

6-25-18
LESSON#5

St. Luke 11:33
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TPOW

GRADE

Q 33 What does a game consist of?

A 33 IT IS QUITE OBVIOUS that if anyone controlled everything, he would have no-game. Games consist of BARRIERS, FREEDOM and PURPOSES. Primary amongst these is the necessity to have opponents-problems-and sufficient individuality to cope with situations.

w/c GAME, 1. any state of beingness wherein exists awareness, problems, havingness and freedom (separateness) each in some degree.

w/c BARRIERS, 1. something which an individual cannot communicate beyond. 2. Mest - a barrier is a barrier only in that it impedes knowingness.

w/c KNOWINGNESS, 1. being certainness. 2. a capability for truth; it is not data. 3. Knowingness would be self-determined knowledge.

w/c FREEDOM, 1. ability to create and position energy or matter in time and space (mest), 2. The absence of barriers. 3. lots of space, and the ability to use it. (Space is a viewpoint of dimension). 4. the component parts of freedom are then: affinity, reality, and communication (arc), which summate into understanding. Once understanding is attained freedom is obtained.

w/c UNDERSTANDING, 2. knowingness could simply be a potential understanding. It could be an ability being carried forward, an action taking place; understanding is an action. We break down this and we get affinity, reality and communication.

Q34. Using some activity you are familiar with, show how it breaks down into each of the elements of a game.

A34. Pioneering my Scientology Prison Operation has been the most beautiful game for me to discover my promethean ability TO BE CAUSE in LIVINGNESS (cf. A2^{w/c}), with a childlike reckless enthusiasm. This enabling PURPOSE was merely to establish the conditions of existence amongst them in my zone of influence. The BARRIERS have been many. The greatest of which by far has been the vast gulf I've endeavored to bridge as SIG (Scientology's Inside Guy), between the highbrow officials within the Church of Scientology, and the lowbrow criminals here where degradation seemingly prevails. The PROBLEMS all relate to Interest. Whereas the church permits Criminon the responsibility of handling prisoners - the stats concerning student blows indicated a less than optimum ARC between terminals (Barriers) which I thought could be remedied by the creation of a Scientology study group (purpose) where Volunteer Ministers would represent Scientology (Freedom) and help re-habilitate the self-determinism of degraded beings. This of course posed a couple counter-purpose problems (Opponents) with managers of status quo - both within the Church of Scientology and Criminon Executives ... and even more so within the psych-infested Dept. of Corrections (sic), and the dominant slave religions therein. These Problems and Barriers became the Opponents which

A34 cont.

Made this promethean game such a Supreme Test to prove me mettle - as well as my ability to gradiently bridge a (purpose) reality that Something CAN Be Done about reversing the dwindling spiral - all too often generated by suppressive (Barrier) reasonableness. Games trap though, and several times a games condition threatened to overwhelm me (Opponents), which it most certainly would have if I didn't understand (Freedom) the greatest good for the greatest number of dynamics were at stake.

Note - Scientology is defined as the Science of Knowledge. It is further redefined as THE STUDY AND HANDLING OF THE SPIRIT IN RELATIONSHIP TO ITSELF, UNIVERSES AND OTHER LIFE.

Note - SCIENTOLOGIST, 1. one who betters the conditions of himself and the conditions of others by using Sci. technology. 2. one who controls persons, environments and situations. 3. one who understands life. His technical skill is devoted to the resolution of the problems of life.

w/c SUPREME TEST, is the ability to make things go right.

w/c DWINDLING SPIRAL, 1. one commits overt acts unwittingly. He seeks to justify them by finding fault or displacing blame. This leads him into further overts against the same terminals which leads to the degradation of himself and sometimes those terminals.
2. as life progresses ... less and less theta (ARC) is available to the organism for purposes of reason.

Note - Suppressive Reasonableness is a common trait. It comes from

A34 cont.

the inability to confront evil. Reasonableness is suppressive since it lets oppression continue without action being taken.

w/c GAME CONDITIONS are: attention; identity; effect on opponents; no-effect on self; can't have on opponents and goals and their areas; have on self; tools of play; own goals and field, purpose; problems of play; self-determinism; opponents; the possibility of loss; the possibility of winning; communication; non-arrival.

VIS-2-VIS

w/c GAMES CONDITION, 1. when you say games condition you mean that somebody's power of choice has been subjugated against his will into a fixed activity from which he must not take his attention.
2. it means a fixated attention, an inability to escape coupled with an inability to attack, to the exclusion of other games.

w/c INTEREST, 1. is more consideration than attention and is therefore attention with intention to give or attract attention.

w/c CRIMINAL, 1. one who is unable to think of the other fellow, unable to determine his own actions, unable to follow orders, unable to make things grow, unable to determine the difference between good and evil, unable to think at all on the future. Anybody has some of these; the criminal has ALL of them.

w/c OVERWHELMING, 1. as a person begins to be unwilling to overwhelm, he, of course, begins to be unwilling to win and so loses pan-determinism and sinks into self-determinism. Games are "contests in overwhelmings". The primary overwhelming is to take space (i.e. Viewpoint).

Q35- With regard to playing a game, how could efficiency and inefficiency be defined?

A35- The secret of efficiency relies upon understanding control. Efficiency then, could be defined as "the ability to play the game". Inefficiency could be defined as "an inability to play the game, with a necessity to invent games with things which one should actually be able to control with ease." Franticness, helplessness, incompetence, and other undesirable factors are all traceable to inability to start-change-and-stop things.

Q36- Give some examples of people being efficient.

A36- Since insanity and confusion is contagious, I'd say that

ex. SP^s are very efficient in propogating DB^s.

ex. Religious fascist are very efficient in subjugating subordinate slaves.

You see, the inability to control things may not be entirely the fault of the worker. There are two things which can be psychotic: One is the surroundings and the other is the person. A sane man has difficulty in insane surroundings. An insane man has difficulty in even the sanest and most orderly surroundings. Thus there are two factors involved in any operation: The person and the surroundings.

In order to safeguard against these merchants of chaos, one must simply become sufficiently capable at his own job that he would set a fine example for others and thus, himself, be a stable datum in the confusion of that area. cf. A4.

A 36 cont.

vis-a-vis: Understanding DB phenom. permits the adept Homo Novis, to handle and resolve problems with necessity level stratagems, or not.

w/c HOMO NOVIS, 1. Homo = man + novis = new. 2. a good, sane and rational being, about a skyscraper higher than Homo sapiens. The person ceases to respond like Homo sapiens and has fantastic capability to learn and act.

w/c NECESSITY LEVEL, 1. that amount of urgency or commotion necessary in the environment to extort the individual and put him in motion. 2. a sudden heightened willingness which untaps a tremendous amount of ability.

w/c DEGRADED BEINGS (DB), find any instruction painful as they have been painfully indoctrinated with violent measures in the past. He is sort of a super-continual PTS. Degraded beings, taking a cue from SP associates, instinctively resent, hate and seek to obstruct any person in charge of anything or any Big Being.

w/c SUPPRESSIVE PERSON (SP), 2. a person who rewards only down statistics and never rewards an up statistic. He goofs up or vilifies any effort to help anybody and particularly knifes with violence anything calculated to make human beings more powerful or intelligent. 7. a person with certain behavior characteristics and who suppresses other people in his vicinity and those other people when he suppresses them become PTS or potential trouble sources.

w/c SUPPRESS, to squash; to make smaller, to refuse to let reach, to make uncertain about his reaching, to render or lessen in

A36 cont.

any way possible by any means possible, to the harm of the individual and for the fancied protection of a suppressor. (noun)

w/c SUPPRESSOR^v, the impulse to forbid revelation in another.

This of course, being an overt, reacts on one's own case as an impulse to keep oneself from finding out anything from the bank, and of course suppresses as well the release of one's withholds. So it is more fundamental than a withhold. A "suppressor" is often considered "social conduct" insofar as one prevents things from being revealed which might embarrass or frighten others.

w/c PTS, 1. means potential trouble source which itself means a person connected to a suppressive person. All sick persons are PTS. All who roller-coaster (regularly lose gains) are PTS. SP's are themselves PTS to themselves. 2. is the manifestation of a postulate - counter-postulate (i.e. Problem).

w/c PSYCHOTIC, 1. does not know what is going on in his environment or going on inside himself. It is all unknown and therefore unobservational - unobserved. 2. that person who cannot receive orders of any kind, who sits unmoving or goes berserk at the thought of doing anything told him by another determinism. 5. an avoidance of both the future and present time and a shift into the past.

w/c PSYCHOSIS, 2. could be technically called an inability to be; so it naturally is an inability to communicate. 6. a conflict of commands which seriously reduce the individual's ability to solve his problems in his environment to the point where he cannot adjust

A36 cont.

some vital phase of his environmental needs.

w/e INSANITY, 3, the obsessive adaptation of a solution to the exclusion of all other solutions in the absence of a problem. 4. the inability to associate or differentiate properly. 5. Insanity is an emotion which is brought about by the compulsion to reach and the inhibition not to reach or the compulsion not to reach and the inhibition to reach.
10. insanity itself is simply must reach - can't reach, must withdraw - can't withdraw.

Q37- What is meant by the "dwindling spiral of control"?

A37- Accumulated failures to control (including control of uncontrol) to a point where one is no longer confident of his ability to control. It sounds very strange to say that uncontrol must also be under control, but one must be willing to leave certain parts of the world uncontrolled. If he cannot, he rapidly drops downscale and gets into a situation where he is obsessively attempting to control things which he never will be able to control and, thus renders himself unhappy, begins to doubt his ability to control those things which he actually should be able to control and so, at length, loses his ability to control anything.

cf. w/e HAPPINESS, you could say, is the overcoming of not unknowable obstacles toward a known goal.

VIS-à-VIS w/e SAD EFFECT, 1. when an ARC break is permitted to continue

A37 cont.

over too long a period of time and remains in restimulation a person goes into a sad effect, which is to say they become sad and mournful, usually without knowing what is causing it.

2. this is a state of great sadness, apathy, misery and desire for suicide and death.

The "accumulated failures to control" corresponds to the Intention and Purpose of communicating a viewpoint, and misunderstanding the elements of a game adequately.

vide. A2, A24, A27. I merely intended to stimulate thought into action — therefore every action validated that purpose in Livingness.

Q38 Describe the sphere of control of someone you know, stating what is and is not within his sphere of control.

A38 This SPD game is in its fifth year now — Initially I had intended to develop Interest in this 4th Dynamic Salvage Campaign for Sen. VM^s to champion. That ambition was realized in April 2014, yet the VM^s intended to deliver a Dianetic seminar promoting Self Analysis. Their authority as Professionals overwhelmed my objection per policy forbidding the auditing of criminals, and thusly ignored my reference to Sen. 0 & Sen. 1 tech intention for VM^s to make into fun games entailing little more than

A38 cont.

Scouting services. I've long-long known the art of subversion by professionals who know better, and that knowingness would key in my Domination serfac to control this game the best I could. Communication being paramount in the ARC equation, that was my sphere of control. My opponents, trapped in status quo, would continue doing what they're prone to do - which would be beyond my "immediate" control.

My sphere of control would be to maintain persistence in communicating the potential reality of producing re-habilitated prisoners who strive TO BE responsible, self-determined, present time assets in their dynamic exchange with optimum ARC Understanding, per our very own Strategic Administrative Scale. (See attached). It is not my sphere of control as to how long it will take for opponents to get fully on-board with my VM interest in scouting services. The chaplains here will continue to control counter purposes which tend to overwhelm new students ambitions to attend Sem. study groups - that is beyond my sphere of control, yet I've painstakingly maintained my integrity by documenting these frustrating games which they would not dare if and when VM's assume responsibility. It is beyond my sphere of control in present time to invalidate the Ext.Crs. program being promoted by professionals

A38 cont.

in lieu of having VM's attend SPO study groups, until enough blows and/or glibidity presents an opportunity for me to TR-3 SPO's Strategic Administrative Scale ambitions yet again. My primary sphere of control relies upon my ability to communicate reality for others to develop their affinity with it, even while enturbulating ARC with necessity level strategies. The counter purposes of any others - their havingness - merely requires necessity level stratagems to prompt consideration of the obvious within The Aims of Scientology.

This promethean postulate of a Scientology Prison Operation is a perfect opportunity for champions of the Salvage Campaigns to agree: Something CAN Be Done About It! I have sufficient individuality to cope with situations while striving to rise above the nonexistence condition and generating Interest. So It IS! The Supreme Test.

w/c TR-3, a drill to teach others to duplicate a communication, each time newly in its own time - and to acknowledge it.

w/c GLIBIDITY, a condition in which a person gives very glib answers.

w/c GLIB STUDENT, one who can confront the words and ideas but he cannot confront the physical universe and people around him and so cannot apply.

w/c Ext. Crs., Extension Course

A38 cont.

w/c Serfac - Service Facsimile, is actually part of a chain of incidents which the individual uses to invite sympathy or co-operation on the part of the environment, i.e. that computation generated by the Self to make self right and others wrong, to dominate or escape domination and enhance own survival and injure that of others.

w/c DOMINATION, forcing the other person to do exactly what is desired with the mechanism of recrimination and denial of friendship by anger and outright criticism, accusations, and other mechanisms to pound another individual into submission by making him less.

w/c SCOUTING, this is a two-way communication activity. Guide the individual around his life until he gets on a sticky point. Then sort it out, attempting to get parts of it to clear up.

w/c VM^s = Volunteer Ministers

w/c Scientology 0 Zero, is identification of zones of chaos, wrongnesses, confusions and problems. At Scn. 0 you merely want the people to become aware of the fact of what the problem is, i.e. descriptions of the environment and what's wrong with it.

w/c Scientology, One; usable data about living and life. Scn. One is itself divided into theory (data about life, the mind, beingness and the universe), practical (drills

A38 cont.

one can do to raise one's ability to handle others and situations), and auditing (assists, ways to get relaxed, ways to cheer up, ways to handle situations etc. in the everyday business of living, ways to get people to pass exams, do their work, get along).

Q39- Describe the factors of CONTROL and UNCONTROL as they relate to games.

A39- To BE capable of controlling things and to be capable of leaving things uncontrolled are both necessary to a good life and doing a good job. The whole feeling of self-confidence and competence actually derives from one's ability to control or leave uncontrolled the various items and people in his surroundings. A game consists of freedom, barriers and purposes, it also consists of control and uncontrol.

Q40- Why is it that one's opponent must be an uncontrolled factor in order to have a game?

A40- Otherwise, one would know exactly where the game was going and how it would end. That would not be a game at all. Control is important - and uncontrol is, if anything, even more important. Interest is mainly kindled by the unpredictable.

STRATEGIC ADMINISTRATIVE SCALE

GOALS: To establish SPO within DOC via RLUIPA, toward developing A-R-C + U of Scn. Tech.

PURPOSE: Duplicative SPO's: Develop curriculum and acquire materials, e.g. DVD's, CD's, Textbooks, and Handbooks with firm lend-return policy securing group material.

POLICY: K.S.W. (HCOPL 2765)

PLANS: Acknowledge Ability of Responsibility with floortime presentations, (WINS), demonstrations by any student/member at their respective gradient.

PROGRAMS: Develop group cohesion with gradient tech. beginning with prerequisite BSM/LSFL course Followed by Scn. Handbooklet by topic, "Practical Exercise", with or without corresponding textbook, (listed by gradient). TR pairing, PE course, LIC is, etc.; DVD viewing, Extension courses.

PROJECTS: 1-Understand what is expected in study material.

2-Demonstration's in group, i.e. floortime presentations.

3-WIN cognitions-applicability in life.

ORDERS: Nurture personal WIN'S per individual gradient in accord with KSW.

IDEAL SCENES: SPO group of self-determined students demonstrating ARC understanding of Scn. Tech. applications at each individuals gradient, producing WIN reports PR.

STATISTICS: Exponential growth in number of SPO students demonstrating practical knowledge, substantiated by WIN reports and in-group demo's, PE/LIC/Extention course completions.

VALUABEL FINAL PRODUCTS: Responsible, self-determined PT asset in Dynamic Exchange with optimum ARCU.

FREEDOM!!

DEPARTMENT OF CORRECTIONS ASSET PRODUCING REHABILITATION

SPO: Scientology Prison Outreach
DOC: Dept. Of Correction
RLUIPA: Religious Land Use In Prisons Act