

I AM NOT AN ADVOCATE FOR FREQUENT CHANGES IN LAWS AND CONSTITUTIONS. BUT LAWS AND INSTITUTIONS MUST GO HAND IN HAND WITH THE PROGRESS OF THE HUMAN MIND. AS THAT BECOMES MORE DEVELOPED, MORE ENLIGHTENED, AS NEW DISCOVERIES ARE MADE, NEW TRUTHS DISCOVERED AND MANNERS AND OPINIONS CHANGE, WITH THE CHANGE OF CIRCUMSTANCES, INSTITUTIONS MUST ADVANCE ALSO TO KEEP PACE WITH THE TIMES. WE MIGHT AS WELL REQUIRE A MAN TO WEAR STILL THE COAT WHICH FITTED HIM WHEN A BOY AS CIVILIZED SOCIETY TO REMAIN EVER UNDER THE REGIMEN OF THEIR BARBAROUS ANCESTORS.

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THE AXIOMS OF SCIENTOLOGY

by

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AXIOM 1. LIFE IS BASICALLY A STATIC.

Definition: a Life Static has no mass, no motion, no wavelength, no location in space or in time. It has the ability to postulate and to perceive.

AXIOM 2.. THE STATIC IS CAPABLE OF CONSIDERATIONS, POSTULATES, AND OPINIONS.

AXIOM 3. SPACE, ENERGY, OBJECTS, FORM, AND TIME ARE THE RESULT OF CONSIDERATIONS MADE AND/OR AGREED UPON BY THE STATIC, AND ARE PERCEIVED SOLELY BECAUSE THE STATIC CONSIDERS THAT IT CAN PERCEIVE THEM.

AXIOM 4. SPACE IS A VIEWPOINT OF DIMENSION.

AXIOM 5. ENERGY CONSISTS OF POSTULATED PARTICLES IN SPACE.

AXIOM 6. OBJECTS CONSIST OF GROUPED PARTICLES.

AXIOM 7. TIME IS BASICALLY A POSTULATE THAT SPACE AND PARTICLES WILL PERSIST.

AXIOM 8. THE APPARENCY OF TIME IS THE CHANGE OF POSITION OF PARTICLES IN SPACE.

AXIOM 9. CHANGE IS THE PRIMARY MANIFESTATION OF TIME.

AXIOM 10. THE HIGHEST PURPOSE IN THE UNIVERSE IS THE CREATION OF AN EFFECT.

AXIOM 11. THE CONSIDERATIONS RESULTING IN CONDITIONS OF EXISTENCE ARE FOUR-FOLD.

a. AS-IS-NESS is the condition of immediate creation without persistence, and is the condition of existence which exists at the moment of creation and the moment of destruction, and is different from other considerations in that it does not contain survival.

b. ALTER-IS-NESS is the consideration which introduces change, and therefore time and persistence into an AS-IS-NESS to obtain persistency.

c. IS-NESS is an apparency of existence brought about by the continuous alteration of an AS-IS-NESS. This is called, when agreed upon, Reality.

d. NOT-IS-NESS is the effort to handle IS-NESS by reducing its condition through the use of force. It is an apparency and cannot entirely vanquish an IS-NESS.

AXIOM 12. THE PRIMARY CONDITION OF ANY UNIVERSE IS THAT TWO SPACES, ENERGIES, OR OBJECTS MUST NOT OCCUPY THE SAME SPACE. WHEN THIS CONDITION IS VIOLATED (PERFECT DUPLICATE) THE APPARENCY OF ANY UNIVERSE OR ANY PART THEREOF IS NULLED.

AXIOM 13. THE CYCLE OF ACTION OF THE PHYSICAL UNIVERSE IS: CREATE, SURVIVE (PERSIST), DESTROY.

AXIOM 14. SURVIVAL IS ACCOMPLISHED BY ALTER-IS-NESS AND NOT-IS-NESS, BY WHICH IS GAINED THE PERSISTENCY KNOWN AS TIME.

AXIOM 15. CREATION IS ACCOMPLISHED BY THE POSTULATION OF AN AS-IS-NESS.

AXIOM 16. COMPLETE DESTRUCTION IS ACCOMPLISHED BY THE POSTULATION OF THE AS-IS-NESS OF ANY EXISTENCE AND THE PARTS THEREOF.

AXIOM 17. THE STATIC, HAVING POSTULATED AS-IS-NESS, THEN PRACTICES ALTER-IS-NESS, AND SO ACHIEVES THE APPARENCY OF IS-NESS AND SO OBTAINS REALITY.

AXIOM 18. THE STATIC, IN PRACTICING NOT-IS-NESS, BRINGS ABOUT THE PERSISTENCE OF UNWANTED EXISTENCES, AND SO BRINGS ABOUT UNREALITY, WHICH INCLUDES FORGETFUL-NESS, UNCONSCIOUSNESS, AND OTHER UNDESIRABLE STATES.

AXIOM 19. BRINGING THE STATIC TO VIEW AS-IS ANY CONDITION DEVALUATES THAT CONDITION.

AXIOM 20. BRINGING THE STATIC TO CREATE A PERFECT DUPLICATE CAUSES THE VANISHMENT OF ANY EXISTENCE OR PART THEREOF.

A perfect duplicate is an additional creation of the object, its energy, and space, in its own space, in its own time, using its own energy. This violates the condition that two objects must not occupy the same space, and causes vanishment of the object.

AXIOM 21. UNDERSTANDING IS COMPOSED OF AFFINITY, REALITY, AND COMMUNICATION.

AXIOM 22. THE PRACTICE OF NOT-IS-NESS REDUCES UNDERSTANDING.

AXIOM 23. THE STATIC HAS THE CAPABILITY OF TOTAL KNOWINGNESS. TOTAL KNOWINGNESS WOULD CONSIST OF TOTAL ARC.

AXIOM 24. TOTAL ARC WOULD BRING ABOUT THE VANISHMENT OF ALL MECHANICAL CONDITIONS OF EXISTENCE.

AXIOM 25. AFFINITY IS A SCALE OF ATTITUDES WHICH FALLS AWAY FROM THE CO-EXISTENCE OF STATIC, THROUGH THE INTERPOSITIONS OF DISTANCE AND ENERGY, TO CREATE IDENTITY, DOWN TO CLOSE PROXIMITY BUT MYSTERY.

By the practice of Is-ness (Beingness) and Not-is-ness (refusal to Be) individuation progresses from the Knowingness of complete identification down through the introduction of more and more distance and less and less duplication, through Lookingness, Emotingness, Effortingness, Thinkingness, Symbolizingness, Eatingness, Sexingness, and so through to not-Knowingness (Mystery). Until the point of Mystery is reached, some communication is possible, but even at Mystery an attempt to communicate continues. Here we have, in the case of an individual, a gradual falling away from the belief that one can assume a com-

plete Affinity down to the conviction that all is a complete Mystery. Any individual is somewhere in this Know-to-Mystery scale. The original Chart of Human Evaluation was the Emotion section of this scale.

AXIOM 26. REALITY IS THE AGREED-UPON APPARENCY OF EXISTENCE.

AXIOM 27. AN ACTUALITY CAN EXIST FOR ONE INDIVIDUALLY, BUT WHEN IT IS AGREED WITH BY OTHERS IT CAN THEN BE SAID TO BE A REALITY.

The anatomy of Reality is contained in Is-ness, which is composed of As-is-ness and Alter-is-ness. Is-ness Is an apparency, it is not an Actuality. The Actuality is As-is-ness altered so as to obtain a persistency.

Unreality is the consequence and apparency of the practice of Not-is-ness.

AXIOM 28. COMMUNICATION IS THE CONSIDERATION AND ACTION OF IMPELLING AN IMPULSE OR PARTICLE FROM SOURCE-POINT ACROSS A DISTANCE TO RECEIPT-POINT, WITH THE INTENTION OF BRINGING INTO BEING AT THE RECEIPT-POINT A DUPLICATION OF THAT WHICH EMANATED FROM THE SOURCE-POINT.

The formula of Communication is: Cause, Distance, Effect, with Attention and Duplication.

The component parts of Communication are Consideration, Intention, Attention, Cause, Source-point, Distance, Effect, Receipt-point, Duplication, the Velocity of the impulse or particle, Nothingness or Somethingness. A non-Communication consists of Barriers. Barriers consist of Space, Interpositions (such as walls and screens of fast-moving particles), and Time. A communication, by definition does not need to be two-way. When a communication is returned, the formula is repeated, with the receipt-point now becoming a source-point and the former source-point now becoming a receipt-point.

AXIOM 29. IN ORDER TO CAUSE AN AS-IS-NESS TO PERSIST, ONE MUST ASSIGN OTHER AUTHORSHIP TO THE CREATION THAN HIS OWN. OTHERWISE, HIS VIEW OF IT WOULD CAUSE ITS VANISHMENT.

Any space, energy, form, object, individual, or physical universe condition can exist only when an alteration has occurred of the original As-is-ness so as to prevent a casual view from vanishing it. In other words, anything which is persisting must contain a "lie" so that the original consideration is not completely duplicated.

AXIOM 30. THE GENERAL RULE OF AUDITING IS THAT ANYTHING WHICH IS UNWANTED AND YET PERSISTS MUST BE THOROUGHLY VIEWED, AT WHICH TIME IT WILL VANISH.

If only partially viewed, its intensity, at least, will decrease.

AXIOM 31. GOODNESS AND BADNESS, BEAUTIFULNESS AND UGLINESS, ARE ALIKE CONSIDERATIONS AND HAVE NO OTHER BASIS THAN OPINION.

AXIOM 32. ANYTHING WHICH IS NOT DIRECTLY OBSERVED TENDS TO PERSIST.

AXIOM 33. ANY AS-IS-NESS WHICH IS ALTERED BY NOT-IS-NESS (BY FORCE) TENDS TO PERSIST.

AXIOM 34. ANY IS-NESS, WHEN ALTERED BY FORCE, TENDS TO PERSIST.

AXIOM 35. THE ULTIMATE TRUTH IS A STATIC.

A Static has no mass, meaning, mobility, no wave-length, no time, no location in space, no space.

This has the technical name of "Basic Truth."

AXIOM 36. A LIE IS A SECOND POSTULATE, STATEMENT OR CONDITION DESIGNED TO MASK A PRIMARY POSTULATE WHICH IS PERMITTED TO REMAIN.

Examples:

Neither truth nor a lie is a motion or alteration of a particle from one position to another.

A lie is a statement that a particle having moved did not move, or a statement that a particle, not having moved, did move.

The basic lie is that a consideration which was made was not made or that it was different.

AXIOM 37. WHEN A PRIMARY CONSIDERATION IS ALTERED BUT STILL EXISTS, PERSISTENCE IS ACHIEVED FOR THE ALTERING CONSIDERATION.

All persistence depends on the Basic Truth, but the persistence is of the altering consideration, for the Basic Truth has neither persistence nor impersistence.

AXIOM 38. 1: STUPIDITY IS THE UNKNOWNESS OF CONSIDERATION.
2: MECHANICAL DEFINITION: STUPIDITY IS THE UNKNOWNESS OF TIME, PLACE, FORM AND EVENT.

Thus we see that failure to discover Truth brings about stupidity.

Thus we see that the discovery of Truth would bring about an As-is-ness by actual experiment.

Thus we see that an ultimate truth would have no time, place form or event.

Thus, then, we perceive that we can achieve a persistence only when we mask a truth.

Lying is an alteration of time, place event, or form.

Lying becomes Alter-is-ness, becomes Stupidity.

(The blackness of cases is an accumulation of the case's own or another's lies.)

Anything which persists must avoid As-is-ness. Thus anything, to persist, must contain a lie.

AXIOM 39. LIFE POSES PROBLEMS FOR ITS OWN SOLUTION.

AXIOM 40. ANY PROBLEM, TO BE A PROBLEM, MUST CONTAIN A LIE. IF IT WERE TRUTH, IT WOULD UNMOCK.

An "unsolvable problem" would have the greatest persistence. It would also contain the greatest number of altered facts. To make a problem, one must introduce Alter-is-ness.

AXIOM 41. THAT INTO WHICH ALTER-IS-NESS IS INTRODUCED BECOMES A PROBLEM.

AXIOM 42. MEST (MATTER, ENERGY, SPACE, TIME) PERSISTS BECAUSE IT IS A PROBLEM.

It is a problem because it contains Alter-is-ness.

AXIOM 43. TIME IS THE PRIMARY SOURCE OF UNTRUTH.

Time states the untruth of consecutive considerations.

AXIOM 44. THETA (THE STATIC) HAS NO LOCATION IN MATTER, ENERGY, SPACE OR TIME. IT IS CAPABLE OF CONSIDERATION.

AXIOM 45. THETA CAN CONSIDER ITSELF TO BE PLACED, AT WHICH MOMENT IT BECOMES PLACED, AND TO THAT DEGREE A PROBLEM,

AXIOM 46. THETA CAN BECOME A PROBLEM BY ITS CONSIDERATIONS, BUT THEN BECOMES MEST.

A problem is to some degree MEST. MEST <u>is</u> a problem.

AXIOM 47. THETA CAN RESOLVE PROBLEMS.

AXIOM 48. LIFE IS A GAME WHEREIN THETA AS THE STATIC SOLVES THE PROBLEMS OF THETA AS MEST.

AXIOM 49. TO SOLVE ANY PROBLEM IT IS ONLY NECESSARY TO BECOME THETA, THE SOLVER, RATHER THAN THETA, THE PROBLEM.

AXIOM 50. THETA AS MEST MUST CONTAIN CONSIDERATIONS WHICH ARE LIES.

AXIOM 51. POSTULATES AND LIVE COMMUNICATION NOT BEING MEST AND BEING SENIOR TO MEST CAN ACCOMPLISH CHANGE IN MEST WITHOUT BRINGING ABOUT A PERSISTENCE OF MEST. THUS AUDITING CAN OCCUR.

AXIOM 52. MEST PERSISTS AND SOLIDIFIES TO THE DEGREE THAT IT IS NOT GRANTED LIFE.

THE CODE OF A SCIENTOLOGIST

1. TO HEAR OR SPEAK NO WORD OF DISPARAGEMENT TO THE PRESS, PUBLIC OR PRECLEARS CONCERNING ANY OF MY FELLOW SCIENTOLOGISTS, OUR PROFESSIONAL ORGANIZATION OR THOSE WHOSE NAMES ARE CLOSELY CONNECTED TO THIS SCIENCE.

2. TO USE THE BEST I KNOW OF SCIENTOLOGY TO THE BEST OF MY ABILITY TO BETTER MY PRECLEARS, GROUPS AND THE WORLD.

3. TO REFUSE TO ACCEPT FOR PROCESSING AND TO REFUSE TO ACCEPT MONEY FROM ANY PRECLEAR OR GROUP I FEEL I CANNOT HONESTLY HELP.

4. TO DETER TO THE FULLEST EXTENT OF MY POWER ANYONE MISUSING OR DEGRADING SCIENTOLOGY TO HARMFUL ENDS.

5. TO PREVENT THE USE OF SCIENTOLOGY IN ADVERTISEMENTS OF OTHER PRODUCTS.

6. TO DISCOURAGE THE ABUSE OF SCIENTOLOGY IN THE PRESS.

7. TO EMPLOY SCIENTOLOGY TO THE GREATEST GOOD OF THE GREATEST NUMBER OF DYNAMICS.

8. TO RENDER GOOD PROCESSING, SOUND TRAINING AND GOOD DISCIPLINE TO THOSE STUDENTS OR PEOPLES ENTRUSTED TO MY CARE.

9. TO REFUSE TO IMPART THE PERSONAL SECRETS OF MY PRE-CLEARS.

10. TO ENGAGE IN NO UNSEEMLY DISPUTES WITH THE UNINFORMED ON THE SUBJECT OF MY PROFESSION.

THE AUDITOR'S CODE

1. DO NOT EVALUATE FOR THE PRECLEAR.

2. DO NOT INVALIDATE OR CORRECT THE PRECLEAR'S DATA.

3. USE THE PROCESSES WHICH IMPROVE THE PRECLEAR'S CASE.

4. KEEP ALL APPOINTMENTS ONCE MADE.

5. DO NOT PROCESS A PRECLEAR AFTER 10:00 P.M.

6. DO NOT PROCESS A PRECLEAR WHO IS IMPROPERLY FED.

7. DO NOT PERMIT A FREQUENT CHANGE OF AUDITORS.

8. DO NOT SYMPATHIZE WITH THE PRECLEAR.

9. NEVER PERMIT THE PRECLEAR TO END THE SESSION ON HIS OWN INDEPENDENT DECISION.

10. NEVER WALK OFF FROM A PRECLEAR DURING A SESSION.

11. NEVER GET ANGRY WITH A PRECLEAR.

12. ALWAYS REDUCE EVERY COMMUNICATION LAG ENCOUNTERED BY CONTINUED USE OF THE SAME QUESTION OR PROCESS.

13. ALWAYS CONTINUE A PROCESS AS LONG AS IT PRODUCES CHANGE, AND NO LONGER.

14. BE WILLING TO GRANT BEINGNESS TO THE PRECLEAR.

15. NEVER MIX THE PROCESSES OF SCIENTOLOGY WITH THOSE OF VARIOUS OTHER PRACTICES.

THE PRELOGICS

Q. 1. SELF-DETERMINISM IS THE COMMON DENOMINATOR OF ALL LIFE IMPULSES.

Q. 2. DEFINITION OF SELF-DETERMINISM: THE ABILITY TO LOCATE IN SPACE AND TIME ENERGY AND MATTER, ALSO THE ABILITY TO CREATE SPACE AND TIME IN WHICH TO CREATE AND LOCATE ENERGY AND MATTER.

Q. 3. THE IDENTIFICATION OF THE SOURCE OF THAT WHICH PLACES MATTER AND ENERGY AND ORIGINATES SPACE

AND TIME IS NOT NECESSARY TO THE RESOLUTION OF THIS PROBLEM AT THIS TIME.

Q. 4. THETA CREATES SPACE, ENERGY AND OBJECTS BY POSTULATES.

Q. 5. UNIVERSES ARE CREATED BY THE APPLICATION OF SELF-DETERMINISM ON 8 DYNAMICS.

Q. 6. SELF-DETERMINISM, APPLIED, WILL CREATE, ALTER, CONSERVE AND POSSIBLY DESTROY UNIVERSES.

Q. 7. THE ACTION CYCLE IS ONE OF THE ABILITIES OF A THETAN. AN ACTION CYCLE GOES FROM 40.0 TO 0.0 ON THE TONE SCALE. AN ACTION CYCLE IS THE CREATION, GROWTH, CONSERVATION, DECAY AND DEATH OR DESTRUCTION OF ENERGY AND MATTER IN A SPACE. ACTION CYCLES PRODUCE TIME.

THE LOGICS

LOGIC 1. KNOWLEDGE IS A WHOLE GROUP OR SUB-DIVISION OF A GROUP OF DATA OR SPECULATIONS OR CONCLUSIONS ON DATA OR METHODS OF GAINING DATA.

LOGIC 2. A BODY OF KNOWLEDGE IS A BODY OF DATA, ALIGNED OR UNALIGNED, OR METHODS OF GAINING DATA.

LOGIC 3. ANY KNOWLEDGE WHICH CAN BE SENSED, MEASURED OR EXPERIENCED BY ANY ENTITY IS CAPABLE OF INFLUENCING THAT ENTITY.

COROLLARY - THAT KNOWLEDGE WHICH CANNOT BE SENSED, MEASURED OR EXPERIENCED BY ANY ENTITY OR TYPE OF ENTITY CANNOT INFLUENCE THAT ENTITY OR TYPE OF ENTITY.

LOGIC 4. A DATUM IS A FACSIMILE OF STATES OF BEING, STATES OF NOT BEING, ACTIONS OR INACTIONS, CONCLUSIONS, OR SUPPOSITIONS IN THE PHYSICAL OR ANY OTHER UNIVERSE.

LOGIC 5. A DEFINITION OF TERMS IS NECESSARY TO THE ALIGNMENT, STATEMENT AND RESOLUTION OF SUPPOSITIONS, OBSERVATIONS, PROBLEMS AND SOLUTIONS AND THEIR COMMUNICATION.

DEFINITION - DESCRIPTIVE DEFINITION: ONE WHICH CLASSIFIES BY CHARACTERISTICS, BY DESCRIBING EXISTING STATES OF BEING.

DEFINITION - DIFFERENTIATIVE DEFINITION: ONE WHICH COMPARES UNLIKENESS TO EXISTING STATES OF BEING OR NOT BEING.

DEFINITION - ASSOCIATIVE DEFINITION: ONE WHICH DECLARES LIKENESS TO EXISTING STATES OF BEING OR NOT BEING.

DEFINITION - ACTION DEFINITION: ONE WHICH DELINEATES CAUSE AND POTENTIAL CHANGE OF STATE OF BEING BY CAUSE OF EXISTENCE, INEXISTENCE, ACTION, INACTION, PURPOSE OR LACK OF PURPOSE.

LOGIC 6. ABSOLUTES ARE UNOBTAINABLE.

LOGIC 7. GRADIENT SCALES ARE NECESSARY TO THE EVALUATION OF PROBLEMS AND THEIR DATA.

This is the tool of infinity valued logic: Absolutes are unobtainable. Terms such as good and bad, alive and dead, right and wrong are used only in conjunction with gradient scales. On the scale of right and wrong, everything above zero or center would be more and more right, approaching an infinite rightness, and everything below center would be more and more wrong approaching infinite wrongness. All things assisting the survival of the survivor are considered to be right for the survivor. All things inhibiting survival from the viewpoint of the survivor can be considered wrong for the survivor. The more a thing assists survival, the more it can be considered right for the survivor, the more a thing or action inhibits survival, the more it is wrong from the viewpoint of the intended survivor.

COROLLARY - ANY DATUM HAS ONLY RELATIVE TRUTH.

COROLLARY - TRUTH IS RELATIVE TO ENVIRONMENTS, EXPERIENCE AND TRUTH.

LOGIC 8. A DATUM CAN BE EVALUATED ONLY BY A DATUM OF COMPARABLE MAGNITUDE.

LOGIC 9. A DATUM IS AS VALUABLE AS IT HAS BEEN EVALUATED.

LOGIC 10. THE VALUE OF A DATUM IS ESTABLISHED BY THE AMOUNT OF ALIGNMENT (RELATIONSHIP) IT IMPARTS TO OTHER DATA.

LOGIC 11. THE VALUE OF A DATUM OR FIELD OF DATA CAN BE ESTABLISHED BY ITS DEGREE OF ASSISTANCE IN SURVIVAL OR ITS INHIBITION TO SURVIVAL.

LOGIC 12. THE VALUE OF A DATUM OR A FIELD OF DATA IS MODIFIED BY THE VIEWPOINT OF THE OBSERVER.

LOGIC 13. PROBLEMS ARE RESOLVED BY COMPARTMENTING THEM INTO AREAS OF SIMILAR MAGNITUDE AND DATA, COMPARING THEM TO DATA ALREADY KNOWN OR PARTIALLY KNOWN, AND RESOLVING EACH AREA. DATA WHICH CANNOT BE KNOWN IMMEDIATELY MAY BE RESOLVED BY ADDRESSING WHAT IS KNOWN AND USING ITS SOLUTION TO RESOLVE THE REMAINDER.

LOGIC 14. FACTORS INTRODUCED INTO A PROBLEM OR SOLUTION WHICH DO NOT DERIVE FROM NATURAL LAW BUT ONLY AUTHORITARIAN COMMAND, ABERRATE THAT PROBLEM OR SOLUTION.

LOGIC 15. THE INTRODUCTION OF AN ARBITRARY INTO A PROBLEM OR SOLUTION INVITES THE FURTHER INTRODUCTION OF ARBITRARIES INTO PROBLEMS AND SOLUTIONS.

LOGIC 16. AN ABSTRACT POSTULATE MUST BE COMPARED TO THE UNIVERSE TO WHICH IT APPLIES AND BROUGHT INTO THE CATEGORY OF THINGS WHICH CAN BE SENSED, MEASURED OR EXPERIENCED IN THAT UNIVERSE BEFORE SUCH POSTULATE CAN BE CONSIDERED WORKABLE.

LOGIC 17. THOSE FIELDS WHICH MOST DEPEND UPON AUTHORITATIVE OPINION FOR THEIR DATA LEAST CONTAIN KNOWN NATURAL LAW.

LOGIC 18. A POSTULATE IS AS VALUABLE AS IT IS WORKABLE.

LOGIC 19. THE WORKABILITY OF A POSTULATE IS ESTABLISHED BY THE DEGREE TO WHICH IT EXPLAINS EXISTING PHENOM-

ENA ALREADY KNOWN, BY THE DEGREE THAT IT PREDICTS NEW PHENOMENA WHICH WHEN LOOKED FOR WILL BE FOUND TO EXIST, AND BY THE DEGREE THAT IT DOES NOT REQUIRE THAT PHENOMENA WHICH DO NOT EXIST IN FACT BE CALLED INTO EXISTENCE FOR ITS EXPLANATION.

LOGIC 20. A SCIENCE MAY BE CONSIDERED TO BE A LARGE BODY OF ALIGNED DATA WHICH HAS SIMILARITY IN APPLICATION AND WHICH HAS BEEN DEDUCED OR INDUCED FROM BASIC POSTULATES.

LOGIC 21. MATHEMATICS ARE METHODS OF POSTULATING OR RESOLVING REAL OR ABSTRACT DATA IN ANY UNIVERSE AND INTEGRATING BY SYMBOLIZATION OF DATA, POSTULATES AND RESOLUTIONS.

LOGIC 22. THE HUMAN MIND* IS AN OBSERVER, POSTULATOR, CREATOR AND STORAGE PLACE OF KNOWLEDGE.

LOGIC 23. THE HUMAN MIND IS A SERVOMECHANISM TO ANY MATHEMATICS EVOLVED OR EMPLOYED BY THE HUMAN MIND.

*The human mind by definition includes the awareness unit of the living organism, the observer, the computer of data, the spirit, the memory storage, the life force and the individual motivator of the living organisms. It is used as distinct from the brain which can be considered to be motivated by the mind.

NOTE: The primary step in resolving the broad activities of man could be considered to be the resolving of the activities of the mind itself. Hence, the logics carry to this point and then proceed as axioms concerning the human mind, such axioms being substantiated as relative truths by much newly discovered phenomena. The ensuing axioms, from Logic 24, apply no less to the various "ologies" than they do to de-aberrating or improving the operation of the mind. It should not be thought that the following axioms are devoted to the construction of anything as limited as a therapy, which is only incidental to the resolution of human aberration and such things as psychosomatic illnesses. These axioms are capable of such solution as has been demonstrated, but such a narrow application would indicate a very narrow scope of view.

POSTULATE - THE HUMAN MIND AND INVENTIONS OF THE HUMAN MIND ARE CAPABLE OF RESOLVING ANY AND ALL PROBLEMS WHICH CAN BE SENSED, MEASURED OR EXPERIENCED DIRECTLY OR INDIRECTLY.

COROLLARY - THE HUMAN MIND IS CAPABLE OF RESOLVING THE PROBLEM OF THE HUMAN MIND.

The borderline of solution of this science lies between WHY life is surviving and HOW life is surviving. It is possible to resolve HOW life is surviving without resolving WHY life is surviving.

LOGIC 24. THE RESOLUTION OF THE PHILOSOPHICAL, SCIENTIFIC AND HUMAN STUDIES (SUCH AS ECONOMICS, POLITICS, SOCIOLOGY, MEDICINE, CRIMINOLOGY, ETC.) DEPENDS PRIMARILY UPON THE RESOLUTION OF THE PROBLEMS OF THE HUMAN MIND.

THE AXIOMS OF DIANETICS

AXIOM 1. THE SOURCE OF LIFE IS A STATIC OF PECULIAR AND PARTICULAR PROPERTIES.

AXIOM 2. AT LEAST A PORTION OF THE STATIC CALLED LIFE IS IMPINGED UPON THE PHYSICAL UNIVERSE.

AXIOM 3. THAT PORTION OF THE STATIC OF LIFE WHICH IS IMPINGED UPON THE PHYSICAL UNIVERSE HAS FOR ITS DYNAMIC GOAL, SURVIVAL AND ONLY SURVIVAL.

AXIOM 4. THE PHYSICAL UNIVERSE IS REDUCIBLE TO MOTION OF ENERGY OPERATING IN SPACE THROUGH TIME.

AXIOM 5. THAT PORTION OF THE STATIC OF LIFE CONCERNED WITH THE LIFE ORGANISMS OF THE PHYSICAL UNIVERSE IS CONCERNED WHOLLY WITH MOTION.

AXIOM 6. THE LIFE STATIC HAS AS ONE OF ITS PROPERTIES THE ABILITY TO MOBILIZE AND ANIMATE MATTER INTO LIVING ORGANISMS.

AXIOM 7. THE LIFE STATIC IS ENGAGED IN A CONQUEST OF THE PHYSICAL UNIVERSE.

AXIOM 8. THE LIFE STATIC CONQUERS THE MATERIAL UNIVERSE BY LEARNING AND APPLYING THE PHYSICAL LAWS OF THE PHYSICAL UNIVERSE.

SYMBOL: The symbol for the LIFE STATIC in use hereafter is the Greek letter THETA.

AXIOM 9. A FUNDAMENTAL OPERATION OF THETA IN SURVIVING IS BRINGING ORDER INTO THE CHAOS OF THE PHYSICAL UNIVERSE.

AXIOM 10. THETA BRINGS ORDER INTO CHAOS BY CONQUERING WHATEVER IN MEST MAY BE PRO-SURVIVAL AND DESTROYING WHATEVER IN MEST MAY BE CONTRA-SURVIVAL, AT LEAST THROUGH THE MEDIUM OF LIFE ORGANISMS.

SYMBOL: The symbol for the PHYSICAL UNIVERSE in use hereafter is MEST, from the first letters of the words, Matter, Energy, Space and Time, or the Greek letter Phi.

AXIOM 11. A LIFE ORGANISM IS COMPOSED OF MATTER AND ENERGY IN SPACE AND TIME, ANIMATED BY THETA.

SYMBOL: Living organism or organisms will hereafter be represented by the Greek letter LAMBDA

AXIOM 12. THE MEST PART OF THE ORGANISM FOLLOWS THE LAWS OF THE PHYSICAL SCIENCES. ALL LAMBDA IS CONCERNED WITH MOTION.

AXIOM 13. THETA OPERATING THROUGH LAMBDA CONVERTS THE FORCES OF THE PHYSICAL UNIVERSE INTO FORCES TO CONQUER THE PHYSICAL UNIVERSE.

AXIOM 14. THETA WORKING UPON PHYSICAL UNIVERSE MOTION, MUST MAINTAIN A HARMONIOUS RATE OF MOTION.

The limits of LAMBDA are narrow, both as to thermal and mechanical motion.

AXIOM 15. LAMBDA IS THE INTERMEDIATE STEP IN THE CONQUEST OF THE PHYSICAL UNIVERSE.

AXIOM 16. THE BASIC FOOD OF ANY ORGANISM CONSISTS OF LIGHT AND CHEMICALS.

Organisms can exist only as higher levels of complexities because lower levels of converters exist.

Theta evolves organisms from lower to higher forms and supports

them by the existence of lower converter forms.

AXOM 17. THETA, VIA LAMBDA EFFECTS AN EVOLUTION OF MEST.

In this we have the waste products of organisms on the one hand as those very complex chemicals which bacteria make, and, on the other hand, we have the physical face of the earth being changed by animals and men, such changes as grass holding mountains from eroding or roots causing boulders to break, buildings being built, and rivers being dammed. There is obviously an evolution in MEST in progress under the incursion of THETA.

AXIOM 18. LAMDBA, EVEN WITHIN A SPECIES, VARIES IN ITS ENDOWMENT OF THETA.

AXIOM 19. THE EFFORT OF LAMBDA IS TOWARD SURVIVAL.

The goal of Lambda is survival.
The penalty of failure to advance toward that goal is to succumb.

DEFINITION: PERSISTENCE IS THE ABILITY TO EXERT CONTINUANCE OF EFFORT TOWARD SURVIVAL GOALS.

AXIOM 20. LAMBDA CREATES, CONSERVES, MAINTAINS, REQUIRES, DESTROYS, CHANGES, OCCUPIES, GROUPS AND DISPERSES MEST. LAMBDA SURVIVES BY ANIMATING AND MOBILIZING OR DESTROYING MATTER AND ENERGY IN SPACE AND TIME.

AXIOM 21. LAMBDA IS DEPENDENT UPON OPTIMUM MOTION. MOTION WHICH IS TOO SWIFT AND MOTION WHICH IS TOO SLOW ARE EQUALLY CONTRA-SURVIVAL.

AXIOM 22. THETA AND THOUGHT ARE SIMILAR ORDERS OF STATIC.

AXIOM 23. ALL THOUGHT IS CONCERNED WITH MOTION.

AXIOM 24. THE ESTABLISHMENT OF AN OPTIMUM MOTION IS A BASIC GOAL OF REASON.

DEFINITION: LAMBDA IS A CHEMICAL HEAT ENGINE EXISTING IN SPACE AND TIME MOTIVATED BY THE LIFE STATIC AND DIRECTED BY THOUGHT.

AXIOM 25. THE BASIC PURPOSE OF REASON IS THE CALCULATION OR ESTIMATION OF EFFORT.

AXIOM 26. THOUGHT IS ACCOMPLISHED BY THETA FACSIMILES OF PHYSICAL UNIVERSE, ENTITIES OR ACTIONS.

AXIOM 27. THETA IS SATISFIED ONLY WITH HARMONIOUS ACTION OR OPTIMUM MOTION AND REJECTS OR DESTROYS ACTION OR MOTION ABOVE OR BELOW ITS TOLERANCE BAND.

AXIOM 28. THE MIND IS CONCERNED WHOLLY WITH THE ESTIMATION OF EFFORT.

DEFINITION: MIND IS THE THETA COMMAND POST OF ANY ORGANISM OR ORGANISMS.

AXIOM 29. THE BASIC ERRORS OF REASON ARE FAILURE TO DIFFERENTIATE AMONGST MATTER, ENERGY, SPACE AND TIME.

AXIOM 30. RIGHTNESS IS PROPER CALCULATION OF EFFORT.

AXIOM 31. WRONGNESS IS ALWAYS MISCALCULATION OF EFFORT.

AXIOM 32. THETA CAN EXERT ITSELF DIRECTLY OR EXTENSIONALLY.

Theta can direct physical application of the organism to the environment or through the mind, can first calculate the action or extend, as in language, ideas.

AXIOM 33. CONCLUSIONS ARE DIRECTED TOWARD THE INHIBITION, MAINTENANCE OR ACCELERATIONS OF EFFORTS.

AXIOM 34. THE COMMON DENOMINATOR OF ALL LIFE ORGANISMS IS MOTION.

AXIOM 35. EFFORT OF AN ORGANISM TO SURVIVE OR SUCCUMB IS PHYSICAL MOTION OF A LIFE ORGANISM AT A GIVEN MOMENT IN TIME THROUGH SPACE.

DEFINITION: MOTION IS ANY CHANGE IN ORIENTATION IN SPACE.

DEFINITION: FORCE IS RANDOM EFFORT.

DEFINITION: EFFORT IS DIRECTED FORCE.

AXIOM 36. AN ORGANISM'S EFFORT CAN BE TO REMAIN AT REST OR PERSIST IN A GIVEN MOTION.

Static state has position in time, but an organism which is remaining positionally in a static state if alive is still continuing a highly complex pattern of motion, such as the heart beat, digestion, etc.

The efforts of organisms to survive or succumb are assisted, compelled or opposed by the efforts of other organisms, matter, energy, space and time.

DEFINITION: ATTENTION IS A MOTION WHICH MUST REMAIN AT AN OPTIMUM EFFORT.

Attention is aberrated by becoming unfixed and sweeping at random or becoming too fixed without sweeping.

Unknown threats to survival when sensed cause attention to sweep without fixing.

Known threats to survival when sensed cause attention to fix.

AXIOM 37. THE ULTIMATE GOAL OF LAMBDA IS INFINITE SURVIVAL.

AXIOM 38. DEATH IS ABANDONMENT BY THETA OF A LIFE ORGANISM OR RACE OR SPECIES WHERE THESE CAN NO LONGER SERVE THETA IN ITS GOALS OF INFINITE SURVIVAL.

AXIOM 39. THE REWARD OF AN ORGANISM ENGAGING UPON SURVIVAL ACTIVITY IS PLEASURE.

AXIOM 40. THE PENALTY OF AN ORGANISM FAILING TO ENGAGE UPON SURVIVAL ACTIVITY, OR ENGAGING ON NONSURVIVAL ACTIVITY IS PAIN.

AXIOM 41. THE CELL AND VIRUS ARE THE PRIMARY BUILDING BLOCKS OF LIFE ORGANISMS.

AXIOM 42. THE VIRUS AND CELL ARE MATTER AND ENERGY ANIMATED AND MOTIVATED IN SPACE AND TIME BY THETA.

AXIOM 43. THETA MOBILIZES THE VIRUS AND CELL IN COLONIAL AGGREGATIONS TO INCREASE POTENTIAL MOTION AND ACCOMPLISH EFFORT.

AXIOM 44. THE GOAL OF VIRUSES AND CELLS IS SURVIVAL IN SPACE THROUGH TIME.

AXIOM 45. THE TOTAL MISSION OF HIGHER ORGANISMS, VIRUSES

AND CELLS IS THE SAME AS THAT OF THE VIRUS AND CELL.

AXIOM 46. COLONIAL AGGREGATIONS OF VIRUSES AND CELLS CAN BE IMBUED WITH MORE THETA THAN THEY INHERENTLY CONTAINED.

Life Energy joins any group whether a group of organisms or group of cells composing an organism. Here we have personal entity, individuation, etc.

AXIOM 47. EFFORT CAN BE ACCOMPLISHED BY LAMBDA ONLY THROUGH THE CO-ORDINATION OF ITS PARTS TOWARD GOALS.

AXIOM 48. AN ORGANISM IS EQUIPPED TO BE GOVERNED AND CONTROLLED BY A MIND.

AXIOM 49. THE PURPOSE OF THE MIND IS TO POSE AND RESOLVE PROBLEMS RELATING TO SURVIVAL AND TO DIRECT THE EFFORT OF THE ORGANISM ACCORDING TO THESE SOLUTIONS.

AXIOM 50. ALL PROBLEMS ARE POSED AND RESOLVED THROUGH ESTIMATIONS OF EFFORT.

AXIOM 51. THE MIND CAN CONFUSE POSITION IN SPACE WITH POSITION IN TIME (COUNTER-EFFORTS PRODUCING ACTION PHRASES.)

AXIOM 52. AN ORGANISM PROCEEDING TOWARD SURVIVAL IS DIRECTED BY THE MIND OF THAT ORGANISM IN THE ACCOMPLISHMENT OF SURVIVAL EFFORT.

AXIOM 53. AN ORGANISM PROCEEDING TOWARD SUCCUMB IS DIRECTED BY THE MIND OF THAT ORGANISM IN THE ACCOMPLISHMENT OF DEATH.

AXIOM 54. SURVIVAL OF AN ORGANISM IS ACCOMPLISHED BY THE OVERCOMING OF EFFORTS OPPOSING ITS SURVIVAL. (NOTE: COROLLARY FOR OTHER DYNAMICS.)

DEFINITION: DYNAMIC IS THE ABILITY TO TRANSLATE SOLUTIONS INTO ACTION.

AXIOM 55. SURVIVAL EFFORT FOR AN ORGANISM INCLUDES THE DYNAMIC THRUST BY THAT ORGANISM FOR THE SURVIVAL OF ITSELF, ITS PROCREATIONS, ITS GROUP, ITS SUB-SPECIES, ITS SPECIES, ALL LIFE ORGANISMS, MATERIAL UNIVERSE, THE LIFE STATIC AND, POSSIBLY, A SUPREME BEING. (NOTE: LIST OF DYNAMICS.)

AXIOM 56. THE CYCLE OF AN ORGANISM, A GROUP OF ORGANISMS OR A SPECIE IS INCEPTION, GROWTH, RE-CREATION, DECAY AND DEATH.

AXIOM 57. THE EFFORT OF AN ORGANISM IS DIRECTED TOWARD THE CONTROL OF THE ENVIRONMENT FOR ALL THE DYNAMICS.

AXIOM 58. CONTROL OF AN ENVIRONMENT IS ACCOMPLISHED BY THE SUPPORT OF PRO-SURVIVAL FACTORS ALONG ANY DYNAMIC.

AXIOM 59. ANY TYPE OF HIGHER ORGANISM IS ACCOMPLISHED BY THE EVOLUTION OF VIRUSES AND CELLS INTO FORMS CAPABLE OF BETTER EFFORTS TO CONTROL OR LIVE IN AN ENVIRONMENT.

AXIOM 60. THE USEFULNESS OF AN ORGANISM IS DETERMINED BY ITS ABILITY TO CONTROL THE ENVIRONMENT OR TO SUPPORT ORGANISMS WHICH CONTROL THE ENVIRONMENT.

AXIOM 61. AN ORGANISM IS REJECTED BY THETA TO THE DEGREE THAT IT FAILS IN ITS GOALS.

AXIOM 62. HIGHER ORGANISMS CAN EXIST ONLY IN THE DEGREE THAT THEY ARE SUPPORTED BY THE LOWER ORGANISMS.

AXIOM 63. THE USEFULNESS OF AN ORGANISM IS DETERMINED BY THE ALIGNMENT OF ITS EFFORTS TOWARD SURVIVAL.

AXIOM 64. THE MIND PERCEIVES AND STORES ALL DATA OF THE ENVIRONMENT AND ALIGNS OR FAILS TO ALIGN THESE ACCORDING TO THE TIME THEY WERE PERCEIVED.

DEFINITION: A CONCLUSION IS THE THETA FACSIMILES OF A GROUP OF COMBINED DATA.

DEFINITION: A DATUM IS A THETA FACSIMILE OF PHYSICAL ACTION.

AXIOM 65. THE PROCESS OF THOUGHT IS THE PERCEPTION OF THE PRESENT AND THE COMPARISON OF IT TO THE PERCEPTIONS AND CONCLUSIONS OF THE PAST IN ORDER TO DIRECT ACTION IN THE IMMEDIATE OR DISTANT FUTURE.

COROLLARY: THE ATTEMPT OF THOUGHT IS TO PERCEIVE REALITIES OF THE PAST AND PRESENT IN ORDER TO PREDICT OR POSTULATE REALITIES OF THE FUTURE.

AXIOM 66. THE PROCESS BY WHICH LIFE EFFECTS ITS CONQUEST OF THE MATERIAL UNIVERSE CONSISTS IN THE CONVERSION OF THE POTENTIAL EFFORT OF MATTER AND ENERGY IN SPACE AND THROUGH TIME TO EFFECT WITH IT THE CONVERSION OF FURTHER MATTER AND ENERGY IN SPACE AND THROUGH TIME.

AXIOM 67. THETA CONTAINS ITS OWN THETA UNIVERSE EFFORT WHICH TRANSLATES INTO MEST EFFORT.

AXIOM 68. THE SINGLE ARBITRARY IN ANY ORGANISM IS TIME.

AXIOM 69. PHYSICAL UNIVERSE PERCEPTIONS AND EFFORTS ARE RECEIVED BY AN ORGANISM AS FORCE WAVES, CONVERT BY FACSIMILE INTO THETA AND ARE THUS STORED.

DEFINITION: RANDOMITY IS THE MIS-ALIGNMENT THROUGH THE INTERNAL OR EXTERNAL EFFORTS BY OTHER FORMS OF LIFE OR THE MATERIAL UNIVERSE OF THE EFFORTS OF AN ORGANISM, AND IS IMPOSED ON THE PHYSICAL ORGANISM BY COUNTER-EFFORTS IN THE ENVIRONMENT.

AXIOM 70. ANY CYCLE OF ANY LIFE ORGANISM IS FROM STATIC TO MOTION TO STATIC.

AXIOM 71. THE CYCLE OF RANDOMITY IS FROM STATIC, THROUGH OPTIMUM, THROUGH RANDOMITY SUFFICIENTLY REPETITIOUS OR SIMILAR TO CONSTITUTE ANOTHER STATIC.

AXIOM 72. THERE ARE TWO SUB-DIVISIONS TO RANDOMITY: DATA RANDOMITY AND FORCE RANDOMITY.

AXIOM 73. THE THREE DEGREES OF RANDOMITY CONSISTS OF MINUS RANDOMITY, OPTIMUM RANDOMITY AND PLUS RANDOMITY.

AXIOM 74. OPTIMUM RANDOMITY IS NECESSARY TO LEARNING.

AXIOM 75. THE IMPORTANT FACTORS IN ANY AREA OF RANDOMITY ARE EFFORT AND COUNTER-EFFORT. (NOTE: AS DISTINGUISHED FROM NEAR-PERCEPTIONS OF EFFORT.)

AXIOM 76. RANDOMITY AMONGST ORGANISMS IS VITAL TO CONTINUOUS SURVIVAL OF ALL ORGANISMS.

AXIOM 77. THETA AFFECTS THE ORGANISM, OTHER ORGANISMS AND THE PHYSICAL UNIVERSE BY TRANSLATING THETA FACSIMILES INTO PHYSICAL EFFORTS OR RANDOMITY OF EFFORTS.

DEFINITION: THE DEGREE OF RANDOMITY IS MEASURED BY THE RANDOMNESS OF EFFORT VECTORS WITHIN THE ORGANISM, AMONGST ORGANISMS, AMONGST RACES OR SPECIES OF ORGANISMS OR BETWEEN ORGANISMS AND THE PHYSICAL UNIVERSE.

AXIOM 78. RANDOMITY BECOMES INTENSE IN INDIRECT RATIO TO THE TIME IN WHICH IT TAKES PLACE, MODIFIED BY THE TOTAL EFFORT IN THE AREA.

AXIOM 79. INITIAL RANDOMITY CAN BE REINFORCED BY RANDOMITIES OF GREATER OR LESSER MAGNITUDE.

AXIOM 80. AREAS OF RANDOMITY EXIST IN CHAINS OF SIMILARITY PLOTTED AGAINST TIME. THIS CAN BE TRUE OF WORDS AND ACTIONS CONTAINED IN RANDOMITIES. EACH MAY HAVE ITS OWN CHAIN PLOTTED AGAINST TIME.

AXIOM 81. SANITY CONSISTS OF OPTIMUM RANDOMITY.

AXIOM 82. ABERRATION EXISTS TO THE DEGREE THAT PLUS OR MINUS RANDOMITY EXISTS IN THE ENVIRONMENT OR PAST DATA OF AN ORGANISM, GROUP OR SPECIES MODIFIED BY THE ENDOWED SELF-DETERMINISM OF THAT ORGANISM, GROUP OR SPECIES.

AXIOM 83. THE SELF-DETERMINISM OF AN ORGANISM IS DETERMINED BY ITS THETA ENDOWMENT, MODIFIED BY MINUS OR PLUS RANDOMITY IN ITS ENVIRONMENT OR ITS EXISTENCE.

AXIOM 84. THE SELF-DETERMINISM OF AN ORGANISM IS INCREASED BY OPTIMUM RANDOMITY OF COUNTER-EFFORTS.

AXIOM 85. THE SELF-DETERMINISM OF AN ORGANISM IS REDUCED BY PLUS OR MINUS RANDOMITY OF COUNTER-EFFORTS IN THE ENVIRONMENT.

AXIOM 86. RANDOMITY CONTAINS BOTH THE RANDOMNESS OF EFFORTS AND THE VOLUME OF EFFORTS. (NOTE: AN AREA OF RANDOMITY CAN HAVE A GREAT DEAL OF CONFUSION BUT WITHOUT VOLUME OF ENERGY, THE CONFUSION ITSELF IS NEGLIGIBLE.)

AXIOM 87. THAT COUNTER-EFFORT IS MOST ACCEPTABLE TO AN ORGANISM WHICH MOST CLOSELY APPEARS TO ASSIST ITS ACCOMPLISHMENT OF ITS GOAL.

AXIOM 88. AN AREA OF SEVERE PLUS OR MINUS RANDOMITY CAN OCCLUDE DATA ON ANY OF THE SUBJECTS OF THAT PLUS OR MINUS RANDOMITY WHICH TOOK PLACE IN A PRIOR TIME. (NOTE: SHUT-OFF MECHANISMS OF EARLIER LIVES, PERCEPTICS, SPECIFIC INCIDENTS, ETC.)

AXIOM 89. RESTIMULATION OF PLUS, MINUS OR OPTIMUM RANDOMITY CAN PRODUCE INCREASED PLUS, MINUS OR OPTIMUM RANDOMITY RESPECTIVELY IN THE ORGANISM.

AXIOM 90. AN AREA OF RANDOMITY CAN ASSUME SUFFICIENT MAGNITUDE SO AS TO APPEAR TO THE ORGANISM AS PAIN, ACCORDING TO ITS GOALS.

AXIOM 91. PAST RANDOMITY CAN IMPOSE ITSELF UPON THE PRESENT ORGANISM AS THETA FACSIMILES.

AXIOM 92. THE ENGRAM IS A SEVERE AREA OF PLUS OR MINUS RANDOMITY OF SUFFICIENT VOLUME TO CAUSE UNCONSCIOUSNESS.

AXIOM 93. UNCONSCIOUSNESS IS AN EXCESS OF RANDOMITY IMPOSED BY A COUNTER-EFFORT OF SUFFICIENT FORCE TO CLOUD THE AWARENESS AND DIRECT FUNCTION OF THE ORGANISM THROUGH THE MIND'S CONTROL CENTER.

AXIOM 94. ANY COUNTER-EFFORT WHICH MIS-ALIGNS THE ORGANISM'S COMMAND OF ITSELF OR ITS ENVIRONMENT ESTABLISHES PLUS OR MINUS RANDOMITY OR, IF OF SUFFICIENT MAGNITUDE, IS AN ENGRAM.

AXIOM 95. PAST ENGRAMS ARE RESTIMULATED BY THE CONTROL CENTER'S PERCEPTION OF CIRCUMSTANCES SIMILAR TO THAT ENGRAM IN THE PRESENT ENVIRONMENT.

AXIOM 96. AN ENGRAM IS A THETA FACSIMILE OF ATOMS AND MOLECULES IN MISALIGHMENT.

AXIOM 97. ENGRAMS FIX EMOTIONAL RESPONSE AS THAT EMOTIONAL RESPONSE OF THE ORGANISM DURING THE RECEIPT OF THE COUNTER-EFFORT.

AXIOM 98. FREE EMOTIONAL RESPONSE DEPENDS ON OPTIMUM RANDOMITY. IT DEPENDS UPON ABSENCE OF OR NON-RESTIMULATION OF ENGRAMS.

AXIOM 99. THETA FACSIMILES CAN RECOMBINE INTO NEW SYMBOLS.

AXIOM 100. LANGUAGE IS THE SYMBOLIZATION OF EFFORT.

AXIOM 101. LANGUAGE DEPENDS FOR ITS FORCE UPON THE FORCE WHICH ACCOMPANIED ITS DEFINITION. (NOTE" COUNTER-EFFORT, NOT LANGUAGE, IS ABERRATIVE.)

AXIOM 102. THE ENVIRONMENT CAN OCCLUDE THE CENTRAL CONTROL OF ANY ORGANISM AND ASSUME CONTROL OF THE MOTOR CONTROLS OF THAT ORGANISM. (ENGRAM, RESTIMULATION, LOCKS, HYPNOTISM.)

AXIOM 103. INTELLIGENCE DEPENDS ON THE ABILITY TO SELECT ALIGNED OR MISALIGNED DATA FROM AN AREA OF RANDOMITY AND SO DISCOVER A SOLUTION TO REDUCE ALL RANDOMITY IN THAT AREA.

AXIOM 104. PERSISTENCE OBTAINS IN THE ABILITY OF THE MIND TO PUT SOLUTIONS INTO PHYSICAL ACTION TOWARD THE REALIZATION OF GOALS.

AXIOM 105. AN UNKNOWN DATUM CAN PRODUCE DATA OF PLUS OR MINUS RANDOMITY.

AXIOM 106. THE INTRODUCTION OF AN ARBITRARY FACTOR OR FORCE WITHOUT RECOURSE TO NATURAL LAWS OF THE BODY OR THE AREA INTO WHICH THE ARBITRARY IS INTRODUCED BRINGS ABOUT PLUS OR MINUS RANDOMITY.

AXIOM 107. DATA OF PLUS OR MINUS RANDOMITY DEPENDS FOR ITS CONFUSION ON FORMER PLUS OR MINUS RANDOMITY OR ABSENT DATA.

AXIOM 108. EFFORTS WHICH ARE INHIBITED OR COMPELLED BY EXTERIOR EFFORTS EFFECT A PLUS OR MINUS RANDOMITY OF EFFORTS.

AXIOM 109. BEHAVIOR IS MODIFIED BY COUNTER-EFFORTS WHICH

HAVE IMPINGED ON THE ORGANISM.

AXIOM 110. THE COMPONENT PARTS OF THETA ARE AFFINITY, REALITY AND COMMUNICATION.

AXIOM 111. SELF-DETERMINISM CONSISTS OF MAXIMAL AFFINITY, REALITY AND COMMUNICATION.

AXIOM 112. AFFINITY IS THE COHESION OF THETA.

Affinity manifests itself as the recognition of similarity of efforts and goals amongst organisms by those organisms.

AXIOM 113. REALITY IS THE AGREEMENT UPON PERCEPTIONS AND DATA IN THE PHYSICAL UNIVERSE.

All that we can be sure is real is that on which we have agreed is real. Agreement is the essence of reality.

AXIOM 114. COMMUNICATION IS THE INTERCHANGE OF PERCEPTION THROUGH THE MATERIAL UNIVERSE BETWEEN ORGANISMS OR THE PERCEPTION OF THE MATERIAL UNIVERSE BY SENSE CHANNELS.

AXIOM 115. SELF-DETERMINISM IS THE THETA CONTROL OF THE ORGANISM.

AXIOM 116. A SELF DETERMINED EFFORT IS THAT COUNTER-EFFORT WHICH HAS BEEN RECEIVED INTO THE ORGANISM IN THE PAST AND INTEGRATED INTO THE ORGANISM FOR ITS CONSCIOUS USE.

AXIOM 117. THE COMPONENTS OF SELF-DETERMINISM ARE AFFINITY, COMMUNICATION AND REALITY.

Self-determinism is manifested along each dynamic.

AXIOM 118. AN ORGANISM CANNOT BECOME ABERRATED UNLESS IT HAS AGREED UPON THAT ABERRATION, HAS BEEN IN COMMUNICATION WITH A SOURCE OF ABERRATION AND HAS HAD AFFINITY FOR THE ABERRATOR.

AXIOM 119. AGREEMENT WITH ANY SOURCE CONTRA- OR PRO-SURVIVAL POSTULATES A NEW REALITY FOR THE ORGANISM.

AXIOM 120. NON-SURVIVAL COURSES, THOUGHTS AND ACTIONS REQUIRE NON-OPTIMUM EFFORT.

AXIOM 121. EVERY THOUGHT HAS BEEN PRECEDED BY PHYSICAL ACTION.

AXIOM 122. THE MIND DOES WITH THOUGHT AS IT HAS DONE WITH ENTITIES IN THE PHYSICAL UNIVERSE.

AXIOM 123. ALL EFFORT CONCERNED WITH PAIN IS CONCERNED WITH LOSS.

Organisms hold pain and engrams to them as a latent effort to prevent loss of some portion of the organism.
All loss is a loss of motion.

AXIOM 124. THE AMOUNT OF COUNTER-EFFORT THE ORGANISM CAN OVERCOME IS PROPORTIONAL TO THE THETA ENDOWMENT OF THE ORGANISM, MODIFIED BY THE PHYSIQUE OF THAT ORGANISM.

AXIOM 125. EXCESSIVE COUNTER-EFFORT TO THE EFFORT OF A LIFE ORGANISM PRODUCES UNCONSCIOUSNESS.

COROLLARY: UNCONSCIOUSNESS GIVES THE SUPPRESSION OF AN ORGANISM'S CONTROL CENTER BY COUNTER-EFFORT.

DEFINITION: THE CONTROL CENTER OF THE ORGANISM CAN BE DEFINED AS THE CONTACT POINT BETWEEN THETA AND THE PHYSICAL UNIVERSE AND IS THAT CENTER WHICH IS AWARE OF BEING AWARE AND WHICH HAS CHARGE OF AND RESPONSIBILITY FOR THE ORGANISM ALONG ALL ITS DYNAMICS.

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.

AXIOM 127. ALL PERCEPTIONS REACHING THE ORGANISM'S SENSE CHANNELS ARE RECORDED AND STORED BY THETA FACSIMILE.

DEFINITION: PERCEPTION IS THE PROCESS OF RECORDING DATA FROM THE PHYSICAL UNIVERSE AND STORING IT AS A THETA FACSIMILE.

DEFINITION: RECALL IS THE PROCESS OF REGAINING PERCEPTIONS.

AXIOM 128. ANY ORGANISM CAN RECALL EVERYTHING WHICH IT HAS PERCEIVED.

AXIOM 129. AN ORGANISM DISPLACED BY PLUS OR MINUS RANDOMITY IS THEREAFTER REMOTE FROM THE PERCEPTION RECORDING CENTER.

Increased remoteness brings about occlusions of perceptions. One can perceive things in present time and then, because they are being recorded after they passed THETA perception of the awareness unit, they are recorded but cannot be recalled.

AXIOM 130. THETA FACSIMILES OF COUNTER-EFFORT ARE ALL THAT INTERPOSE BETWEEN THE CONTROL CENTER AND ITS RECALLS.

AXIOM 131. ANY COUNTER-EFFORT RECEIVED INTO A CONTROL CENTER IS ALWAYS ACCOMPANIED BY ALL PERCEPTICS.

AXIOM 132. THE RANDOM COUNTER-EFFORTS TO AN ORGANISM AND THE INTERMINGLED PERCEPTIONS IN THE RANDOMITY CAN RE-EXERT THAT FORCE UPON AN ORGANISM WHEN RESTIMULATED.

DEFINITION: RESTIMULATION IS THE REACTIVATION OF A PAST COUNTER-EFFORT BY APPEARANCE IN THE ORGANISM'S ENVIRONMENT OF A SIMILARITY TOWARD THE CONTENT OF THE PAST RANDOMITY AREA.

AXIOM 133. SELF-DETERMINISM ALONE BRINGS ABOUT THE MECHANISM OF RESTIMULATION.

AXIOM 134. A REACTIVATED AREA OF THE PAST RANDOMITY IMPINGES THE EFFORT AND THE PERCEPTIONS UPON THE ORGANISM.

AXIOM 135. ACTIVATION OF A RANDOMITY AREA IS ACCOMPLISHED FIRST BY THE PERCEPTIONS, THEN BY THE PAIN, FINALLY BY THE EFFORT.

AXIOM 136. THE MIND IS PLASTICALLY CAPABLE OF RECORDING ALL EFFORTS AND COUNTER-EFFORTS.

AXIOM 137. A COUNTER-EFFORT ACCOMPANIED BY SUFFICIENT

(ENRANDOMED) FORCE IMPRESSES THE FACSIMILE OF THE COUNTER-EFFORT PERSONALITY INTO THE MIND OF AN ORGANISM.

AXIOM 138. ABERRATION IS THE DEGREE OF RESIDUAL PLUS OR MINUS RANDOMITY ACCUMULATED BY COMPELLING, INHIBITING, OR UNWARRENTED ASSISTING OF EFFORTS ON THE PART OF OTHER ORGANISMS OR THE PHYSICAL (MATERIAL) UNIVERSE.

Aberration is caused by what is done to the individual, not what the individual does, plus his self-determinism about what has been done to him.

AXIOM 139. ABERRATED BEHAVIOUR CONSISTS OF DESTRUCTIVE EFFORT TOWARD PRO-SURVIVAL DATA OR ENTITIES ON ANY DYNAMIC, OR EFFORT TOWARD THE SURVIVAL OF CONTRA-SURVIVAL DATA OR ENTITIES FOR ANY DYNAMIC.

AXIOM 140. A VALENCE IS A FACSIMILE PERSONALITY MADE CAPABLE OF FORCE BY THE COUNTER-EFFORT OF THE MOMENT OR RECEIPT INTO THE PLUS OR MINUS RANDOMITY OF UNCONSCIOUSNESS.

Valences are assistive, compulsive or inhibitive to the organism.

A CONTROL CENTER IS NOT A VALENCE.

AXIOM 141. A CONTROL CENTER EFFORT IS ALIGNED TOWARD A GOAL THROUGH DEFINITE SPACE AS A RECOGNIZED INCIDENT IN TIME.

AXIOM 142. AN ORGANISM IS AS HEALTHY AND SANE AS IT IS SELF-DETERMINED.

The environmental control of the organism motorcontrol inhibits the organism's ability to change with the changing-environment, since the organism will attempt to carry forward with one set of responses when it needs by self-determinism to create another to survive in another environment.

AXIOM 143. ALL LEARNING IS ACCOMPLISHED BY RANDOM EFFORT.

AXIOM 144. A COUNTER-EFFORT PRODUCING SUFFICIENT PLUS OR MINUS RANDOMITY TO RECORD IS RECORDED WITH AN INDEX OF SPACE AND TIME AS HIDDEN AS THE REMAINDER OF ITS CONTENT.

AXIOM 145. A COUNTER-EFFORT PRODUCING SUFFICIENT PLUS OR MINUS RANDOMITY WHEN ACTIVATED BY RESTIMULATION EXERTS ITSELF AGAINST THE ENVIRONMENT OR THE ORGANISM WITHOUT REGARD TO SPACE AND TIME, EXCEPT REACTIVATED PERCEPTIONS.

AXIOM 146. COUNTER-EFFORTS ARE DIRECTED OUT FROM THE ORGANISM UNTIL THEY ARE FURTHER ENRANDOMED BY THE ENVIRON AT WHICH TIME THEY AGAIN ACTIVATE AGAINST THE CONTROL CENTER.

AXIOM 147. AN ORGANISM'S MIND EMPLOYS COUNTER-EFFORTS EFFECTIVELY ONLY SO LONG AS INSUFFICIENT PLUS OR MINUS RANDOMITY EXISTS TO HIDE DIFFERENTIATION OF THE FACSIMILES CREATED.

AXIOM 148. PHYSICAL LAWS ARE LEARNED BY LIFE ENERGY ONLY BY IMPINGEMENT OF THE PHYSICAL UNIVERSE PRODUCING RANDOMITY, AND A WITHDRAWAL FROM THAT IMPINGEMENT.

AXIOM 149. LIFE DEPENDS UPON AN ALIGNMENT OF FORCE VECTORS

IN THE DIRECTION OF SURVIVAL AND THE NULLIFICATION OF FORCE VECTORS IN THE DIRECTION OF SUCCUMB IN ORDER TO SURVIVE.

COROLLARY: LIFE DEPENDS UPON AN ALIGNMENT OF FORCE VECTORS IN THE DIRECTION OF SUCCUMB AND THE NULLIFICATION OF FORCE VECTORS IN THE DIRECTION OF SURVIVE IN ORDER TO SUCCUMB.

AXIOM 150. ANY AREA OF RANDOMITY GATHERS TO IT SITUATIONS SIMILAR TO IT WHICH DO NOT CONTAIN ACTUAL EFFORTS BUT ONLY PERCEPTION.

AXIOM 151. WHETHER AN ORGANISM HAS THE GOAL OF SURVIVING OR SUCCUMBING DEPENDS UPON THE AMOUNT OF PLUS OR MINUS RANDOMITY IT HAS REACTIVATED. (NOT RESIDUAL)

AXIOM 152. SURVIVAL IS ACCOMPLISHED ONLY BY MOTION.

AXIOM 153. IN THE PHYSICAL UNIVERSE THE ABSENCE OF MOTION IS VANISHMENT.

AXIOM 154. DEATH IS THE EQUIVALENT TO LIFE OF TOTAL LACK OF LIFE-MOTIVATED MOTION.

AXIOM 155. ACQUISITION OF PRO-SURVIVAL MATTER AND ENERGY OR ORGANISMS IN SPACE AND TIME MEANS INCREASED MOTION.

AXIOM 156. LOSS OF PRO-SURVIVAL MATTER AND ENERGY OR ORGANISMS IN SPACE AND TIME MEANS DECREASED MOTION.

AXIOM 157. ACQUISITION OR PROXIMITY OF MATTER, ENERGY OR ORGANISMS WHICH ASSIST THE SURVIVAL OF AN ORGANISM INCREASE THE SURVIVAL POTENTIALS OF AN ORGANISM.

AXIOM 158. ACQUISITION OR PROXIMITY OF MATTER, ENERGY OR ORGANISMS WHICH INHIBIT THE SURVIVAL OF AN ORGANISM DECREASE ITS SURVIVAL POTENTIAL.

AXIOM 159. GAIN OF SURVIVAL ENERGY, MATTER OR ORGANISMS INCREASE THE FREEDOM OF AN ORGANISM.

AXIOM 160. RECEIPT OR PROXIMITY OF NON-SURVIVAL ENERGY, MATTER OR TIME DECREASE THE FREEDOM OF MOTION OF AN ORGANISM.

AXIOM 161. THE CONTROL CENTER ATTEMPTS THE HALTING OR LENGTHENING OF TIME, THE EXPANSION OR CONTRACTION OF SPACE AND THE DECREASE OR INCREASE OF ENERGY AND MATTER.

This is a primary source of invalidation, and it is also a primary source of aberration.

AXIOM 162. PAIN IS THE BALK OF EFFORT BY COUNTER-EFFORT IN GREAT INTENSITY, WHETHER THAT EFFORT IS TO REMAIN AT REST OR IN MOTION.

AXIOM 163. PERCEPTION, INCLUDING PAIN, CAN BE EXHAUSTED FROM AN AREA OF PLUS OR MINUS RANDOMITY STILL LEAVING THE EFFORT AND COUNTER-EFFORT OF THAT PLUS OR MINUS RANDOMITY.

AXIOM 164. THE RATIONALITY OF THE MIND DEPENDS UPON AN OPTIMUM REACTION TOWARD TIME.

DEFINITION: SANITY, THE COMPUTATION OF FUTURES.

DEFINITION: NEUROTIC, THE COMPUTATION OF PRESENT TIME ONLY.

DEFINITION: PSYCHOTIC, COMPUTATION ONLY OF PAST SITUATIONS.

AXIOM 165. SURVIVAL PERTAINS ONLY TO THE FUTURE.

COROLLARY: SUCCUMB PERTAINS ONLY TO THE PRESENT AND PAST.

AXIOM 166. AN INDIVIDUAL IS AS HAPPY AS HE CAN PERCEIVE SURVIVAL POTENTIALS IN THE FUTURE.

AXIOM 167. AS THE NEEDS OF ANY ORGANISM ARE MET IT RISES HIGHER AND HIGHER IN ITS EFFORTS ALONG THE DYNAMICS.

An organism which achieves ARC with itself can better achieve ARC with sex in the future; having achieved this it can achieve ARC with groups; having achieved this, it can achieve ARC with mankind, etc.

AXIOM 168. AFFINITY, REALITY AND COMMUNICATION CO-EXIST IN AN INEXTRICABLE RELATIONSHIP.

The co-existent relationship between affinity, reality and communication is such that none can be increased without increasing the other two and none can be decreased without decreasing the other two.

AXIOM 169. ANY AESTHETIC PRODUCT IS A SYMBOLIC FACSIMILE OR COMBINATION OF FACSIMILES OF THETA OR PHYSICAL UNIVERSES IN VARIED RANDOMITIES AND VOLUMES OF RANDOMITIES WITH THE INTERPLAY OF TONES.

AXIOM 170. AN AESTHETIC PRODUCT IS AN INTERPRETATION OF THE UNIVERSES BY AN INDIVIDUAL OR GROUP MIND.

AXIOM 171. DELUSION IS THE POSTULATION BY THE IMAGINATION OF OCCURANCES IN AREAS OF PLUS OR MINUS RANDOMITY.

AXIOM 172. DREAMS ARE THE IMAGINATIVE RECONSTRUCTION OF AREAS OF RANDOMITY OR THE RE-SYMBOLIZATION OF THE EFFORTS OF THETA.

AXIOM 173. A MOTION IS CREATED BY THE DEGREE OF OPTIMUM RANDOMITY INTRODUCED BY THE COUNTER-EFFORT TO AN ORGANISM'S EFFORT.

AXIOM 174. MEST, WHICH HAS BEEN MOBILIZED BY LIFE FORMS, IS IN MORE AFFINITY WITH LIFE ORGANISMS THAN NON-MOBILIZED MEST.

AXIOM 175. ALL PAST PERCEPTION, CONCLUSION AND EXISTENCE MOMENTS, INCLUDING THOSE OF PLUS OR MINUS RANDOMITY, ARE RECOVERABLE TO THE CONTROL CENTER OF THE ORGANISM.

AXIOM 176. THE ABILITY TO PRODUCE SURVIVAL EFFORT ON THE PART OF AN ORGANISM IS AFFECTED BY THE DEGREES OF RANDOMITY EXISTING IN ITS PAST. (THIS INCLUDES LEARNING.)

AXIOM 177. AREAS OF PAST PLUS OR MINUS RANDOMITY CAN BE READDRESSED BY THE CONTROL CENTER OF AN ORGANISM AND THE PLUS OR MINUS RANDOMITY EXHAUSTED.

AXIOM 178. THE EXHAUSTION OF PAST PLUS OR MINUS RANDOMITIES PERMITS THE CONTROL CENTER OF AN ORGANISM TO EFFECT ITS OWN EFFORTS TOWARD SURVIVAL GOALS.

AXIOM 179. THE EXHAUSTION OF SELF-DETERMINED EFFORT FROM A PAST AREA OF PLUS OR MINUS RANDOMITY NULLIFIES THE EFFECTIVENESS OF THAT AREA.

AXIOM 180. PAIN IS THE RANDOMITY PRODUCED BY SUDDEN OR STRONG COUNTER-EFFORTS.

AXIOM 181. PAIN IS STORED AS PLUS OR MINUS RANDOMITY.

AXIOM 182. PAIN, AS AN AREA OF PLUS OR MINUS RANDOMITY, CAN RE-INFLICT ITSELF UPON THE ORGANISM.

AXIOM 183. PAST PAIN BECOMES INEFFECTIVE UPON THE ORGANISM WHEN THE RANDOMITY OF ITS AREA IS ADDRESSED AND ALIGNED.

AXIOM 184. THE EARLIER THE AREA OF PLUS OR MINUS RANDOMITY, THE GREATER SELF-PRODUCED EFFORT EXISTED TO REPEL IT.

AXIOM 185. LATER AREAS OF PLUS OR MINUS RANDOMITY CANNOT BE RE-ALIGNED EASILY UNTIL EARLIER AREAS ARE RE-ALIGNED.

AXIOM 186. AREAS OF PLUS OR MINUS RANDOMITY BECOME INCREASED IN ACTIVITY WHEN PERCEPTIONS OF SIMILARITY ARE INTRODUCED INTO THEM.

AXIOM 187. PAST AREAS OF PLUS OR MINUS RANDOMITY CAN BE REDUCED AND ALIGNED BY ADDRESS TO THEM IN PRESENT TIME.

AXIOM 188. ABSOLUTE GOOD AND ABSOLUTE EVIL DO NOT EXIST IN THE MEST UNIVERSE.

AXIOM 189. THAT WHICH IS GOOD FOR AN ORGANISM MAY BE DEFINED AS THAT WHICH PROMOTES THE SURVIVAL OF THAT ORGANISM.

COROLLARY: EVIL MAY BE DEFINED AS THAT WHICH INHIBITS OR BRINGS PLUS OR MINUS RANDOMITY INTO THE ORGANISM, WHICH IS CONTRARY TO THE SURVIVAL MOTIVES OF THE ORGANISM.

AXIOM 190. HAPPINESS CONSISTS IN THE ACT OF BRINGING ALIGNMENT INTO HITHERTO RESISTING PLUS OR MINUS RANDOMITY. NEITHER THE ACT OR ACTION OF ATTAINING SURVIVAL, NOR THE ACCOMPLISHMENT OF THIS ACT ITSELF, BRINGS ABOUT HAPPINESS.

AXIOM 191. CONSTRUCTION IS AN ALIGNMENT OF DATA.

COROLLARY: DESTRUCTION IS A PLUS OR MINUS RANDOMITY OF DATA.

The effort of construction is the alignment toward the survival of the aligning organism.

Destruction is the effort of bringing randomity into an area.

AXIOM 192. OPTIMUM SURVIVAL BEHAVIOUR CONSISTS OF EFFORT IN THE MAXIMUM SURVIVAL INTEREST IN EVERYTHING CONCERNED IN THE DYNAMICS.

AXIOM 193. THE OPTIMUM SURVIVAL SOLUTION OF ANY PROBLEM WOULD CONSIST OF THE HIGHEST ATTAINABLE SURVIVAL FOR EVERY DYNAMIC CONCERNED.

AXIOM 194. THE WORTH OF ANY ORGANISM CONSISTS OF ITS VALUE TO THE SURVIVAL OF ITS OWN THETA ALONG ANY DYNAMIC.

BASIC PROCESSES

RUDIMENTS: ONE: AWARENESS OF THE AUDITOR, THE AUDITING ROOM, THAT AN AUDITING SESSION IS IN PROGRESS. TWO: TWO-WAY COMMUNICATION ON A CASUAL BASIS. THREE: THE DELIVERY OF THE QUESTION. FOUR: COMMUNICATION LAG. FIVE: THE ACKNOWLEDGEMENT OF THE QUESTION. SIX: THE DUPLICATION OF THAT EXACT QUESTION.

I

1. I. FIND A PC.

2. II. ESTABLISH THE EXISTENCE OF THE AUDITOR.

3. III. ESTABLISH THE EXISTENCE OF A SESSION: LOCATIONAL PROCESSING.

"Notice a chair in this room."
"Notice the ceiling."
"Notice the floor."
"Notice....., etc."

4. IV. TWO-WAY COMMUNICATION RECALLING PC'S SECRETS (SEE DIANETICS, 1955!)

5. V. DISCUSS PRESENT TIME PROBLEM, IF ANY.

6. VI. HELLO'S AND O. K. 'S TO PICTURES (article 5 Straight Wire issue):

"Recall a moment."
Hello's and O. K. 's to and from any picture or blackness.
Bring back the picture.

"Recall a moment."
Hello's and O. K. 's any pictures or blackness.
Bring back vanished pictures.

(SPLITTING UNIVERSES)

7. VII. PROBLEMS AND SOLUTIONS (R 2-20, Creation of Human Ability):

"What problem could you be to yourself?"
"Give me another problem you could be to yourself."
"Another....., etc."

"What solution could you be to yourself?"
"Give me another solution you could be to yourself?"
"Another....., etc."

8. VIII. THINK A THOUGHT:

"Think a thought."
"Think another thought."
"...another thought, etc."

"Receive a thought."
"Receive another thought."
"...another thought, etc."

(ASSIGN, INVENT, MAKE TYPE PROCESSES)

9. IX. CONSEQUENCES:

"What would happen if you were apathetic?"
Repeat, etc.

"What would happen if you got angry?"
Repeat, etc.
APPLY TO TONE SCALE AND AWARENESS SCALE.

II

X. ELEMENTARY STRAIGHT WIRE (ABOVE 1.0):

"Give me something you wouldn't mind forgetting."
Hello's and O.K.'s to any pictures.
Put back any pictures.
Repeat, etc.

"Give me something you wouldn't mind remembering."
Hello's and O.K.'s to any pictures.
Put back any pictures.
Repeat, etc.

(STRAIGHT WIRE ON SECRETS, KNOWINGNESS)

III

XI. OPENING PROCEDURE OF 8-C (A, B, C)(ABOVE 1.9)

A. A. "Do you see that (large object or area such as a wall)?"
"Go over to it and touch it."
"Now look at that (another large object or area)."
"Go over to it and touch it."
Repeat, etc.

Exact spots.
"Do you see that black mark on the left arm of that chair?"
"Go over to it and put your finger on it."
"Take your finger off of it."
Do this with many precise spots.

B. B. "Find a spot in this room."
"Go over to it and put your finger on it."
"Now let go of it."
"Find another spot."
Over and over, etc.

C. C. "Find a spot in this room."
"Decide when you are going to touch it and then touch it."
"Decide when you are going to let go and let go."
Repeat, many spots, etc.

IV

XII. OPENING PROCEDURE BY DUPLICATION (ABOVE 2.6):

Have PC become familiar with two objects.

"Go over to the (book)."
"Look at it."
"Pick it up."
"What is its color?"
"What is its temperature?"
"What is its weight?"
"Put it down in the same place."

"Go over to the (other object)."
"Look at it."
"Pick it up."
"What is its color?"
"What is its temperature?"
"What is its weight?"
"Put it down in the same place."

"Go over to the (first object)."
Etc.
Repeat. Run for hours.

V

XIII. REMEDY HAVINGNESS (ABOVE 3.1):

"Mock up a (planet, man, brick, boulder)."
"Make a copy of it."
Explain "copy" if unknown by PC.
"Make another copy of the original."
"Make another copy of it."
"Make another copy of it."
"Make another copy."
"Another copy."
"Another."
"Another."
Etc. as many as PC can comfortably make.

"Now push them together and push them into the body."

"Mock up a..."
"Copy it."
Many copies, as above.
Have PC push them into the body.

Repeat many times.

Have PC mock up and copy as above, and:
"Throw them away - have them disappear in the distance."
Etc. many times.

VI

1. XIV. SPOTTING SPOTS IN SPACE (ABOVE 3.6):

"Spot a spot in the space of this room."
"Spot another spot."
Etc. many spots.

"Spot a spot in the space of this room."
"Walk over to it."
"Put your finger on it."
"Let go."
Etc. many times.

Intersperse:
"How big is the spot?"
"Does it have any color?"
"Does is have any mass?"
And similar questions until spots have no mass, simply locations.

VI

2. XV. ROUTE ONE: 5, 6, (FOR EXTERIORIZED PC):

(5.) "What are you looking at?"
"Make a copy of it."
As many as PC can COMFORTABLY make.
"Push them into yourself."
(Not the body) (Alternate with "Throw them away.")
To do this, the PC will assume actually two or more locations at once.

"Can you find a nothingness somewhere around you?"
"Now make another one just like it."
Have him make many like the first nothingness.
Have PC push them into himself or throw them away.
As many as the PC can comfortably make.

(6.) "Locate the two upper back corners of the room (those behind PC's body). Hold on to them, and don't think."
Have PC do this for a least two minutes.

Alternate with:
"Find two nothingnesses."
"Hold on to them and don't think."
At least two minutes by the clock.

(7.) "Let go. Find a place where you're not."
Many places.
Repeat 5, 6, 7, many times.

THE H. A. A. SHOULD BE CONVERSANT WITH ALL THE FOLLOWING:

ASSIGN some INTENTIONS.

Waste, accept, INVENT:
Wrongnesses
GAMES
Bad conditions

MAKE some TIME.

Three spots in your body.
Three spots in the room (will exteriorize PC).

INVENT a dangerous mock-up.

What kind of a mock-up SHOULD you put up?
What kind of a mock-up COULD you put up?
What kind of a mock-up should you be able to DESTROY?
What kind of a mock-up could you DESTROY?

RECALL SOME SPACE.
All right. Is it TOO MUCH or TOO LITTLE? (Can be used with HELLO'S and O. K. 'S.)

Someone who doesn't think you're insane.
Someone you don't think is insane (eases PC found worried).

If PC fails R 1-4:
What could you OCCUPY?
What could you BE?

In what could you PARTICIPATE?

WHO or what IS MAKING ALL THE SPACE?

What is EXTERIORIZATION?

What do you want CHANGED?
What do you want UNCHANGED?

OTHER PEOPLE (R 2-46) to be run ONLY in R. R. Terminals, Large Bus Terminals and Air Ports. Use live people.
Tell me something you REALLY KNOW about that person.
What would you PERMIT THAT PERSON TO KNOW ABOUT YOU?
(This process is known as "UNION STATION".)

What could you say to (papa, mama, wife, husband)
What could (.....) say to you?

Find something COMFORTABLY REAL. (Eases PC found uncomfortable.)

Use HELLO'S and O. K. 'S to the spots in Change of Space.
(R 1-9 Creation of Human Ability)

See the space in that room? MAKE it.
See the space in that (another) room? MAKE it.
Alternate

WHAT ARE YOU DOING?
WHAT ARE YOU DOING THERE?

cognition:

CONGNITION IS AWARENESS OF AWARENESS. Example: an individual has been studious since age five. Preclear is run on studiousness. Preclear says, "Well, I'll be darned!" Auditor says, "What happened?" Preclear says, "I have been studious since I was five years of age! This is remarkable in view of the fact that until this very moment I never had the slightest notion that I was being studious. Remarkable."

This is an example of COGNITION. The awareness of awareness of a condition permits the lessening or vanishment of that condition. The awareness of awareness of a scarcity permits the lessening or vanishment of that scarcity.

Cognition is of the highest importance in processing. A process used, when it is the right process for the case, should normally bring about a cognition on the part of the preclear and when there has not been a cognition the process is not the correct process, or it has not been run fully.

The most important communication lag is the cognition lag. A process should not be left for the next higher process until there has been a cognition on the process or the considerations addressed in the process.

granting of beingness:

A process has not been the correct process or has not been run correctly, or has not been run long enough if there has not been in the preclear an increase in his ability to grant life to others and to his environment.

acknowledgement:

A. The auditor must acknowledge every answer, every command carried out, every comment, every communication, every attempt to communicate on the part of the PC. He should further invite communication wherever the preclear desires or needs to communicate.

B. The auditor must be willing to grant beingness (life) to the preclear.

C. The auditor must be alert to the PC at all times.

D. The auditor must be real to the PC at all times.

E. Cognition (awareness of awareness) is the goal of any process. The PC must be invited to impart any new cognition which he has gained during a session, or between sessions.
A major cognition resulting from any process is generally a flattening of that process. The next process can then be delivered.

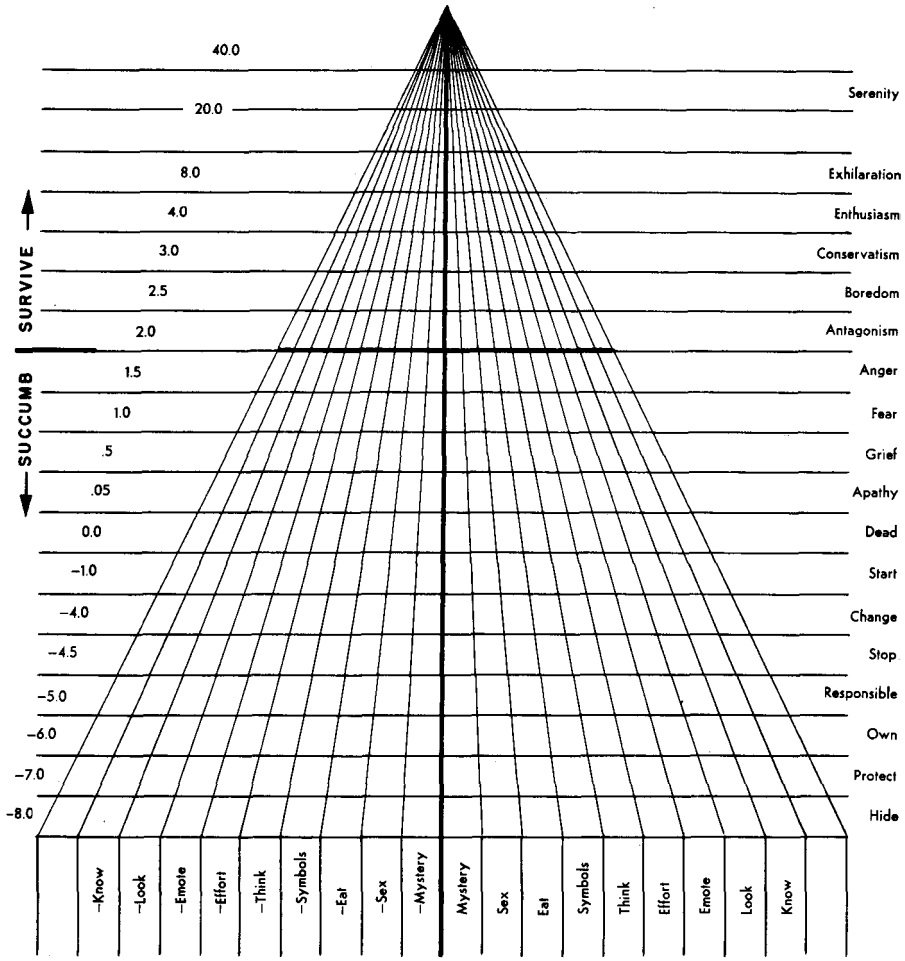
F. Acknowledgement is given by the auditor by the use of:
"O. K.", "GOOD", "FINE", "ALL RIGHT", "O. K., GOOD", "ALL RIGHT, FINE", ETC.

G. The auditor does not use: "That's right, I agree," or "Yes, that's correct," or "Now you've got it," or any such phrases denoting validation. This is not acknowledgement, but is evaluation, either the auditor evaluating for the preclear or the preclear evaluating for the auditor, neither of which are auditing situations.

THE TONE PLOTTING SCALE

by

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DI.A.NET'.ICS : noun. A system for the analysis, control and development of human thought evolved from a set of coordinated axioms which also provide techniques for the treatment of a wide range of mental disorders and organic diseases: term and doctrines introduced by L. Ron Hubbard, American engineer. (Gr. dianoetikos dia, through, plus noos, mind) di.a.net'.ic, adj.

SCIENTOLOGY is a system of organized axioms resolving problems of the spirit, life and thought, developed through the application of the methodology of the exact sciences to the humanities by L. Ron Hubbard, American engineer and philosopher. (L., Scio - knowing in the fullest sense, Gr., logos - study)