

TFOT

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LESSON 6

GRADE

Q41. Define: space, energy, objects and time.

A41. SPACE is a viewpoint of dimension. (Space is caused by looking out from a point. The only actuality of space is the agreed-upon consideration that one perceives through something and this we call space). Space is made by the attitude of a viewpoint which demarks an area with anchor points.

ENERGY consists of postulated particles in space. (One considers that energy exists and that he can perceive energy. One also considers that energy behaves according to certain agreed-upon laws. These assumptions or considerations are the totality of energy). Energy derives from imposition of space between terminals and a reduction and expansion of that space. Agitation within agitation is the basic formation of particles of energy, such as electrons, protons, and others.

OBJECTS consist of grouped particles and also of solid masses. An object could be considered to be any unit manifestation of energy including matter. Objects roughly approximates its solidity - a condensed piece of energy.

TIME is basically a postulate that space and particles will persist. The apperency of time is the change of position of particles in space. Change is the primary manifestation of time.

Q42 Give an example of each.

A42 Theta creates space and time and objects to locate in them.

I THINK - THEREFORE I AM, the Creator/Destroyer of My Universe. Space, energy, objects, form and time are the result of considerations - simply because I say so. For instance, My quixotic games permit me to pan-determine valences of me vs. you. My point of view vs. yours, produce space. Our agonistic contest in overwhelming's produce energy. In life experience, energy becomes doingness. Ideally, an exchange of universes producing objective reality where postulated particles produce game conditions. (cf. The Q^s)

Q43. What are the three classes of UNIVERSES?

A 43. First, foremost and most evident, the physical universe of spaces, stars, land, sea, air and living forms. Then there's the other fellows universe (valence), which may or may not be agreed upon by his associates. The phenomenon of this universe is included in the field of the mind. Likewise is one's own universe.

The universes, then, are three in number: the universe created by one viewpoint, the universe created by every other viewpoint, the universe created by the mutual actions of viewpoints which is agreed to be upheld - the physical universe.

Q44. Give the basic law about universes and a time you have observed this for yourself.

A44 In order to perceive it (i.e. a Created universe), one must agree that it exists. This basic law is expressed in the first 10 Factors of A16 note / Sen. Axioms #3-10.

Ex: Observing the mundane concerns of vulgarians, the apparency of 'purpose' occupies thought in automaticities where mediocrity prevails as status quo.

Alas, a basic law about universes: "The postulates of the Creator of any universe are the postulates which 'work' in that universe", dis-qualifies Me from 'conformity' toward Group Think TRAPS.

Q45 Define KNOWLEDGE

A45 Assured belief, that which is known, information, instruction, enlightenment, learning; practical skill.

cf. Logic #2: A body of Knowledge is a body of data, aligned or unaligned, or methods of gaining data.

Q46 Give an example of creation of Knowledge or a self-evolved idea.

A46 ¹³Jesus loves me ¹³this I know ^{5th} For the Bible tells me so ¹³, is an example of noosphere acculturation - circumcising a world of cretins into Being Effect of indoctrination. Alas, status quo.

Q47 What is meant by CAUSE and EFFECT?

A47 CAUSE is "source point", whereas EFFECT is "receipt point".
Yet, as with the Actual Cycle of Action, all is CAUSE - per:
The common denominator of all life impulses is self-determinism (-Q1).

Q48 Give your own example of CAUSE and EFFECT.

A48 Unable to bear the Thought of Being subjugated by other-determinism (CAUSE), a ser-fac developed a rebel force TRAP (EFFECT).
In particular; almost any source of authoritarian CAUSE - unexplained, becomes a Problem of Understanding the situation regarding RESPONSIBILITY. Presented this problem naturally prompts a Handling of entheia - contagious as it is (hence a TRAP) - to resolve mis understandings, and as such restore CAUSE.
The Supreme Test, it is!

w/c 42 PANDETERMINISM. vide A28.

w/c 42 VALENCE, an identity assumed by a person unknowingly.
Valens means "powerful" in Latin. A facsimile personality.

w/c 42 GAME CONDITIONS, 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.

note. THE Q⁵: simply means the most common datum that sums all other data and the point from which we are operating

Q1: The common denominator of all life impulses is self-determinism.

Q2: Self-determinism may be defined as the location of nest, as well as creation of time and space in which to locate matter and energy.

Q3: The identification of the source of that which places matter & energy and originates space & time is not necessary to the resolution of this problem at this time.

Q4: Universes are created by the application of self-determinism on 8-dynamics.

Q5: Self-determinism, applied, will create, conserve, alter and possibly destroy universes

w/c 43 MIND, vide w/c 37

- note 44 Sen. Axiom # 10: The highest purpose in the Universe is the creation of an effect.
- w/c 44 AUTOMATICITY; anything that goes on running outside the control of the individual. Something set up automatically to run without further attention from yourself. There are three kinds of automaticities, those which create things, those which make things persist, and those which destroy things.
- w/c 44 GROUP THINK, the common denominator in the group is the reactive bank. they agree then only on bank principles.
- w/c 44 TRAP, one is trapped by those things to which he will not grant havingness. All a trap is, is being inside something, interiorized. theta and nest interconnected too strongly are the components of a trap.
- w/c 48 OTHER-DETERMINISM, ¹ simply something else giving you orders or directions. ² something has so thoroughly overwhelmed the person that he is it.
- w/c 48 AUTHORITARIAN-ISM, is the introduction of arbitrary law where no natural law is known, yet maintaining that the arbitrary law is natural law.
- w/c 48 RESPONSIBILITY, ¹ the ability and willingness to assume the status of full source and cause for all efforts and counter efforts on all dynamics.
- w/c 48 ENTMETA, enturbulated theta (thought or life), especially refers to communications, which, based on lies and confusion, are slanderous, choppy, or destructive in an attempt to overwhelm or suppress a person or group.
- w/c 48 Ser Fac, Service Facsimile, a picture containing an explanation of self condition and also a fixed method of making others wrong.
- w/c 48 THE SUPREME TEST, the ability to make things go right.

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Q49 What is meant by KNOWING and NOT-KNOWING?

A49 The potential of Considering, as a mechanism of Thinkiness, is totally up to the Thinker, To Know, or Not Know. One must be able to Not Know... particular data (education=effect) which isht applicable in PT situations. THOUGHT consists entirely of KNOWING and NOT KNOWING - and the shades between. It is necessary that one be able to create, to receive, to know and to not know information, data and thoughts in the game of life.

Q50 Explain why being able to not-know is equally as important as being able to know.

A50 One is apt to get trapped into the chaos of thinkiness, or creatingness, or livingness - if/when one is unable to not-know particular data involved in Game Conditions.

Q51 Define remembering and forgetting.

A51 Remembering is the process of knowing the past.
 Forgetting is the process of not knowing the past.

Q52 Give an example of something you remembered and something you forgot.

A52 I've always remembered the Eternality of Life.
 I've sometimes forgot not to take the Game so seriously.
 With the stable datum of Eternality, game conditions permit LIFE - TO BE: A Livingness. And conversly, a games condition tends to trap that Eternality within the mundane concerns which seem to be overwhelming self-determinism. Alas, pretending to NOT know self-determinism alone has created the overwhelming games condition in present time as a means to demonstrate Ability of Awareness to mock and unmock Problems ... merely as a pass-time.

Q53 What is prediction?

A53 Prediction is the process of knowing the future.


Q54 Describe what it means to live "only for today".

A54 Living "only for today" is the process of not-knowing the future.

Q55 What is the goal of Scientology?

A55 The goal of Scientology is making the individual capable of living a better life in his own estimation and with his fellows and the playing of a better game.

Q56 How can you use Scientology to achieve your goals? Give an example.

A56 Scientology = the Science of Knowledge, restores ARC to enable KRC. Ergo I use Scientology to boost my Awareness of Awareness - and therein the Goal of Life is my only goal - to ward the greatest good for the greatest number of dynamics. My role in the game of life, as an agonist (opponent), is simply TO BE a Problem Solver / Trouble Maker 

w/c 49 THINKINGNESS, 1. down the scale at a level below effort. It comes in as figure-figure-figure.

" " THOUGHT, 7. the causal agent in an organism. It is thought which causes everything both structural and functional that happens in an organism.

" " GAME OF LIFE, cf. A15, A25, A27, A28

w/c 50 LIVINGNESS, is going along a certain course impelled by a purpose.

" " CREATINGNESS = Bring into BEINGNESS of A10, A13

" " GAME CONDITIONS, cf. w/c 42

w/c 52 GAMES CONDITION, a fixated attention, an inability to escape coupled with an inability to attack, to the exclusion of other games.

w/c 56 GOAL/DYNAMICS/etc. cf. A18, A18PS (amended), A24, A26, A30.

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Q57 What is Scientology processing?

A57 Called "auditing", the auditor "listens and commands".
 The purpose of the auditor is to increase the ability of the pc via the principle of making an individual look at his own existence, and improve his ability to confront what he is and where he is.
 A procedure by which an individual recovers his self-determinism and his right to reason.

Q58 What are some of the things that Scientology processing can improve in an individual.

A58 The ability to confront and reason, to communicate, social attitudes, self-determinism, responsibility, and in particular; the awareness of awareness along the Stages of Release toward Clear and OT.

Q59 Define the role and purpose of the auditor.

A59 The role is to give certain and exact commands which the pc can follow and perform.

The purpose is to increase the ability of the pc.
 Auditing gets rid of unwanted barriers that inhibit, stop or blunt a person's natural abilities as well as gradually increasing the abilities a person has so that he becomes more able and his survival, happiness and intelligence increase enormously.

Q60 Give your understanding of how the auditor achieves his purpose.

A60 By directing the pc's attention on his own case and directing his ability to talk to the auditor, to confront the no-confront sources of his aberrations.

Q61 What is the Auditor's Code?

A61 A governing set of rules for the general activity of auditing during sessions.

Q62 Describe in your own words how application of the Auditors' code governs the activity of the auditor during sessions.

A62 The auditor's code is the natural activity of a Clear. The code is nearly Christlike - and therein a definite affinity is established between the auditor and pc during the time of auditing.

Q63 List some of the points of the Code of a Scientologist and state how you would apply them.

A63 #2: To use the best I know of Scientology to the best of my ability to better my pc's, groups and the world
#7: To employ Scientology to the greatest good of the greatest number of dynamics.

In either of these, Conscious Action is required for me to demonstrate Ability TO BE CAUSE.

Q64 Why are these two codes intensely important?

A64 The Auditor's Code, and The Code of a Scientologist, are designed to protect the pc as well as Scientology and the auditor in general.

w/c 57 pc = PRECLEAR, I. a person who, through processing, is finding out more about himself and life.

w/c 58 RELEASE, I. one who knows he or she has had worthwhile gains from processing and will not now get worse. S. a release is an individual from whom have been released the current or chronic mental and physical difficulties and painful emotion.

" " CLEAR, in an absolute sense, would be someone who could confront anything and everything in the past, present and future.
II. an unaberrated person.

" " OT: OPERATING THETAN, 4. a Clear who has been re-familiarized with his capabilities.

w/c 60 ABERRATION, I. a departure from rational thought or behavior.