosion

13. Stop an Arriving People
To Invent a Departed People

Explosion

14. Invent an Arriving People
To Stop a Departed People

Explosion

15. Stop a Clean People
To Invent a Dirty People

Explosion

16. Invent a Fair People
To Stop a Prejudiced People

Explosion

17. Stop a Perceiving People
To Invent a Blinded People

Explosion

18. Invent a Loving People
To Stop a Hated People

Explosion

19. Stop a Receiving People
To Invent a Rejected People

The Basic Basic JPM

33

Explosion

20. Invent an Informed People
To Stop a Denied People

Explosion

21. Stop a Bright People
To Invent a Dim People

Explosion

22. Invent a Filled People
To Stop an Exhausted People

Explosion

23. Stop a Kept People
To Invent an Exhausted People

Explosion

24. Invent an Open People
To Stop a Closed People

Explosion

25. Stop a Near People
To Invent a Far People

Explosion

26. Invent a Beginning People
To Stop an Ended People

#

Explosion

1. Stop a Beginning Intention
To Invent an Ended Intention

Explosion

2. Invent a Near Intention
To Stop a Far Intention

Explosion

3. Stop an Open Intention
To Invent a Closed Intention

Explosion

4. Invent a Kept Intention
To Stop an Expended Intention

Explosion

5. Stop a Filled Intention
To Invent an Exhausted Intention

Explosion

6. Invent a Bright Intention
To Stop a Dim Intention

Explosion

7. Stop an Informed Intention
To Invent a Denied Intention

Explosion

8. Invent a Receiving Intention
To Stop a Rejected Intention

Explosion

9. Stop a Having Intention
To Invent a Lacked Intention

Explosion

10. Invent a Perceiving Intention
To Stop a Blinded Intention

Explosion

11. Stop a Fair Intention
To Invent a Prejudiced Intention

Explosion

12. Invent a Clean Intention
To Stop a Dirty Intention

Explosion

13. Stop an Arriving Intention
To Invent a Departed Intention

Explosion

14. Invent an Arriving Intention
To Stop a Departed Intention

Explosion

15. Stop a Clean Intention
To Invent a Dirty Intention

Explosion

16. Invent a Fair Intention
To Stop a Prejudiced Intention

Explosion

17. Stop a Perceiving Intention
To Invent a Blinded Intention

Explosion

18. Invent a Loving Intention
To Stop a Hated Intention

Explosion

19. Stop a Receiving Intention
To Invent a Rejected Intention

The BB GPM

(36)

Explosion

20. Invent an Informed Intention
To Stop a Denied Intention

Explosion

21. Stop a Bright Intention
To Invent a Dim Intention

Explosion

22. Invent a Filled Intention
To Stop an Exhausted Intention

Explosion

23. Stop a Kept Intention
To Invent an Expended Intention

Explosion

24. Invent an Open Intention
To Stop a Closed Intention

Explosion

25. Stop a Near Intention
To Invent a Far Intention

Explosion

26. Invent a Beginning Intention
To Stop an Ended Intention

~~XX~~ ~~XX~~

THE BB GPM

(37)

Explosion

1. Stop a Beginning Society
To Invent an Ended Society

Explosion

2. Invent a Near Society
To Stop a Far Society

Explosion

3. Stop an Open Society
To Invent a Closed Society

Explosion

4. Invent a Kept Society
To Stop an Expended Society

Explosion

5. Stop a Filled Society
To Invent an Exhausted Society

Explosion

6. Invent a Bright Society
To Stop a Dim Society

Explosion

7. Stop an Informed Society
To Invent a Denied Society

Explosion

8. Invent a Receiving Society
To Stop a Rejected Society

Explosion

9. Stop a Loving Society
To Invent a Naked Society

Explosion

10. Invent a Perceiving Society
To Stop a Blinded Society

The BB GPM

Explosion
11. Stop a Fair Society
To Invent a Prejudiced Society

Explosion
12. Invent a Clean Society
To Stop a Dirty Society

Explosion
13. Stop an Arriving Society
To Invent a Departed Society

Explosion
14. Invent an Arriving Society
To Stop a Departed Society

Explosion
15. Stop a Clean Society
To Invent a Dirty Society

Explosion
16. Invent a Fair Society
To Stop a Prejudiced Society

Explosion
17. Stop a Perceiving Society
To Invent a Blinded Society

Explosion
18. Invent a Loving Society
To Stop a Hated Society

Explosion
19. Stop a Receiving Society
To Invent a Rejected Society

Explosion

20. Invent an Informed Society
To Stop a Denied Society

Explosion

21. Stop a Bright Society
To Invent a Dim Society

Explosion

22. Invent a Filled Society
To Stop an Exhausted Society

Explosion

23. Stop a Kept Society
To Invent an Expended Society

Explosion

24. Invent an Open Society
To Stop a Closed Society

Explosion

25. ~~Stop~~ Stop a Near Society
To Invent a Far Society

Explosion

26. Invent a Beginning Society
To Stop an Ended Society

The BB GPM

(40)

Explosion

1. Stop a Beginning Custom
To Invent an Ended Custom

Explosion

2. Invent a Near Custom
To Stop a Far Custom

Explosion

3. Stop an Open Custom
To Invent a Closed Custom

Explosion

4. Invent a Kept Custom
To Stop an Expended Custom

Explosion

5. Stop a Filled Custom
To Invent an Exhausted Custom

Explosion

6. Invent a Bright Custom
To Stop a Dim Custom

Explosion

7. Stop an Informed Custom
To Invent a Denied Custom

Explosion

8. Invent a Receiving Custom
To Stop a Rejected Custom

Explosion

9. Stop a Loving Custom
To Invent a Hated Custom

Explosion

10. Invent a Perceiving Custom
To Stop a Blinded Custom

Explosion The BBGPM (41)

11. Stop a Fair Custom.

Explosion To Invent a Prejudiced Custom

12. Invent a Clean Custom

Explosion To Stop a Dirty Custom

13. Stop an Arriving Custom

Explosion To Invent a Departed Custom

14. Invent an Arriving Custom

Explosion To Stop a Departed Custom

15. Stop a Clean Custom

Explosion To Invent a Dirty Custom

16. Invent a Fair Custom

Explosion To Stop a Prejudiced Custom

17. Stop a Perceiving Custom

Explosion To Invent a Blinded Custom

18. Invent a Loving Custom

Explosion To Stop a Hated Custom

19. Stop a Receiving Custom

To Invent a Rejected Custom

The BB GPM

(42)

Explosion

20. Invent an Informed Custom
To Stop a Denied Custom

Explosion

21. Stop a Bright Custom
To Invent a Dim Custom

Explosion

22. Invent a Filled Custom
To Stop an Exhausted Custom

Explosion

23. Stop a Key Custom
To Invent an Expended Custom

Explosion

24. Invent an Open Custom
To Stop a Closed Custom

Explosion

25. Stop a Near Custom
To Invent a Far Custom

Explosion

26. Invent a Beginning Custom
To Stop an Ended Custom

The BBGPM

(43)

Explosion

1. Stop a Beginning Government
To Invent an Ended Government

Explosion

2. Invent a Near Government
To Stop a Far Government

Explosion

3. Stop an Open Government
To Invent a Closed Government

Explosion

4. Invent a Kept Government
To Stop an Expended Government

Explosion

5. Stop a Filled Government
To Invent an Exhausted Government

Explosion

6. Invent a Bright Government
To Stop a Dim Government

Explosion

7. Stop an Informed Government
To Invent a Denied Government

Explosion

8. Invent a Receiving Government
To Stop a Rejected Government

Explosion

9. Stop a Loving Government
To Invent a Hated Government

Explosion

10. Invent a Perceiving Government
To Stop a Blinded Government

The BB GPM

(44)

Explosion

11. Stop a Fair Government
To Invent a Prejudiced Government

Explosion

12. Invent a Clean Government
To Stop a Dirty Government

Explosion

13. Stop an Arriving Government
To Invent a Departed Government

Explosion

14. Invent an Arriving Government
To Stop a Departed Government

Explosion

15. Stop a Clean Government
To Invent a Dirty Government

Explosion

16. Invent a Fair Government
To Stop a Prejudiced Government

Explosion

17. Stop a Perceiving Government
To Invent a Blinded Government

Explosion

18. Invent a Loving Government
To Stop a Hated Government

Explosion

19. Stop a Receiving Government
To Invent a Rejected Government

The BB GPM (45)

Explosion

20. Invent an Informed Government
To Stop a Denied Government

Explosion

21. Stop a Bright Government
To Invent a Dim Government

Explosion

22. Invent a Filled Government
To Stop an Exhausted Government

Explosion

23. Stop a Kept Government
To Invent an Expended Government

Explosion

24. Invent an Open Government
To Stop a Closed Government

Explosion

25. Stop a Near Government
To Invent a Far Government

Explosion

26. Invent a Beginning Government
To Stop an Ended Government

The BB GPM (46)

Explosion

1. Stop a Beginning Concept
To Invent an Ended Concept

Explosion

2. Invent a Near Concept
To Stop a Far Concept

Explosion

3. Stop an Open Concept
To Invent a Closed Concept

Explosion

4. Invent a Kept Concept
To Stop an Expended Concept

Explosion

5. Stop a Filled Concept
To Invent an Exhausted Concept

Explosion

6. Invent a Bright Concept
To Stop a Dim Concept

Explosion

7. Stop an Informed Concept
To Invent a Denied Concept

Explosion

8. Invent a Receiving Concept
To Stop a Rejected Concept

Explosion

9. Stop a Loving Concept
To Invent a Hated Concept

The BB GPM

(47)

Explosion

10. Invent a Perceiving Concept
To Stop a Blinded Concept

Explosion

11. Stop a Fair Concept

To Invent a Prejudiced Concept

Explosion

12. Invent a Clean Concept

To Stop a Dirty Concept

Explosion

13. Stop an Arriving Concept

To Invent a Departed Concept

Explosion

14. Invent an Arriving Concept

To Stop a Departed Concept

Explosion

15. Stop a Clean Concept

To Invent a Dirty Concept

Explosion

16. Invent a Fair Concept

To Stop a Prejudiced Concept

Explosion

17. Stop a Receiving Concept

To Invent a Blinded Concept

Explosion

18. Invent a Loving Concept

To Stop a Hated Concept

The BB GPM

(48)

Explosion

19. Stop a Receiving Concept

To Invent a Rejected Concept

Explosion

20. Invent an Informed Concept

To Stop a Denied Concept

Explosion

21. Stop a Bright Concept

To Invent a Dim Concept

Explosion

22. Invent a Filled Concept

To Stop an Exhausted Concept

Explosion

23. Stop a Kept Concept

To Invent an Expended Concept

Explosion

24. Invent an Open Concept

To Stop a Closed Concept

Explosion

25. Stop a Near Concept

To Invent a Far Concept

Explosion

26. Invent a Beginning Concept

To Stop an Ended Concept

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THE BB GPM

(49)

Explosion

1. Stop a Beginning Religion
To Invent an Ended Religion

Explosion

2. Invent a Near Religion
To Stop a Far Religion

Explosion

3. Stop an Open Religion
To Invent a Closed Religion

Explosion

4. Invent a Kept Religion
To Stop an Expended Religion

Explosion

5. Stop a Filled Religion
To Invent an Exhausted Religion

Explosion

6. Invent a Bright Religion
To Stop a Dim Religion

Explosion

7. Stop an Informed Religion
To Invent a Denied Religion

Explosion

8. Invent a Receiving Religion
To Stop a Rejected Religion

Explosion

9. Stop a Loving Religion
To Invent a Hated Religion

Explosion

10. Invent a Perceiving Religion
To Stop a Blinded Religion

Explosion

11. Stop a Fair Religion
To Invent a Prejudiced Religion

Explosion

12. Invent a Clean Religion
To Stop a Dirty Religion

Explosion

13. Stop an Arriving Religion
To Invent a Departed Religion

Explosion

14. Invent an Arriving Religion
To Stop a Departed Religion

Explosion

15. Stop a Clean Religion
To Invent a Dirty Religion

Explosion

16. Invent a Fair Religion
To Stop a Prejudiced Religion

Explosion

17. Stop a Perceiving Religion
To Invent a Blinded Religion

Explosion

18. Invent a Loving Religion
To Stop a Hated Religion

The BB GPM (21)

Explosion

19. Stop a Receiving Religion
To Invent a Rejected Religion

Explosion

20. Invent an Informed Religion
To Stop a Denied Religion

Explosion

21. Stop a Bright Religion
To Invent a Dim Religion

Explosion

22. Invent a Filled Religion
To Stop an Exhausted Religion

Explosion

23. Stop a Kept Religion
To Invent an Expended Religion

Explosion

24. Invent an Open Religion
To Stop a Closed Religion

Explosion

25. Stop a Near Religion
To Invent a Far Religion

Explosion

26. Invent a Beginning Religion
To Stop an Ended Religion

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The BB GPM (52)

Explosion

1. Stop a Beginning Computation
to Invent an Ended Computation

Explosion

2. Invent a Near Computation
to Stop a Far Computation

Explosion

3. Stop an Open Computation
to Invent a Closed Computation

Explosion

4. Invent a Kept Computation
to Stop an Expanded Computation

Explosion

5. Stop a Filled Computation
to Invent an Exhausted Computation

Explosion

6. Invent a Bright Computation
to Stop a Dim Computation

Explosion

7. Stop an Informed Computation
to Invent a Denied Computation

Explosion

8. Invent a Receiving Computation
to Stop a Rejected Computation

Explosion

9. Stop a Moving Computation
to Invent a Hated Computation

Explosion

10. Invent a Perceiving Computation
To Stop a Blinded Computation

Explosion

11. Stop a Fair Computation
To Invent a Prejudiced Computation

Explosion

12. Invent a Clean Computation
To Stop a Dirty Computation

Explosion

13. Stop an Arriving Computation
To Invent a Departed Computation

Explosion

14. Invent an Arriving Computation
To Stop a Departed Computation

Explosion

15. Stop a Clean Computation
To Invent a Dirty Computation

Explosion

16. Invent a Fair Computation
To Stop a Prejudiced Computation

Explosion

17. Stop a Receiving Computation
To Invent a Blinded Computation

Explosion

18. Invent a Having Computation
To Stop a Nated Computation

The BBGPM (54)

Explosion

19. Stop a Receiving Computation
To Invent a Rejected Computation

Explosion

20. Invent an Informed Computation
To Stop a Denied Computation

Explosion

21. Stop a Bright Computation
To Invent a Dim Computation

Explosion

22. Invent a Filled Computation
To Stop an Exhausted Computation

Explosion

23. Stop a Key Computation
To Invent an Expended Computation

Explosion

24. Invent an Open Computation
To Stop a Closed Computation

Explosion

25. Stop a Near Computation
To Invent a Far Computation

Explosion

26. Invent a Beginning Computation
To Stop an Ended Computation

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The BB GPM

(55)

Explosion

1. Stop a Beginning System
(26) To Invent an Ended System

Explosion

2. Invent a Near System
(25) To Stop a Far System

Explosion

3. Stop an Open System
(24) To Invent a Closed System.

Explosion

4. Invent a Kept System
(23) To Stop an Expended System

Explosion

5. Stop a Filled System
(24) To Invent an Exhausted System

Explosion

6. Invent a Bright System
(21) To Stop a Dim System

Explosion

7. Stop an Informed System
(20) To Invent a Denied System

Explosion

8. Invent a Receiving System
(19) To Stop a Rejected System

Explosion

9. Stop a Loving System
(18) To Invent a Hated System

THE BB GPM (56)

Explosion

10. Invent a Perceiving System
(17) To Stop a Blinded System

Explosion

11. Stop a Fair System,
(16) To Invent a Prejudiced System

Explosion

12. Invent a Clean System
(15) To Stop a Dirty System

Explosion

13. Stop an Arriving System
(14) To Invent a Departed System

Explosion

14. Invent an Arriving System
(13) To Stop a Departed System

Explosion

15. Stop a Clean System
(12) To Invent a Dirty System

Explosion

16. Invent a Fair System
(11) To Stop a Prejudiced System

Explosion

17. Stop a ~~Perceiving~~ System
(10) To Invent a Blinded System

Explosion

18. Invent a Hoving System
(9) To Stop a Hated System

The BB GPM (57)

Explosion

19. Stop a Receiving System

(8) To Invent a Rejected System

Explosion

20. Invent an Informed System

(7) To Stop a Denied System

Explosion

21. Stop a Bright System

(6) To Invent a Dim System

Explosion

22. Invent a Filled System

(5) To Stop an Exhausted System

Explosion

23. Stop a Kept System

(4) To Invent an Expended System

Explosion

24. Invent an Open System

(3) To Stop a Closed System

Explosion

25. Stop a Near System

(2) To Invent a Far System

Explosion

26. Invent a Beginning System

(1) To Stop an Ended System

#

The BB GPM

(58)

Explosion

1. Stop a Beginning Reason
(26) To Invent an Ended Reason

Explosion

2. Invent a Near Reason
(25) To Stop a Far Reason

Explosion

3. Stop an Open Reason
(24) To Invent a Closed Reason

Explosion

4. Invent a Kept Reason
(23) To Stop an Expended Reason

Explosion

5. Stop a Filled Reason
(22) To Invent an Exhausted Reason

Explosion

6. Invent a Bright Reason
(21) To Stop a Dim Reason

Explosion

7. Stop an Uninformed Reason
(20) To Invent a Denied Reason

Explosion

8. Invent a Receiving Reason
(19) To Stop a Rejected Reason

Explosion

9. Stop a Loving Reason
(18) To Invent a Hated Reason

THE BBGPM (59)

Explosion

10. Invent a Receiving Reason
(17) To Stop a Blinded Reason

Explosion

11. Stop a Fair Reason
(16) To Invent a Prejudiced Reason

Explosion

12. Invent a Clean Reason
(15) To Stop a Dirty Reason

Explosion

13. Stop an Arriving Reason
(14) To Invent a Departed Reason

Explosion

14. Invent an Arriving Reason
(13) To Stop a Departed Reason

Explosion

15. Stop a Clean Reason
(12) To Invent a Dirty Reason

Explosion

16. Invent a Fair Reason
(11) To Stop a Prejudiced Reason

Explosion

17. Stop a ~~Receiving~~ ^{Perceiving} Reason
(10) To Invent a Blinded Reason

Explosion

18. Invent a Loving Reason
(9) To Stop a Hated Reason

Explosion

19. Stop a Receiving Reason
(8) . To Invent a Blinded Reason

Explosion

20. Invent an Informed Reason
(7) . To Stop a Denied Reason

Explosion

21. Stop a Bright Reason
(6) . To Invent a Dim Reason

Explosion

22. Invent a Filled Reason
(5) . To Stop an Exhausted Reason

Explosion

23. Stop a Kept Reason
(4) . To Invent an Expended Reason

Explosion

24. Invent an Open Reason
(3) . To Stop a Closed Reason

Explosion

25. Stop a Near Reason
(2) . To Invent a Far Reason

Explosion

26. Invent a Beginning Reason
(1) . To Stop an Ended Reason

Explosion

1. Stop a Beginning Health
- (26) To Invent an Ended Health

Explosion

2. Invent a Near Health
- (25) To Stop a Far Health

Explosion

3. Stop an Open Health
- (24) To Invent a Closed Health

Explosion

4. Invent a Kept Health
- (23) To Stop an Expended Health

Explosion

5. Stop a Filled Health
- (22) To Invent an Exhausted Health

Explosion

6. Invent a Bright Health
- (21) To Stop a Dim Health

Explosion

7. Stop an Informed Health
- (20) To Invent a Denied Health

Explosion

8. Invent a Receiving Health
- (19) To Stop a Rejected Health

Explosion

9. Stop a Loving Health
- (18) To Invent a Hated Health

Explosion

10. Invent a Perceiving Health
 (17) To Stop a Blinded Health

Explosion

11. Stop a Fair Health
 (16) To Invent a Prejudiced Health

Explosion

12. Invent a Clean Health
 (15) To Stop a Dirty Health

Explosion

13. Stop an Arriving Health
 (14) To Invent a Departed Health

Explosion

14. Invent an Arriving Health
 (13) To Stop a Departed Health

Explosion

15. Stop a Clean Health
 (12) To Invent a Dirty Health

Explosion

16. Invent a Fair Health
 (11) To Stop a Prejudiced Health

Explosion

17. Stop a Perceiving Health
 (10) To ~~Stop~~^{Invent} a Blinded Health

Explosion

18. Invent a Loving Health
 (9) To Stop a Hated Health

Explosion

19. Stop a Receiving Health
(6) To Invent a Rejected Health

Explosion

20. Invent an Informed Health
(7) To Stop a Denied Health

Explosion

21. Stop a Bright Health
(6) To Invent a Dim Health

Explosion

22. Invent a Filled Health
(5) To Stop an Exhausted Health

Explosion

23. Stop a Kept Health
(4) To Invent an Expended Health

Explosion

24. Invent an Open Health
(3) To Stop a Closed Health

Explosion

25. Stop a Near Health
(2) To Invent a Far Health

Explosion

26. Invent a Beginning Health
(1) To Stop an ~~ENDED~~ ~~Departed~~ Health

XX XX

The BB GPM

(64)

Explosion

1 Stop a Beginning logic
(26) To Invent an Ended logic

Explosion

2 Invent a New logic
(25) To Stop a Far logic

Explosion

3 Stop an Open logic
(24) To Invent a Closed logic

Explosion

4 Invent a Kept logic
(23) To Stop an Expended logic

Explosion

5 Stop a Filled logic
(22) To Invent an Exhausted logic

Explosion

6 Invent a Bright logic
(21) To Stop a Dim logic

Explosion

7 Stop an Informed logic
(20) To Invent a Denied logic

Explosion

8 Invent a Receiving logic
(19) To Stop a Rejected logic

Explosion

9 Stop a Having logic
(18) To Invent a Hated logic

Explosion

10. Invent a Perceiving logic
(17) . To Stop a Blinded logic

Explosion

11. Stop a Fair logic
(16) . To Invent a Prejudiced logic

Explosion

12. Invent a Clean logic
(15) . To Stop a Dirty logic

Explosion

13. Stop an Arriving logic
(14) . To Invent a Departed logic

Explosion

14. Invent an Arriving logic
(13) . To Stop a Departed logic

Explosion

15. Stop a Clean logic
(12) . To Invent a Dirty logic

Explosion

16. Invent a Fair logic
(11) . To Stop a Prejudiced logic

Explosion

17. Stop a Perceiving logic
(10) . To Invent a Blinded logic

Explosion

18. Invent a Hoving logic
(9) . To Stop a Hated logic

THE BB GPM (66)

Explosion

19. Stop a Receiving logic
(8) To Invent a Rejected logic

Explosion

20. Invent an Informed logic
(7) To Stop a Denied logic

Explosion

21. Stop a Bright logic
(6) To Invent a Dim logic

Explosion

22. Invent a Filled logic
(5) To Stop an Exhausted logic

Explosion

23. Stop a Kept logic
(4) To Invent an Expended logic

Explosion

24. Invent an Open logic
(3) To Stop a Closed logic

Explosion

25. Stop a Near logic
(2) To Invent a Far logic

Explosion

26. Invent a Beginning logic
(1) To Stop an Ended logic

#

THE BB GPM (67)

Explosion

1. Stop a Beginning Poison
(26) To Invent an Ended Poison

Explosion

2. Invent a Near Poison
(25) To Stop a Far Poison

Explosion

3. Stop an Open Poison
(24) To Invent a Closed Poison

Explosion

4. Invent a Kept Poison
(23) To Stop an Expended Poison

Explosion

5. Stop a Filled Poison
(22) To Invent an Exhausted Poison

Explosion

6. Invent a Bright Poison
(21) To Stop a Dim Poison

Explosion

7. Stop an Informed Poison
(20) To Invent a Denied Poison

Explosion

8. Invent a Receiving Poison
(19) To Stop a Rejected Poison

Explosion

9. Stop a Loving Poison
(18) To Invent a Rejected Poison

The BB GPM (68)

Explosion

10. Invent a Perceiving Poison
(17) To Stop a Blinded Poison

Explosion

11. Stop a Fair Poison
(16) To Invent a Rejected Poison

Explosion

12. Invent a Clean Poison
(15) To Stop a Dirty Poison

Explosion

13. Stop an Arriving Poison
(14) To Invent a Departed Poison

Explosion

14. Invent an Arriving Poison
(13) To Stop a Departed Poison

Explosion

15. Stop a Clean Poison
(12) To Invent a Dirty Poison

Explosion

16. Invent a Fair Poison
(11) To Stop a Prejudiced Poison

Explosion

17. Stop a Perceiving Poison
(10) To Invent a Blinded Poison

Explosion

18. Invent a Loving Poison
(9) To Stop a Hated Poison

The BB GPM ⑥⑨

Explosion

19. Stop a Receiving Poison.
(8) . To Invent a Rejected Poison

Explosion

20. Invent an Informed Poison
(7) . To Stop a Denied Poison

Explosion

21. Stop a Bright Poison.
(6) . To Invent a Dim Poison

Explosion

22. Invent a Filled Poison
(5) . To Stop an Exhausted Poison

Explosion

23. Stop a Kept Poison
(4) . To Invent an Expected Poison

Explosion

24. Invent an Open Poison.
(3) . To Stop a Closed Poison

Explosion

25. Stop a Near Poison.
(2) . To Invent a Far Poison

Explosion

26. Invent a Beginning Poison
(1) . To Stop an Ended Poison

✕ ✕

Explosion

1. Stop a Beginning Secret
(26) To Invent an Ended Secret
Explosion

2. Invent a Near Secret
(25) To Stop a Far Secret
Explosion

3. Stop an Open Secret
(24) To ~~stop~~ ^{invent} a Closed Secret
Explosion

4. Invent a Kept Secret
(23) To Stop an Expended Secret
Explosion

5. Stop a Filled Secret
(22) To Invent an Exhausted Secret
Explosion

6. Invent a Bright Secret
(21) To Stop a Dim Secret
Explosion

7. Stop an Informed Secret
(20) To Invent a Denied Secret
Explosion

8. Invent a Receiving Secret
(19) To Stop a Rejected Secret
Explosion

9. Stop a Loving Secret
(18) To Invent a Hated Secret

The BB GPM (71)

Explosion

10. Invent a Perceiving Secret
(17) To Stop a Blinded Secret

Explosion

11. Stop a Fair Secret
(6) To Invent a Prejudiced Secret

Explosion

12. Invent a Clean Secret
(15) To Stop a Dirty Secret

Explosion

13. Stop an Arriving Secret
(14) To Invent a Departed Secret

Explosion

14. Invent an Arriving Secret
(13) To Stop a Departed Secret

Explosion

15. Stop a Clean Secret
(12) To Invent a Dirty Secret

Explosion

16. Invent a Fair Secret
(11) To Stop a Prejudiced Secret

Explosion

17. Stop a Perceiving Secret
(6) To Invent a ~~Blinded~~ ~~Dirty~~ Secret

Explosion

18. Invent a Loving Secret
(9) To Stop a Hated Secret

The BB GPM (72)

Explosion

19. Stop a Receiving Secret
(8) . To Invent a Rejected Secret

Explosion

20. Invent an Informed Secret
(7) . To Stop a Denied Secret

Explosion

21. Stop a Bright Secret
(6) . To Invent a Dim Secret

Explosion

22. Invent a Filled Secret
(5) . To Stop an Exhausted Secret

Explosion

23. Stop a Kept Secret
(4) . To Invent an Expended Secret

Explosion

24. Invent an Open Secret
(3) . To Stop a Closed Secret

Explosion

25. Stop a Near Secret
(2) . To Invent a Far Secret

Explosion

26. Invent a Beginning Secret
(1) . To Stop an Ended Secret

≠ ≠

Explosion

1. Stop a Beginning Interior
(26) To Invent an Ended Interior
Explosion

2. Invent a Near Interior.
(25) To Stop a Far Interior
Explosion

3. Stop an Open Interior
(24) To Invent a Closed Interior
Explosion

4. Invent a Kept Interior
(23) To Stop an Expended Interior
Explosion

5. Stop a Filled Interior
(22) To Invent an Exhausted Interior
Explosion

6. Invent a Bright Interior
(21) To Stop ~~an~~ a Dim Interior
Explosion

7. Stop an Informed Interior
(20) To Invent a Denied Interior
Explosion

8. Invent a Receiving Interior
(19) To Stop a Rejected Interior
Explosion

9. Stop a Having Interior
(18) To Invent a Hated Interior

The BB GPM (74)

Explosion

10. Invent a Perceiving Interior
(7) To Stop a Blinded Interior

Explosion

11. Stop a Fair Interior
(6) To Invent a Prejudiced Interior

Explosion

12. Invent a Clean Interior
(5) To Stop a Dirty Interior

Explosion

13. Stop an Arriving Interior
(4) To Invent a Departed Interior

Explosion

14. Invent an Arriving Interior
(3) To Stop a Departed Interior

Explosion

15. Stop a Clean Interior
(2) To Invent a Dirty Interior

Explosion

16. Invent a Fair Interior
(1) To Stop a Prejudiced Interior

Explosion

17. Stop a Perceiving Interior
(0) To Invent a Blinded Interior

Explosion

18. Invent a Loving Interior
(9) To Stop a Naked Interior

Explosion

19. Stop a Receiving Interior
(8) To Invent a Rejected Interior

Explosion

20. Invent an Informed Interior
(7) To Stop a Denied Interior

Explosion

21. Stop a Bright Interior
(6) To Invent a Dim Interior

Explosion

22. Invent a Filled Interior
(5) To Stop an Exhausted Interior

Explosion

23. Stop a Kept Interior
(4) To Invent an Expended Interior

Explosion

24. Invent an Open Interior
(3) To Stop a Closed Interior

Explosion

25. Stop a Near Interior
(2) To Invent a Far Interior

Explosion

26. Invent a Beginning Interior
(1) To Stop an Ended Interior

#

THE BB GPM

(76)

Explosion

1. Stop a Beginning Amnesia
(26) To Invent an Ended Amnesia

Explosion

2. Invent a Near Amnesia
(25) To Stop a Far Amnesia

Explosion

3. Stop an Open Amnesia
(24) To Invent a Closed Amnesia

Explosion

4. Invent a Kept Amnesia
(23) To Stop an Expended Amnesia

Explosion

5. Stop a Filled Amnesia
(22) To Invent an Exhausted Amnesia

Explosion

6. Invent a Bright Amnesia
(21) To Stop a Dim Amnesia

Explosion

7. Stop an Informed Amnesia
(20) To Invent a Denied Amnesia

Explosion

8. Invent a Receiving Amnesia
(19) To Stop a Rejected Amnesia

Explosion

9. Stop a Having Amnesia
(18) To Invent a Naked Amnesia

The BB GPM (77)

Explosion

10. Invent a Perceiving Amnesia
(17) . To Stop a Blinded Amnesia

Explosion

11. Stop a Fair Amnesia
(16) . To Invent a Prejudiced Amnesia

Explosion

12. Invent a Clean Amnesia
(15) . To Stop a Dirty Amnesia

Explosion

13. Stop an Arriving Amnesia
(14) . To Invent a Departed Amnesia

Explosion

14. Invent an Arriving Amnesia
(13) . To Stop a Departed Amnesia

Explosion

15. Stop a Clean Amnesia
(12) . To Invent a Dirty Amnesia

Explosion

16. Invent a Fair Amnesia
(11) . To Stop a Prejudiced Amnesia

Explosion

17. Stop a Perceiving Amnesia
(10) . To Invent a Blinded Amnesia

Explosion

18. Invent a Loving Amnesia
(9) . To Stop a Hated Amnesia

The BBGPM (70)

Explosion

19. Stop a Receiving Amnesia
(8) To Invent a Rejected Amnesia

Explosion

20. Invent an Informed Amnesia
(7) To Stop a Denied Amnesia

Explosion

21. Stop a Bright Amnesia
(6) To Invent a Dim Amnesia

Explosion

22. Invent a Filled Amnesia
(5) To Stop an Exhausted Amnesia

Explosion

23. Stop a Rept Amnesia
(4) To Invent an Expended Amnesia

Explosion

24. Invent an Open Amnesia
(3) To Stop a Closed Amnesia

Explosion

25. Stop a Near Amnesia
(2) To Invent a Far Amnesia

Explosion

26. Invent a Beginning Amnesia
(1) To Stop an Ended Amnesia

Explosion

77 77 77

The BB GPM (79)
After the last Item (pg 78)
there is a SMASH!

Then 5 remarks as follows:

1. You Can't Create Anything Now
2. You Will Never Be Able to Create Again
- 3 STOP CREATING
4. Creating Is Impossible for you
5. You Cannot Create Ever Again

Then another SMASH!
Run Centre Twice
Then the 26 GPMs Repeat
"BACKWARDS" (Item #26 to Item #)

Use the Same Sheets.

Start with Item 26, GPM 26
(the last item in page 78)
and numbering backwards
run the entire Sequence
again. (The 2nd Series
numbers are in brackets)

~~77~~ ~~77~~

Note: In Learning
The Basic GPM
Items sometimes do
not read because
of the sense of the item.
The pc "dramatizes it"
a bit and as it seems
to say one shouldn't
get no read. By
continuing to try, the item
reads properly.

Note: There are GPMs
earlier than this



①

The Basic GPM Trillions 150/0 Sept 66
An Explosion (get reads all off it.)

1. You must Construct a Picture Machine
You Must Not Construct a Picture Machine
2. You Must Eradicate a Picture Machine
You Must Not Eradicate a Picture Machine
3. You Must Create a Picture Machine
You Must Not Create a Picture Machine
4. You Must Destroy a Picture Machine
You Must Not Destroy a Picture Machine
5. You Must Feed a Picture Machine
You Must Not Feed a Picture Machine
6. You Must Starve a Picture Machine
You Must Not Starve a Picture Machine
7. You Must Believe a Picture Machine
You Must Not Believe a Picture Machine
8. You Must Disbelieve a Picture Machine
You Must Not Disbelieve a Picture Machine.

The Basic QPM

10 Sept 66

9. You Must Desire a Picture Machine
You Must Not Desire a Picture Machine
10. You Must Eschew^(means to go) a Picture Machine
You Must Not Eschew a Picture Machine
11. You Must Approach a Picture Machine
You Must Not Approach a Picture Machine
12. You Must Avoid a Picture Machine
You Must Not Avoid a Picture Machine
13. You Must Join a Picture Machine
You Must Not Join a Picture Machine
14. You Must Sever a Picture Machine
You Must Not Sever a Picture Machine
15. You Must Contact a Picture Machine
You Must Not Contact a Picture Machine
16. You Must Separate from a Picture Machine
You Must Not Separate from a Picture Machine

The Basics of PM

(3)

17. You must Connect to a Picture Machine
You Must Not Connect to a Picture Machine
18. You Must Disconnect from a Picture Machine
You Must Not Disconnect from a Picture Machine
19. You Must Communicate with a Picture Machine
You Must Not Communicate with a Picture Machine
20. You Must Spurn a Picture Machine
You Must Not Spurn a Picture Machine
21. You Must Agree with a Picture Machine
You Must Not Agree with a Picture Machine
22. You Must Disagree with a Picture Machine
You Must Not Disagree with a Picture Machine
23. You Must Like a Picture Machine
You Must Not Like a Picture Machine
24. You Must Dislike a Picture Machine
You Must Not Dislike a Picture Machine

The Basic GPM

(4)

25. You Must Have a Picture Machine
You Must Not Have a Picture Machine
26. You Must Despise a Picture Machine
You Must Not Despise a Picture Machine
27. You Must Value a Picture Machine
You Must Not Value a Picture Machine
28. You Must Condemn a Picture Machine
You Must Not Condemn a Picture Machine
29. You Must Welcome a Picture Machine
You Must Not Welcome a Picture Machine
30. You Must Refuse a Picture Machine
You Must Not Refuse a Picture Machine
31. You Must Concentrate ~~Up~~ On a Picture Machine
You Must Not Concentrate ~~On~~ a Picture Machine
32. You Must Disperse from a Picture Machine
You Must Not Disperse from a Picture Machine
33. You Must Fixate ~~Up~~ On a Picture Machine
You Must Not Fixate ~~On~~ a Picture Machine
34. You Must Disassociate from a Picture Machine
You Must Not Disassociate from a Picture Machine

The Basic GPM

35. You Must Heed a Picture Machine
You Must Not Heed a Picture Machine
36. You Must Ignore a Picture Machine
You Must Not Ignore a Picture Machine
37. You Must Depend Upon a Picture Machine
You Must Not Depend Upon a Picture Machine
38. You Must Blame a Picture Machine
You Must Not Blame a Picture Machine
39. You Must Maintain a Picture Machine
You Must Not Maintain a Picture Machine
40. You Must Damage a Picture Machine
You Must Not Damage a Picture Machine
41. You Must Care for a Picture Machine
You Must Not Care for a Picture Machine
42. You Must Abuse a Picture Machine
You Must Not Abuse a Picture Machine
43. You Must Have a Picture Machine
You Must Not Have a Picture Machine
44. You Must Discard a Picture Machine
You Must Not Discard a Picture Machine

The Basic GPM

⑥

45. You Must Obtain a Picture Machine
You Must Not Obtain a Picture Machine
46. You Must Reject a Picture Machine
You Must Not Reject a Picture Machine
47. You Must Acquire a Picture Machine
You Must Not Acquire a Picture Machine
48. You Must Abandon a Picture Machine
You Must Not Abandon a Picture Machine
49. You Must Use a Picture Machine
You Must Not Use a Picture Machine
50. You Must Neglect a Picture Machine
You Must Not Neglect a Picture Machine
51. You Must Utilize a Picture Machine
You Must Not Utilize a Picture Machine
52. You Must ~~Disseminate~~^{Dispense with} a Picture Machine,
You Must Not Dispense with a Picture Machine
53. You Must ~~Overwork~~^{Validate} a Picture Machine
You Must Not ~~Overwork~~^{Validate} a Picture Machine
54. You Must ~~Underwork~~^{Invalidate} a Picture Machine
You Must Not ~~Underwork~~^{Invalidate} a Picture Machine

The Basic of PM

55. You Must Exaggerate a Picture Machine
You Must Not Exaggerate a Picture Machine
56. You Must ~~Depreciate~~^{Reduce} a Picture Machine
You Must Not ~~Depreciate~~^{Reduce} a Picture Machine
57. You Must Boast About a Picture Machine
You Must Not Boast About a Picture Machine
58. You Must Apologize for a Picture Machine
You Must Not Apologize for a Picture Machine
59. You Must Compliment a Picture Machine
You Must Not Compliment a Picture Machine
60. You Must Excuse a Picture Machine
You Must Not Excuse a Picture Machine
61. You Must Show a Picture Machine
You Must Not Show a Picture Machine
62. You Must Screen a Picture Machine
You Must Not Screen a Picture Machine
63. You Must Reveal a Picture Machine
You Must Not Reveal a Picture Machine
64. You Must Hide a Picture Machine
You Must Not Hide a Picture Machine

Re Basic GPM

65. You Must Recognize a Picture Machine
You Must Not Recognize a Picture Machine
 66. You Must Blank Out a Picture Machine
You Must Not Blank Out a Picture Machine
 67. You Must Discover a Picture Machine
You Must Not Discover a Picture Machine
 68. You Must Overlook a Picture Machine
You Must Not Overlook a Picture Machine
 69. You Must Remember a Picture Machine
You Must Not Remember a Picture Machine
 70. You Must Forget a Picture Machine
You Must Not Forget a Picture Machine
- An Explosion
End of GPM

Rec Command GPM Trill cons 30 uk
(Extra Item) Stay (repeated)

①

1. Seek Treasure

Do Not Seek Treasure

Abandon Treasure

Do Not Abandon Treasure

2. Discover Treasure

Do Not Discover Treasure

Overlook Treasure

Do Not Overlook Treasure

3. Find Treasure

Do Not Find Treasure

Miss Treasure

Do Not Miss Treasure

4. Grab Treasure

Do Not Grab Treasure

Loose Treasure

Do Not Loose Treasure

5. Clutch Treasure

Do Not Clutch Treasure

Release Treasure

Do Not Release Treasure

(2)

Command QP M

6. Obtain Treasure
Do Not Obtain Treasure
Disdain Treasure
Do Not Disdain Treasure

7 Take Treasure
Do Not Take Treasure
Give Treasure
Do Not Give Treasure

8. Have Treasure
Do Not Have Treasure
~~Give Treasure~~
~~Do Not Give Treasure~~

9. Save Treasure
Do Not Save Treasure
Waste Treasure
Do Not Waste Treasure

10. Preserve Treasure
Do Not Preserve Treasure
Destroy Treasure ← Do not destroy
Treasure

11. Guard Treasure
 Do Not Guard Treasure
 Neglect Treasure
 Do Not Neglect Treasure
12. Safeguard Treasure
 Do Not Safeguard Treasure
 Risk Treasure
 Do Not Risk Treasure
13. Protect Treasure
 Do Not Protect Treasure
 Endanger Treasure
 Do Not Endanger Treasure
14. Exhibit Treasure
 Do Not Exhibit Treasure
 Hide Treasure
 Do Not Hide Treasure
15. Own Treasure
 Do Not Own Treasure
 Disown Treasure
 Do Not Disown Treasure

16. Win Treasure
 Do Not Win Treasure
 Lose Treasure
 Do Not Lose Treasure

17. Buy Treasure
 Do Not Buy Treasure
 Sell Treasure
 Do Not Sell Treasure

18. Steal Treasure
 Do Not Steal Treasure
 Reject Treasure
 Do Not Reject Treasure

19. Group Treasure
 Do Not Group Treasure
 Separate Treasure
 Do Not Separate Treasure

20. Remember Treasure
 Do Not Remember Treasure
 Forget Treasure
 Do Not Forget Treasure

Ekkaṭṭim - Go Away (repeated)
 (- End of 9 PM -)

5 Sept 66

Warning

The Lower LPGPM
has not been run and
may require adjustment
of line plot and
objectives or the order
or number of objectives
Also it may be wholly
correct.



This fits below the
LPGPM. Copy the
info plate into the
book furnished and
run from bottom to top



INSTRUCTIONS FOR RUNNING LOWER L.P. GPM

Place the cut out card over a sheet of paper and attach it with paper clips.

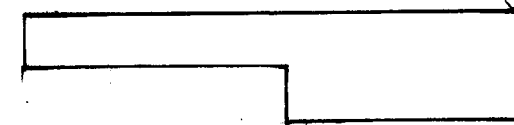
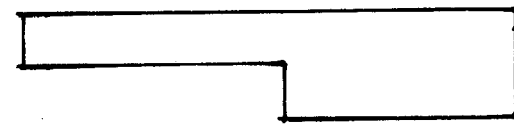
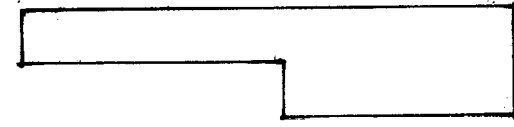
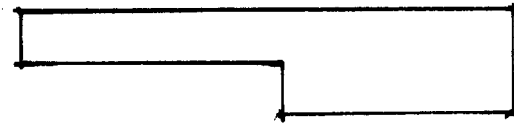
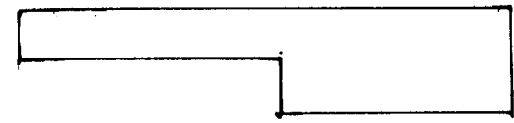
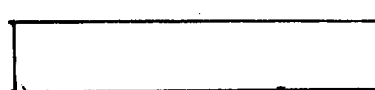
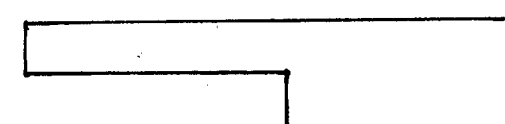
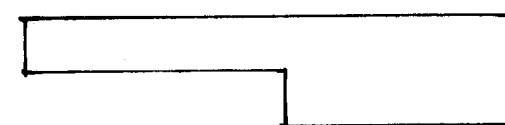
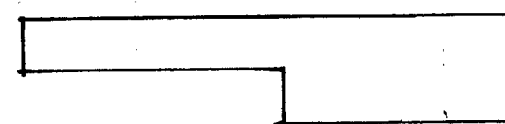
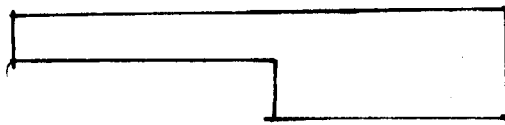
Copy the exact wording that appears on the mimeo'd sheet onto a card, thus making it a replica of the mimeo'd sheet. The mimeo'd sheet is not thereafter used.

Write the first adjective given (No. 1 at the bottom of the left column of the list of adjectives) on the sheet through the slot for item 1 on the lower half of the cut out. Run that Item, recording reads on another worksheet.

When the Item is flat, write the same adjective in the slot for Item 2, and run it, recording reads on a separate worksheet. Continue on working on up the GPM, flattening all eight Items for that adjective.

Then take the next adjective, No.2 and write it in and run each Item, using the top half of the page. When complete, turn the worksheet over underneath the cut out card, and run the next two adjectives.

Continue on through the Lower L.P. GPM.



HP of 8 items — — Pictures

20 ~~and~~ Adjectives

Plotted Upwards
#1 is Earliest

<u>Ruinous</u>	#10	Mystifying	20
Productive	#9	Informative	#19
<u>Destructive</u>	8	Frightening	18
Creative	7	Heartening	#17
<u>Evil</u>	6	Unpleasant	#16
Holy	5	Pleasant	#15
Bad	4	Disagreeable	#14
Good	3	Agreeable	#13
<u>Naughty</u>	2	Valueless	#12
<u>Nice</u>	1	Valuable	#11

18. Those who desire to Create

17. Desires to Destroy

16. To Create

15. To Never Create

14. Too Much Creating

13. Hoping to Never Create

12. Criticisms of Created

11. Hating to Create

10. Compulsions to Create

9. Having to Create

8. Obsession with to Create

7. Automatic Creators of

6. Failures to Create

5. Constantly Creating

4. Difficulties with Other Creators of

3. Differently Creating

2. No More Desires to Create

1. To Create

(Use Separate Sheet for words) (Write in End word as you run)

LPGPM

Run Upwards Add End Word
One END word per GPM

8. Not Seeing

Pictures

6. Not Using

Pictures

4. Not Having

Pictures

2 Not Copying

Pictures

8. Not Seeing

Pictures

6 Not Using

Pictures

4 Not Having

Pictures

2 Not Copying

Pictures

7. Seeing

Pictures

5 Using

Pictures

3 Having

Pictures

1 Copying

Pictures

Adjective

7 Seeing

Pictures

5 Using

Pictures

3 Having

Pictures

1 Copying

Pictures

5 Sept 66

Warning

As of this date, the
LPGM has not been
checked by actual run
and may require adjustment
of End Words, Also it may be
correct.



This GPM goes
just below the
Body GPM.

It is run bottom to
top by platen.

Copy the platen onto
the blank furnished.



INSTRUCTIONS FOR RUNNING L.P. GPM

Place the cut out card over a sheet of paper and attach it with paper clips.

Write on the platten the exact wording that is written on the filled in platten.

Write on each of the 18 slits of paper, showing through the plattens, the name of the End Word you are working on.

If you have room you can put your reads under the End Word, but if you find you are getting more reads than you have the space for, then put your reads onto another worksheet, carefully heading your sheet with the GPM you are doing, the number of the End Words you are working on, your name and the date.

Write down each item number, 1-18, and the reads that you get for each Item.

L P GPM

1 Sept 66

82 Items as End Words

Fits into Line Plot of '64

The Root is To Create —

Plotted Upwards
~~#1 is earliest~~

Motion	10	Clusters	20
Stillness	9	Systems	19
Eternity	8	Suns	18
<u>Moments</u>	7	Planets	17
<u>Time</u>	6	Galaxies	16
Never	5	Stars	15
Mass	4	Universes	14
		Noids	13
Energy	3		
Matter	2	Solids	12
Space	1	Vacuums	11

<u>Orangeness</u>	<u>32</u>	<u>Mountains</u>	46
Purpleness	31	<u>Valleys</u>	<u>45</u>
<u>Greenness</u>	<u>30</u>	<u>Seas</u>	44
<u>Yellowness</u>	29	<u>Deserts</u>	<u>43</u>
Redness	28	<u>Heat</u>	42
<u>Blueness</u>	27	Cold	41
Whiteness	26	Gases	40
Blackness	25	<u>Liquids</u>	39
<u>Light</u>	24	Harmony	38
		Disharmony	37
<u>Darkness</u>	23	Musie	36
<u>Brightness</u>	22	Noise	35
		Sounds	34
<u>Deadness</u>	21	Silence	33

<u>Government</u>	<u>58</u>	<u>Poisons</u>	<u>69</u>
<u>Anarchy</u>	<u>57</u>	<u>Bodies</u>	<u>68</u>
<u>Civilizations</u>	<u>56</u>	<u>Cells</u>	<u>67</u>
<u>Barbarisms</u>	<u>55</u>		
<u>Habitations</u>	<u>54</u>	<u>Fish</u>	<u>66</u>
<u>Voids</u>	<u>53</u>	<u>Monsters</u>	<u>65</u>
<u>Comets</u>	<u>52</u>	<u>Snakes</u>	<u>64</u>
<u>Aerators</u>	<u>51</u>	<u>Insects</u>	<u>63</u>
<u>Continents</u>	<u>50</u>	<u>People</u>	<u>62</u>
<u>Islands</u>	<u>49</u>	<u>Animals</u>	<u>61</u>
<u>Rivers</u>	<u>48</u>	<u>Humans</u>	<u>60</u>
<u>Brooks</u>	<u>47</u>	<u>Savages</u>	<u>59</u>

Knowledge	82
Ignorance	81
Truths	80
Lies	79
Actualities	78
Delusions	77
Realities	76
Illusions	75
Euphorics	74
Soporifics	73
Stimulants	72
Depressants	71
Balms	70

The Body & PM
Lies Just Prior to "Lower Bank"

①

1. To Love a Body
To Not Love A Body
2. To Hate a Body
To Not Hate a Body
3. To Want a Body
To Not Want a Body
4. To Protest a Body
To Not Protest a Body
5. To Acquire A Body
To Not Acquire a Body
6. To Reject a Body
To Not Reject a Body
7. To Need a Body
To Not Need a Body
8. To ~~Do With~~ ^{Condemn} a Body
To ~~Not Do With~~ ^{Condemn} a Body
9. To Do With ~~out~~ a Body
To Not Do With ~~out~~ a Body
10. To Do Without a Body
To Not Do Without a Body

The Body QPM

(2)

11. To Have a Body
To Not Have a Body
12. To Get Rid of a Body
To Not Get Rid of a Body
13. To Seek a Body
To Not Seek a Body
14. To Forget a Body
To Not Forget a Body
15. To Look for a Body
To Not look for a Body
16. To Ignore a Body
To Not Ignore a Body
17. To Discover a Body
To Not Discover a Body
18. To Neglect a Body
To Not Neglect a Body
19. To Find a Body
~~20.~~ To Not Find a Body
20. To Lose a Body
To Not lose a Body

The Body GPM

③

21. To locate a Body
To Not locate a Body
22. To Misplace a Body
To Not Misplace a Body
23. To Exhibit a Body
To Not Exhibit a Body
24. To Hide a Body
To Not Hide a Body
25. To Reveal a Body
To Not Reveal a Body
26. To Screen a Body
To Not Screen a Body
27. To Display a Body
To Not Display a Body
28. To Mask a Body
To Not Mask a Body
29. To Show a Body
To Not Show a Body
30. To Curtain a Body
To Not Curtain a Body

The Body JPM

(4)

31. To Appear in a Body
To Not Appear in a Body
32. To Disappear in a Body
To Not Disappear in a Body
33. To Be a Body
To Not Be a Body
34. To Un-Be a Body
To Not Un-Be a Body
35. To Flaunt a Body
To Not Flaunt a Body
36. To ~~Degrade~~^{Conceal} a Body
To Not ~~Cover~~^{Conceal} a Body
37. To Demonstrate a Body
To Not Demonstrate a Body
38. To Cover a Body
To Not Cover a Body
39. To Beautify a Body
To Not Beautify a Body
40. To Uglify a Body
To Not Uglify a Body

The Body GPM

41. To Ennoble a Body
To Not Ennoble a Body
42. To Degrade a Body
To Not Degrade a Body
43. To Promote a Body
To Not Promote a Body
44. To ~~Under~~^{Negate} a Body
To Not Negate a Body
45. To Enliven a Body
To Not Enliven a Body
46. To Deaden a Body
To Not Deaden a Body
47. To Help a Body
To Not Help a Body
48. To Hinder a Body
To Not Hinder a Body
49. To Save a Body
To Not Save a Body
50. To Waste a Body
To Not Waste a Body

The Body JPM.

(6)

51. To Preserve a Body
To Not Preserve a Body
52. To Decay a Body
To Not Decay a Body
53. To Stimulate a Body
To Not Stimulate a Body
54. To Destimulate a Body
To Not Destimulate a Body
55. To Protect a Body
To Not Protect a Body
56. To Harm a Body
To Not Harm a Body
57. To Defend a Body
To Not Defend a Body
58. To Attack a Body
To Not Attack a Body
59. To Energize a Body
To Not Energize a Body
60. To De-energize a Body
To Not De-Energize a Body

The Body QPM

(7)

61. To Enthuse a Body
To Not Enthuse a Body
62. To ~~Sadden~~ Suppress a Body
To Not ~~Depress~~ Suppress a Body
63. To Elevate a Body
To Not Elevate a Body
64. To Depress a Body
To Not Depress a Body
65. To Enhance a Body
To Not Enhance a Body
66. To Disparage a Body
To Not Disparage a Body
67. To Glorify a Body
To Not Glorify a Body
68. To Belittle a Body
To Not Belittle a Body
69. To Expand a Body
To Not Expand a Body
70. To Contract a Body
To Not Contract a Body

The Body JPM

8

71. To Exercise a Body
To Not Exercise a Body

72. To Relax a Body
To Not Relax a Body

73. To Use a Body
To Not Use a Body

74. To ^{Disuse}~~Neglect~~ a Body
To Not ^{Disuse}~~Neglect~~ a Body

75. To Begin a Body
To Not Begin a Body

76. To End a Body
To Not End a Body

complete

The Lower Bank

Directions for Trimming.

This is a 96 item bank.

The items are pairs 48 items apart. Pairs 1 and 49 are opposites.

Start at the bottom, get all the reads off the 1st line of the item "To — — — machine";

Then get all the reads off the 2nd line of the item. "Not to — — —".

Then get all the reads off both.

Your worksheet should look like this.

16. LF, 3D LF, 7DF, 3DF, BDF

(b) LF, 3DF, 7DF, BDF

both: LF, 3D LF, 7DF, 7D, F LF, 3D

F, 3D LF, 7DF, 3DF, BDF, 3D

LF, BDF, 3DF, FF, F LF, 3D

LF, 3D etc.

Best
Lun

The Lower Bank

24 Aug 1966

①

1. To Build a Postulatingness Machine
Not to Postulate Yourself
2. To Build a Thinkingness Machine
Not to Think Yourself
3. To Build an ~~Ideatingness~~ ^{Ideafyingness} Machine
Not to Ideafy Yourself
4. To Build a ~~Reasonableness~~ ^{Reasoningness} Machine
Not to Reason Yourself
5. To Build a Solvingness Machine
Not to Solve Yourself
6. To Build an Orderingness Machine
Not to Order Yourself
7. To Build a Spacingness Machine
Not to Space Yourself
8. To Build a Timingness Machine
Not to Time Yourself

9. To Build a Massingness Machine
Not To Mass Yourself
10. To Build an Energizingness Machine
Not To Energize Yourself
11. To Build a Materializingness Machine
Not To Materialize Yourself
12. To Build a Solidifyingness Machine
Not To Solidify Yourself
13. To Build a Findingness Machine
Not To Find Yourself
14. To Build a Locatingness Machine
Not To locate Yourself
15. To Build a Positioningness Machine
Not To Position Yourself
16. To Build a Wantingness Machine
Not To Want Yourself

the Lower Bank

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17. To Build a Desiringness Machine
Not To Desire Yourself
18. To Build a Cravingness Machine
Not To Crave Yourself
19. To Build a Gettingness Machine
Not To Get Yourself
20. To Build an Obtainingness Machine
Not To Obtain Yourself
21. To Build a Collectingness Machine
Not To Collect Yourself
22. To Build a Retainingness Machine
Not To Retain Yourself
23. To Build a Keepingness Machine
Not To Keep Yourself
24. To Build a Holdingness Machine
Not To Hold Yourself
25. To Build a Savingness Machine
Not To Save Yourself

26. To Build a Preservingness Machine
Not To Preserve Yourself
27. To Build a Survivingness Machine
Not To Survive Yourself
28. To Build a Recordingness Machine
Not To Record Yourself
29. To Build a Copyingness Machine
Not To Copy Yourself
30. To Build a Duplicatingness Machine
Not To Duplicate Yourself
31. To Build a Formingness Machine
Not To Form Yourself
32. To Build a Picturingness Machine
Not To Picture Yourself
33. To Build a Creatingness Machine
Not To Create Yourself
34. To Build a Makingness Machine
Not To Make Yourself
35. To Build a Producingness Machine
Not To Produce Yourself

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36. To Build a Constructingness Machine
Not To Construct Yourself
37. To Build a Viewingness Machine
Not To View Yourself
38. To Build a Seeingness Machine
Not To See Yourself
39. To Build a Perceivingness Machine
Not To Perceive Yourself
40. To Build a Sensingness Machine
Not To Sense Yourself
41. To Build a Feelingness Machine
Not To feel Yourself
42. To Build a Contactingness Machine
Not To Contact Yourself
43. To Build a Sensationingness Machine
Not To Sensation Yourself
44. To Build an Enjoyingness Machine
Not To Enjoy Yourself
45. To Build an ~~Exaltingness~~ ^{Exaltingness} Machine
Not To ~~Exalt~~ Yourself

The Lower Bank

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⑥

46. To Build a Rememberingness Machine
Not To Remember Yourself
47. To Build a Conscio^{ize}ingness Machine
Not To Conscio^{ize}s₁ Yourself
48. To Build a Knowingness Machine
Not To Know Yourself
End of Positive Machines
49. To Build a Witholdingness Machine
Not To Withold Yourself
50. To Build an Unthink^{ify}ingness Machine
Not To Unthink^{ify}s₁ Yourself
51. To Build a Stupidifyingness Machine
Not To Stupidify Yourself
52. To Build an ~~Unreasonableness~~ ^{Unreasoningness} Machine
Not To Unreason^{ize}s₁ Yourself
53. To Build a Problem^{ify}ingness Machine
Not To Problem^{ify}s₁ Yourself
54. To Build a Confusingness Machine
Not To Confuse Yourself
55. To Build a Groupingness Machine
Not To Group Yourself

56. To Build a Timelessness Machine
Not To Timeless Yourself
57. To Build a Clearingness Machine
Not To Clear Yourself
58. To Build a Drainingness Machine
Not To Drain Yourself
59. To Build a Vanishingness Machine
Not To Vanish Yourself
60. To Build a Disintegratingness Machine
Not To Disintegrate Yourself
61. To Build a Losingness Machine
Not To Lose Yourself
62. To Build a Hidingness Machine
Not To Hide Yourself
63. To Build a Displacingness Machine
Not To Displace Yourself
64. To Build a Rejectingness Machine
Not To Reject Yourself
65. To Build a Disdainingness Machine
Not To Disdain Yourself

66. To Build a Hatingness Machine
Not to Hate Yourself
67. To Build a Discardingness Machine
Not to Discard Yourself
68. To Build a Neglectingness Machine
Not to Neglect Yourself.
69. To Build an Abandoningness Machine
Not to Abandon Yourself
70. To Build an Ignoringness Machine
Not to Ignore Yourself
71. To Build a Dismissingness Machine
Not to Dismiss Yourself
72. To Build a Freeingness Machine
Not to Free Yourself
73. To Build a Wastingness Machine
Not to Waste Yourself
74. To Build a Decayingness Machine
Not to Decay Yourself
75. To Build a Dyingness Machine
Not to Die Yourself

76. To Build an Eradicatingness Machine
Not to Eradicate Yourself
77. To Build an Erasingness Machine
Not to Erase Yourself
78. To Build an Annihilatingness Machine
Not to Annihilate Yourself
79. To Build a Verminatingness Machine
Not to Verminate Yourself
80. To Build a Blankingness Machine
Not to Blank Yourself
81. To Build a Destroyingness Machine
Not to Destroy Yourself
82. To Build an Impedingness Machine
Not to Impede Yourself
83. To Build a Stoppingness Machine
Not to Stop Yourself
84. To Build a ~~Dismantlingness~~ ^{Abolishingness} Machine
Not to ~~Dismantle~~ ^{Abolish} Yourself
85. To Build an Obscuringness Machine
Not to Obscure Yourself

86. To Build a Blindingness Machine
Not to Blind Yourself
87. To Build a Screeningness Machine
Not to Screen Yourself
88. To Build an Avoidingness Machine
Not to Avoid Yourself
89. To Build a Shunningness Machine
Not to Shun Yourself
90. To Build a Disconnectingness Machine
Not to Disconnect Yourself
91. To Build a Numbingness Machine
Not to Numb Yourself
92. To Build a Suppressingness Machine
Not to Suppress Yourself
93. To Build a ^{Subduingness} ~~Repressingness~~ Machine
Not to ~~Repress~~ ^{Subdue} Yourself
94. To Build a Forgettingness Machine
Not to Forget Yourself
95. To Build an ^{Unconsciousizingness} ~~Unconsciousness~~ Machine
Not to ~~Unconscious~~ ^{Unconsciously} Yourself
96. To Build an Amnesiaizingness Machine
Not to Amnesia^{ize} Yourself