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CREATE PROCESSES - DANGERS & ADVANTAGES

Just before I leave on extended trips I always take the safety measure of writing down the newest and latest and exactly where we are in proven research.

The newest and best as now authorized only for staff member use on Staff Theta Clearing and the Co-audit, and processing of staff members only, and not at this time for use in the HCO or on the general public, is the Create series of processes.

These are the first effective O.T. processes and as such, when used on persons not yet Theta Clear, they have certain dangers. Additionally, they are the most valuable series of processes which we have. They can be used in one form or another on any level of case and will reach pretty much all the way to the top.

As to dangers, I refer you to our experiences with Step 6 processes. Here was a series with great promise which in many cases became rather deadly. The datum here is that when you improve the ability of a PC to make and see a picture you also inadvertently improve every picture in the bank including engrams, and anybody who has seen a totally solid motivator engram will agree that it is not pleasant.

Create processes stem from a new study I have made of the Cycle of Action as given in "FUNDAMENTALS OF THOUGHT". Axiom 10 becomes confused by the Thetan with the Cycle of Action. Draw the two and look at them as each other and you will see what I mean - identifying them is chaos. We get a "slip" automaticity which, whenever a person starts to create, forces him over into destruction. There is enough philosophy in this demonstrable fact to make it the subject of my next large book.

Cancelling any bad effect from this slip automaticity from Create to Destroy has been solved by using the middle point of the Cycle of Action - Survive. In Scientology the dynamic principle of existence is "Create" as in Dianetics it was "Survive" (see "FUNDAMENTALS OF THOUGHT").

A case run toward Create is best run on this and the inverted ARC triangle - "What Would You Like To Create". This becomes the key process of O.T. from any level. However, obsessive creation is in effect the whole engram bank and the reactive mind and a lot of other things. Therefore it is best to beware of beeing up the engrams for too long a period of time. The most tested way of easing a case off from the deadly Step 6 phenomena is to change from "What Would You Like To Create" back to "What Would You Like To Confront" at routine intervals. "What Would You Like To Confront" cancels out Step 6 phenomena by easing down the Survive part of the Cycle of Action.

Confront and Survive are of the same order of thing. Survival could be represented best by "continuous confronting" at a process level. Too much "What Would You Like To Create" gets us into too persistent and solid a bank on occasion. The bank is surviving. Therefore the PC is made very uncomfortable and should then be run a bit on "What Would You Like To Confront".

"What Would You Like To Confront" should be interspersed with "What Would You Like To Create" at a ratio perhaps of a session of each or, in a severe case, an hour of one then an hour of the other.

"What Would You Like To Destroy" is under test and apparently should run. This would be a psycho-curer for sure. But "What Would You Like To Confront" would have to be interspersed with "What Would You Like To Destroy" in order to keep the bank from overwhelming the PC.

Here then we have three processes: -

"What Would You Like To Confront?"
 "What Would You Like To Create?"
 "What Would You Like To Destroy?"

These are on the Cycle of Action as Create Survive Destroy. They are given above in the order of best tested. We know "What Would You Like To Confront" will make PCs feel wonderful and will straighten out Step 6's habit of making the bank more formidable. It is a good, sound, well tested process.

"What Would You Like To Create" is the key to all cases, but to run it you will have to salt it down with periods of running "What Would You Like To Confront". "What Would You Like To Destroy", though not much tested at this writing, might also have to be interspersed with "What Would You Like To Confront".

We will probably discover that all three of these have to be run and that the last one will be the best case entrance at my guess.

A new child process, very successful, has already emerged from this rationale. This is "You Do Something You Think I'll Like". Various simplifications of the Confront and Destroy commands would be something like "What Would You Like To Look At" and "What Would You Like To Tear Up". The last one is not tested.

A sure kill on a PC would be to run "What Would You Like To Confront" until it has eased off and then to run "What Would You Like To Create" until it gets grim, and then "What Would You Like To Confront" again, and back and forth. This is somewhat tested as a combo at this writing and it works well.

Under test right now is the way of running all three parts of the Cycle of Action to obtain the smoothest possible recovery by the PC.

Right now this data is only for staffs of Central Orgs as it is very dynamity and very experimental, but it also gives the best and clearest promise of rapid case gains and we want Central Org staffs up before we release this stuff more widely. This is about as revolutionary in rapid effect as engram running was in its time and place. We're really into something here with a high rapid gain which when it is all smoothed out and sweeping the field will take us right over the top unless we find stops on the part of auditors that we can't easily overcome. And I think we can whip all the bugs and get it wheeling.

I came down to Sthil last Spring to find the route to O.T. that almost anybody could follow. Well, I'm betting even at this early look that we've got our teeth into it with Create series.

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LRH:dd
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