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Q65: What is a VALENCE?

A65- A false identity assumed unwittingly

V12: Axiom 140: A valence is a facsimile personality made capable of force by the counter-effect of the moment of receipt into the plus or minus randomness of unconscious. Valences are assistive, compulsive or inhibitive to the organism.

V12: Axiom 126: Perceptions are always received in the control center of an organism whether the control center is in control of the organism at the time or not. This is an explanation for the assumption of Valences.

w/c VALENCE. 1: an identity of someone other than the identity selected by oneself. 2: the valence mechanism produces whole people for the PC to be and will include habits and mannerisms which are not mentioned in engrams but are the result of the PC's compulsion to copy certain people. 5: a valence is a substitute for self taken on after the fact of lost confidence.

Q66: What would be examples of valences someone might assume?

A66: One "needs" an IDENTITY to "get" ATTENTION.

There are four IDENTITIES or VALENCES; 1) Exchanged Valence; ex: Mother, Father, Spouse, or any or all of thousands of possible people. 2) Attention Valence. 3) Synthetic Valence. 4) Own.

Q67: List the four Valences

A67: See A66 (above)

Q68 Work out your own example of each.

A68 With full confidence in one's own valence, one perceives fully in present time. A synthetic valence misperceives their point of view through an aberrated lense of who they remind other people of (i.e. You're just like your father). An Attention Valence is a useful identity to attract/repulse attention. An Exchanged Valence represents their self as the Power Persona perceived in others, i.e. Exchanged.

Q69- What is the highest purpose in this universe?

A69- The creation of an effect is the highest purpose in this universe. - Ax.10.

cf. Factor #1: Before the beginning was a Cause and the entire purpose of the Cause was the creation of effect.

Q70- What happens to someone's purpose when he cannot create effects?

A70- They up the ante of Cause, of course. Command of attention is necessary to creating an effect. Therefore when one conceives he cannot easily get attention, he seeks to create stronger effects. He creates effects to get attention. He gets attention to create effects. Insane criminals are trapped in that actual cycle of action with a crippling scarcity. A person actually dies for lack of effect, since we are only as alive as we can communicate. An artist stops his work when he believes he can no longer create an effect. EFFECT and HAVE form a pair like ATTENTION and IDENTITY.

Q71- Define PROBLEM.

A71- Two or more purposes in opposition. Or "intention-verses-intention" Something which is persisting, the as-is-ness of which cannot be attained easily.

cf. Sch. Axiom 40: Any problem, to be a problem, must contain a lie.

cf. Sch. Axiom 41: That into which Alter-ness is introduced becomes a problem.

Q72- Describe why Man or any life form in this universe seems to love problems.

A72- Problems are the antidote to unconsciousness. They are certainly the antidote for boredom. Problems keep up interest in one's conditions-of-existence, Be-Do-Have.

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GRADE

Q73- What is meant by SELF-DETERMINISM?

A73- In this instance, Determining the actions of self as a First (Self) Dynamic action and thus leaving the remaining Seven undetermined or, in actuality, in opposition to the Self.

Q74- What are the consequences when one insists on being Self-determined only?

A74- As the remainder of the dynamics must have a say in one's self to function, they fight at once any attempt at total Self-determinism.

Q75- What is meant by PAN-DETERMINISM?

A75- Determining the action of self and others.

Pan means across and determinism means the ability to determine the course or of the decision about. It means wider determinism than self. An individual who is Pan-determined is determined across the eight dynamics.

In this instance, Pan-determinism is across determinism or determinism of two sides. To become Pan-determined, rather than only Self-determined, it is necessary to view both sides.

Q76- Describe a situation you could be Pan-determined over. What would be the result of this?

A76- Considering the greatest good for the greatest number of dynamics; the "situation" with the wild fires in California at present make me think that the tax payers would much rather put prisoners to work in fire-prevention with maintenance crews, rather than finance an ever expanding Forest Fire Bureaucracy whose existence is only justified by fighting (starting) fires.

The "result" would likely be counter effort/purpose by the overpaid forest fire Bureaucrats, and the tax-payers vested interest in Prisoner labor managing conditions to help prevent devastating wild fires.

Q77- Describe some of the elements of games.

A77- A game consists of freedoms, barriers and purposes.

Games occur only when there is intention-opposing-intention, purpose-opposing-purpose. A game must have something which one does not have in order for it to be won. A scarcity of games forces the preceptor to accept less desirable games. Participation in any game is preferable to being in a no-game condition.

Games are the basic mechanism for continuing attention.

The type of game entered by a person is determined by his consideration as to how much and what kind of an effect he may receive while trying to deliver an effect.

Q78 Identify some of the elements of games in an activity in which you are involved.

A78 Me, involved in playing games? With two consecutive 25-to-life prison sentences, what's the purpose? Appearing vanquished in a Tone I Society (barriers and purposes), an opportunity is presented in this Judeo-Christian era to don my yarmulke and, much like the Maccabees of yore, it is my responsibility to Hammer-out a new creation (intention-opposing-intention) to re-awaken amnesiacs who've long ago lost consciousness (something which one does not have in order for it to be won). Responsibility - is the type of game I've pioneered here, where Prisoners and Professionals alike are forced to face strategic necessity level prompts to realize their latent consideration as to how much and what kind of an effect they may receive while trying to deliver an effect.

This basic mechanism for continuing attention in my zone is of course the best activity I could have developed to rise above the morassy scarcity of games so prevalent in this Judeo-Christian era of domination (purpose-opposing-purpose). Being There and Communicating to increase spiritual freedom, intelligence, and ability, is well worth the corresponding problems to ward Immortality!

Q79- What are Game Conditions -and- No-Game Conditions?

A79 Responsibility

No Responsibility

Control

No Control

Agitation

Calm

Info it

Out of it

Effect on others

No Effect on others

Motion

No Motion

Attention

No Attention

Identity

Namelessness

Self-determinism

Pan-determinism

Problems of play

Solutions

Effect on opponents

No effect on opponent

Thusly, the ~~Rule~~ Rule: All games are aberrative; some are fun.  
Ergo: "Process only with those conditions listed as Game Conditions.  
So doing, the auditor will run out (erase) the aberrative effect  
of games and restore the ability to play a game." (See lesson 11).

Q80- Give some examples of a game and no-game conditions  
you have observed.

A80- After re-reading Lesson 4 in its entirety, I have  
a new found Understanding and Admiration for the  
noble paladins I've challenged as Opponents. My agonistic  
games to restore conditions of existence must of merely  
been my debut for them to watch - compassionately.  
Understanding the struggle through the potential Traps  
involved with Game Conditions, their No-Game Condition  
permitted my shadow boxing S&D to run its course.

The frustrating problems tempering my self-determinism  
must of been hilarious for them to observe and provide for  
The Supreme Test. Rehabilitation is a cruel taskmaster.  
Helping the Junior in Life, grow into Being Senior, is truly  
Ennobling - sui juris.

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~~GRADE~~

Q81- Define PROCEDURE and PROCESS

A81- A "procedure" is; an established precise and correct method of how one goes about something; an exact series of steps taken to accomplish an end.

A "process" is; exercises that bring about changes for the better in intelligence, behavior and general competence.

Processing is: the verbal exercising of a preclear in exact Scientology processes.

Processes, as distinct from procedures, consist of utilizing the principle of the "gradient scale" to the end of placing the PC in better control of himself, his mind, the people and the universe around him.

Q82- Describe in your own words the principle of "gradient scale" and how one would apply this to processing.

A82- By gradient scale is meant "a proceeding from simplicity toward greater difficulty," giving the PC always no more than he can do, but giving him as much as he can do until he can handle a greater deal. The idea here is to give the PC nothing but wins and to refrain from giving the PC losses in the game of processing.

For example, recently I'd processed a student with the TR-5N procedure, where the Conditions Of Auditing permitted MU's to be re-considered toward EP, ... Self-determined Responsibility.

Q83- How does Scientology's goal of self-determination for the preclear rule out control mechanisms used by other and older therapies?

A83- Control mechanisms are in direct opposition to the goals of greater ability for the preclear to be himself. Scientology is used to increase spiritual freedom, intelligence and ability. Scientologists better the conditions of others by using Scientology technology. The Science of Knowledge restores one's Power of choice.

Q84- What are the principle points of concentration for the auditor?

A84- To restore one's power of choice.

1- The ability of the PC to have.

2- The ability of the PC to not-know.

3- And the ability of the PC to play a game.

The ability of the PreClear TO BE himself.

Q85- State some of the principal processes which produce marked gains.

A85- My favorite is the Scouting Process of Scn. O tech. which produces / restores Responsibility in Present Time situations (PTP').

Yet this chapter addresses processes requiring several sessions of lengthly procedures, such as the HAVE (Trio) - "usually brings about a very high rise in tone". Or, the Not-Know procedure, which rehabilitates the ability to not-know. The end goal of this Not-Know process is the Nothingness - As-Is.

An actual ability to not-know is an ability to erase the past by self-command, without suppressing it with energy, or going into ~~any~~ any other method. And then the third ability to be addressed by the auditor is the ability to play a game. Consequently this procedure rehabilitates the ability to control. One must be able to control something in order to participate in a game.

Q86 How could someone benefit from these processes?

A86- The most significant therapy there is, is changing the mind, to bring about desirable changes in the conditions of life.

Q87- List the five things to avoid in auditing.

A87 1- Significances. 2- Two-Way Communication. 3- Too Many Processes. 4- Failure to Handle the Present Time Problem.  
5- Unconsciousness, Dopeiness or Agitation.

Q88 Give your reasons why Scientology can be used for the betterment of Man.

A88. The mission of Scientology is not conquest - it is civilization.  
It is a war on stupidity. Scientology works.