

THE
LANGUAGE
OF
MIRACLES

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INTRODUCTION

THE LANGUAGE OF MIRACLES contains and defines the words and abbreviations used in connection with the procedures of Alethiology and Alethanetic Clearing and with the education of Clearing Practitioners. Many words have several definitions taken from various teachings. The authors and editors did not exhaust all possible definitions for words but included those which pertain directly to the understanding of Alethiology and Alethanetic Clearing. Additional definitions can be found in standard reference dictionaries.

The authors and editors have attempted to write simple definitions for the words, treating this as a basic dictionary of terminology.

Works of many great teachers have been researched and the terms and definitions have been consolidated in THE LANGUAGE OF MIRACLES.

THE MISUNDERSTOOD WORD

When a student reads past a word that he does not understand, the material right after that word is a blank his memory. He can always trace back to the word just before the blank, get it understood, and find miraculously that the former blank area is now not blank in the text.

If the student reads through many misunderstood words without noticing his confusion he will begin to dislike the subject he is studying more and more. The conditions that follow include irritated and burning eyes, yawning and sleepiness accompanied by a desire to get away from the subject. Then come various complaints, fault-finding, "Look what you did to me!" "This author sure writes funny." "This is boring." "How can I understand when the guy doesn't explain what's happening?" "He leaves out stuff." "This guy uses all those big words!"

A student who is being so "wronged" by a subject, teacher, or school has excellent "reasons" for leaving the subject forever! Most educational systems frown on dropouts - students who leave subjects and classes. Some students get around this by staying in class physically, but withdrawing mentally. These students won't study the subject directly, but set up a "memory machine" which can receive and give back sentences and phrases. These students can study some words and give them back memorized, like a parrot. These students can get an A+ on an exam, but can't apply the data. These are the all-too-common 'quick' or 'glib' students who CANNOT apply what they learn.

USING A DICTIONARY TO CLEAR WORDS

Familiarity with the dictionary is essential to successful study. The first requirement is a working knowledge of the Alphabet.

THE ALPHABET

American and English Words are arranged in alphabetical order in all dictionaries. All words beginning with the letter A are in the first section, all words beginning with the letter B in the second section, and so on. Within these sections the words themselves are arranged so that each second letter in the word is in alphabetical order. (For example, the word 'fall' precedes the word 'fender,' which precedes the word 'field,' etc.)

Near the top of each page, printed in bold type, are the first and last words on that page. In very large dictionaries, these headings are over every two columns. You can use these headings as a guide to find quickly the page that contains the word you are looking for.

HOW TO BREAK UP A WORD:

Many words are in a combined form. By separating a word into its components, you can look up each part in the dictionary; the meaning of the word often becomes clearer.

Take the word theology. The first part, 'theo,' means 'god or gods,' and the second part, 'logy,' means 'discourse or expression or the science, theory or study of.' When you put the two parts together, you have 'the science, theory or study of god or gods.'

LOOK UP WORDS IN THE DEFINITION:

Many times when looking up a word, you will find words in the definition which need to be looked up in order to understand the meaning of the original word.

Each word given in the definition must also be clearly defined and understood so that there are no misunderstood words underlying the word you are looking up. Large children's dictionaries are good for this, as the definitions of the words are simple.

THE RANGE OF THE RESOURCES IN A DICTIONARY:

A dictionary has a guide at the beginning for its use, including abbreviations of important terms, language sources of words, a pronunciation key, and a brief history of the American-English language. Dictionaries are a valuable source of information that can help a student understand her language and its use.

USE A BIG ENOUGH DICTIONARY:

The smaller dictionaries (paperback or junior) seldom contain complete definitions of a word. Sometimes the most vital part of a definition is omitted. This can involve running around to look for another dictionary, or missing the real meaning of the word. Always use a big enough dictionary.

FOREIGN WORDS:

There are two kinds of foreign language dictionaries. One is a dictionary entirely in the foreign language. The other is the American-English/foreign language dictionary, in which one half of the dictionary is American-English words with the foreign words next to it, and the other half is foreign words with their American-English counterparts next to them.

You would use the all-foreign dictionary only with a person who knows that language fluently.

In studying a foreign language, it is often found that misunderstood words regarding the grammar of one's own language, explaining the grammar in the foreign language, are basic to not being able to learn the foreign language.

SUMMARY

LEARN TO USE DICTIONARIES AND TO UNDERSTAND THE SYMBOLS USED IN THEM. ANY CONFUSION CAN ALWAYS BE TRACED BACK TO A MISUNDERSTOOD WORD OR SYMBOL, NEVER A CONCEPT OR AN IDEA, AND THESE MISUNDERSTOODS CAN BE CLEARED UP WITH A DICTIONARY.

A

A or **AN** (adjective) indefinite article 1. one; one sort of. 2. each; any one. (A means a thing not previously noted or recognized; **THE** (definite article) means a thing previously noted or recognized. See **THE**) Generally, A is used in front of a consonant, e.g., a bike, a lamp, a motorcycle, etc., while AN is used in front of a vowel, e.g., an apple, an elephant, an orange, etc.

ABANDONED 1. to have given up something completely. 2. given up with the intent of never again claiming an interest in.

ABERRATION 1. an act or condition of differing from what is normal or typical. 2. irrational or deranged behavior or thought. 3. deviation from a straight line. 4. unsoundness or disorder of the mind. 5. the act of deviating from a normal state. 6. any deviation from rationality.

ABILITY 1. a being able; power or capacity to act physically, mentally, spiritually, morally, ethically, financially, etc.; power to do. 2. talent. [Latin *habilitas*, ableness (to hold) from *habere*, to have, hold]

ABILITY RELEASE 1. Grade IV release: “Moving out of fixed conditions and the recognition of one’s ability to do new things.”

ABOUT 1. having to do with; concerning; with regard to. 2. nearly; approximately.

ACADEMY 1. any school of special instruction or training. [Greek *akademeia*, the grove of *Akademios*, a figure in ancient Greek legend; a grove near ancient Athens where Plato taught]

ACCEPT 1. consent to receive. 2. receive as true. 3. believe. 4. approve.

ACCEPTABLE 1. worth accepting; satisfactory; agreeable; pleasing to receive.

ACCESSIBLE 1. that which can be approached or entered. 2. easy to approach or enter. 3. that which can be got; obtainable. 4. the ease of availability of reactive material in an individual’s subconscious mind.

ACHE 1. a continued dull or heavy pain.

ACHIEVEMENT SCALE 1. a scale outlining the steps that, when applied to the creation of an event, product, etc., allows it to occur and operate. 2. the steps beginning with a goal, a purpose, and a plan, followed by policy (ies), a program, orders, statistics, ideal scene and the valuable final product.

ACKNOWLEDGE 1. to indicate that one has received (a communication, service, gift, etc). 2. to admit to exist or be true. 3. to express appreciation of.

ACKNOWLEDGEMENT 1. an indication that something has been received. 2. a communication that says, “I have received your communication and understand it” and does not necessarily indicate agreement or disagreement, approval or disapproval. Examples: “OK,” “Thank you,” “Fine.” An acknowledgement ends the communication cycle.

ACT 1. to do something; exert energy or force. 2. to reach, make, or issue a decision on some matter. 3. to produce an effect. 4. to behave or conduct oneself in a particular way.

ACTED 1. to appear or pretend to be: as, he acted very angry. 2. to behave like; simulate: as, the marijuana acted like a stimulant.

ACTION 1. the doing of something. 2. the bringing about of an effect or alteration.

ACTUALLY 1. in actual fact; really. 2. not merely potentially. 3. not falsely or apparently.

ADD (verb) 1. to join or unite (to) so as to increase the quantity, number or size, etc. 2. to cause an increase of. [Latin addere, to add]

ADDITION (noun) 1. a joining of a thing to another thing. 2. a thing or part added; increase.

ADDITIVE (adjective) 1. showing or relating to addition. 2. to be added.

ADDITIVE PROCESS 1. a process designed to add something to the mind, e.g., affirmations, visualizations, hypnosis, etc. 2. a creative process.

ADEQUATE 1. sufficient; suitable. 2. barely satisfactory; acceptable but not remarkable.

ADJECTIVE 1. a word (one of the eight parts of speech) used to modify (describe or limit) a noun or pronoun. For example, in the sentence "He had very large hands," very and large are adjectives because they modify the word hands which is a noun in this particular sentence.

ADMIN 1. slang for Administration.

ADMINISTRATION 1. actions involved in administering an organization; the clerical and executive decisions, actions, and duties necessary to the running of an organization, such as originating and answering mail, typing, filing, dispatching, applying policy and all those actions, large and small, which make up an organization. 2. the action or fact of keeping Clearing Practitioner reports, worksheets and other records related to a Clearing session.

ADMIT 1. to grant the truth of; acknowledge; allow. 2. confess.

ADVANCE 1. to accelerate the growth or progress of; to further; to help; to aid: as, to advance one's true interests. 2. to increase or make progress in any respect: as, to advance in knowing, in wisdom.

ADVANCED COURSES 1. those actions taken to increase a person's ability and awareness beyond the state of Clear. 2. the Creative Realization Levels.

ADVANCEMENT 1. the act of moving forward. 2. showing improvement.

ADVERB 1. a word (one of the eight parts of speech) used to modify (describe or limit) a verb, an adjective or another adverb. For example, in the sentence "You should stand here," here is an adverb because it modifies the word stand which is a verb.

A.E.S.P. 1. an acronym for the words Attitudes, Emotions, Sensations and Pains, terms used in Alethanetic Clearing.

AFFINITY 1. a natural attraction to a person or liking for a thing. 2. a mutual attraction. 3. degree of liking or affection; the feeling of love or liking for something or someone. 4. a willingness to share the same space or a desire to be close to something or someone.

AFFINITY SCALE 1. a scale ranging from 4.0 to 0.0. which identifies the characteristics of affinity or lack of it as the scale descends.

AFFIRM 1. to declare to be true; assert. 2. to state positively with deep conviction.

AFFIRMATION 1. a Creative process involving the speaking or writing down of positive statements one wants to have come true in the future: as, his affirmation for this week is “I am a well and happy person.” 2. a positive postulate or assertion, written or spoken, which is designed to bring about desired changes in a person’s life.

AFFLUENCE 1. wealth; riches. 2. abundant supply; great abundance. 3. in reference to the Conditions Formulas, the operating state established by a sudden large increase in value, income or worth. [see Conditions Formulas]

AGAIN 1. back into a former position or condition. 2. once more; a second time (repeat); anew.

AGAINST 1. in opposition to: as, fight against . 2. toward so as to come in contact with: as, throw the ball against the wall. 3. opposition to the course or direction of: as, don’t drive against the traffic. 4. next to; adjoining: as, the desk is against the wall.

AGREE 1. to be in harmony or accord. 2. to be of the same opinion. 3. being or going together without conflict.

AGREEMENT 1. an agreeing; being in harmony or accord. 2. an understanding or arrangement between two or more people, countries, etc. 3. a contract.

AID 1. to give help or support to; assist.

ALCOHOL 1. the intoxicating agent in fermented and distilled liquors. 2. liquor (as beer, wine or whiskey) that causes intoxication.

ALETHANETIC ASSIST 1. using Alethanetic Clearing to assist a person who has just undergone an accident, injury, operation or emotional shock or loss to erase the mental trauma and upset and greatly speed recovery. [Greek aletha - coming from alethea , truth + - netics coming from noos, mind]

ALETHANETIC CASE COMPLETION 1. a person who has become well and happy through standard Alethanetic Clearing given by a qualified Alethanetic Clearing Practitioner.

ALETHANETIC CLEARING 1. a system of exact procedures which clears wrong answers from the subconscious mind. 2. the removal of the emotional charge connected with all the unconscious, painful moments of a person’s life. 3. the application of Alethanetic Clearing procedures to an individual to help him become well and happy.

ALETHANETIC CLEARING RELEASE 1. The End Phenomena of Alethanetic Clearing: “A well and happy person.”

ALETHANETICS see ALETHANETIC CLEARING

ALETHEA (pronounced all-ee-thee-a) 1. the Greek word for truth .

ALETHIOLOGIST 1. a person who is dedicated and devoted to the study and science of truth and understanding.

ALETHIOLOGY 1. the study or science of truth 2. a system of natural laws which allow a person to discover for himself those personal truths that bring about a life of peace, abundance, success and balance. 3. The science and the study of the nature of truth and error, and of the highest laws for their discrimination. 4. The doctrine of truth, that part of logic which deals with the subject of truth. [Greek alethi - coming from alethea , truth + - ology coming from logos, study of or science of] (See THE OXFORD ENGLISH DICTIONARY , Oxford University Press, page 215, original 13 volume edition, or page 54, compact edition)

1837-8 Sir William Hamilton Logic iv. 69 “The first part of logic treats of the nature of truth and error, and of the highest laws for their discrimination, Alethiology.” (Latham’s edition of Todd’s Johnson)

AFTER 1. later than. 2. later; next.

ALCOHOLISM 1. physical addiction to and mental obsession for intoxicating fluids.

ALIGN 1. to bring into agreement, close cooperation, etc.

ALIGNMENT 1. a joining together of entities, persons or groups having similar interests, ideals, etc., for a common purpose.

ALIKE 1. like one another; showing resemblance; similar.

ALL 1. the whole amount, quantity, extent or duration of.

ALL RIGHT 1. satisfactory; adequate. 2. unhurt. 3. correct. 4. yes; very well. 5. certainly.

ALLY 1. a person who sympathized with or appeared to aid the survival of an individual when he was ill, injured or unconscious and whom the individual now reactively regards as necessary to his continued existence and well being. 2. a person, group or country joined with another for a common purpose.

ALREADY 1. by or before the given or implied time; previously.

ALTER 1. to make different; change; vary.

ALTER-IS 1. to change or falsify the way something actually is.

ALTITUDE 1. the prestige which any person has in the eyes of another. 2. position of high rank or great power.

AM [see BE]

AMAZED 1. filled with great surprise or sudden wonder.

AMIABILITY 1. a friendly, willing disposition. 2. freedom from rancor or contest.

A-MIND 1. the affection and pleasure component of the mind. 2. the feeling, emotional center. 3. the subconscious mind or the little animal. 4. the quality of mind through which the Being seeks affection and pleasure and experiences pain. 5. the most basic mind component; it can shut down the body when the Being’s use of the C-mind has abused the body through constant demands and pressures to perform and produce. [see INNER MIND]

AN (adjective) indefinite article 1. one; one sort of. 2. each; any one. (See A)

ANALYTICAL 1. having to do with that portion of a person's mind which is conscious and logical. 2. to compute logically.

ANALYTICAL MIND 1. that portion of a person's mind which computes logically and thinks in similarities and differences. 2. the outer mind; the C-mind; the conscious mind.

ANATEN 1. a word made up of syllables from the two words, "analytical attenuation," meaning the lessening or weakening of the analytical or conscious awareness of a person for a brief or extended period. 2. lessened consciousness as a result of the key-in (reactivation) of one or more engrams. Manifestations: sleepiness, dopiness, drowsiness, mental lethargy. 3. a shut-off of the analyzer happening in the presence of ANY physical pain, even though the pain may be mild or brief.

AND 1. also; in addition.

ANGER 1. a feeling that may result from injury, mistreatment, opposition, etc., often manifesting itself as a desire to strike out at something or someone else; wrath; indignation; rage; ire. 2. implies emotional agitation of no specific intensity aroused by great displeasure. 3. the emotional tone of 1.5 on the Scale of Emotional Expression. [see SCALE OF EMOTIONAL EXPRESSION]

ANOTHER 1. unnamed additional person, different from the first or present one.

ANNIHILATED 1. destroyed completely; demolished.

ANSWER (noun) 1. a reply to a question, argument, letter, etc. 2. any response or retaliation: as, his answer was a well-aimed blow. 3. a solution to a problem.

ANSWER (verb) 1. to reply in words, by an action, etc.

ANTAGONISM 1. mutual resistance; opposition; hostility. 2. the condition of being an opposing principle, force or factor. 3. the emotional tone of 2.0 on the Scale of Emotional Expression. [see SCALE OF EMOTIONAL EXPRESSION]

ANTAGONISTIC 1. hostile; unfriendly; in opposition to.

ANXIOUS 1. uneasy, apprehensive; worried about what may happen. 2. eagerly wishing. [Latin anxious from angere , to choke, give pain]

ANY 1. one (no matter which) of more than two: as, any boy may go. 2. some (no matter how much, how many or what kind): as, do you have any apples? 3. even one; the least amount or number of: as, I haven't any money. 4. every: as, any child can tell.

ANYTHING 1. a thing of any kind; any thing; any event, fact, etc.

APATHY 1. lack of emotion. 2. lack of interest; listless condition; indifference. 3. complete withdrawal from a person or people. 4. a motionless enturbulence. 5. the emotional tone of 0.05 on the Scale of Emotional Expression, the lowest tone before body death. [see SCALE OF EMOTIONAL EXPRESSION]

APPLICABLE 1. that can be applied; appropriate.

APPLIED (adjective) 1. used in actual practice or to work out practical problems: as, applied science or applied philosophy.

APPLIED (verb) 1. used practically or specifically: as, he applied his knowledge of auto mechanics and repaired the car.

APPREHENSION 1. foreboding; dread; fearful anticipation about the future.

APPROPRIATE (adjective) 1. suitable or fitting for a particular purpose, occasion, person, etc.

ARBITRARY 1. regulated by one's own idea, judgement or choice. 2. based on one's personal notion or whim.

ARC 1. a word from the initial letters of Affinity, Reality, and Communication which together equate to understanding; pronounced by stating the letters: A-R-C; it has come to mean good feeling, love or friendliness: as, she was in good ARC with her friend. 2. the three things (ARC) necessary to the understanding of someone or something. (First the person must be in communication with someone or something. The most important activity in creating a relationship is communication. Then the person or thing must be real to some degree. Finally, there must be some degree of closeness or affinity . These three together (ARC) give us understanding).

ARC BREAK 1. a sudden drop or cutting of one's affinity, reality or communication with someone or something; upsets with people or things come about because of a lessening or violent breaking apart of affinity, reality, communication or understanding (The person with an ARC break is unwilling or finds it impossible to communicate to someone or something. It is called an ARC break instead of an upset because, if one discovers which of the three points of understanding have been cut, one can bring about a rapid recovery in the person's state of mind).

ARE (see BE)

AROUND 1. within a close distance; nearby. 2. in various places.

ARROGANT 1. full of unwarranted pride and self-importance; overbearing.

AS 1. compared to; like: as, it was as big as a horse.

ASHAMED 1. feeling shame, as from doing something bad, wrong, foolish, etc. 2. embarrassment, and sometimes guilt, felt because of one's own or another's wrong or foolish behavior: as, ashamed of his tears.

ASK 1. to use words in an effort to find out. 2. seeking an answer or information.

AS-IS 1. to view anything exactly as it is, without any distortions or lies, at which moment it will vanish and cease to exist.

ASSERT 1. to state positively; declare; affirm. 2. to state positively with great confidence but with no objective proof: as, I assert that man's nature will never change.

ASSERTED 1. stated or declared positively, or with assurance. 2. insisted; maintained; defended.

ASSESS 1. the action of a Clearing Practitioner in calling out (speaking aloud) items from a prepared list of words, phrases or sentences. 2. calling off words from a prepared list while looking at the Clearing Biofeedback Meter in order to find out which one gives the largest read. 3. to look for an item that has accessible charge. 4. to look for and choose the largest reading item on an assessment list.

ASSESSMENT 1. the action of calling off items on a prepared list to locate accessible charge so that the charge can be released (The item with the largest read is most accessible). 2. a review of the Preclear's case and body health to establish the correct Clearing level and procedures.

ASSIST (noun) 1. a Clearing procedure used when a person has just undergone an accident, injury, operation or emotional shock or loss to erase the mental trauma and greatly speed recovery.

ASSIST (verb) 1. to aid; help.

ASSOCIATE (verb) 1. to connect in the mind: as, I associate rain with grief. 2. to connect, combine, join.

ASSOCIATION (noun) 1. the logic of relating one thing to another.

ASSUMED 1. taken for granted; supposed (something) to be fact without knowing for sure.

AT 1. expressing exact or approximate position: as, he sat at the table.

ATTACHMENT 1. wanting to have people, situations or things be different from the way they are.

ATTAIN 1. achieve, accomplish, arrive at. 2. come into possession of.

ATTAINMENT 1. anything attained, as an acquired skill or ability.

ATTEND 1. to listen; to pay attention; give heed. 2. to be in readiness; wait (with, on or upon). [Middle English attenden; Old French attendre, to wait, expect; Latin attendere, to stretch toward, give heed to, derived from ad-, to + tendere, to stretch]

ATTENTION 1. observing carefully. 2. the ability to observe carefully. 3. careful observation; taking notice. 4. thoughtful consideration for others. 5. a readiness to respond to stimuli. 6. a person's power to notice and observe.

ATTENUATION 1. a weakening, as in force, amount or value; a reduction.

ATTEST 1. to give proof or evidence of. 2. to declare to be true or genuine; certify. 3. to bear witness to; testify to. 4. to state that a course or level of processing is complete.

ATTITUDE 1. a word, usually a noun, which expresses a state of mind, emotion or mood, e.g., happiness, aggressiveness, cunning, cruelty, hopelessness, helplessness, etc. 2. a manner of acting, feeling or thinking that shows one's disposition, opinion, etc.: as, she has a friendly attitude toward all.

AUTOMATICITY 1. something one is doing but is unaware or only partially aware he is doing.

AVAILABLE 1. that can be got, had or reached; accessible.

AVOIDED 1. kept away from; shunned; got out of the way of. 2. escaped; evaded; withdrew from. 3. prevented the occurrence or effectiveness of.

AWARENESS 1. the ability to perceive the existence of. 2. perception.

AWAY 1. from this place. 2. out of sight; out of existence.

AXIOM 1. a statement taken to be true without proof; self-evident truth: as, the shortest distance between two points is a straight line. 2. a proposition whose truth is so evident that no process of reasoning or demonstration can make it more plain.

B

BALANCE 1. state of equipoise; equilibrium.

BANK 1. a slang term for the reactive quality of the subconscious mind.

BANKY 1. a slang term which means a person is being influenced by his reactive bank and is displaying bad temper, irritability, lack of co-operation and the signs of dramatization; being irrational.

BARRIER 1. something that stands in the way; something stopping progress. 2. an idea in the reactive subconscious mind that keeps an individual from making progress.

BASIC 1. the earliest incident on a chain of similar incidents. 2. underlying or supporting, causing or permitting other things to be true or exist or maintain their position.

BASIC CLEARING 1. the fundamental and most important elements of Clearing - the skill of handling and keeping the Preclear in session, proper use of the Clearing communication cycle, the repetitive use of the Clearing communication cycle to flatten a process, the correct application of the technology of Alethiology and Alethanetic Clearing and the ability to use and read a Clearing Biofeedback Meter correctly.

BASIC-BASIC 1. the earliest incident of pain and unconsciousness on a person's Time Track. 2. the first moment of discomfort, pain or unconsciousness in the current life of the individual.

BE (verb) 1. to have reality; exist; live: to be or not to be.....(Shakespeare). 2. to take place; happen: His birthday is today. 3. to remain; continue: He will be there all year. 4. to stand out.

Note: There are two types of verbs: regular and irregular. The conjugation of an irregular verb such as "BE" does not follow normal grammatical standards. For instance, conjugating the regular verb "to walk" (in the present tense) would be done as follows:

I walk
You walk
He, she or it walks
We walk
They walk

However, an irregular verb does not follow normal grammatical standards. In other words, we do not say, "I be, You be, They be," etc. The conjugation of the irregular verb "to be" (in the present tense) would be as follows:

I am
You are
He, she or it is
We are
They are

So am, are and is are irregular forms of the verb "to be" and mean being or existing. For example, if a person says, "I am happy," that person is really saying "I am being happy," even though the word being is not spoken.

BECAUSE 1. on account of. 2. for the reason of.

BEEN 1. the past participle of Be.

BEFORE 1. earlier than; prior to; previously.

BEGINNING 1. the point at which something begins or starts; first part or first action.

BEING (noun) 1. the individual, himself or herself, who exists in a nonmaterial dimension, yet operates and handles a body in the material universe. 2. the person, oneself - not one's body, not one's name, not the mind, not the physical universe. 3. the individual who is aware of being aware. 4. a creator of things, but not a thing itself.

BEINGNESS 1. the assuming of an identity. 2. an identity assumed by oneself or given to oneself, or attained. Examples: one's name, one's profession, one's physical characteristics, one's role in a game.

BELIEF 1. trust; confidence: as, I have belief in his abilities. 2. conviction that certain things are true; faith. 3. anything accepted as true.

BELIEVE 1. to take as true, real, etc. 2. to have confidence in a statement or promise of (another person). 3. to suppose; expect; assume. 3. to have trust or confidence.

BETRAY (verb) 1. to help the enemy of (one's country, cause, etc.); be a traitor to. 2. to break faith with; to fail to meet the hopes of: as, He betrayed my trust in him. 3. to deceive; lead astray; victimize. 4. to disclose (secret information, confidential plans, etc.). [Latin be-, to + tradere, hand over, deliver]

BETRAYAL (noun) 1. a betraying or being betrayed.

BETTER (comparative of good) 1. more desirable, useful or suitable than another. 2. of superior quality. 3. larger; greater: as, The job will take the better part of a week.

BETWEEN 1. in or through the space that separates (two things). 2. in or of the time, amount or degree that separates (two things); intermediate to: as, shades between blue and green. 3. separating. 4. connecting; relating: as, a bond between friends.

BEYOND 1. on or to the far side of; farther on than; past. 2. farther on in time than; past. 3. outside the reach, possibility or understanding of: as, beyond help, beyond belief.

BLAME (noun) 1. the responsibility for something considered to be bad or wrong. 2. finding fault.

BLAME (verb) 1. to hold (someone or something) responsible for something considered to be bad or wrong. 2. to find fault.

BLOW 1. the sudden dissipation of mental mass with an accompanying feeling of relief. 2. the sudden departure of an individual from a job, subject, group, etc., due to perpetration(s) he/she has committed in the area.

BLOWDOWN 1. a definite, rapid drop of the Clearing Biofeedback Meter Range Arm associated with a vanishment of mental mass or energy in the mind of the Preclear (It is a period of relief and cognition to the Preclear while it is occurring and for a moment after it stops).

BLOWN 1. gone; vanished. 2. mass in the mind having suddenly dissipated with an accompanying feeling of relief. When an incident erases, it can be said that it has blown.

B-MIND 1. the esthetic component of the mind. 2. the quality of mind through which the Being seeks balance and harmonious alignment with everyone and everything. 3. the superconscious mind; infinite intelligence. 4. a quality of mind that has infinite psychic, telepathic power and ability. 5. the Mind Dwell through which a Being seeks beauty and idyllic pleasure. (see Mind Dwell)

BODY 1. a carbon-oxygen engine which runs at 98.6 degrees Fahrenheit. 2. a solid grouping of appendages which make the person recognizable. 3. the Being's communication center. 4. a carbon-oxygen engine which runs on low combustion fuel, generally derived from other life forms. 5. a physical animal with basic needs for food, shelter, sleep and affection.

BODY DEATH 1. the cessation of a body's functions.

BOREDOM 1. the condition of being bored or uninterested. 2. weariness or dissatisfaction resulting from inactivity or lack of interest. 3. an emotional tone of 2.5 on the Scale of Emotional Expression. [see SCALE OF EMOTIONAL EXPRESSION]

BOUNCER 1. words or phrases in engrams or locks which send the Preclear up the Time Track and away from the incident he is trying to run. Examples: "Get out," "Don't touch me," "You can't be here."

BRAIN 1. a part of the nervous system which receives and sends impulses to the body parts; a part of the body located in the head. 2. an organ of the body similar to a switchboard that translates thought into action and coordinates energy. 3. an organic physical entity composed of two anterior hemispheres of nerve tissue, and located in the upper part of the cranium.

BULLBAITING 1. an activity, in coaching certain basic exercises, in which the coach finds certain actions, words, phrases, mannerisms, or subject matter that cause the student doing the exercise to become distracted by reacting to the coach's actions.

BUTTON 1. items, words, phrases, subjects or areas which cause a person to become easily reactivated and be embarrassed, laugh uncontrollably, or otherwise become uncomfortable.

BY-PASSED CHARGE 1. mental energy or mass that has been reactivated in some way in an individual, and that is either partially or wholly unknown to that individual and so is capable of affecting him adversely.

BY-PASSED CHARGE ASSESSMENT 1. clearing by using a list of words, phrases or sentences to help the Preclear find the correct by-passed charge by meter assessment (The moment a correct by-passed charge is found, the Preclear feels much better).

C

CAN 1. to be able to.

CANS 1. steel or aluminum hand held cylinders connected to a Clearing Biofeedback Meter.

CAN'T [contraction of can not] 1. to not able to.

CAREER 1. one's advancement or achievement in a particular vocation. 2. a life work; profession; occupation.

CAREFREE 1. without anxiety or worry.

CAREFUL 1. exercising care or taking care; watchful, cautious. 2. marked by attentive concern.

CASE 1. upsets, confusions and/or difficulties. 2. the way a person responds to the world around him by reason of his upsets, confusions and/or difficulties. 3. the conditions handled in Clearing.

CASE GAIN 1. an increase in ability. 2. the improvements a person experiences from Clearing. 3. getting rid of those things in your life that you don't want; bringing into reality those things that you want to manifest in your life.

CAUSE (noun) 1. anything producing an effect or result. 2. a person or thing acting voluntarily or involuntarily as the agent that brings about an effect or result: as, His attitudes about life were the cause of his success. 3. a situation, event or agent that produces an effect or result: as, Carelessness is often a cause of accident.
[Latin causa, a cause, reason]

CAUSE (verb) 1. to bring about. 2. to make happen. 3. to produce an effect.

CAUSING (verb) 1. bringing about; making happen; producing.

CERTAIN 1. fixed; settled. 2. assured in mind or action. [Latin certus, determined, fixed, settled]

CERTAINTY 1. knowing one knows. 2. a firm, settled belief or positiveness in the truth of something.

CHAIN 1. a succession of incidents, occurring at various intervals along the Time Track that are related to one another by some similarity of either subject, general location, people or perception (Such a succession of similar incidents may span a brief period or a very long period of time).

CHANGE 1. to make different in some way; to cause to become different; alter: as, Do you think success will change him?

CHANGED 1. caused to become different; altered; converted.

CHAOS 1. the disorder of formless matter and infinite space, supposed to have existed before the ordered universe. 2. any great or complete confusion or disorder.

CHARACTER 1. moral or ethical quality. 2. essential quality; nature; attribute. 3. moral strength; self-discipline; fortitude.

CHARGE 1. harmful energy or force accumulated and stored within the reactive quality of the subconscious mind, resulting from the conflicts and unpleasant experiences that a person has had.

CHART 1. a simple outline on which information can be plotted or written. 2. the charts which delineate the steps of Clearing or training in Alethiology or Alethanetics. [see LIFE EXPANSION CHART, BEGINNING COURSES CHART, MASTERY OF CLEARING CHART, CREATIVE REALIZATION CHART].

CHART OF ATTITUDES 1. an outline consisting of the highest and the lowest attitudes related to survival, such as fully alive, dead; right, wrong; fully responsible, no responsibility; owns all, owns nothing.

CHECKOUT 1. a short examination, done according to an exact procedure given in a course, to see if a student understands and can apply what she has been studying.

CHECKSHEET 1. a list of steps on a course that one goes through and signs off when complete. 2. a list of materials, often divided into sections, that give the theory and practical steps which, when completed, give one a study completion. (The items are selected to add up to the required knowledge of the subject. They are arranged in the sequence necessary to a gradient of increasing knowledge on the subject. After each item there is a place for the initial of the student or the person checking out the student. When the checksheet is fully initialed, it is complete. The student now takes an exam and is granted an award for completion.)

CHEERFUL 1. full of encouragement. 2. full of joy, good spirits, comfort. 3. filled with cheer; bright and attractive: as, a cheerful smile. 4. willing; hearty: as, a cheerful helper. 5. the emotional tone of 3.5 on the Scale of Emotional Expression. [see SCALE OF EMOTIONS].

CHRONIC SOMATIC 1. a recurrence, constant or periodic, of the original physical pain, deformity or illness which has been stored in the reactive quality of the mind as the result of an engram-type incident.

CIRCUIT 1. a part of an individual's mind that behaves as though it were someone or something separate from the individual and that either talks to him or goes into action of its own accord, and may even, if severe enough, take control of him while it operates.

CIRCUMSTANCE 1. a fact or event accompanying another fact or event: as, if you knew all the circumstances, you would judge me differently.

CLAIRVOYANCE 1. the ability to perceive things that are not in sight or that cannot be seen with the body's eyes. 2. keen perception; great insight.

CLAY DEMO 1. a study technique whereby the student demonstrates definitions, principles, concepts, or ideas with modeling clay. 2. the adding of mass (in the form of modeling clay) to something intangible to enhance understanding.

CLAY REPRESENTATION 1. a process (using clay) done by a Preclear in session with a Clearing Practitioner.

CLEAR (adjective) 1. bright; light; free from clouds or mist: as, a clear day. 2. perceptive; orderly; logical: as, a clear mind. 3. free from confusion or ambiguity; not obscure; easily understood: as, the meaning is clear. 4. certain; positive: as, I am clear on that matter. 5. free from guilt; innocent: as, a clear conscience. [Latin clarus, clear sounding, hence clear, bright]

CLEAR (noun) 1. a person who has erased all wrong answers from his subconscious mind. 2. a quality of existing in harmonious alignment with others. 3. a person who is free of the reactive quality of the subconscious mind. 4. an unrepressed person. 5. someone who could mentally confront anything and everything in the past, present and future. 6. the name of a button on an electronic calculator. (When the CLEAR button is pressed it clears all previous calculations from the memory bank of the calculator. Before a calculator can be used to solve a problem, it must be cleared of old problems, of old data and conclusions; otherwise, it will add all the old conclusions in the new one and produce an invalid answer). 7. a Clear is a person who has cleared all wrong and useless answers from the mind that keep him from living and thinking freely. 8. a relative word applied to a person who has raised himself on the Scale of Emotional Expression to a level where he has command of his thinking process.

CLEAR (verb) 1. to make clear or bright. 2. to free from impurities, blemishes, cloudiness, muddiness, etc. 3. to free from obscurity or ambiguity; make intelligible, plain or lucid. 4. to rid of obstructions, entanglements or obstacles; open: as, He cleared a path. 5. to free (a person or thing) of or from something. 6. to release all the physical pain and painful emotion from the life of the individual.

CLEARING 1. a making clear or being cleared. 2. the action of erasing or releasing harmful energy from the reactive mind, allowing the person to discover the truth for herself. 3. procedures designed to help an individual become well and happy, includes as its basic principle, the exhaustion of all the painfully unconscious moments of a person's life; returning a person to complete rationality, sanity and health through erasure of reactive material in the subconscious mind. 4. asking a person a question, getting an answer to that question and acknowledging the individual for that answer. 5. the application of Alethiology and Alethanetic processes and procedures to someone by a trained Clearing Practitioner, allowing the Preclear to discover the truth for himself. 6. removing wrong answers, false data, barriers, unknowns, etc., from the mind.

CLEARING BIOFEEDBACK METER 1. a meter used in a Clearing session that measures the electrical resistance of the skin, thereby determining which parts of the reactive subconscious mind are accessible to Clearing.

CLEARING COMMUNICATION CYCLE 1. the communication cycle used in Clearing, consisting of: a) The Clearing Practitioner observing the Preclear to see if the Preclear is ready to receive the Clearing question; b) The Clearing Practitioner asking the Preclear the question; c) The Clearing Practitioner observing the Preclear to see if the Preclear has received the question; d) The Preclear looking into his bank and finding an answer to the question; e) The Preclear telling the Clearing Practitioner (who listens attentively) the answer to the question; f) The Clearing Practitioner acknowledging the Preclear for answering the question; g) The Clearing Practitioner observing the Preclear to see that the Preclear has received the acknowledgement.

CLEARING PRACTITIONER 1. a person trained and qualified in applying Alethiology and/or Alethanetic Clearing processes and procedures to others for their betterment.

CLEARING PROCESS 1. a process that deletes or erases reactive material in the subconscious mind without adding any new data or material. 2. a subtractive process.

CLUSTER 1. a number of things of the same kind grouped together.

CLUSTER GROUP 1. a group of Entity Beings held together by a mutual (common to all) bad incident.

C-MIND 1. mechanical perfection and excitement component of the Mind. 2. the conscious mind; analytical mind; the scientific or technological mind.

COACH (noun) 1. a person who questions, guides and directs a student in order to improve the student's ability and understanding.

COACH (verb) 1. to help a person learn something by asking the individual questions, guiding him through difficulties, etc., following the exact procedures given in a course.

CO-CLEARING 1. (abbreviation for co-operative Clearing) a team of any two people who are helping each other reach a better life with Clearing.

CODE 1. the governing rules of an activity. 2. an outline of behaviors which enable greater survival, self-expression and creativity of the individual. (There are a number of codes. These include: Clearing Practitioner's Code, the Code of Integrity, the Student's Code and the Preclear's Code.)

COGNITE (verb) 1. to have a new realization about life resulting in a higher degree of awareness and consequently a greater ability to succeed with one's endeavors in life.

COGNITION (noun) 1. a new realization of life which results in a higher degree of awareness and consequently a greater ability to succeed with one's endeavors in life.

COGNIZANCE 1. the fact of being aware; perception; knowledge. 2. notice; heed. 3. the range of knowledge possible through observation. [Latin cognito, knowledge from cognitus or cognoscere, to know; co-, together + gnoscere, older form of noscere, to know]

COGNIZANT 1. having cognizance (of something); informed.

COLD 1. without warmth or feeling; without enthusiasm; indifferent.

COME 1. to move from a place thought of as "there" to or into a place thought of as "here." 2. to reach by moving toward. 3. to arrive or appear.

COMMAND 1. an order; direction. 2. in Clearing, a specific direction given by a Clearing Practitioner to a Preclear for the purpose of bringing about a higher understanding and awareness for the Preclear. 3. an order given to direct attention to the mind.

COMMISSION (noun) 1. a committing; doing. 2. the thing done.

COMMIT (verb) 1. to do or perpetrate, as an offense or crime. 2. to pledge; bind; engage: as, committed to fight for women's rights 3. the delivery of a person or thing into the charge or keeping of another: as, committed to a mental hospital.

COMMITMENT (noun) 1. a pledge or promise. 2. to pledge or apply oneself (oneself or one's energy, time, etc.) to some purpose, activity or person.

COMM LAG (COMMUNICATION LAG) 1. the amount of time that passes between hearing a question and giving the answer, whether one is talking or silent during that time.

COMMUNICATION 1. the action of sending an idea across a distance to a receipt point (receiver) with the intention that it arrives at the receipt point; at the receipt point there must be attention and an understanding of what was received. 2. an interchange of objects or ideas between two people. 3. 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 and understanding of that which emanated from the source-point.

COMMUNICATION CYCLE 1. a completed communication. 2. the sequence of events that makes up communication: having attention on the person who is to receive the communication; having his attention; sending the communication across with the intention that it will be received exactly as it was sent; having it received exactly as it was sent; and getting a communication back from the receiver saying it was received and understood as sent.

COMMUNICATION EXERCISES (CEs) 1. processes which bring a person into better control of her body and surroundings; put her into better communication with her surroundings and other people; increase her ability to have things for herself; and bring her into the present, away from her past problems.

COMMUNICATION RELEASE 1. Grade 0 release; the willingness to communicate with anyone on any subject.

COMMUNICATION SCALE 1. a gradient scale ranging from the lowest, which is no communication, at 0.05 to the highest, which is a full exchange of beliefs and ideas, at 4.0.

COMPANION 1. a person who associates with or accompanies another or others; associate; comrade.

COMPANION BEING 1. a Being who lives with and assists someone.

COMPETENCE 1. ability to do something well, to create a product (such as an object or service) of high quality.

COMPLETE (verb) 1. to make whole, entire or perfect. 2. to end; finish; conclude.

COMPLETE (adjective) 1. whole; entire; nothing missing or left out. 2. ended; finished; concluded. 3. thorough; perfect.

COMPLETION 1. attaining the end result or ability of a specific course, level or Clearing process. 2. a finished level of Clearing or a finished Clearing process.

COMPOSITE MASS 1. a mass composed of a number of Entity Beings, or Entity Beings and Cluster Groups packed together closely.

COMPULSION 1. an irresistible impulse to perform some irrational act.

COMPUTATION 1. an aberrated evaluation and postulate that conflicts with a person's skills and abilities. Example: "I must live in poverty to be rich." 2. non-survival decisions held in place to invalidate others, dominate them, etc.

CONCEPT 1. the meaning of something. 2. that which remains after something has been completely understood. 3. an idea about all the characteristics and qualities of something. 4. a workable truth.

CONCEPT RUNNING 1. getting concepts, or "getting the idea of" (not the feeling because "feeling" refers to the somatic sensations of the MEST body); is especially adapted to persons who are occluded and cannot recall individual incidents. 2. a high thought wave far above perception or reason, addressing hundreds of incidents rather than individual ones.

CONCEPTUAL 1. of concepts.

CONCERNING 1. relating to; having to do with; in regard to; about: as, his thoughtsconcerningsuccess.

CONDITION 1. manner or state of being: as, the patient is in a critical condition. 2. the set of circumstances surrounding or characterizing a person or thing at a given time. 3. a specific operating state.

CONDITIONS 1. specific operating states of an individual, reflecting the presence or absence of ethics. 2. the fourteen conditions, in descending order, are: WISDOM, POWER, AFFLUENCE, NORMAL, EMERGENCY, DANGER, NON-EXISTENCE, LIABILITY, DOUBT, ENEMY, TREASON, CONFUSION, STUPIDITY.

CONDITIONS FORMULAS 1. a systematic series of steps which, when followed, allow a person to ascend out of one condition into a higher condition.

CONFLICTING 1. clashing, antagonistic, incompatible or contradictory; being in opposition: as, we had conflicting interests.

CONFRONT 1. to face without flinching or avoiding. 2. to face something directly and easily, seeing it as it is, without straining, resisting or trying to withdraw. 3. to stand facing or opposing, especially in challenge, defiance or accusation.

CONFUSION 1. any jumble of things, communications, actions or thoughts that do not make sense; random motion. 2. disorder; bewilderment; embarrassment; failure to distinguish between things. 3. an indiscriminate mixing or throwing together of things so that it is difficult to distinguish the individual elements or parts: as, the international meeting was a confusion of languages. 4. a very low condition or operating state in which an individual does not know where he is located. 5. too many unpredicted changes in circumstances. [Latin confusio from con, together + fusio, fuse]

CONJUGATION (noun) 1. in Grammar a. a systematic arrangement of the forms of a verb. b. the act of giving the forms of a verb according to such an arrangement.

CONNECTED 1. related to; associated with; having something to do with; related to: as, good feelings are connected with eating ice cream.

CONSCIOUS (adjective) 1. having a feeling or knowledge (of one's sensations, feelings, etc. or external things); knowing or feeling (that something is or was happening or existing); aware; cognizant. 2. able to feel and think; awake. 3. aware of oneself as a thinking Being; knowing what one is doing and why. [Latin conscius, knowing, aware]

CONSCIOUS (noun) 1. that part of a person's mental activity of which he or she is fully aware at any given time.

CONSCIOUS MIND 1. that portion of the mind we are most aware of in day-to-day life; the outer mind or the analytical mind. 2. that portion of the mind used by the Being to control all conscious, voluntary actions of the body and to analyze data, handle language. 3. that part of the total mind used by a Being to recognize similarities and differences enabling him to see shades of differences, to see when two things are identical, to see when they are similar and to see when they are completely different.

CONSEQUENCE 1. the relation of a result or effect to its cause. 2. a result; effect. [Latin consequi, to follow after].

CONSERVATISM 1. tending to oppose change; tending to preserve established traditions and to resist or oppose any change in these. 2. the emotional tone of 3.0 on the Scale of Emotional Expression. [see SCALE OF EMOTIONAL EXPRESSION]

CONSIDER 1. to think over, to believe or to suppose.

CONSIDERATION 1. a thought or idea about something.

CONSTANTLY 1. always; all the time. 2. repeatedly; very often.

CONTACT ASSIST 1. the action of bringing an injured person back to the scene of the injury and having him go through the motions of the injury at which time the pain will disappear or lessen greatly.

CONTEMPLATE (verb) 1. to look intently at; gaze at. [Latin *contemplari*, to gaze attentively, observe]

CONTEMPLATION (noun) 1. the act of looking at something intently. 2. A Western practice of looking outward at someone or something with eyes open without making any effort to do anything but be there and confront. 3. a subtractive (Clearing) process designed to clear reactive material from the subconscious mind.

CONTEMPTUOUS 1. the feelings or actions of a person toward something he or she considers low or worthless; scornful; disdainful.

CONTINUAL 1. happening over and over again; repeated often; going on in rapid succession. 2. continuous; going on uninterruptedly.

CONTINUALLY 1. again and again; repeatedly and often. 2. all the time; without interruption.

CONTINUE 1. to go on with; keep on; keep up.

CONTINUED 1. remained in existence or effect; lasted; endured: as, the war continued for five years.

CONTINUOUS 1. going on or extending without interruption or break.

CONTRARY 1. opposed; all together different. 2. opposite in nature, order, direction, etc.

CONTRIBUTE 1. to have a share in bringing about (a result); be partly responsible for.

CONTROL 1. the ability to start, change and/or stop things at one's own choice. 2. to direct the position of.

COPY (noun) 1. a thing made just like another; imitation of an original.

COPYING (verb) 1. making a copy or copies of. 2. making or doing something in imitation.

CORRECT (adjective) 1. conforming with or adhering to a conventional standard; proper: as, correct behavior. 2. conforming with fact or logic; true; accurate; right; free from error.

CORRECT (verb) 1. to make right; to change from wrong to right; remove errors from. 2. to make conform with a standard.

CORRECTION (noun) 1. the action of changing from wrong to right; the action of removing errors from.

CORRECTION ASSESSMENT 1. a prepared list of all the possible errors connected with a particular Clearing action or rundown. (The Clearing Practitioner assesses the Correction Assessment using a Clearing Biofeedback Meter to find and correct the error.)

CORRUPT 1. to cause to be dishonest, disloyal, etc. especially by bribery. 2. to alter for the worse. 3. to lower morally; pervert.

COULD 1. past tense of can. 2. the conditional sense of CAN suggesting less force or certainty. 3. be able to; have the right to; be permitted to (implies an ability to do or accomplish).

COULDN'T 1. could not.

COUNTER 1. opposing, as in opposing direction or opposing purpose.

COUNTER-EFFORT 1. the force which opposes one's own survival. It can be motionless (a parked car, or a building, bumped or run in to), or in motion (train at a crossing, a fist, a bullet, etc.). 2. an effort for which no responsibility is accepted.

COUNTER-EMOTION 1. the emotions of others in one's environment, especially if their emotions are against one's own at the moment.

COURSE 1. an organized plan of study actions leading to the gain of a practical skill.

COURSE SUPERVISOR 1. the person who is in charge of a course, who sees that each student acquires and learns the study materials. (A course supervisor has the job of helping the student to clarify her understanding of the materials so that the theories can be applied in a practical situation. She is there to make sure that the students are not prevented from learning for themselves).

COVERT HOSTILITY 1. hatred or hostility which is covered over by a pretense of friendliness interspersed with cruel or cutting remarks; for example, "My dear, what a beautiful dress; I saw one just like it at the Salvation Army the other day." 2. an emotional tone of 1.1 on the Scale of Emotional Expression. [see SCALE OF EMOTIONAL EXPRESSION]

COWARDLINESS 1. having or showing lack of courage; being easily or excessively frightened by something recognized as dangerous, difficult or painful.

CREATE (verb) 1. to cause to come into existence or to construct; bring into being; make; originate. 2. to cause; produce; bring about; give rise to. [Latin creare, to grow, cause to grow]

CREATED 1. at total effect. 2. waiting for something to be done to you.

CREATIVE (adjective) 1. creating or able to create. 2. productive (of); inventive.

CREATIVE PROCESS 1. a process that adds data to the mind or rearranges data already present. 2. an additive process.

CREATIVE REALIZATION CHART 1. advanced levels of exercises designed to develop an individual's ability and awareness.

CREDIBLE 1. that can be believed; worthy of belief or trust; trustworthy; reliable.

CRIME 1. an act committed in violation of the law.

CRIMINAL 1. a person guilty of, or legally convicted of, a crime. 2. a person who habitually engages in illegal activities. 3. one who commits continual present time perpetrations where the perpetrations are considered illegal.

CRIMINALITY 1. the quality or state of being guilty of actions of negligence deemed injurious to the group welfare. 2. the acceptance of actions which are harmful or destructive to the welfare of the group.

CRITICISM 1. the act of making judgments. 2. finding fault; disapproval.

CROSS COPYING 1. the condition whereby several or many Entity Beings or Cluster Groups automatically copy another or other Entity Beings' and Groups' pictures, valences, charge or whatever, thus further misidentifying themselves and misowning charge.

CROSS-REACTIVATION 1. the condition whereby Entity Beings or Cluster Groups copy the reactivation of another or other Entity Beings and Groups and misown the charge as their own, intensifying the amount of reactivation present. (Entity Beings or Groups mock-up pictures and reactivate each other. It takes three to ten days for this manifestation to die down).

CRUELTY 1. without mercy or pity; indifference to the suffering of others; hardheartedness; delight in another's suffering.

CRUSHED 1. pressed between two opposing forces so as to break or injure. 2. complete physical or mental annihilation by an opposition force.

CUMULATIVE CLUSTER 1. a group of Entity Beings which is made up of Clustered Groups formed by incidents at different points on the Time Track.

CUNNING 1. skillful; clever. 2. skillful in deception; slyness; craftiness.

CURED 1. healed; made well; restored to health by the elimination of disease, distress, evil, etc.

CURIOUS 1. eager to learn or know; inquisitive. 2. eagerness or anxiousness to find out things and may suggest a wholesome desire to be informed. 3. strange, surprising, odd.

CURRENT 1. now in progress; of this day, week, month or year: as, the current issue of this magazine.

CURRENTLY 1. now. 2. generally; commonly; popularly.

1. to stop abruptly; to interrupt rudely; to shut off: as, the man cut the boy's communication.

CYCLE 1. from the beginning to the conclusion of an intended action.

CYCLE OF ACTION 1. the sequence that an action goes through, wherein the action is started, is continued for as long as it is required and then is completed as planned. 2. start, continue, stop.

D

DAMAGED 1. injured; any loss caused by harm.

DANGER 1. a chance of harm; nearness to harm; risk; peril. 2. a thing that may cause harm.

DANGERS 1. things that may cause injury, pain, damage, loss, etc.

DATA 1. plural of datum.

DATE 1. the time at which a thing happens.

DATE/LOCATE 1. a process that pinpoints exact date and location. 2. a process to date and locate a flat point or completion point in a process that appears overrun (gone on too long).

DATUM 1. a piece of knowledge, something known. 2. a fact from which conclusions can be drawn.

DEACTIVATE (verb) 1. to place in a nonactive status. 2. to cause the reactivation of the reactive mind to decrease or disappear.

DEACTIVATION (noun) 1. the result of any process or procedure which causes a person to be less influenced by the wrong answers in his reactive mind: as, good nutrition and rest alone can bring about deactivation.

DEAD 1. no longer living; having died. 2. without life. 3. lacking feeling, energy, sensitivity, warmth, etc.

DEATH 1. a separation of the Being from his body. 2. a cessation of creation. 3. a condition in which the physical organism ceases to function.

DEATH FACSIMILE BOP 1. a little nervous twitch of the needle.

DEBTS 1. things owed by one person to another or others. 2. obligations.

DECAY (noun) 1. a gradual decline; deterioration. 2. a wasting away.

DECAY (verb) 1. to lose strength, health, beauty, prosperity, etc., gradually; waste away; deteriorate. 2. to rot.

DECEIT 1. making a person believe as true something that is false. 2. lying; a lie acted or spoken. 3. a dishonest trick; cheating. 4. the quality in a person that makes him tell lies or cheat.

DECEPTION 1. the act of misleading a person by a false appearance or statement.

DECIDE 1. to settle or adjust anything in dispute or doubt. 2. conclude, resolve, determine or simply settle upon a purpose; make up one's mind.

DECISION 1. the result of making up one's mind. 2. A conscious activity of the analytical mind after weighing the advantages and disadvantages of a situation.

DECLARE 1. to make clearly known; state or announce openly, formally or in definite terms. 2. to show, reveal. 3. to say positively or emphatically.

DECREASED 1. lessened gradually; diminished.

DEFEATED 1. a failure to win or succeed; frustrated. 2. conquered.

DEFEND 1. to guard from attack; keep from harm or danger; protect. 2. to try to justify; as, he defended his conduct. 3. to support or maintain by speech or act.

DEFINE 1. the action of making definite and clear. 2. to state or explain the meaning or meanings of (a word, etc.).

DEFINITION 1. the meaning of a word.

DELUSION 1. something that is falsely believed. (A delusion seems “real” to the person having it but is not necessarily valid to others.)

DEMAND 1. to ask for as a right or with authority. 2. to ask for boldly or urgently.

DEMANDED 1. called for as owed or necessary.

DEMAND FOR IMPROVEMENT 1. to ask that favorable changes occur.

DEMO See DEMONSTRATION.

DEMO KIT 1. various small objects such as corks, caps, paper clips, batteries, etc. used to show how something works. (These small objects are kept in a box and are called a “demo kit.” The student uses these objects to represent various parts of what she is studying and how these parts relate to each other.)

DEMON 1. a devil; evil spirit. 2. something that voices thoughts or ideas to a person on an interior telepathic level.

DEMON CIRCUIT 1. that mental mechanism set up by an engramic command which takes over a portion of an individual’s analytical mind and acts like an individual Being.

DEMONSTRATION 1. showing something by examples. 2. using objects or drawings to show an understanding of a word, idea or concept.

DENIED 1. refused to accept as true or valid.

DENTAL 1. of or for the teeth or dentistry.

DENY 1. to state that something, declared or believed to be true, is not true. 2. to refuse to recognize or acknowledge; disown; repudiate.

DENYER 1. a phrase in an engram which obscures part or all of the engram by implying that something is elsewhere, not there or should not be viewed. (Examples of deniers: “I’m not here.” “This is getting nowhere.” “Leave me alone.” “Forget it.”)

DEPRESSED 1. gloomy; dejected; sad.

DESCRIBE 1. to tell or write about; give a detailed account of. 2. to picture in words.

DESCRIPTION 1. a statement or passage that describes. 2. picturing verbally; giving an account of in words.

DESIRABLE 1. worth wanting or having; pleasing, beautiful, excellent, etc.

DESIRE 1. to wish or long for; want; crave. 2. to ask for; request.

DESIRED 1. Something wished for or wanted strongly.

DESPAIR 1. feeling or showing hopelessness. [Latin desperare, to be without hope; de-, without + sperare, to hope]

DESPONDENCY 1. loss of courage, confidence or hope; dejection.

DESTIMULATE (verb) 1. to place in a nonactive status. 2. to cause the reactivation of the reactive mind to decrease or disappear.

DESTIMULATION (noun) 1. the result of any process or procedure which causes a person to be less influenced by the wrong answers in his reactive mind: as, good nutrition and rest alone can bring about destimulation.

DESTROY 1. the effort to reduce something to nothing through the use of force.

DESTROYED 1. torn down; demolished; ruined. 2. done away with. 3. reduced to nothing through the use of force.

DESTRUCTION 1. the act or process of tearing down or bringing to an end. 2. the act of breaking up or spoiling completely; ruining. 3. the fact or state of being destroyed.

DETACHED 1. disconnected; separate. 2. not involved by emotions, interests, etc.; aloof. 3. chronically out of valence and thereby separated from existence.

DETERMINE 1. to set limits to; define. 2. to reach a decision about after thought and investigation; decide upon. 3. to find out exactly; ascertain. 4. to give a definite aim or direction to; direct.

DETERMINISM 1. the ability to define limits. 2. the ability to decide or to cause.

DICHOTOMY 1. a pair of opposites, such as white/black, good/evil, love/hate, etc. 2. pairs of opposing characteristics or ideas (as in a problem) that short circuit the individual's ability to get the results he wants or desires.

DICHOTOMY RELEASE 1. attainment: freedom from inner conflict.

DICTIONARY 1. a record of generally accepted meanings, pronunciations, etc. which the words listed in it have acquired up to the time of its publication. 2. any alphabetically arranged list of words relating to a special subject. 3. a book of alphabetically listed words in a language, with definitions, etymologies, pronunciations, and other information.

DID 1. past tense of do.

DIDN'T 1. did not - negative past tense of do.

DIFFERENCE 1. condition, quality, fact or instance of being different. 2. a distinguishing characteristic. 3. a discrimination.

DIFFERENT 1. not alike; dissimilar. 2. not the same; distinct; separate. 3. unlike most others; unusual.

DIFFERENTIATE 1. to constitute a difference in or between. 2. to perceive or express the difference in; distinguish between.

DIFFERENTIATION 1. the ability to perceive vast or small differences.

DIMENSION 1. any measurable extent, as length, breadth, thickness, etc.. 2. extent; size; degree.

DIP 1. a falling needle.

DIRECTION 1. the line in which or point toward which a moving person or thing goes. 2. the way a person or thing faces or points. 3. the line leading to a place: as, in the direction of London.

DIRTINESS 1. the feeling that one is soiled with dirt. 2. the feeling that one is obscene. 3. the feeling that one is worthless or despicable or mean.

DIRTY NEEDLE 1. an erratic agitation of the needle which covers less than a quarter of an inch of the CB Meter dial and tends to be persistent; a ragged, jerky, ticking needle, not sweeping; any needle which departs from the appearance of a clean needle. Abbreviation DN

DISABLED 1. made unable or unfit. 2. incapacitated.

DISAGREEMENT REMEDY 1. a procedure for handling disagreements.

DISAPPEAR 1. to cease being; go out of existence; vanish. 2. to cease to be seen; go out of sight.

DISAPPOINTED 1. made unhappy by the failure of one's hopes or expectations.

DISASSOCIATION 1. a decline in the ability to tell differences, similarities and identities. (Things which are different, are seen to be identical. Things which are similar are conceived to be widely different. Things which are identical are conceived to be only similar.)

DISCHARGED 1. relieved or released from something. 2. relieved of a burden or load. 3. erased from the reactive mind and no longer capable of being reactivated.

DISCHARGING 1. relieving or releasing. 2. erasing.

DISCLOSED 1. uncovered; brought into the open. 2. revealed; made known.

DISCOMFORT 1. absence of comfort; uneasiness hardship; distress.

DISCOVER 1. to find out; learn the existence of; realize.

DISCREDIT 1. to injure the reputation of. 2. to destroy confidence in. 3. to disbelieve.

DISEASE 1. any deviation of the body from its normal or healthy state. 2. a particular illness with a specific cause and characteristic symptoms; ailment.

DISHARMONIOUS 1. not in harmony; discordant; dissonant; incongruous; clashing.

DISINTEGRATING ROCKET READ 1. a read that starts out like a Rocket Read and turns into a fall.

DISINTERESTED 1. not interested; indifferent. 2. an emotional tone of 2.6 on the Scale of Emotional Expression. [see SCALE OF EMOTIONAL EXPRESSION].

DISLIKE (noun) 1. feeling of not liking; distaste; aversion.

DISLIKE (verb) 1. to not like; object to; have a feeling against.

DISLOYALTY 1. not being loyal or faithful.

DISOBEDIENCE 1. refusal to obey; failure to follow commands.

DISPENSE 1. to give out; deal out; distribute.

DISPERSE 1. to break up and scatter in all directions; spread about or out; distribute widely.

DISPERSAL 1. a dispersing or being dispersed; distribution. 2. many outflows from a common point.

DISPERSED 1. scattered in all directions. 2. hiding oneself; being vague; not there most of the time: as, he acted verydispersedafter 5 years of smoking pot.

DISPERSION 1. a dispersing or being dispersed.

DISSEMINATE 1. to scatter far and wide; spread broadly.

DISTANCE 1. a gap or space between two points. 2. the measure of a space or interval. 3. the fact or condition of being separated or removed in space or time; remoteness.

DISTRACTION 1. anything that draws (the mind, etc.) in another direction; diversion. 2. anything that draws (the thoughts) in conflicting directions, causing confusion.

DISTRACTED 1. diverted. 2. confused; agitated. 3. deranged; mad.

DISTURB 1. to break up the quiet or serenity of. 2. to agitate the mind of; make uneasy or anxious. 3. to break up the settled order or orderly working of. 4. to break in on; interrupt; interfere with.

DISTURBED 1. an agitated, anxious, or uneasy state brought on by over-reactivation of the reactive mind.

DO 1. bring to pass, carry out, perform, execute, bring about, accomplish, achieve, or cause.

DOCTRINE 1. something taught; teachings. 2. theory based on carefully worked out principles. 3. the principles or creed of a religion, political party, etc.; tenet; belief; dogma.

DOES 1. 3rd person singular of do.

DOING 1. a form of do: as, what is he doing.

DOINGNESS 1. the work, action, or operation of something.

DOMINATION 1. pounding someone into submission mentally or physically. 2. forcing another person to do exactly what is desired with the mechanism of accusation and denial of friendship or support unless instant compliance takes place.

DONE 1. completed; ended; finished; through; over.

DON'T 1. do not

DOPE OFF 1. Feeling drowsy or even falling asleep while stuck in the mental blankness that follows going past a word, words, or symbols not fully understood.

DOUBLE TICK 1. dirty needle.

DOUBT (noun) 1. a wavering of opinion or belief; lack of conviction; feeling of uncertainty. 2. a low condition or operating state of an individual whose participation in an activity, relationship or project is questionable.

DOUBT (verb) 1. to be unsettled in opinion or belief; be uncertain or undecided. 2. to be inclined to disbelief.

DOWN SCALE 1. below antagonism on the Scale of Emotions.

DOWN THE TRACK 1. not in present time.

DRAMATIZATION 1. an individual playing a dictated part, like an actor, going through a whole series of irrational actions. 2. a person's actions being dictated by mental image pictures from the reactive mind.

DRAMATIZE 1. To unknowingly act out.

DRIFT DOWN 1. the range arm or needle of the CB Meter moving down slowly and gradually.

DRIFT UP 1. the Range Arm or needle of the CB Meter moving up slowly and gradually.

DRILL 1. an exercise designed to develop skill through repeated practice and coaching. 2. to do such an exercise.

DRIVEN OUT 1. forced out; expelled.

DRIVEN AWAY 1. forced to go away; forced to leave an area.

DROP 1. a falling needle.

DROPPED OUT 1. omitted or left out.

DRUG CASE 1. a person who seeks in processing the delusions or madness which exhilarated him on drugs: as, he was a drug case because he was seeking the same thrill attained from drugs.

DRUG REHAB 1. locating the pleasure moments of drug experiences.

DRUG RUNDOWN 1. a series of Clearing procedures designed to release a person from the harmful effect of drugs, medicines and alcohol.

DRUGS 1. chemical substances which affect the body and prevent Clearing. (tranquilizers, amphetamines, cocaine, marijuana, peyote, LSD and alcohol, to name a few.) 2. a chemical substance which is a poison; the amount determines the effect, a small amount gives a stimulus, a greater amount acts like a sedative and a larger amount can kill one dead (this is true of any drug). (Caffeine and nicotine are drugs; however, they do not prevent Clearing.)

DRUNK 1. overcome by alcoholic liquor to the point of losing control over one's faculties; intoxicated.

DRY RUN 1. a rehearsal for any event.

DUB-IN 1. any unknowingly created mental image picture that appears to have been a record of the physical universe, but which is, in fact, only an altered copy of the time track.

DUB-IN OF DUB-IN 1. a complete fabrication; seeing events in one's past which never happened.

DUPLICATE 1. to receive a communication exactly as it was intended by the sender. 2. to see something exactly as it is without any distortions or lies.

DUPLICATION 1. the creation of something identical to something else.

DURATION 1. the amount of time something lasts or continues.

DURING 1. throughout the entire time of; all through: as, he was happy during his lifetime. 2. at some point in the entire time of; in the course of: as, he left during the lecture.

DWELL (noun) 1. a mental state or quality of mental expression. 2. a state an individual visits or resides in mentally, emotionally, psychically and ultimately physically.

DWELL (verb) 1. to pause, continue, remain or stay for a time, in a place, state, or condition.

DWINDLING 1. lessening; diminishing; shrinking.

DWINDLING SPIRAL 1. a deteriorating state where the rate of deterioration accelerates: as, the drug addict was in a dwindling spiral.

DYNAMIC 1. relating to energy or physical force in motion: opposed to static. 2. energetic; vigorous; forceful. 3. relating to or tending toward change.

DYNAMICS 1. eight or more convenient divisions of life. (Individuals express themselves through the dynamics.) See DYNAMIC EXPRESSIONS.

DYNAMIC EXPRESSIONS:

The First Dynamic includes all the aspects of Self.

The Second Dynamic includes all the aspects of Male/female relationships and Family.

The Third Dynamic includes all Groups and Group activities. Any Group or part of an entire class could be considered to be a part of the Third Dynamic. The school, the club, the team, the town, the nation are examples of groups.

The Fourth Dynamic includes all Mankind and is the mankind dynamic.

The Fifth Dynamic includes all life forms such as Animals, birds, insects, fish and vegetation.

The Sixth Dynamic is the Physical Universe and has as its components Matter, Energy, Space and Time, from which we derive the word MEST. (Allthingsare in this dynamic.)

The Seventh Dynamic includes all Beings. Anything Spiritual, with or without identity, would come under the Seventh Dynamic. A sub-heading of this Dynamic includes ideas and concepts such as beauty.

The Eighth Dynamic is the Supreme Being or God Dynamic.

E

EACH (adjective) 1. every one of two or more considered separately or one by one: Each girl has a name.

EACH (adverb) 1. for each; to each; apiece: Give them two apples each.

EARLIER 1. more distant in past time from the one at hand; farther back in time than the present moment.

EAST 1. the direction to the right of a person facing north; direction in which sunrise occurs. 2. the point on a compass at 90 degrees, directly opposite west. 3. the eastern part of the earth relative to Europe, especially Asia and the nearby islands; Orient.

EASTERN 1. in, of, toward or facing the east. 2. from the east: as, an eastern wind. 3. of or characteristic of Asia; Oriental.

EATING 1. taking in or consuming food.

ECHO INVALIDATION 1. detrimental action in which the Clearing Practitioner negates an item given by the Preclear by saying or implying, "That's not it."

ECHO METERING 1. detrimental action in which the Clearing Practitioner reconsults the meter after the Preclear has already volunteered a button or item.

EDUCATE 1. to develop the latent faculties and powers by formal, systematic teaching, especially in institutions of higher learning. 2. to give knowledge or training to; to train; to develop the knowledge, skill, mind or character of; to teach; to instruct. 3. to form and develop. [Latin educare, to bring up or train, derived from educere; e, out + ducere, to lead, draw, bring]

EFFECT 1. anything brought about by a cause or agent; result. 2. receipt point in the communication formula.

EFFECT GOALS 1. ambition to be an effect rather than a cause.

EFFORT 1. trying hard with the mind or body. 2. exerting less strength, power or energy in a given situation than is necessary to bring about a desired end result.

EFFORT POINT 1. that area from which a person exerted effort; that area into which that person received effort.

EGOISM 1. the habit of valuing everything only in reference to one's own personal interest; selfishness.

8C (Eight C) 1. a slang term meaning good and effective control of an individual or group.

EIGHTH DYNAMIC - see DYNAMIC EXPRESSIONS

ELATION 1. a feeling of extreme joy, pride or happiness.

ELECTRIC 1. of, charged with, or conveying electricity: as, anelectricwire. 2. producing, or produced by electricity: as, anelectricgenerator. 3. operated by electricity: as, an electric iron. 4. electrifying; magnetic; exciting; tense.

ELECTRICITY 1. a form of energy generated by friction, induction, or chemical change, and having magnetic, chemical and radiant effects; it is a property of the basic particles of all matter, consisting of protons (positive charges) and electrons (negative charges), which attract each other. 2. a flow manifestation of force.

ELECTRON 1. the smallest unit of negative charge in an atom.

ELECTRONIC 1. of an electron or electrons. 2. operated, operating, produced or done by the action of electrons.

ELECTRONICS 1. the science that deals with electronic action in vacuums, gases and solids, and with the use of vacuum tubes, photoelectric cells, transistors, etc.

ELEMENTS 1. components, features, or principles of something; basic parts.

ELSE 1. different; other: as, somebody else or something else.

ELSE'S 1. belonging to another who is different in identity.

EMBARRASSMENT 1. feeling ill at ease to the point of a loss of composure. 2. feeling self-conscious, confused and ill at ease.

EMERGENCY 1. a low condition or operating state of an individual requiring immediate attention and correction if one is to avoid expense or loss.

EMOTION 1. a mental state or feeling such as apathy, grief, fear, anger, boredom or cheerfulness.

EMOTIONAL 1. of emotion or the emotions.

EMOTIONAL CURVE 1. the drop or rise from one level of emotion to another.

EMOTIONAL TONE SCALE 1. a scale of emotional tones or qualities which range from death at the bottom, up through apathy, grief, fear, covert hostility, anger, antagonism, boredom, conservatism to enthusiasm at the top.

EMPIRICAL 1. relying or based solely on experiment and observation. 2. relying or based on practical experience without reference to scientific principles.

END 1. the last part of anything; final point; finish; completion; conclusion. 2. an outcome; result; consequence. 3. an aim; object; purpose; intention.

ENDEMIC (adjective) 1. peculiar to a particular people or locality.

ENDLESS 1. having no end; going on forever; eternal; infinite.

END OF CYCLE 1. a finite stop.

ENDOGENOUS (adjective) 1. growing or proceeding from within.

END PHENOMENA 1. those signs in the Preclear and the Clearing Biofeedback Meter that show that a process is complete.

END RUDIMENTS 1. rudiments used to clean up residual charge left by reason of the Clearing session so that the Preclear feels good and in a frame of mind to end the session.

ENEMY 1. a condition or operating state of an individual who is a knowing opponent and adversary to another individual, group or project.

ENERGY 1. that which produces motion, or change in motion, in matter. 2. that which has the capability of producing motion, or change in motion, in matter. (electricity and heat are forms of energy).

ENFORCE 1. to impose by force. 2. effect gained by force. 3. compel. 4. make someone do or receive something not wanted.

ENFORCED 1. imposed by force. 2. compelled.

ENFORCED AFFINITY 1. the demand on the individual that he experience or admit affinity when he has not felt it.

ENFORCED HAVE 1. making someone accept what he didn't want.

ENGRAM 1. a mental image picture recorded in the reactive subconscious mind of an experience containing pain, unconsciousness, and a real or imagined threat to survival.

ENGRAM BANK 1. the entire collection of mental image pictures of an individual, also known as the "reactive mind."

ENGRAM CHAIN 1. a basic engram and a series of similar incidents.

ENGRAM COMMAND 1. any phrase contained in an engram.

ENGRAMIC THOUGHT 1. thought that demands immediate action without examination by the analytical mind. 2. irrational thought by which the mind is made to conceive identities where only vague similarities exist.

ENHANCE 1. to make greater; heighten; intensify; augment.

ENHANCEMENT 1. an enhancing or being enhanced.

ENLIGHTENMENT 1. to bring into a condition where the eyes and face are bright and shining. [Middle Englishen, bring into a condition of +lighten(of the face and eyes), to grow bright and shining.]

ENMEST 1. enturbulated MEST. [see MEST]

ENOUGH (noun) 1. the amount or number needed or desired; sufficiency: as, I've had enough of this game for one day.

ENOUGH (adjective) 1. as much or as many as necessary or desirable; sufficient; adequate: as, she had enough money to buy the car.

ENOUGH (adverb) 1. as much or as often as necessary; to the required degree or amount; sufficiently: as, he ate enough to feel satisfied.

ENTHETA 1. means enturbulated theta (thought or life): especially refers to communications which, based on lies and confusions, are slanderous or destructive.

ENTHUSIASM 1. intense or eager interest. 2. originally, supernatural inspiration; inspired prophetic or poetic ecstasy. 3. an emotional tone of 4.0 on the Scale of Emotional Expression. [see SCALE OF EMOTIONAL EXPRESSION].

ENTITY 1. something that has a real and separate existence either actually or in the mind. [Late Latin entitas from Latin ens from esse which means "be"] 2. a Being who has a separate existence and identity.

ENTITY BEING (EB) 1. a Being who is stuck to, on or around another Being or body but is not in control.

ENTRAPMENT 1. the opposite of freedom. 2. the condition or quality of being caught or trapped.

ENTURBULATE 1. cause to be emotionally turbulent or agitated and disturbed. 2. to cause to be very upset.

ENVIRONMENT 1. the things, conditions, circumstances, influences, etc., that surround a given person or place. 2. the surroundings of the Preclear from moment to moment, in particular or in general, including people, pets, mechanical objects, weather, culture, clothing, etc. 3. anything the Preclear perceives or believes he perceives.

ENVIRONMENTAL 1. of environment.

ENVY 1. a sense of discontent with regard to another's advantages, success, possessions, etc.

EP see END PHENOMENA

EPISTEMOLOGY 1. the study or theory of the origin, nature, methods, and limits of knowledge. [Greek episteme, knowledge + ology, study of, science of]

ERASE 1. to go over an incident until the harmful energy connected with the incident has vanished entirely. 2. to cause reactive material in the subconscious to refile under the heading of non-reactive experience.

ERASED 1. past tense of ERASE.

ERASING 1. a lightening up of an incident; lessening somatic; becoming less intense.

ERASING CLEARING 1. treating the Clearing session as an incident and erasing it as a lock.

ERASURE 1. the apparent removal of the engram from the files of the reactive subconscious mind and the re-filing of the memory into the standard memory banks under the heading of non-reactive experience. 2. the removal of all negative charge from an incident.

ERROR 1. deviation from truth, accuracy, correctness, right, etc. 2. a wrong belief; incorrect opinion. 3. something incorrectly done through ignorance or carelessness; mistake.

ERRORS 1. plural of error.

ESCAPE (verb) 1. to get free; get away; break loose.

ESCAPE (noun) 1. an escaping. 2. the state of having escaped. 3. means or way of escape

ETHICAL CODE 1. a set of principles pertaining to one's moral conduct, determined by the individual himself.

ETHICAL CONDUCT 1. behaving in a manner in alignment with one's own sense of justice and honesty that enhances the quality of all life.

ETHICS 1. the study of standards of conduct and moral judgement. 2. rationality toward the highest level of survival for the individual, the future race, the group and mankind, and the other dynamics taken collectively. 3. the system or code of morals of a particular philosopher, religion, group, profession, etc. 3. the person or department in an Alethiology group or center that maintains the ethical standards of the group.

ETHICS BAIT 1. a Preclear in continual heavy ethics trouble or who is out ethics.

ETHICS CASES 1. SPs and PTses.

ETHICS CONDITIONS see CONDITIONS

EUPHORIA 1. a feeling of well-being. 2. a feeling of joy and happiness about something.

EVALUATE 1. fix the value of. 2. examine and judge, especially by another. 3. to give a value to something, or determine what value, worth or degree of truth something has.

EVALUATED 1. examined and judged to determine what value, worth or degree of truth something has.

EVALUATION 1. any attempt by someone to impose his stable datum or data upon another. (The first rule of the Clearing Practitioner's Code is "Do not evaluate for the Preclear in session.")

EVENT 1. a happening; occurrence. 2. a result, consequence; outcome.

EVENTS 1. plural of event.

EVER 1. at any time: as, have you ever seen this movie? 2. always; at all times: as, he is ever the same. 3. at all; by any chance; in any case.

EVERY 1. all, taken individually and separately; each of all, without exception: as, every man among you. 2. all possible: as, she was given every chance to make the team.

EVERYONE 1. every person; everybody.

EVERYTHING 1. every thing; all things; all. 2. the most important thing: as, money is everything to some people.

EVERYWHERE 1. in every place; in all places.

EVIL 1. that which is destructive or destroys.

EVIL PURPOSE 1. a destructive intention.

EVOLUTION 1. an unfolding; opening out or working out; process of development, formation or growth. 2. a thing or product of this; thing evolved.

EXACT 1. leaving no room for error, deviation or doubt; precise. 2. strict; severe; rigorous.

EXACTLY 1. precisely, strictly correct in every detail.

EXAMINATION 1. investigation; inspection; scrutiny; inquiry; testing. 2. means or method of examining.

EXAMINE 1. investigate; inspect; scrutinize; inquire into.

EXAMINER 1. a trained Alethanetic Clearing Practitioner whose duty is to note a Preclear's statements and physical indicators and the Clearing Biofeedback Meter's Range Arm position after session, or when a Preclear wishes to volunteer information.

EXAM REPORT 1. a report written by the Examiner stating the Preclear's condition following a session or when the Preclear has volunteered information; it contains the Clearing Biofeedback Meter details, the Preclear's indicators and any statement the Preclear made to the Examiner.

EXAMPLE 1. a member of a group chosen as representing a part of the whole. 2. a situation or incident that shows the working rule or idea.

EXERCISE 1. activity for the purpose of training or developing the body or mind; systematic practice. 2. active use or operation; employment.

EXERCISES 1. plural of exercise.

EXIST (verb) 1. to continue to be; to stand out or to be in existence. 2. to be; have reality or actuality. 3. to occur; be present. [Latin *existere*, to step or come forth; *ex*, out + *sistere*, to cause to stand, set, place]

EXISTENCE (noun) 1. an existing; state or fact of existing. 2. life; living; continuance of existing. 3. the material and non-material expressions of all aspects of life. 4. an existing state, fact or quality of being or standing out.

EXOGENOUS 1. exteriorly generated illness.

EXPAND 1. to spread out; open out; stretch out; unfold: as, the eagle expanded her wings.

EXPANDED GITA 1. an extension of give and take processing which remedies contra-survival abundance and scarcity.

EXPANDED ALETHANETICS 1. the use of the Alethanetic process in special ways for specific purposes. 2. Expanded Alethanetics is specifically adjusted to individuals with particularly heavy drug cases or who have had trouble running engrams.

EXPANDED ALETHANETIC CLEARING RELEASE 1. attainment: ability to act freely.

EXPANSION 1. the state of stretching out or unfolding. 2. the state of being unfolded, stretched out, etc.

EXPECTED 1. awaited; waited for. 2. looked forward to; anticipated. 3. looked for as due, proper or necessary.

EXPERIENCE 1. living through an event. 2. personally undergoing or observing something.

EXPERIMENT (noun) 1. a test or trial of something; any action or process undertaken to discover something not yet known or to demonstrate something known; something tried to find out whether it will be effective or not.

EXPERIMENTAL (adjective) 1. of the nature of an experiment; tentative.

EXPERIMENTING 1. testing or trying something.

EXPLOSION 1. an outflow of energy, sometimes violent, from a more or less common source point. 2. the noise itself. 3. a violent outburst, as of laughter, anger, etc.

EXPRESS 1. to put into words; represent by language, state. 2. to make known; reveal; show.

EXTENDED HEARING 1. too high an alertness to sounds. 2. able to hear much more acutely.

EXTERIOR 1. being on the outside of something. 2. the feeling and experience that one is larger than the body.

EXTERIORIZATION 1. the state of being outside the body or being bigger than the body. (When this is done, the person achieves a certainty that he is himself and not his body.) 2. the feeling or experience of being larger than or expanding beyond the limits of the body. (This feeling is commonly experienced in Clearing.) 3. the action of moving out of the body or the feeling of expanding beyond the limits of the body.

EXTERIORIZATION RUNDOWN 1. a remedy designed to allow the Preclear to be further Cleared after he has gone exterior.

EXTROVERSION 1. being able to look outward. 2. capable of looking around the environment and seeing it quite real and quite bright. 3. ceasing to put one's attention on the mind.

EXTROVERT 1. one whose available energy is being applied to the world and people around him rather than to the past.

EYES 1. organ of sight in man and animals.

F

FABRICATOR 1. a phrase contained in an engram demanding lying - also called "Lie Factory."

FACE (verb) 1. to have the face toward; be opposite to: as, the houseface the west. 2. to meet squarely or face to face. 3. to confront with courage, boldness, etc. 4. to deal with in a practical manner.

FACILITATOR 1. a person who delivers the beginning courses at a Center for Personal Advancement. 2. one who, through training and natural ability, makes it easy for others to access their natural abilities.

FACSIMILE 1. a mental copy of one's perceptions of the physical universe sometime in the past; also known as a mental image picture. 2. any mental picture that is unknowingly created and part of the Time Track, whether an engram, secondary, lock or pleasure moment.

FACSIMILE BANK 1. mental image pictures; the contents of the reactive mind.

FACT 1. a thing that is true or has actually happened; thing that is or has been. 2. reality; actuality; truth. 3. something said to have occurred or supposed to be true.

FACTOR 1. any of the circumstances, conditions, etc. that bring about a result; element or constituent that makes a thing what it is.

FACTS 1. plural of fact.

FACTUAL 1. of or containing facts. 2. having the nature of fact; real; actual.

FAIL 1. to be unsuccessful in obtaining a desired result. 2. to be useless or not helpful to; be inadequate for; disappoint. 3. to lose power or strength; weaken; die away.

FAILED 1. past tense of fail.

FAILED CASE 1. a case in which thought can always be overpowered by MEST (matter, energy, space and time); the Preclear's thinkingness never prevails against MEST and therefore, only MEST changes. 2. medically ill or injured Preclears.

FAILED HELP 1. trying to help someone and failing.

FAILURE 1. the state or fact of being lacking or insufficient; falling short. 2. a losing of power or strength; weakening; dying away. 3. a not succeeding in doing or becoming. 4. a person or thing that does not succeed.

FALL 1. a movement of the needle to your right as you face the Clearing Biofeedback Meter; it can take place anywhere on the dial; it can be a short movement or a long movement, even necessitating adjustment of the range arm; the movement can be either fast or slow. 2. a movement of the needle to right of about one to two inches. Abbreviation F

FALSE 1. erroneous, wrong, incorrect, not true. 2. deceptive or misleading. 3. based on wrong notions.

FALSE CLEAR 1. a Preclear mistakenly deemed to be a Clear; the Preclear's circuits have been so heavily charged that engrams cannot be found, leading the Clearing Practitioner to assume the individual is a Clear when, in fact, he is not. See NATURAL CLEAR.

FALSE DATA 1. information from decisions and conclusions one made that are erroneous, wrong, incorrect and not true.

FALSE MOTIVATOR 1. a motivator a person pretends he received when he has committed a perpetration or has a perpetration of omission that actually had no motivator.

FALSE PERPETRATION 1. a perpetration a person thinks he has done when he has been hit, hurt or harmed for no reason. (The person has been hit hard for no reason. So he dreams up reasons he was hit.)

FALSE PIANOLA CASE 1. a case with dub-in circuitry that is very highly supercharged control circuitry; the person appears to be able to run on the track and have very good recall; however, 60% of the material this case gives the Clearing Practitioner is strictly dub-in.

FALSE RANGE ARM 1. an inaccurate range arm reading due to physical conditions such as hands too wet or dry, Preclear is too cold or too hot, etc.

FALSE RANGE ARM CHECKLIST 1. a series of questions pertaining to the Preclear's physical state which enable the Clearing Practitioner to remedy a false range arm condition.

FALSE READ 1. thinking something read which really didn't.

FALSE SOLUTIONS 1. the pretended knowingness that a Clearing Practitioner can see on the case.

FALSE VALENCE 1. a personality which never existed.

FALSITY 1. the condition or quality of being false. 2. the act of representing as true what is known to be false; deceiving; lying. 3. apt to lie or cheat.

FAMILY 1. a group of people related by blood or marriage; relatives. 2. all those descended from a common ancestor; tribe, clan or race. 3. all the people living in the same house. 4. a group of people, not necessarily related by blood or marriage, who share common goals, purposes and interests and who experience a high level of affinity, reality, communication and understanding.

FAST FLOW 1. the student attests his theory or practical class when he believes he has covered the materials and can do it; there is no examination.

FAST FLOW STUDENT 1. one who passes courses by attesting that all requirements for the courses have been met; examinations are not required.

FEAR 1. a being afraid; dread; anxiety and agitation felt at the presence of danger. 2. an emotional tone of 1.0 on the Scale of Emotional Expression, which ranges from 4.0 to 0.0 (see SCALE OF EMOTIONAL EXPRESSION).

FEARS 1. plural of fear.

FEELING (adjective) 1. full of emotion or sensitivity; sympathetic.

FEELING (noun) 1. the power or faculty of experiencing physical sensation. 2. an awareness; consciousness; sensation: as, a feeling of pain. 3. an emotion. 4. an opinion or sentiment. 5. a premonition: as, she had a feeling the package would arrive today. 6. any of the subjective reactions, pleasurable or unpleasurable, that one may have to a situation.

FEELING HURT 1. the feeling that one has been damaged by another. 2. a painful emotional feeling resulting from a loss.

FEELING(S) (noun) 1. the power or faculty of experiencing physical sensation. 2. an awareness; consciousness; sensation: as, a feeling of pain. 3. an emotion. 4. an opinion or sentiment. 5. a premonition: as, she had a feeling the package would arrive today. 6. any of the subjective reactions, pleasurable or unpleasurable, that one may have to a situation.

FEELING SHUT-OFF 1. a case in which the Preclear manifests no emotion or cannot feel any pain in an incident wherein emotion and pain should be felt; it can deny all somatics so that the Preclear doesn't feel them.

FELT 1. past tense of feel.

FEMALE 1. designating or of the sex that produces ova and bears offspring. 2. of, characteristic of, or suitable to members of this sex; feminine. 3. consisting of women or girls.

FES See FOLDER ERROR SUMMARY

FFT See FULL FLOW TABLE

FIELD 1. the space within which something can be seen. 2. anything interposing between a Preclear and something he wishes to see.

FIFTH DYNAMIC See DYNAMIC EXPRESSIONS

FIGURE (noun) 1. the outline or shape of something; form. 2. a likeness or representation of a person or thing. 3. the symbol for a number.

FIGURE (verb) 1. to think about intently. 2. to represent mentally; imagine. 3. to compute with figures. 4. to believe; consider; predict.

FIGURE OUT 1. to solve; compute. 2. to understand; reason out.

FIGURE-FIGURE CASE 1. a person who, given a fact, must always have a reason for the fact; this person is constantly looking inward in an effort to "figure" things out. 2. a person who will never admit to having done something to anybody; the person cannot face any terminal subjectively for fear of having ruined it or for fear of ruining it.

FIGURING 1. computing; solving; reasoning out.

FILE CLERK 1. that mechanism of the mind which acts as a data monitor, monitoring for both the reactive engram bank and the standard bank. 2. that mechanism of the bank which flashes answers to the conscious mind and assists the Preclear and Clearing Practitioner in contacting incidents.

FIND 1. come upon while looking. 2. locate, obtain by looking.

FINGER (noun) 1. any of the five parts at the end of the hand; especially, any of these other than the thumb.

FINGER (verb) 1. to touch with the fingers; handle. 2. to take; steal.

FIRE 1. the active principle of burning, characterized by the heat and light of combustion. 2. something burning. 3. a destructive burning; as, a forestfire. 4. torture or trial by fire. 5. great trouble; tribulation. 6. a feverish condition of the body or part of the body. 7. strong feeling; excitement; ardor. 8. a discharge of firearms or artillery; shooting.

FIRST (adjective) 1. preceding all others in a series; before any others. 2. happening or acting before all others; earliest. 3. ranking before all others; foremost in rank, quality, importance, etc.; principal.

FIRST (adverb) 1. before any other person or thing; at the beginning. 2. for the first time. 3. sooner; preferably.

FIRST DYNAMIC See DYNAMIC EXPRESSIONS

5000 OHMS 1. the exact value for range arm position 2 on the Biofeedback Clearing Meter (ohms is the term used for the unit used in measuring electrical resistance).

FIXATE 1. to make fixed so as to establish a habit. 2. to concentrate (one's attention) on something. 3. to establish a strong persisting attachment to a person, object or course of action.

FIXATED 1. past tense of fixate.

FIXATION 1. a persistent concentration in a somewhat permanent or final form.

FIXED 1. fastened tightly. 2. settled; set. 3. made rigid. 4. kept from changing or fading.

FIXED ATTENTION UNITS 1. units of attention which are caught somewhere down the Time Track in one incident or another in the form of enttheta.

FIXED CONDITION 1. a way or manner of existence firmly set in the mind and not subject to change or fluctuation.

FIXED IDEA 1. something accepted without personal inspection or agreement.

FLASH ANSWER 1. the sudden and swift response a person receives in the mind in answer to a question. 2. instantaneous reply; the first thing that pops into the Preclear's mind following the Clearing Practitioner's asking of a question.

FLAT (adjective) 1. having a smooth, level surface; having little or no depression or elevation. 2. no more charge available on an item being run. 3. all the charge on an item being run is gone.

FLAT BY RANGE ARM 1. no further Range Arm movement available for the process.

FLAT COMM LAG 1. a consistency in the length of time intervening between the asking of the question by the Clearing Practitioner and the reply to that specific question by the Preclear. 2. the point at which the Clearing question or command is no longer producing a change in the communication lag for three consecutive questions and answers.

FLAT METER 1. a Clearing Biofeedback Meter that no longer has any charge or power to operate properly.

FLAT POINT 1. the point where a process or rundown is flat. 2. three cycles with the same comm lag and no physically observed change.

FLAT PROCESS 1. a process which is complete and no further charge is available.

FLAT QUESTION 1. a question which no longer produces a change in the comm lag.

FLATTEN (verb) 1. to run a process until it no longer produces a reaction (no more charge available or charge gone).

FLATTEN A PROCESS 1. to continue a process as long as it produces change and no longer; the floating needle is the most important phenomenon which indicates a process is flat and that it must be ended immediately.

FLOATER 1. an engram which has not been reactivated in the individual during the lifetime succeeding it; it has not accumulated locks since it has not been reactivated.

FLOATING NEEDLE 1. a floating needle is a rhythmic sweep of the dial at a slow, even pace of the needle; it is the idle uninfluenced movement of the needle on the dial without any patterns or reactions in it; it can be as small as one inch or as large as dial wide; it does not fall or drop to the right of the dial; it moves to the left at the same speed as it moves to the right. It is an indication that no charge is in reactivation at that time.

FLOATING RANGE ARM 1. a floating range arm happens when a floating needle is sweeping more than a dial wide and the Clearing Practitioner has to move the range arm back and forth (up and down) to try to keep the needle on the dial; actually, the Preclear is so released that the needle can't be gotten onto the dial; the needle is swinging wider than the meter dial both ways from center and appears to lay first on one side and then on the other; the range arm can't be moved fast enough to keep the extreme floating needle on the dial.

FLOW 1. a direction of energy between persons or objects.

FLOW ONE 1. something happening to self. Abbr. F-1

FLOW TWO 1. self doing something to another. Abbr. F-2

FLOW THREE 1. others doing things to others. Abbr. F-3

FLOW ZERO 1. self doing something to self. Abbr. F-0

FLOWS 1. plural of flow.

FLUB 1. an error. 2. to blunder or make a mess of.

FLUBBED 1. erred; made a mistake; goofed; made a mess of.

FLUNK 1. to make a mistake. 2. to fail to apply the materials learned.

FLY THE RUDS 1. running the rudiments until flat and there is a floating needle.

F/N See FLOATING NEEDLE

F/NING CLEARING PRACTITIONER 1. a Clearing Practitioner who is producing positive results with her Preclears successfully and easily.

F/NING LIST 1. a whole assessment (all items and any items added) that F/N's throughout the assessment of the full list with no reads or slows in the F/N as all the items are called.

F/NING STUDENTS 1. students who study well. 2. students who move quickly and successfully along in their studies.

FOLDER 1. a folded sheet of cardboard which encloses all the session reports and other items of information pertaining to the Preclear. 2. the records kept by a Clearing Practitioner.

FOLDER ERROR SUMMARY 1. a summary of Clearing errors in a folder and on a Preclear's case not corrected at the time the summary is done.

FOLDER SUMMARY 1. a summary stapled to the left inside front cover of the Preclear's folder and maintained by the Clearing Practitioner; after every session the Clearing Practitioner adds to the summary all the actions taken and showing what was run, the results at the end of the process, session time, and exam result; a folder summary shows all actions in consecutive date order.

FOLLOW 1. to come or go after: as, night follows day. 2. to come or occur after in time, in a series, etc. 3. to take up; engage in: as, he follows the carpenter's trade. 4. to result from. 5. to accept the authority of; obey: as, he always follows the rules of the game. 6. to watch or to listen to closely; observe: as, the candidate followed the coverage of the election results. 7. to understand the continuity or logic of: as, do you follow me? 8. to go after in order to catch; chase; pursue. 9. to go along: as, follow the right road.

FOOD 1. any substance taken into and assimilated by a plant or animal to keep it alive and enable it to grow; nourishment; nutriment. 2. solid substances of this sort: distinguished from drink. 3. anything that nourishes; whatever helps something to keep active, grow, etc.: as, food for thought.

FOR 1. in place of; instead of: as, she used the magazine for an umbrella. 2. as representative of; in the interest of: as, the agent acted for his client. 3. in defense of; in favor of; on the side of: as, the Colonists fought for liberty. 4. in honor of: as, the baby was named for his father. 5. with the aim or purpose of; with a view to: as, she kept the house locked for protection. 6. in order to be, become, get, have, keep, etc.: as, we walk for exercise. 7. in search of: as, she looked for the lost ring. 8. meant to be received by or belong to a specified person or thing, or to be used in a specified way: as, the money was for the next course. 9. suitable to; appropriate to; adapted to: as, a room for studying. 10. with a yearning or other feeling toward: as, the boy cried for his mother. 11. as affecting (a person or thing) in a specified way: as, that would be bad for you. 12. as being: as, I know for a fact. 13. considering the nature of; as concerns: as, she is very alert for a child. 14. because of; as a result of: as, he cried for joy. 15. in spite of; notwithstanding: as, she is unhappy for all her money. 16. in proportion to; corresponding to: as, a bad day for every 20 good ones. 17. to the amount of; equal to: as, an invoice for \$50.00. 18. at the price or payment of: as, he sold the book for \$12.00. 19. to the length, duration or extent of; throughout; through: as, the movie runs for two hours. 20. at (a specified time): as, an appointment for one o'clock.

FORCE 1. a strength used against a person or thing. 2. exerting more strength, power or energy in a given situation than is necessary to bring about a desired result.

FORCED 1. done or brought about by force; not voluntary. 2. produced or kept up by unusual effort. 3. a thing or person caused to act, move or comply against its or his will.

FORGET 1. to fail to recall; to be unable to remember.

FORGETFULNESS 1. a condition a Preclear may be in when he has lost too much; he dramatizes loss because it's too bad to remember.

FORGETTER 1. any engram command which makes the Preclear believe he cannot remember.

FORGETTING 1. losing remembrance of; ceasing to think of; putting out of mind.

FORM (noun) 1. the shape or outline of anything; figure. 2. the body or figure of a person or animal. 3. the arrangements of the parts of a thing that gives it its distinctive appearance. 4. a set, prescribed, or customary order or method of doing something. 5. a document with blank spaces to be filled in with particulars before it is executed. 6. physical condition or fitness.

FORM (verb) 1. to give shape or form to; fashion; make, as in some particular way. 2. to mold or shape by training and discipline; train; instruct. 3. to develop (habits). 4. to think of; frame in the mind; conceive. 5. to come together into; take the formation of; organize into: as, the boysformeda line. 6. to make up; act as; constitute; create out of separate elements.

FORMAL CLEARING 1. Clearing done by use of model session and exact CEs.

FORMS 1. plural of form.

FORMER 1. preceding in time; previous; earlier; past.

FORMULA 1. a statement of a pattern or procedure in a general form which can be used to show what to do in any specific instance to produce a desired result; for example, a recipe for fried chicken, what to say when you meet a king, or the way you tell how strong a magnet is.

FORMULAS 1. a systematic series of steps which when followed allow a person to ascend out of one condition she is in, into a higher condition.

FOUND 1. past tense of find.

FOUND OUT 1. discovered; learned.

40 1. serenity of beingness on the Expanded Scale of Emotional Expression. 2. intention without reservation.

4.0 1. enthusiasm on the Scale of Emotional Expression.

FOUR FLOWS See QUAD FLOWS

FOURTH DYNAMIC See DYNAMIC EXPRESSIONS

FOURTH FLOW 1. flow zero (F-0)

FRAGILE RANGE ARM 1. a range arm that is susceptible to being stuck high or low.

FREE 1. able to choose for oneself; not restricted by anything except its own limitations or nature. 2. not under the control of some other person or some arbitrary power; able to act or think without compulsion or arbitrary restriction; having liberty; independent.

FREE BEING 1. a Being at 40 or above on the Scale of Emotional Expression.

FREEDOM 1. the state or quality of being free. 2. the absence of hindrance, restraint, confinement, repression, etc. 3. ability to create and position energy or matter in time and space. 4. the absence of barriers. 3. a lot of space, and ability to use it.

FREEDOM RELEASE 1. Grade III release; freedom from the upsets of the past and the ability to face the future.

FREELY 1. without restraint, entanglement or burden.

FREE NEEDLE (FLOATING NEEDLE) 1. this is a needle manifestation of the Clearing Biofeedback Meter of great importance, as when the Preclear looks bright and happy, it indicates the Preclear has reached the end point of the process being run; a free needle moves in an idle, uninfluenced motion; it appears to “float.”

FREE THETA 1. attention units free enough to be directed by the Preclear’s own volition.

FREE TRACK 1. that part of the Time Track that is free of pain; the Preclear is free to move on it without getting stuck.

FRIENDLY (adjective) 1. like, characteristic of, or suitable for a friend, friends or friendship; kindly. 2. not hostile. 3. supporting; helping; favorable.

FRIENDLY (adverb) 1. in a friendly manner; as a friend.

FRIGHTENED 1. the experience of a sudden fear or terror; made suddenly afraid; scared; terrified.

FROM 1. beginning at: as, he walked from the door. 2. starting with (the first of two named limits): as, I stayed from three to six. 3. out of; derived or coming out of: as, she took the apple from the bag. 4. with (a person or thing) as the maker, sender, speaker, teacher, etc.: as, facts learned from studying. 5. at a place not near to; out of contact with: as, he is far from home. 6. out of the whole of; out of unity or alliance with: as, take four from five. 7. out of the possibility or use of: as, he kept her from going. 8. out of the possession or control of: as, they released him from active duty. 9. as not being like: as, I couldn’t tell one twin from the other. 10. by reason of; caused by; because of: as, he trembled from fear.

FULL FLOW TABLE 1. a table showing the flows that have been run with Alethanetic Clearing.

FULL RESPONSIBILITY 1. the willingness to mock up or unmock barriers at will.

FUNDAMENTAL (adjective) 1. having to do with or close to the origin or point of establishment; a part which is important because it supports or gives existence or character to the whole.

FUNDAMENTALS (noun) 1. principles, theories, laws, etc. serving as a basis; essential parts.

FUTURE (adjective) 1. that is to be or come; of days, months or years ahead. 2. indicating time to come.

FUTURE (noun) 1. the time that is to come. 2. what will happen; what is going to be. 3. the prospective or potential condition of a person or thing; chance to achieve, succeed, etc.

G

GAIN (noun) 1. an increase; addition; specifically, a) an increase in advantage; improvement. b) an increase in wealth, earnings, etc.; profit; winnings. 2. the act of getting something; acquisition; accumulation.

GAIN (verb) 1. to get to; arrive at; reach. 2. to make progress; improve or advance. 3. to get by labor; earn. 4. to get by effort or merit. 5. to get as an increase, addition, profit or advantage.

GAINING 1. getting to; reaching. 2. making progress; improving; advancing. 3. achieving advantage. 4. getting possession of; achieving.

GAINS 1. improvements realized from Clearing.

GAME 1. any state of beingness in which awareness, problems, havingness and freedom (separateness) exist. 2. a condition consisting of freedoms, barriers and purpose. 3. commonly, any form of play or way of playing; amusement, recreation; sport; frolic. [Old English gamen, joy; also, from Indo-European ghem, to leap joyfully; spring; and Middle High German gampen, to leap]

GAMES CONDITION 1. a condition where two or more people are in a contest against each other when they should be working together as a team. 2. an aberrated state, reactive in nature, which an individual is in without his consent and outside his power of choice; the individual's power of choice has been subjugated against his will into a fixated activity from which he must not take his attention; the attention is fixated, there is an inability to escape coupled with an inability to attack, to the exclusion of other games.

GARBAGE 1. slang term referring to the material in the reactive mind which is detrimental and a barrier to self-determinism.

GENERALITY 1. a general or non-specific statement which is applicable to all and used to mean a statement made in an effort either to hide the "cause" or to overwhelm another person with an all-inclusive, e.g. "Everybody thinks..."

GENERATE 1. to bring into being; cause to be; produce; originate.

GENERATED 1. brought into being; produced.

GET 1. to make willing, persuade. 2. to come to have. 3. to cause to move.

GIs see GOOD INDICATORS

GIVE 1. to hand or pass over; deliver. 2. to turn over the possession or control of to someone without cost or exchange; hand over as a gift. 3. to hand or pass over in exchange for something else, as money, services, etc.

GIVE IN 1. to abandon a claim, fight or argument; yield.

GIVEN 1. bestowed; presented. 2. accustomed, as from habit or inclination; prone. 3. stated; specified. 4. in logic & mathematics, taken as a premise; assumed; granted.

GIVE UP 1. to turn over; relinquish; surrender. 2. to stop; cease. 3. to admit to failure and stop trying. 4. to lose hope for; despair of. 5. to sacrifice; devote wholly.

GIVING 1. handing or passing over; delivering.

GLEE 1. gaiety; mirth; joy; merriment. 2. an insane merriment or gaiety. 3. making fun of or joking about things to cover up a lack of understanding.

GLIB 1. done in a smooth, offhand fashion. 2. speaking or spoken in a smooth, easy manner; facile; fluent. 3. speaking or spoken in a manner too smooth and easy to be convincing or sincere.

GLIB STUDENT 1. an apparently bright student who can confront words and ideas but cannot confront the physical universe, people around him, etc.; a student unable to apply data.

GLOSSARY 1. a list of terms and their definitions that have been used in a text.

GLUM 1. gloomy; sullen; morose; depressed.

GO 1. to make way to or towards with self-originated motion. 2. to move toward a certain place or person or in a certain direction: as, go to the beginning of the incident.

GOAL 1. a target or objective toward which the individual has decided to move. 2. destination. 3. aim, objective. 4. an end toward which effort and ambition are directed.

GOAL SERIES 1. the actual goals in their sequence and pattern that repeat over and over forward through time.

GOALS PLOT 1. the pattern of the Preclear's actual goals.

GOALS PROBLEM MASS 1. patterns of opposing goals. abbr. GPM

GO IN 1. the action of moving into something.

GOING 1. moving; leaving; passing; departing.

GOING TO 1. plan to; will or shall.

GONE 1. disappeared; no longer here. 2. to cease to have an effect; come to an end. 3. done away with; abolished.

GOOD 1. healthy; strong; vigorous. 2. honorable; worthy. 3. dependable; reliable. 4. virtuous, pious, holy. 5. an acknowledgement in a cycle of communication.

GOOD CONDUCT 1. to do only those things which others can experience easily.

GOOD CONTROL 1. harmonious alignment. 2. the ability to start, change and stop something without the use of force, effort and deception.

GOOD INDICATORS 1. looking good, happy or bright; smiling or laughing.

GOOD PHYSICAL CONDITION 1. not suffering from any physical illness, not PTS and not currently physically damaged by accident.

GOOF (noun) 1. mistake; error; blunder.

GOOF (verb) 1. to make a mistake; err; blunder.

GOOFING 1. making a mistake; blundering.

GOT 1. acquired; obtained: as, he got the job yesterday. 2. persuaded: as, I got him to accept the gift. 3. understood: as, she got what he said, though she didn't agree. 4. experienced the existence of.

GOTTEN 1. alternative past participle of get.

GPM see GOALS PROBLEM MASS

GRADATION 1. the act or process of forming or arranging in grades, stages or steps. 2. a gradual change by steps or stages from condition, quality, etc. to another. 3. a step, stage or degree in a graded series; transitional stage.

GRADE 1. any of the stages in an orderly, systematic progression; step; degree.

GRADE CHART 1. a chart showing the steps leading to the state of Clear and beyond.

GRADES 1. a series of processes culminating in an exact ability attained, examined and attested to by the Preclear.

GRADIENT 1. a gradual approach to something, taken step by step, level by level, each step or level being, of itself, easily surmountable so that, finally, quite complicated and difficult activities or high states of being can be achieved with relative ease; this principle is applied in both Alethiology and Alethanetic Clearing.

GRADIENT SCALE 1. the series of steps used to present something on a gradient.

GRADUATION 1. a ceremony where course and Clearing completions are announced and acknowledged.

GRANT BEINGNESS 1. to treat another with kindness and respect. 2. acceptance of someone's style of living. 3. unconditional acceptance of another person.

GRASP 1. to take hold of mentally; understand; comprehend. 2. to take hold of firmly with or as with the hand; grip. 3. to take hold of eagerly or greedily; seize.

GRASPED 1. understood; comprehended.

GREED 1. excessive desire for acquiring or having; desire for more than one needs or deserves.

GRIEF 1. intense emotional suffering caused by loss, disaster, misfortune, etc.; acute sorrow; deep sadness. 2. the emotional tone of 0.5 on the Scale of Emotional Expression, which ranges from 4.0 to 0.0. (see SCALE OF EMOTIONAL EXPRESSION).

GRIEF CHARGE 1. an outburst of tears that may continue for a considerable time in a session, after which the Preclear feels greatly relieved; this is occasioned by the discharge of grief or painful emotion from a secondary.

GRINDING 1. a situation in which the engram being run is not the basic one on the chain, causing only a small amount of charge to be relieved. 2. going over and over a lock, secondary or engram without obtaining an actual erasure.

GROUP 1. a number of persons assembled together or having common interests; the school, club, team, town and nation are examples of groups.

GROUP (CLUSTER) 1. a cluster of Entity Beings crushed or held together by some mutual bad experience; a group of Entity Beings believing they are “one.”

GROUPED 1. gathered closely together; clustered; aggregated.

GROUPER 1. anything which pulls the Time Track into a bunch at one or more points; when the grouper is gone, the Time Track is perceived to be straight.

GROUP MAKING INCIDENT 1. a mutual bad experience shared by a bunch of Entity Beings and sometimes already formed groups; it jams them together because they all shared it at exactly the same time and place; they all are stuck in the same picture and therefore they think they are “one”; Being A is stuck in an explosion; Being B is stuck in exactly the same explosion and so Being A reactively feels he is the same as Being B, and Being B reactively feels he is Being A and so on with the other Beings who had the incident because they all have exactly the same picture; so these Beings misidentify themselves as all one and the same thing; it is not an analytically thought out conclusion; it is reactive identification.

GSR METER 1. Galvanic Skin Response Meter. See Biofeedback Clearing Meter.

GUILT 1. the painful emotional feeling that one has done a wrong or committed an offense against another or others.

H

HABIT 1. a stimulus-response reaction dictated by the reactive mind from the content of engrams and put into effect by the somatic mind. 2. a thing done often; practice; custom. 3. a tendency to perform a certain action or behave a certain way; usual way of doing. 4. an addiction.

HAD (verb) 1. past tense of have.

HALF-ACKNOWLEDGEMENT 1. an encouragement to the Preclear to continue talking given in the form of slight verbal expressions and/or subtle body gestures.

HALLUCINATION 1. an imagined reality with which nobody else agrees. 2. the apparent perception of sights, sounds, etc. that are not actually present.

HAND (noun) 1. the right or left end of the upper appendage of a human being comprising the palm, thumb and fingers.

HAND (verb) 1. to give over to another; as, please hand me that cup.

HANDLE 1. finish off; complete a cycle or end a cycle.

HANDLED 1. finished off; completed or ended a cycle. 2. dealt with; acted on; controlled; disposed of; taken care of. 3. managed effectively toward a specific accomplishment.

HANDLING AN ORIGATION 1. an action the Clearing Practitioner takes when a statement about the Preclear is volunteered by the Preclear; an action telling the Preclear, "Yes, I heard it, you're here, thank you." 2. a Clearing Exercise (CE 4) in which the Student Clearing Practitioner is trained to hear an origination, understand it, acknowledge and handle it and return the Coach to the question.

HANDS 1. the left and right ends of the upper appendages of a human being comprising the palm, thumb and fingers.

HANG-UP 1. a delay or suspension in the progress of: as, there was a hang-up in getting the missile launched.

HAPPEN 1. to occur; take place; come about. 2. to be or occur by chance or without plan.

HAPPENED 1. took place; came about; occurred: as, tell me what happened next. 2. came about with or without intention.

HAPPINESS (noun) 1. the overcoming of not unknown obstacles toward a known goal. 2. the ability to enjoy something or someone and to experience pleasure.

HAPPY (adjective) 1. having, showing or causing a feeling of great pleasure, contentment, joy.

HARD 1. demanding great physical or mental effort or labor; difficult.

HARM (noun) 1. injury; damage; hurt. 2. moral injury; evil; wrong.

HARM (verb) 1. to do or cause harm to; injure; damage; hurt.

HARMONIOUS 1. having parts combined in a proportionate, orderly or pleasing arrangement; agreeing. 2. having similar or conforming feelings, ideas, interests, etc.; in accord; agreeable.

HARMONY 1. a combination of parts into a proportionate or orderly whole; agreement. 2. agreement in feeling, action, ideas, interests, etc.; peaceable or friendly relations.

HAS 1. creates and sees one's creation. 2. possesses or owns something.

HASN'T 1. has not; did not experience or undergo.

HAT 1. term for the title and work of a job or profession; taken from the fact that in many professions, such as railroading, the type of hat worn is the badge of the job.

HATE (verb) 1. to dislike intensely; have a strong aversion to.

HATE (noun) 1. intense dislike; extreme aversion. 2. the emotional tone of 1.4 on the Scale of Emotional Expression, which ranges from 4.0 to 0.0. (see SCALE OF EMOTIONAL EXPRESSION).

HAUGHTY 1. having or showing great pride in oneself and disdain, contempt or scorn for others; proud; arrogant.

HAVE 1. to be able to experience and appreciate something: as, she could have cats in the house. 2. to create and see one's creation. 3. to feel that one owns or possesses something.

HAVEN'T 1. have not; did not experience by undergoing; did not experience the existence of.

HAVE TO 1. forced or obliged to experience the existence of. 2. obliged to experience by undergoing.

HAVING 1. to be able to touch or permeate an area or space. 2. to direct the position of.

HAVINGNESS 1. affinity, reality and communication with the environment. 2. the ability to own or possess something. 3. the ability to enjoy something or someone. 4. that which permits the experience of mass and pressure 5. the ability or willingness to duplicate that which one perceives. 6. the concept of being able to reach or not being prevented from reaching. 7. a process which is run when needed to stabilize the Pc in his present time environment, most commonly after a process or at the end of session. 8. the concept of being able to reach (no-havingness is the concept of not being able to reach).

HE 1. the male person being talked about.

HEALTH 1. physical and mental well-being; soundness; freedom from defect, pain or disease; normality of mental and physical functions. 2. condition of body or mind.

HEAT 1. the physical sensation associated with the release of thermal energy. 2. the quality of being hot; hotness: in physics, heat is considered a form of energy whose effect is produced by the accelerated vibration of molecules. 3. strong feeling or intensity of feeling; excitement, ardor, anger, zeal, etc.

HEAVILY 1. to a greater degree than usual; severely; acutely.

HEAVY 1. larger, greater, or more intense than usual or normal. 2. weighty. 3. burdensome: as, a heavy load.

HELD 1. kept in a particular state, situation, or condition. 2. kept in place. 3. stopped; halted. 4. kept from escaping.

HELD OFF 1. kept away; kept at a distance.

HELD UP 1. delayed; made to wait.

HELP 1. to assist or aid another. 2. that which is needed to advance toward a purpose or goal. 3. that which enhances another person.

HELPED 1. gave assistance or aid to another. 2. supplied what was needed to advance toward a purpose or goal. 3. been of use to. 4. furthered the advancement of; promoted.

HELP FACTOR 1. the willingness to assist.

HELPING 1. assisting or aiding another. 2. supplying what is needed to advance toward a purpose or goal. 3. being of use to. 4. furthering the advancement of; promoting.

HELPLESSNESS 1. being without the power to help oneself; feeble; weak.

HELP PROCESSING 1. a process which allows the Preclear to as-is his failures to help and his denials of help; it allows the Preclear to get a sense of what help he has given and what help he has withheld.

HER 1. the female person being talked about.

HERE 1. in this place; in the present state; now.

HIDDEN STANDARD 1. an undisclosed opinion, decision or consideration which an individual formed sometime in the past of how things should be; this decision has never been acknowledged or accepted by others; the individual uses the decision or consideration automatically to judge and measure her own progress as well as the propriety of the actions and behaviors of others.

HIGH RANGE ARM 1. a Range Arm of 3.5 or higher.

HIM 1. the male person being talked about.

HIMSELF 1. the male person being talked about.

HINDER 1. to keep back; restrain. 2. to make difficult for; thwart; impede. 3. to make slow or difficult the progress or continuance of. 4. to delay; hold back; check; prevent action.

HISTORY 1. record of events; account of happenings. 2. a known past. 3. knowledge of facts.

HIT (noun) 1. a blow that strikes its mark. 2. a collision of one thing with another. 3. an unjustified or unwarranted attack, intended to harm, the result of which is perceived by the receiver, though the source of it is sometimes not known.

HIT (verb) 1. to give a blow or blows; strike.

HOLD (noun) 1. the act or manner of grasping or seizing; grip. 2. a controlling or dominating force; restraining authority; strong influence.

HOLD (verb) 1. to cause to be or remain in a particular state, situation or condition: as, hold that pose. 2. to keep from going away; not let escape: as, hold the train till we get there. 4. to have a belief or opinion about; regard; consider: as, we hold these truths to be self-evident.

HOLDER 1. any engram command which makes an individual remain in an engram knowingly or unknowingly (stay here, don't move, etc.).

HOMO SAPIENS 1. man; human being. 2. a MEST body which, when "inhabited" by a Being, becomes possessed of ethics and morals, direction and goals, and the ability to reason.

HONEST 1. sincere: as, he has an honest face. 2. showing uprightness and fairness: as, honest dealings are respected. 3. respectable, having a good reputation: as, the business has an honest name.

HONESTY 1. the quality of being upright; fair. 2. the quality of having integrity. 3. truthfulness, sincerity, frankness. 4. freedom from deceit or fraud. 5. not mixed with something of less value; genuine, pure.

HOPE 1. a feeling that what is wanted will happen; desire accompanied by anticipation or expectation. 2. the object of this. 3. a desire that sometime in the future one will cease to have something which he no longer wants but can't seem to get rid of or that one will acquire something he wants.

HOPELESS 1. providing no hope; desperate. 2. without hope; despairing. 3. the emotional tone of 0.07 on the Scale of Emotional Expression, which ranges from 4.0 to 0.0. (see SCALE OF EMOTIONAL EXPRESSION).

HOSTILE 1. unfriendly opposition or resistance in thought or action.

HOSTILITY 1. a feeling of bitter hatred, ill will, unfriendliness; active opposition. 2. the emotional tone of 1.9 on the Scale of Emotional Expression, which ranges from 4.0 to 0.0. (see SCALE OF EMOTIONAL EXPRESSION).

HOSTILITIES 1. antagonistic actions; unfriendly opposition; resistances in thought or principle.

HOT 1. close to what is being sought. 2. having much heat; characterized by a temperature higher than that of the human body.

HOT ITEM 1. an item that registers an LFBD on the Clearing Biofeedback Meter.

HOT QUESTION 1. a question that registers an LFBD on the Clearing Biofeedback Meter.

HOW 1. in what way or manner; to what effect; to what degree or extent.

HUMAN (adjective) 1. of or characteristic of a person or persons; such as people have. 2. having the form or nature of a person; consisting of people. 3. having or showing the qualities characteristic of people.

HUMAN (noun) 1. a person.

HUMOR (noun) 1. a person's disposition or temperament. 2. a mood; state of mind. 3. the quality that makes something seem funny, amusing, or ludicrous; comicality.

HUMOR (verb) 1. to comply with the mood or whim of (another); indulge. 2. to act in agreement with the nature of; adapt oneself to.

HUNGER 1. the discomfort, pain, or weakness caused by a need for food. 2. a desire, need, or appetite for food. 3. any strong desire; craving.

HUNGRY 1. feeling a desire, craving or urgent need for food. 2. craving; eager: as, the father was hungry for work.

HYPNO- OR HYPN (prefix) 1. sleep: hypnophobia. 2. Hypnosis: hypnoanalysis. [< Gk. hupnos, sleep]

HYPNOANALYSIS (noun). a psychoanalytic technique in which hypnosis is used to elicit unconscious material from a patient.

HYPNOGENESIS (noun) the process of inducing or entering a hypnotic state.

HYP-NO-GOG-IC (adjective) Variant of hypnagogic .

HYPNOID (adjective) of or resembling hypnosis or sleep. [Variation HYPNOIDAL]

HYPNOPHOBIA (noun) abnormal fear of sleep.

HYPNOPOMPIC (adjective) of or pertaining to the partially conscious state preceding complete awakening. [hypno- + Gk. pompe, a sending away + -ic]

HYPNOS 1. Greek Myth. The god of sleep.

HYPNOSIS (noun) 1. an artificially induced sleep-like condition in which an individual is extremely responsive to suggestions made by the hypnotist. 2. Hypnotism. 3. A sleep-like condition.

HYPNOTHERAPY (noun) therapy based on or using hypnosis.

HYPNOTIC (adjective) 1. a. of or pertaining to hypnosis. b. Of or pertaining to hypnotism. 2. Inducing or tending to induce sleep; soporific.-n. 1. a. A person who is hypnotized. b. A person who can be hypnotized. 2. An agent that causes sleep; soporific.

HYPNOTISM (noun) 1. the theory or practice of inducing hypnosis. 2. An act of inducing hypnosis.

HYPNOTIZE (verb) 1. to put in a state of hypnosis. 2. to fascinate by or as if by hypnosis.

HYPNOTIST 1. a person who induces hypnosis.

HYSTERIA 1. the phenomenon of being out of control.

I

I 1. the one who is speaking.

IDEA 1. a thought. 2. a picture of anything in the mind. 3. something existing in the mind as a result of thinking.

IDEAL STATE 1. having full power of choice.

IDEAS 1. plural of idea.

IDENTICAL 1. the very same. 2. exactly alike or equal.

IDENTIFICATION 1. complete inability to differentiate. 2. the bottom of a scale with differentiation at the top. 3. a fixed system of logic in which everything and everyone are identified and thought is expressed as $A=A=A=A=A$. 4. identifying facts with other facts which should not be identified.

IDENTIFY 1. to recognize or establish as being a particular person or thing. 2. to associate in feeling, interest, action with. 3. to make, regard or treat as the same or identical.

IDENTITIES 1. plural of identity.

IDENTITY 1. who a person is; what a thing is; individuality; the collective aspect of the set of characteristics by which a thing or person is definitively recognizable or known.

IF (conjunction) 1. on condition that; in case that; supposing that: as, I'll go if you'll go. 2. although; allowing that; granting that: as, if I was late, at least I tried to be on time.

IGNORANCE (noun) 1. the state or fact of lacking knowledge or training. 2. unawareness.

IGNORANT (adjective) 1. lacking in knowledge or training. 2. uninformed. 3. unaware.

IGNORE 1. not know; overlook. 2. disregard; slight, neglect.

IGNORED 1. refused to take notice of; disregarded.

ILL (noun) 1. ailment or disease.

ILL (adjective) 1. of unsound physical or mental health; unwell; sick.

ILLNESS 1. an unhealthy condition of the body or mind; sickness; disease.

ILLNESSES 1. plural of illness.

ILLUSION 1. something that deceives by producing a false impression; aberration; fantasy.

IMAGE (noun) 1. likeness; picture; copy. 2. a picture in the mind; idea.

IMAGERY (noun) 1. pictures in the mind; things imagined. 2. descriptions and figures of speech that help the mind form forceful or beautiful pictures.

IMAGINARY (adjective) 1. existing only in imagination; not real.

IMAGINATION (noun) 1. an imagining; power of forming pictures in the mind of things not present to the senses: as, the child's imagination filled the woods with strange animals and fairies. 2. the ability to create new things or ideas or to combine old ones in new forms: as, poets, artists and inventors need imagination. 3. a creation of the mind; mental image. 4. the power to create new pictures and ideas by putting together in new ways, or giving new meaning to, things seen or known before, or by creating new pictures, complete and perfect, of things that never existed and making them seem real.

IMAGINE (verb) 1. to picture in one's mind; form a mental image of; have an idea of. 2. to suppose; guess; suspect. 3. to think; believe. 3. to form a clear and definite picture of something in the mind. [Latin imaginari from imago, image]

IMAGINARY CAUSE 1. a person imagining that he has acted as cause in a situation.

IMMORAL 1. not moral; not following good practices of behavior; not doing right; lacking any idea of proper conduct.

IMMORTAL 1. living forever; never dying; lasting forever.

IMMORTALITY 1. endless life.

IMPACT 1. a collision. 2. the striking of one thing against another. 3. to collide with; strike forcefully.

IMPACTION 1. a clump of pictures, often with Entity Beings stuck to them, jammed in the body by some impact or force.

IMPAIR 1. to make worse; damage; weaken.

IMPINGE 1. to strike, collide, dash. 2. move into the space of another; encroach.

IMPLANT (noun) 1. a painful and forceful means of overwhelming a person with artificial purposes or false concepts in a malicious attempt to manipulate, dominate and suppress him.

IMPLANT (verb) 1. to plant firmly or deeply; embed. 2. to fix firmly in the mind; instill; inculcate.

IMPLANTER 1. one who implants.

IMPLANT GOAL 1. a purpose or intention not created by the Being but which has been induced in him by overwhelming force or persuasion.

IMPLANTING 1. the act of planting firmly or deeply; embedding. 2. the act of fixing firmly in the mind. 3. impressing into the mind, little by little, through repetition.

IMPLIED 1. suggested or understood without express statement.

IMPLODE 1. to burst inward.

IMPLOSION 1. an imploding; a bursting inward. 2. the opposite of explosion.

IMPORTANCE (noun) 1. the value or significance of something.

IMPORTANT (adjective) 1. having much significance, value, or consequence; meaning a great deal.

IMPOSSIBLE 1. not capable of being, being done, or happening.

IMPROVE 1. to raise to a better quality or condition; make better. 2. to use profitably or to good advantage: as, she improved her ability by clearing misunderstood words. [Latin *prodesse*, to profit]

IMPROVEMENT 1. an improving or being improved; especially, a) betterment. b) an increase in value or in excellence of quality or condition. c) profitable use. 2. an addition or change that improves something.

IMPULSIVE 1. actuated or swayed by emotional or involuntary influences.

IN 1. during or after. 2. contained by or surrounded by. 3. to or toward some destination or particular place. 4. concerned with.

INACCESSIBLE 1. impossible to reach or enter. 2. that cannot be seen, talked to, influenced, etc.; inapproachable. 3. not obtainable.

INACCESSIBLE CASE 1. a person who has great difficulty in finding and releasing reactive material from the subconscious mind.

INADVERTENT 1. due to oversight; not intentional. 2. not attentive or observant; negligent; heedless.

INAPPLICABLE 1. not applicable; not suitable; inappropriate.

INCIDENT 1. a physical experience that happened in a person's past which is recorded in mental image pictures. 2. a physical experience related by the same subject, location, perception or people that takes place in a short and finite time period such as minutes, hours or days.

INCIDENTS 1. plural of incident.

INCOMPARABLE 1. not comparable. 2. that which does not equal or come close to by comparison.

INCOMPLETE 1. unfinished; lacking some part.

INCORRECT 1. not accurate; wrong; faulty. 2. not conforming or agreeing with fact, logic, or known truth. 3. improper.

INDICATE (verb) 1. to point out. 2. to be or give a sign of; signify: as, sadness indicates an ARC Break.

INDICATED 1. past tense of indicate.

INDICATOR (noun) 1. a condition or circumstance arising in session that indicates whether the session is running well or badly. 2. an observable sign or event that shows that something is present or about to happen.

INDICATORS 1. plural of indicator.

INDIVIDUAL 1. a person. 2. a Being.

INDIVIDUATION 1. the action of becoming separate from. 2. a separation from knowingness. 3. the state of being formed into an individual or distinct entity.

INDOCTRINATE 1. to instruct in doctrines, principles, theories or beliefs. 2. to instruct; to teach.

INDOCTRINATION 1. an indoctrinating or being indoctrinated.

INDOCTRINATIONS 1. plural of indoctrination.

INERTIA 1. a tendency to remain in a fixed condition without change; disinclination to move or act.

INERT 1. tending to be physically or mentally inactive.

INERT INCIDENT 1. a physical experience that happened in a person's past which was recorded in mental image pictures but is not having any effect on the person in present time; mental image pictures not in a state of reactivation.

IN ETHICS 1. a term used to describe a person who, by his own determination, acts in a fashion conducive to optimum survival in relation to any of the Dynamics. (see ETHICS).

INFECTIOUS 1. likely to cause infection; containing disease-producing organisms or matter. 2. tending to spread or to affect others; catching: as, an infectious laugh.

INFINITE 1. without limits or bounds; endless.

INFINITIVE (noun) 1. the simple, uninflected form of the verb, expressing existence or action without reference to person, number or tense: in English, it is preceded by to: as, to go, to think.

INFINITY 1. the state of being without end, limit or boundary.

INFLOW 1. a flow which is inward.

INFLOWED 1. took in or received a flow.

INFORMATION 1. data received through communication; knowledge derived from reading or instruction, or gathered in any way.

INHIBITED 1. stopped or checked; hindered; held back.

INITIATIVE 1. readiness and ability in originating action; enterprise.

INJURY 1. physical harm, damage or hurt done or sustained. 2. a particular form or instance of physical damage to a person, property, etc. 3. unjust treatment; violation of rights.

INNER (adjective) 1. located farther within; interior; internal. 2. of the mind or spirit. 3. more intimate or secret.

INNER MIND 1. the component of a person's mind made up of nonverbal, sensory image mental pictures that operates below the day-to-day awareness; controls the involuntary functions of the body, such as the heart rate and digestion. 2. that component of a person's mind which, during moments of stress, shock, injury, loss or hypnosis, accepts information and later plays back the decisions made (in these moments) in the form of mental aberrations and psychosomatic illnesses; this part of the inner mind is called the reactive mind. 3. the subconscious mind; A-mind; the little animal.

INSANE 1. not rational or coherent.

INSANITY 1. the state of being irrational or incoherent.

INSECT 1. an Entity Being or Group can be an insect or a whole swarm of insects.

IN-SESSION 1. a term used to describe a Preclear who, during a Clearing session, is willing to talk to the Clearing Practitioner and is interested in his own upsets, difficulties and confusions.

INSIGNIFICANT 1. meaningless. 2. unimportant; trivial. 3. small; unimposing.

INSTANT 1. without delay; immediate.

INSTANT READ 1. that reaction of the needle on the Clearing Biofeedback Meter which occurs at the precise end of any major thought voiced by the Clearing Practitioner.

INSTANT ROCK SLAM 1. that rock slam which begins at the end of a major thought of any item. see Rock Slam

INSTANT RUDIMENT READ 1. an instant read occurring on a rudiments question.

IN TECH 1. term used to describe the condition of Alethanetic data being applied and being applied correctly.

INTEGRATE (verb) 1. to make into a whole; complete. 2. to put or bring together (parts) into a whole. [Latin in- not + eg, touch = untouched, whole and complete]

INTEGRITY 1. the condition of having no part or element taken away or missing. 2. the condition of not being marred or violated. 3. soundness of moral principle. 4. the character of uncorrupted virtue, especially in relation to truth and fair dealing; uprightness, honesty; sincerity.

INTEGRITY PROCESSING 1. any processing that asks the Preclear to state his or her perpetrations and withholds.

INTELLIGENCE 1. the ability to perceive, pose and resolve problems. 2. the ability to evaluate relative importances.

INTELLIGENCE GAIN 1. a regaining of the ability to confront.

INTELLIGENCE QUOTIENT (IQ) 1. a measurement of the person's ability to perceive, pose and resolve problems.

INTEND 1. to have in mind as a purpose; plan; purpose. 2. to have in mind something to be done, said, etc. 3. to hold an idea before the mind to its manifestation.

INTENDED (adjective) 1. meant; planned; intentional; purposed: as, the intended acknowledgement was appreciated.

INTENDED (verb) 1. had in mind as a purpose; planned. 2. had in mind to do something.

INTENSIVE 1. a specific number of hours of Clearing given to a Preclear over a short period of time as a series of successive sessions at regularly scheduled intervals; ten hours is considered one intensive.

INTENTION 1. direction or application of one's mind toward bringing about a desired result. 2. wanting to do something. 3. purpose. 4. the activity of holding an idea, plan or purpose before the mind.

INTENTIONAL WITHHOLD 1. information purposely not given or offered because the revealing of it would result in punishment of some kind or the FEAR that it would.

INTEREST 1. a feeling of wanting to know or find out about something.

INTERESTED (adjective) 1. having a feeling of wanting to know or find out about something. 2. feeling or showing interest, or curiosity.

INTERESTING (adjective) 1. holding the attention; causing a feeling of wanting to know, learn, see or take part in something.

INTERIORIZE 1. to move into something.

INTERIORIZATION 1. the action of moving into something.

INTERIORIZATION RUNDOWN 1. a remedy designed to permit the Preclear to be further Cleared after he has gone exterior and re-interiorized.

INTERRUPTED 1. broke the continuity of.

INTO (preposition) 1. from the outside to the inside of; toward and within: as, in to a house.

INTRODUCTORY CLEARING 1. Clearing sessions composed of a simple interview and processes that produce the awareness that change is available in the individual's life.

INTROSPECT 1. to look inward in a worried and anxious fashion as a result of some upsetting experience. [Latin introspectus coming from intro, into + specere, to look]

INTROSPECTION RUNDOWN 1. a series of actions that handle a person who has severely introspected.

INTROVERSION (noun) 1. to have one's attention fixed inward.

INTROVERTED 1. had one's attention fixed inward.

IN VALENCE 1. being me. 2. being myself totally.

INVALIDATE 1. to make or show to be wrong. 2. to weaken or refute. 3. to attack the truth, value, ability or existence of something or someone: for example, saying to a person who is trying to learn how to drive, "You'll never be able to handle a car."

INVALIDATION 1. a making or a showing to be wrong. 2. a weakening or refuting. 3. an attacking of the truth, value, ability or existence of something or someone.

INVENT 1. to make up or create from the imagination.

INVISIBLE 1. not visible; that cannot be seen. 2. out of sight; not apparent. 3. too small or too faint to be seen; imperceptible; indistinct. 4. kept hidden.

IRRATIONAL 1. lacking the power to reason. 2. contrary to reason; senseless; unreasonable; absurd.

IRRATIONALITY 1. the quality or state of being irrational. 2. the inability to get right answers from data.

IS 1. the third person singular, present indicative, of BE. see BE

IS-NESS 1. an apperency of existence brought about by the continuous alteration of truth; this is called, when agreed upon, reality.

ISN'T 1. is not; does not exist; has no existence in fact, physical or mental.

ISSUE 1. a point, matter or question to be disputed or decided. 2. a sending or giving out; putting forth.

IT 1. that one; used as a subject or object of a verb, usually in reference to a thing.

ITEM 1. any one of a list of things, people, ideas, etc., given by a Preclear to a Clearing Practitioner while listing.

ITEMS 1. plural of Item

ITS 1. possessive form of it; belonging to or possessed by it.

ITSA 1. a coined word, taken from the phrase, "It is a ...", meaning a statement which positively identifies something; especially refers to anything a Preclear says to a Clearing Practitioner if he is saying with certainty, "It is."

ITSA MAKER LINE 1. the Preclear's line of communication to his bank.

ITSELF 1. its own self; that identical one.

J

JADE (verb) 1. to make or become dull, worn out or weary, as from overwork or overuse.

JEALOUS (adjective) 1. troubled by suspicions or fears of rivalry, unfaithfulness, etc., as in love or aims. 2. solicitous or vigilant in maintaining or guarding something.

JEALOUSY (noun) 1. basically, an inability to confront the unknown. 2. emotion of fear expressed when confronted with losing someone's affection. 3. resenting another's success, advantages; envious.

JOB 1. a piece of work. 2. a definite piece of work undertaken for a fixed price. 3. work; employment. 4. anything one has to do; chore; duty.

JOY 1. an emotion of great delight or happiness caused by something good or satisfying; keen pleasure.

JUMP 1. to skip over to another. 2. to move or change suddenly.

JUMP CHAINS 1. a situation in which a Preclear has been run on a process past a win and unknowingly has started running another chain without any new assessment.

JUMPED 1. skipped over to another. 2. moved or changed suddenly.

JUST (adjective) 1. right or fair; equitable; impartial: as, a just decision. 2. righteous; upright. 3. deserved; merited: as, just rewards. 4. legally right; lawful; rightful. 5. right; proper. 6. well-founded: as, a just suspicion. 7. correct; true. 8. accurate; exact.

JUST (adverb) 1. exactly; precisely: as, just two o'clock. 2. almost exactly. 3. only; no more than: as, just one minute late. 4. by a very little; barely: as, she just missed the bus. 5. a very short time ago: as, she just left. 6. [Colloq.] quite; really: as, the flowers are just lovely.

JUSTICE 1. the action of the group against the individual when he has failed to get his own ethics in.

JUSTIFICATION 1. explaining away the most flagrant wrongnesses (most explanations of conduct, no matter how far-fetched, seem perfectly right to the person making them since he is only asserting self-rightness and other-wrongness).

JUSTIFIED 1. proven or shown to be just, right or reasonable; having shown a sufficient reason for an act done.

JUSTIFY 1. prove or show to be just, right or reasonable. 2. showing sufficient reason for doing something.

K

KEEP 1. to hold back or control; restrain. 2. to cause to remain in a given place, situation or condition.

KEEP ON 1. continue with a specified action. 2. carry on.

KEPT 1. past tense of keep.

KEY-IN 1. the moment an earlier upset or painful incident has been reactivated.

KEY-OUT 1. a release or a separation from the negative charge of one's reactive subconscious mind or some portion of it. 2. the action of an engram or secondary dropping away without being erased.

KEYED-OUT 1. released or separated from the negative charge of one's reactive mind or some portion of it.

KIND (adjective) 1. friendly, gentle, tender-hearted, generous.

KIND (noun) 1. alike in fundamental nature or quality. 2. category, sort, type.

KINDNESS 1. the state, quality or habit of being kind. 2. good will.

KINESTHETIC

KINETIC 1. of or having to do with motion. 2. caused by or resulting from motion. 3. something which has considerable motion. [Greek kinetikos coming from kineinto move]

KNEW 1. was sure of; was aware of; realized; recognized.

KNOW 1. to understand. 2. to perceive directly; have a direct cognition of. 3. to recognize the nature of; discern. 4. to have clear understanding of. 5. to be familiar with. 6. to be aware of the existence, truth, or factuality of.

KNOWING 1. to be sure of; certainty. 2. having true information about. 3. the highest level of truth and understanding

KNOWINGNESS 1. quality of certainty regarding the truth of something. 2. a capability for truth. 3. self-determined knowledge.

KNOWLEDGE 1. the collection and maintenance of experiential data. 2. clear perception of a truth or fact. 3. familiarity gained by experience. 4. assured belief, known information; instruction; enlightenment; learning practical skills. 5. data, factors and whatever that can be thought about and perceived. 6. data or skills that one possesses with certainty; also certainty itself, or awareness.

KNOWN 1. past participle of know.

KRC 1. a word from the initial letters of Knowledge, Responsibility and Control.

KRC TRIANGLE 1. a triangle made up of Knowledge, Responsibility and Control.

L

L1 1. a prepared assessment used for locating and handling the type of bypassed charged that creates upsets.

L3 1. a prepared assessment used for locating and handling all errors and trouble in R3R sessions.

L4 1. a prepared assessment used for handling all listing errors, when trouble occurs on a listing process, when the range arm goes high or the Preclear gets sick or upset after a session which included listing actions.

LANGUAGE 1. a) the expression or communication of thoughts and feelings by means of vocal sounds, and combinations of such sounds, to which meaning is attributed; human speech. b) the ability to express or communicate by this means. c) the vocal sounds so used, or the written symbols for them. 2. any means of expressing or communicating, as gestures, signs, animal sounds, etc. 3. all the vocal sounds, words, and the ways of combining them common to a particular nation, tribe, or other group.

LANGUAGE LOCKS 1. mental image pictures of non-painful but disturbing experiences a person has experienced in which the main aberrative content is in terms of language.

LARGE READS 1. a movement of the needle on the Clearing Biofeedback Meter of 1/3 of a dial or more at sensitivity 5.

LARGE THETA BOP 1. in reference to a particular read on the Clearing Biofeedback Meter, it is a movement of the needle of a quarter of a dial to a third of the dial. see THETA BOP

LAST GPM 1. the one closest to present time.

LATE (adjective) 1. happening, coming, etc. after the usual, proper or expected time; tardy.

LATE (adverb) 1. after the usual, proper or expected time; tardily. 2. at or to an advanced time of the day, night, year, etc. 3. toward the end of a given period, development, etc.

LATENT (adjective) 1. present but not active; hidden; concealed. [Latin latens, lying hidden]

LATER (adverb) 1. after some time; subsequently.

LATER ON THE TRACK 1. closer to present time.

LAUDABLE 1. worthy of praise; commendable.

LAUGHTER 1. physical expression of delight. 2. a physical manifestation of the release of tension or charge. 3. a release of painful emotion in a light way. 4. the action of laughing or the sound resulting. 5. the feeling or attitude that everything is funny or humorous.

LAW 1. statement of a relation or sequence of phenomena invariable under the same conditions: as, the law of gravitation.

LAWS 1. all the rules of conduct established and enforced by the authority, legislation, or custom of a given community or other group. 2. the codified agreements of the people crystallizing their customs and representing their believed-in necessities of conduct.

LAYERED GROUPS (LAYERED CLUSTERS) 1. clusters of Entity Beings that are packed in layers; when the top Group is handled, one discovers that right underneath it is positioned another Group, and then another and so on (it is not the same as a “Cumulative Group”).

LEARN 1. to gain knowledge by studying, instruction or experience.

LEARNING (noun) 1. the acquiring of knowledge or skill. 2. acquired knowledge or skill.

LEARNING DRILL 1. an exercise used to improve the ability to study and increase the rate of acquiring a knowledge or skill.

LEFT 1. allowed to remain in a specified state or undisturbed.

LEG OF A PROCESS 1. an expression which refers to EACH command of a process, when the process contains more than one command.

LESS (noun) 1. a smaller amount: as, he can offer you no less.

LESS (adverb) 1. not so much;; to a smaller extent: as, less confusion would add to our certainty on the matter.

LESS (adjective) 1. not so much; not so great, so many, etc.; smaller; fewer: as, we need less talk and more action.

LESS (preposition) 1. with the deduction of; minus: as, ten less two is eight.

LET 1. to give opportunity to; permit; allow.

LET GO 1. release. 2. no longer maintain contact with.

LET’S 1. let us; used in the sense of being expressive of a command.

LEVEL 1. height; altitude. 2. position or elevation considered as one of the planes in a scale of values. 3. that body of processes in Alethiology that identifies an individual’s progress in Clearing.

LEVEL OF AWARENESS 1. that which a Being is aware of; this can be established by finding which general condition of existence he is most aware of, as shown and plotted in the Awareness Characteristics Scale.

LIABILITY 1. a condition or operating state identified by loss, damage and detriment. 2. something that works to one’s disadvantage.

LIE 1. an intentional false statement. 2. a willful misstatement. 3. an alteration of time, place, form and/or event.

LIE FACTORY 1. a phrase contained in an engram demanding lying (also called a “fabricator”).

LIES 1. intentional false statements. 2. willful misstatements. 3. alteration of time, place, form and/or event.

LIFE 1. the sequence of mental and physical experiences that make up the existence of an individual.

LIFE FORMS 1. living things, such as animals, birds, insects, fish, vegetation.

LIFE RUDS 1. a process of finding and releasing ARC Breaks, Problems and Withholds in a person's life.

LIFE SOURCE 1. the Being generating life.

LIFE STABILIZATION COURSE 1. an organized plan of study actions designed to enable the student to handle harmful influences and to be steady in character, emotions and attitudes.

LIFETIME 1. the duration of an individual's body from birth until death.

LIGHT (adjective) 1. easy to do; not difficult. 2. less than usual or normal in amount, extent, intensity, force, or impact. 3. not violent or intense; mild. 4. easy to bear; not burdensome. 5. moving with ease; nimbleness.

LIKE 1. enjoy, prefer. 2. to be fond of or pleased with. 3. to find agreeable, congenial or suitable.

LIMITED TECHNIQUE 1. a process or other action which can be used beneficially only for a short time and, after a certain period of time, will begin to cause deterioration.

LINE 1. the course or direction anything moving takes; path; route. 2. [mathematics] the path of a moving point, thought of as having length but not breadth, whether straight or curved.

LINE CHARGE 1. a period of sudden laughter, often uncontrollable, that a Preclear experiences in a session and that results from the relief of painful emotion. 2. any period of long and uproarious laughter indulged in by the Preclear while being processed. [Its therapeutic value is greatest when it is practically uncontrollable; in fact, a laughter line charge will do more to release tension than will grief charge]

LIST (noun) 1. any group of items said by the Preclear in response to a listing question from the Clearing Practitioner which have been written down by the Clearing Practitioner in the exact sequence that they were given by the Preclear.

LIST (verb) 1. to set forth items in response to a listing question from the Clearing Practitioner.

LISTED 1. responded with items to a listing question from the Clearing Practitioner.

LISTEN STYLE CLEARING 1. a method of Clearing in which the Clearing Practitioner just listens to the Preclear talk without evaluating, invalidating or interrupting him.

LISTING 1. a special procedure used in some processes where the Clearing Practitioner writes down items said by the Preclear in response to a question by the Clearing Practitioner in the exact sequence that they are given to him by the Preclear.

LIVE QUESTION 1. an inquiry from the Clearing Practitioner to the Preclear which continues to produce needle reaction; it is not yet flat.

LIVES 1. plural of Life

LIVING 1. having and following a purpose (only if an individual has a purpose toward which she works, can she be said to be truly alive, rather than just going through the motions).

LOCATE 1. to discover the place of. 2. to find out where something is.

LOCATION 1. the place or position in space where someone or something is.

LOCATIONS 1. plural of location.

LOCK 1. a mental image picture of a non-painful but disturbing experience. 2. a mental image picture of a non-painful but disturbing experience the person has had and which depends for its force on an earlier secondary and engram which the experience has reactivated.

LOCKS 1. plural of Lock

LOCK SCANNING 1. an action in Clearing in which one contacts an early lock on the Time Track and goes through all such similar incidents straight to present time.

LOGIC 1. the branch of philosophy dealing with forms and processes of thinking.

LONG 1. measuring much from end to end in space or time; not short or brief; of greater than usual or standard length, quantity, etc.

LONG FALL 1. a read on the Clearing Biofeedback Meter of two to three inches. see FALL.

LONG FALL BLOWDOWN (LFBD) 1. a read on the Clearing Biofeedback Meter in which a LONG FALL is followed by a definite rapid drop of the Range Arm.

LOOK 1. to direct one's attention.

LOOKING 1. directing one's attention to something.

LOSE 1. to miss something from one's possession or customary or supposed place. 2. to part with something. 3. to fail to win or gain.

LOSING 1. the act of missing something or someone from one's possession or customary or supposed place. 2. the act of parting with something.

LOSS 1. being separated from something or someone of value. 2. a decrease in amount, magnitude or degree.

LOST 1. no longer possessed. 2. parted with.

LOVE 1. affinity, affection and admiration toward something or someone.

LOWER 1. in a place or physical condition below another. 2. inferior in rank, authority, dignity, etc.

LOW RANGE ARM 1. any Range Arm measurement which is below 2.0.

LOW-TONE CASE 1. someone who is chronically below 2.0 on the Scale of Emotional Expression.

LUCK 1. the hope that uncontrolled circumstances will get one through.

LX LISTS 1. lists of attitudes, emotions and conditions.

LYING 1. intentionally making false statements. 2. willfully making misstatements. 3. the act of altering time, place, form and event.

M

MACHINE 1. an actual mechanism in the mind constructed out of mental mass and energy that has been made by the individual to do work for him, usually set up to operate automatically under certain pre-determined circumstances.

MADE 1. caused to happen; caused to be or become; produced.

MADE WRONG 1. invalidated. 2. shown to be incorrect or invalid. 3. not duplicated.

MAGNETIC FIELD 1. the space occupied by magnetic lines of force; space around a magnet in which the magnetic force exerted is appreciable.

MAGNITUDE 1. largeness; size; importance; quality.

MAJOR ACTION 1. anything the Clearing Practitioner does that is designed to change the case of or improve the ability of the Preclear; a process or series of processes.

MAJOR STABLE WIN 1. a great, firm success.

MAJOR THOUGHT 1. a complete idea or concept expressed in words by the Clearing Practitioner.

MAKE 1. to cause to happen.

MAKE UP 1. to put together; compose; compound. 2. to form; constitute. 3. to invent; create. 4. to arrange. 5. to resolve or decide (one's mind).

MAKING 1. causing to happen.

MAKING AMENDS 1. making reparations or payment as satisfaction for insult or injury. 2. a point, 0.375, on the Scale of Emotional Expression at which the person cannot withhold anything.

MALE BODIES 1. homo sapiens bodies of the sex that make the egg of the female fertile to produce young.

MAN 1. a human being; person, whether male or female. 2. the human race; mankind. 3. an adult male human being.

MANAGE 1. to conduct or direct affairs; carry on business. 2. to contrive to get along; succeed in handling matters.

MANAGEMENT 1. the act, art or manner of managing or handling, controlling, directing, etc. 2. skillful managing; careful, tactful treatment. 3. skill in managing; executive ability.

MANIA (noun) 1. wild or violent insanity; specifically, the manic phase of manic-depressive psychosis, characterized generally by abnormal excitability, exaggerated feelings of well-being, flight of ideas, excessive activity, etc. [Greek mainesthai, to rage].

MANIC (adjective) 1. having or characterized by mania. 2. of or like mania. 3. the dramatization in an engram that looks like a win. 4. term used to describe any engram which is highly complimentary, and any compliment which it contains in it will be obeyed to its most literal, fullest extent. 5. the extremes of too quiet, "catatonia," (withdrawn totally) and never quiet, "manic," (too hectic), labeled as such in the field of psychiatry.

MANIC DEPRESSIVE (adjective) 1. designating, of, or having a psychosis characterized by alternating periods of mania and mental depression. 2. term used to describe the symptoms manifested by a person in close proximity to an undetected suppressive.

MANUAL 1. a book of instruction on how to do something.

MASS 1. condensed energy having bulk or weight. 2. the physical bulk of something; how solid it is, combined with how much space it takes up.

MASTER (noun) 1. a person with the ability or power to use, control, or dispose of something. 2. a person very skilled and able in some work, profession, science, etc.; expert.

MASTER (verb) 1. to become an expert in.

MASTERY (noun) 1. mastership; rule; control. 2. masterly ability; expert skill or knowledge. 3. the attainment of abilities for any course of study at the Center for Personal Advancement. 4. being adept with a meter, a standard session, Clearing Communication Cycle and the in-sessionness of a Preclear.

MATCH (noun) 1. any person or thing equal or similar to another in some way; a counterpart or facsimile. 2. either of two corresponding things or persons; one of a pair.

MATCH (verb) 1. to be equal, similar, suitable, or corresponding to in some way. 2. to make, show, produce or get a competitor, counterpart or equivalent to.

MATCHING 1. being alike or equal to.

MATERIAL (adjective) 1. of matter; of substance; relating to or consisting of what occupies space; physical.

MATERIAL (noun) 1. what a thing is or may be made of; elements, parts or constituents.

MATERIALS 1. tools, implements, articles, etc. needed to make or do something.

MATERIAL UNIVERSE 1. the physical universe made up of matter, energy, space and time.

MATTER 1. whatever occupies space. 2. a group of particles of energy located in a relatively stable relationship to each other.

MAYBE 1. perhaps; possibly.

ME 1. the one who is speaking.

MEAN 1. to have as the particular sense or significance; denote; indicate; specify.

MEANING 1. what is meant; what is intended to be expressed or understood by something; significance; sense.

MEANINGLESS 1. having no meaning or significance; senseless.

MECHANICAL 1. having to do with, or in accordance with the science of mechanics. 2. of or having to do with a machine, mechanism or machinery. 3. machinelike; automatic, as if from force of habit; lacking spontaneity, expression, intelligence, etc.

MECHANICS 1. the physical and quantitative structure and operation of things, and the way they interact, one with another, under specific circumstances and in obedience to certain rules. 2. the branch of physics dealing with the action of forces on bodies or fluids and with motion. 3. the way something, be it mind, body or matter, works or is constructed.

MEDICAL 1. of or connected with medicine or the practice or study of medicine.

MEDICINE 1. the science and art of diagnosing, treating, curing, and preventing disease, relieving pain, and improving and preserving health. 2. the branch of this science and art that makes use of drugs, diet, etc., as distinguished especially from surgery and obstetrics. 3. a chemical substance used for the treatment of disease or to alleviate pain.

MEDITATE (verb) 1. to think about; to contemplate inwardly on a thought or idea. 2. to think or consider deeply and continuously at length. [Latin meditari, to think about deeply and continuously]

MEDITATION (noun) 1. an Eastern practice of looking inward with eyes closed while thinking about a word or idea; an additive (creative) process that shuts off the mind and dulls the senses to external stress. 2. deep continued thought; reflection. 3. solemn reflection on sacred matters as a devotional act.

MEGALOMANIA 1. a mental disorder characterized by delusions of grandeur, wealth, power, etc.

MEMORY 1. any mental image picture of consciously perceived data which can be recalled by the individual.

MENACE 1. someone or something that represents a threat; danger.

MENTAL 1. having to do with the mind.

MENTAL IMAGE PICTURES 1. pictures stored in the mind which are copies of the physical universe.

MENTALLY 1. in, with, or by the mind. 2. as regards the mind.

MENTAL MASS 1. solidified mental energy which often brings about undesirable pains or sensations (charge). 2. mentally created matter and/or energy. 3. involuntarily or voluntarily created mental matter, energy, space and time. (Its proportionate weight would be terribly slight compared to the same object as it exists in the physical universe). Note: Charge is mental mass but not all mental mass is charge. For example, if you picture a chair in your mind, it does not necessarily have charge connected with it; however, it is mental mass.

MENTAL PICTURE 1. pictures stored in the mind which are copies of the physical universe or imaginary images.

MENTION 1. to refer to or speak about briefly or incidentally; specify, as by name.

MENTIONED 1. referred to; remarked upon; spoken briefly of; specified by name.

MESS 1. a disorderly or confused collection or mass of things; jumble. 2. a state of embarrassment, trouble, or difficulty; muddle. 3. a disorderly, untidy, or dirty state of things.

MESSED UP (adjective) 1. confused; jumbled; in disarray. 2. troubled; bewildered; perplexed.

MESS UP (verb) 1. make a mistake; bungle; botch; goof.

MEST 1. the physical universe; a word coined from the initial letters of Matter, Energy, Space and Time, which are the component parts of the physical universe; also used as an adjective in the same sense to mean physical - as in "mest universe," meaning the "physical universe."

MEST BODY 1. the human physical body.

METAPHYSICS 1. the study of the ideas unexplained by the science of physics which deals with matter, energy, motions and forces. 2. the study of the ultimate reality of all things; the branch of philosophy that deals with first principles and seeks to explain the nature of existence or reality. 3. the theory or principles (of some branch of knowledge).

METER 1. the Clearing Biofeedback Meter.

METER CHECK 1. an action of testing, measuring or verifying the reaction of a student to subject matter, words, blocks to study, etc.; it is done by the Clearing Practitioner, using the Clearing Biofeedback Meter.

METER DEPENDENCE 1. a condition created by the Clearing Practitioner invalidating or poorly acknowledging the Preclear, wherein the Preclear finally decides that he needs the meter as an "ally" in convincing the Clearing Practitioner to accept his data; the Preclear depends on the meter to prove something to the Clearing Practitioner.

MIGHT 1. conditional sense of may suggesting less force or certainty; implies that which is possible or likely or probable.

MIMIC (verb) 1. to copy closely; imitate accurately.

MIND (verb) 1. to care about; to object to; to be concerned about.

MIND (noun) 1. a control system between the Being and the physical universe; a storage place for mental pictures and data; a computer; an instrument consisting of three aspects: the conscious, subconscious and superconscious.

MINE 1. the one or ones that belong to me.

MINUS RANDOMITY 1. anything which has too little motion in it for a person's tolerance.

MINUS TONE SCALE 1. the sub-tones on the Scale of Emotional Expression (below 2.0) which are so low as to constitute by the individual a no-affinity, no-emotion, no-problem, no-consequence state of mind on things which are actually tremendously important.

MINUTE 1. a measurement of time representing 1/60 of an hour; 60 seconds.

MINUTES 1. plural of minute.

MIRACLE 1. an occurrence that contradicts the fixed belief system of a Being who is operating through the conscious mind or C-mind dwell. 2. a wonder or wonderful thing; something marvelous. 3. the usual result of a Being who is operating through the superconscious mind or B-mind dwell (miracles as usual). [Latin miraculum from mirari, to marvel at, from mirus, wonderful]

MIS-ACKNOWLEDGMENT 1. a failure to end the cycle of command.

MISASSIST 1. an incident wherein the Preclear has tried to help on some dynamic and failed.

MISCONCEPTION 1. a mistaken idea or notion; wrong conception.

MISDIRECTOR 1. a command from the Preclear's bank which sends the Preclear in the wrong direction on the time track.

MISEMOTION 1. emotion which is irrational and inappropriate to the present time situation. 2. emotion which has been suppressed and which remains a part of an individual's locks and secondaries unless he is Cleared.

MISEMOTIONAL (adjective) 1. showing irrational expression of emotion.

MISOWNERSHIP 1. mistaken ownership; a wrong ownership. 2. one Being thinking the charge is his when it belongs to someone else, or thinking it belongs to someone else when it is his own.

MISPROGRAMMED 1. mistakenly programmed; the current program has neglected or misplaced an urgently needed action.

MISRUN 1. not correctly run. 2. an error or mistake in the running of an incident or item.

MISS (verb) 1. to fail to see, hear, perceive, etc. 2. to overlook.

MISSED 1. overlooked. 2. failed to see, hear, perceive, etc.

MISSED PERPETRATION 1. a harmful act which no one found out about.

MISSED WITHHOLD 1. an undisclosed harmful act which has been reactivated by another but not disclosed; a withhold which another person nearly found out about, leaving the person with the withhold in a state of wondering whether his hidden deed is known or not. see WITHHOLD

MISSED WITHHOLD PROGRAM 1. an action in which the Clearing Practitioner searches for and finds when and where the withholds of a Preclear had been available but had been missed.

MISSING (adjective) 1. absent; lost; lacking.

MISTAKE 1. misunderstanding of a meaning or intention; misrepresentation. 2. error in thought, judgment or action; wrong choice or identification.

MISUNDERSTAND 1. to understand incorrectly; miscomprehend or misinterpret.

MISUNDERSTANDING 1. a failure to understand; mistake of meaning or intention.

MISUNDERSTOOD (noun) 1. [Slang] something that is incorrectly understood; a word or symbol whose meaning one has not fully grasped.

MISUNDERSTOOD WORD 1. a unit of language incorrectly interpreted which, when not found and cleared by an individual, will result in any number of manifestations, including blankness in the memory right after that word, drowsiness, confusion and/or dislike of the subject matter, irritated and burning eyes, aches and pains in various parts of the body, and a desire to get away from the subject, often followed by an actual departure from it; this phenomenon can occur at any time when language is being perceived by the individual, though it is most easily observed when one is reading.

MISWORDED 1. wrongly, incorrectly or inaccurately worded or stated.

MIXED 1. put together so that the components and parts of each are diffused among those of the others.

MOCKERY 1. to show or express scorn, ridicule or contempt. 2. an evil and covertly hostile imitating of or repeating after someone.

MOCK-UP 1. a mental model, construction or picture created by a Being; a mock-up is distinct from a mental image picture in that it is created volitionally, does not necessarily copy any previous experience and is under the control of the Being.

MODEL SESSION 1. the same exact pattern and script (patter) with which every Clearing session is begun and ended; the overall form of all Clearing sessions which is the same anywhere in the world.

MOISTURE PERCEPTION 1. the sense of dampness or dryness of the atmosphere which allows one to further judge his environment.

MOMENT 1. an indefinitely brief period of time; instant. 2. a definite point in time or in a series of events.

MOMENTS 1. plural of moment.

MONEY 1. a) standard pieces of gold, silver, copper, nickel, etc., stamped by government authority and used as a medium of exchange and measure of value; coin or coins: also called hard money. b) any paper note issued by a government or an authorized bank and used in the same way; bank notes; bills: also called paper money.

MOOD 1. a particular state of mind or feeling; humor, or temper; a temporary state of mind.

MOOD DRILLS 1. exercises designed to handle a condition wherein the Clearing Practitioner's mood is negatively affecting a Preclear's session or progress.

MORAL (adjective) 1. good in character or conduct. 2. capable of understanding right and wrong.

MORAL CODE 1. that series of agreements to which a person has subscribed to guarantee the survival of a group.

MORALITY (noun) 1. the relative right or wrong of an action. 2. doing right. 3. a system of morals; set of rules or principles of right and wrong.

MORALS (noun) 1. the principles of right and wrong conduct. 2. those things which are considered to be at any given time survival characteristics. 3. an arbitrary code of conduct not necessarily related to reason.

MORE (adjective) 1. greater in amount, quantity or degree; used as the comparative of much. 2. greater in number; used as the comparative of many. 3. additional; further.

MORES (noun) 1. folkways that are considered conducive to the welfare of society and so, through general observance, develop the force of law, often becoming part of the formal legal code.

MOTION 1. change of position or place; movement; moving.

MOTIVATOR 1. a perpetration or harmful act received by the individual. 2. the consideration and dramatization that one has been wronged by the action of another or a group and which is characterized by constant complaint with no real action undertaken to resolve the situation; this reveals that the motivator is being held in place to justify perpetrations committed by the individual; this is easily handled in Clearing.

MOTIVATOR HUNGER 1. the desire or intention to be hurt or injured so as to balance out previous or forthcoming perpetrations.

MOVE 1. to go from one point to another; proceed.

MOVING 1. going from one point to another; proceeding.

M/U 1. abbreviation for misunderstood word.

MULTIPLE ACKNOWLEDGMENT 1. more than one acknowledgment to end a cycle of communication, such as "OK, GOOD" or "ALL RIGHT, THANK YOU, FINE."

MULTIPLE ILLNESS 1. a condition in which the Preclear is physically ill from several engrams of different types that are all reactivated.

MULTIPLE SOMATICS 1. several somatics as one item.

MUTTER CE 1. an exercise designed to perfect the muzzled Clearing Communication Cycle.

MUTUAL 1. a) done, felt, etc. by each of two or more for or toward the other or others; reciprocal: as, mutual admiration. b) of, or having the same relationship toward, each other or one another: as, mutual enemies. 2. shared in common; joint: as, our mutual friend.

MUTUAL OUT RUDS 1. a situation in which two or more people mutually have ruds out on the wider group or other dynamics and do not get them in.

MUZZLE (verb) 1. to prevent from talking or expressing an opinion; gag.

MUZZLED 1. prevented from talking or expressing an opinion; gagged.

MUZZLED CLEARING 1. a style of Clearing in which the Clearing Practitioner ONLY gives the command and acknowledges the answer to that command; only model session patter, commands and CEs are used; it is the stark total of CEs 0 - 4, with nothing else added; it always gets the best results. (also called "Rote Style Clearing").

MUZZLED COACHING 1. a style of coaching in which the coach simply acknowledges a correct action by the student and otherwise is silent.

MYSELF 1. a form of the first person singular pronoun, used: a) an intensive, as: I went myself. b) as a reflexive, as: I hurt myself. c) as a quasi-noun meaning “my real, true, or actual self” (eg., I am not myself when I yell like that). 2. me.

MYSTERY 1. something that is hidden or unknown. 2. something that is not explained or understood. 3. the opposite of knowing. 4. a secret.

MYSTICAL MYSTIC 1. [Slang] a term used to describe a type of case in which the person will be totally reasonable about anything that happens in his vicinity but not do anything about it and see nothing but good in anything (e.g., a person who comes upon the scene of a fire and thinks it is good that the firemen have something to do).

MYSTIQUE 1. qualifications or skills that set a person or thing apart and beyond the understanding of an outsider.

N

NARCOSYNTHESIS 1. the practice of inducing sleep with drugs and then talking to the person to draw out buried thoughts.

NARRATIVE 1. a story, account; applies chiefly to the telling or to the way in which the story is put together and presented. 2. a narrative item describes only one possible incident. 3. a narrative item is one which will land the Preclear in a single incident for which there is no chain; flagrant example: "The time the horse Baldy dumped me in the Potomac" (obviously, there was only one such incident).

NARRATIVE CHAIN 1. a chain of similar experiences or incidents rather than a similar somatic or similar feeling.

NARRATIVE ITEM see NARRATIVE

NATIVE (adjective) 1. inborn; innate; not acquired. 2. belonging to something as part of its nature.

NATTER 1. criticalness; unnecessary and ineffectively talking about someone or something; the word is coined from "negative chatter." 2. critical comments about the Clearing Practitioner originating from the Preclear that indicate that the Preclear has committed a perpetration he does not want the Clearing Practitioner to find out about.

NATURAL (adjective) 1. having certain qualities, abilities, etc., innately. 2. normal for a given person or thing. 3. free from affectation or restraint; at ease.

NEARLY 1. almost; close to; not quite.

NECESSARY (adjective) 1. absolutely needed; required.

NECESSITY (noun) 1. great or imperative need. 2. something that cannot be done without; necessary.

NECESSITY LEVEL 1. this is an individual's ability to rise above his aberrations when his action is required to handle an immediate and serious threat to the individual's survival. 2. that amount of urgency or commotion necessary in the environment to extrovert the individual and put him into motion in present time.

NEEDLE 1. the slender piece of metal with an arrowhead tip that is part of the dial of the Clearing Biofeedback Meter and that indicates the reads.

NEEDLE PATTERN 1. distinctive, chronic and constant needle behavior on a particular Preclear when the Clearing Practitioner is saying and doing nothing.

NEGATIVE 1. containing, expressing, or implying a denial or refusal; saying "no"; opposed to affirmative. 2. opposite to something considered as positive.

NEGATIVE GAIN 1. the result of subtractive processes. 2. things disappearing that have been annoying or unwanted.

NEGATIVE POSTULATE 1. a postulate made during a time of stress that adversely affects a person's life: for example, "I have to be sick in order to get help."

NERVOUS 1. characterized by or having a disordered state of the nerves. 2. characterized by or showing emotional tension, restlessness, agitation, etc. 3. fearful; apprehensive.

NERVOUSNESS 1. distracted attention.

NEUROSIS 1. an emotional state containing conflicts and emotional data inhibiting the abilities or welfare of the individual.

NEUROTIC (adjective) 1. of, characteristic of, or having a neurosis.

NEUROTIC (noun) 1. a person considered to be below 2.5 on the Scale of Emotions who demonstrates such characteristics as having more fears about the future than goals about the future, pondering the past, questioning his own actions, being overwhelmed by sudden counter-efforts, being ill to a greater or lesser degree much of the time, and harming self by reason of his aberrations, but not to the point of suicide; a person who has some obsession or compulsion which over-rules his self-determinism to such a degree that he or she is a social liability; a person whose thoughts to him are as solid as MEST. 2. a Preclear having mock-ups which will neither persist nor go away.

NEVER 1. at no time. 2. not ever.

NEW 1. never existing before; appearing, thought of, developed, made, produced, etc. for the first time. 2. not yet familiar or accustomed; inexperienced.

NEW PRECLEAR 1. an individual who has never before experienced Clearing Processes.

NEW UNDERSTANDING COURSE 1. an organized plan of study actions designed to empower a Student to be more able to study and enjoy life, rather than just going through the motions, and to have a renewed interest in people, ideas and things.

NEXT 1. immediately following.

NO (adjective) 1. not any: as, he has no friends.

NO (adverb) 1. not in any degree, not at all: as, he is no better. [Old English na coming from ne not + aever or not ever]

NOBODY (pronoun) 1. not any person; not anybody; no one.

NO CASE GAIN 1. a situation in which a Preclear has little or no Range Arm action during Clearing. 2. a situation of "no change" in the case of the Preclear despite worthy attempts with the routine processes.

NO-CHANGE 1. in no way or to no degree new or different in viewpoint or course of action; in no way or to no degree an alteration, substitution or transformation; in no way or to no degree a variation of affairs, situations or ways of doing things.

NO CLEARING 1. a term used to describe a situation in which the actions being delivered to the Preclear, even if executed perfectly, are not calculated to advance his case, thereby resulting in nothing being accomplished in terms of case gain; it is a situation in which useless motions are carried out with absolutely no positive results.

NO-COMMUNICATION 1. an absence of interchange of ideas between two people or terminals; nothing sent and nothing received.

NO-GAIN-CASE 1. a Preclear whose way of responding to the world around him entails continual, calculated destruction of self and others by covert or overt means to such an extent that routine processing is of no avail. 2. a Suppressive Person.

NO-GAME 1. a preponderance of win or a preponderance of lose.

NO HAVINGNESS 1. something that a person can't reach or something that doesn't permit itself to be reached. 2. prevented reach; the concept of no reach.

NO INTERFERENCE ZONE see NON INTERFERENCE ZONE

NOMENCLATURE 1. the terms and definitions used in a subject.

NON-CYCLICAL PROCESS 1. a repetitive process which does not cause the Preclear to cycle on the Time Track: such as "What could you say to your father?"

NON-EXTANT ENGRAM 1. an engram that never existed.

NON INTERFERENCE ZONE 1. from the point where the Preclear goes Clear until he or she has completed Entity Clearing.

NON INTERFERENCE ZONE RULE 1. the rule that Clears should not be processed on any actions other than Entity Clearing or Entity Clearing repair until they complete Entity Clearing.

NONMATERIAL UNIVERSE 1. the realm of Beings; the universe of life. 2. that universe which is not composed of physical matter, energy, space and time.

NON-READING ITEM 1. an item that did not read when originated or cleared and also did not read when called by the Clearing Practitioner.

NON-SOURCE see NO-SOURCE

NON-STANDARD 1. not conforming to a definite level or degree of quality that is proper and adequate for a specific purpose.

NON-VOCAL LOCK SCANNING 1. having a Preclear scan a chain of locks silently.

NO ONE 1. no person; not anybody; nobody.

NO PERPETRATIONS CASE 1. a person who cannot see that he has ever done anything wrong.

NO RANDOMITY 1. complete stillness; no motion.

NO RANGE ARM see NO RANGE ARM ACTION

NO RANGE ARM ACTION 1. no movement of the range arm on the Clearing Biofeedback Meter.

NO RESPONSIBILITY 1. the inability to handle force. 2. ultimately, an unwillingness to make a decision or an unwillingness to be, do or have anything.

NORMAL (adjective) 1. conforming with or constituting an accepted standard, model, or pattern; especially, corresponding to the median or average of a large group in type, appearance, achievement, function, development, etc.; natural; standard; regular. 2. average in intelligence or emotional stability.

NORMAL (noun) 1. a person considered to be at around 2.5 to 3.0 on the Scale of Emotional Expression.

NO-SOURCE 1. not a point of origin. 2. not in any degree an originator; not at all a cause.

NO SYMPATHY 1. a determination to not be sympathetic at all. 2. icy; emotionally cold and hardened. 3. an emotion and an action of preventing the feeling of affinity with that which is hurting.

NOT 1. a function word to make negative a word or group of words; in no way or to no degree.

NOT BEINGNESS 1. an acceptance of control by the environment and abdication even of control of self.

NOT DOING THE CLEARING COMMAND 1. a particular error in Clearing in which the Clearing Practitioner does not execute the command, or does something else, or executes it indifferently and then does something else.

NOTHING 1. no thing; not at all; in no degree.

NOTHINGNESS 1. a being nothing; non-existence. 2. an absence of everything; no time, no space, no energy, no thought, etc.

NOTICE 1. observe. 2. take note of.

NOT-IS 1. any attempt to deny what is. 2. to refuse to acknowledge the existence of. 3. trying to vanish something without taking responsibility for having created it.

NOT-ISED 1. attempted to deny what is. 2. refused to acknowledge the existence of. 3. tried to vanish something without taking responsibility for having created it.

NOT-ISING 1. the act of denying what is. 2. the act of refusing to acknowledge the existence of. 3. the act of trying to vanish something without taking responsibility for having created it.

NOT-KNOW 1. trying not to remember. 2. to erase by self command the past without suppressing it with energy. 3. unconsciousness in its most extreme manifestation.

NOT KNOWING 1. having no clear understanding of; not being familiar with; not having experience of; not being aware of the existence, truth or factuality of.

NOT THERE 1. dispersed; hiding oneself; being vague; not present most of the time.

NOW 1. at this moment.

NULL (adjective) 1. of no value, effect or consequence; insignificant. 2. amounting to nought; nil. 3. without legal force; not binding; void; invalid.

NULL (verb) 1. to call off a list of items to see which ones read. 2. to reduce the value or effect of something to nothing. 3. a no reaction of the needle on the dial of the Clearing Biofeedback Meter when the Clearing Practitioner asked a question of the Preclear; or simply, it didn't read.

NULLABLE 1. a term used to describe a list on which an item can be found.

NULLABLE LIST 1. a group of items given by the Preclear in response to the Clearing Practitioner's question which, when called out, runs in model form, allowing the Clearing Practitioner to find THE item and handle it.

NULLIFICATION 1. reducing something to no value, effect or consequence; making insignificant 2. cancel; destroy; reduce to nothing.

NULLING 1. the Clearing Practitioner's action in saying items from a list to a Preclear and noting the reaction of the Preclear's bank by the use of a Clearing Biofeedback Meter.

NULL ITEM/NULL LIST 1. an item or list of items which, when called out by the Clearing Practitioner as in assessment, produces no needle reaction.

NULL NEEDLE 1. a term used to describe a particular meter read in which the needle doesn't give a change of pattern or a reaction on the question; the needle continues to behave in an action uninfluenced by the question.

NULL SUBJECTS 1. uncharged topics, themes, issues, areas, etc.

NUMB 1. having lost the power of feeling or moving; deadened; insensible.

NUMBNESS 1. the condition or quality of having lost the power of feeling or moving; an insensibility.

NUTRITION 1. the study of the care and healthy feeding of the body.

O

OBEDIENCE 1. doing what is ordered; submission.

OBEY 1. to carry out the instructions or orders of. 2. to be guided by; submit to the control of.

OB GRADES (OPERATING BEING) 1. distinct and definite steps toward greater levels of awareness and ability as an Operating Being.

OBJECT (noun) 1. a thing that can be seen, touched, or otherwise sensed; material thing. 2. a condensed piece of energy.

OBJECT (verb) 1. to urge against; oppose. 2. to dislike or disapprove of.

OBJECTIVE (adjective) 1. of or having to do with a known or perceived object as distinguished from an idea, belief or mental concept. 2. observable objects in present time rather than subjective data in the Individual's mind. 3. being, or regarded as being, independent of the mind; real; actual. 4. without bias or prejudice; detached; impersonal. 5. being the aim or goal of one's endeavors or actions.

OBJECTIVE (noun) 1. anything external to or independent of the mind; something observable, tangible. 2. something aimed at or striven for.

OBJECTIVE DUB-IN 1. the manifestation of putting, unknowingly, perceptions in the environment which do not actually exist.

OBJECTIVE ENVIRONMENT 1. the physical things in the universe that everyone agrees are there.

OBJECTIVE HAVINGNESS 1. processes that increase a Preclear's ability to relate to things in the room by familiarizing him with that physical environment. 2. look, touch and feel processes.

OBJECTIVE PROCESSES 1. processes which familiarize a person with the physical universe by observing and touching objects in the room.

OBJECTS plural of object.

OBNOSE (verb) 1. to observe the obvious; to take note of the way something actually is.

OBNOSIS (noun) 1. observing the obvious; the only way one sees anything is by observing the obvious; one looks at the is-ness of something, at what is actually there; fortunately, the ability to obnose is not in any sense "inborn" or mystical; it is easily regained and improved through the technology of Alethiology and Alethanetics.

OBSERVE 1. to become aware of, through the senses; to direct the senses toward something so as to become aware of it.

OBSERVER 1. a person who directs his/her senses toward something so as to become aware of it. 2. a person who cannot occupy a source point or receipt point; a person who cannot be anything.

OBSESSION 1. the domination of thoughts and feelings by a persistent idea, image or desire.

OBSESSIVE COMMUNICATION 1. non-stop compulsive talking with no listening. 2. an outflow which is not in reality with the existing reality; an outflow which is not pertinent to the surrounding terminals and situation.

OBVIOUS (adjective) 1. easy to see or understand; plain; evident. 2. standing out so prominently that the eye or mind cannot miss it.

OBVIOUS (noun) 1. that which is easy to see or understand; that which is plain or evident: as, the action of observing the obvious is not inborn and can be learned.

OBVIOUSLY (adverb) 1. easily seen or understood; clear to the eye or mind; not to be doubted; plain.

OCCLUDE 1. to close, shut, or block (a passage). 2. to prevent the passage of (something) by closing; shut in or out.

OCCLUDED 1. closed, shut or blocked.

OCCLUDED CASE 1. memory not available for recall; poor memory and poor recalls of the past. 2. a situation in which the sum of all past by-passed charge is unavailable for recall.

OCCLUSION 1. any part of a person's memories that is hidden on the Time Track and is not available to conscious recall except through processing.

OCCLUSION TYPE OF CIRCUIT 1. a mechanism in the Preclear's mind that blocks out certain pieces of information, preventing contact with either the standard or reactive banks.

OCCUPY 1. to dwell in. 2. to hold (a position or office). 3. to take up or fill up (space, time, etc.). 4. to employ, busy, or engage (oneself, one's attention, mind, etc.).

OCCUR 1. to take place; happen. 2. to present itself; come to mind.

OCCURRED 1. took place; happened.

OCCURRENCE 1. the act or fact of occurring. 2. something that occurs; event; incident.

OF 1. belonging to. 2. used to indicate relation or classification. 3. concerning; about.

OFF (adverb) 1. so as to be away, at a distance, to a side, etc.: as, his mind is off the subject at hand. 2. so as to be no longer on, attached, united, in contact, etc.: as, the charge blew off when he spotted the incident.

OFF (adjective) 1. not on, attached, united, etc.: as, her coat is off. 2. not in operation, function, continuance, etc.: as, the motor is off. 3. gone away; on the way: as, he's off on a fishing trip. 4. not up to the usual level, standard, etc.: as, an off season. 5. wrong; in error: as, his calculations were off.

OK or O.K. see OKAY

OKAY (adjective, adverb, interjection) 1. all right; correct.

OKAY (noun) 1. approval; endorsement.

OKAY (verb) 1. to approve; endorse.

OLFACTORY 1. of the sense of smell.

-OLOGY 1. a suffix meaning the study of or the science of: as, Biology, Geology, etc.

OMIT 1. to fail to include; leave out. 2. to fail to do; neglect.

OMITTED 1. failed to include; left out. 2. failed to do; neglected.

ON 1. with regard or respect to; in connection, association or activity with.

ONE (adjective) 1. being a single thing, or unit; not two or more. 2. characterized by unity; forming a whole; united; undivided. 3. designating a person or thing as contrasted with or opposed to another. 4. single in kind; the same.

ONE (noun) 1. the number expressing unity or designating a single unit; it is the lowest cardinal number and the first used in counting a series, etc.; 1.
2. a single person or thing.

ONE (pronoun) 1. a certain person or thing; some person or thing. 2. any person or thing; anybody or anything. 3. the same person or thing.

ONE MORE TIME 1. again; as before.

ONENESS 1. harmonious alignment with all aspects of life. 2. the experience of being the one running the body. 3. the experience of being an individual.

ONLY 1. with no other or anything else besides; alone. 2. merely; just; and no more.

ONLY SOLUTION 1. the fixed idea that there is only one solution or alternative to a given problem or situation; this is a prime factor in fanaticism, neurosis and psychosis.

OPENING PROCEDURE BY DUPLICATION 1. a particular course of action designed to enable a Preclear to examine, communicate with and own two dissimilar objects.
Abbr. OP PRO BY DUP

OPENING PROCEDURE OF 8-C 1. a particular course of action designed to enable a Preclear to discover that he is able to make and break communication with the physical universe; the result of the procedure is the Preclear realizing that he can let go of various pieces of his engram bank.

OPERATE 1. to be in action so as to produce an effect; act; work. 2. to bring about a desired or appropriate effect; have a certain influence. 3. to perform a surgical operation.

OPERATING 1. able to act and handle things.

OPERATING BEING 1. a Clear (a Being with no reactive bank) who has been refamiliarized with his capabilities and is willingly and knowingly at cause over matter, energy, space, time, form and life. 2. a Being who is not dependent on the universe around him; a Being who can operate independently of his body; a Being exterior who can have but doesn't have to have a body in order to control thought, life, matter, energy, space and time. 3. a Being who is completely free.

OPINION 1. a view, judgment or appraisal held by a person.

OPPOSITE VECTOR CASE 1. a Preclear who has private goals quite the reverse of getting better.

OPPRESSED 1. kept down by cruel or unjust use of power or authority. 2. trampled down by an opposing force.

OPPRESSIVE (adjective) 1. unjustly harsh or tyrannical. 2. causing discomfort.

OP PRO BY DUP see OPENING PROCEDURE BY DUPLICATION

OPTIMUM RANDOMITY 1. from the viewpoint of the Individual, something which has in it the right amount of motion or unexpectedness for his tolerance.

OPTIMUM SOLUTION 1. that solution which brings the greatest benefit to the greatest number of dynamics.

OR (conjunction) 1. function word indicating an alternative.

ORDER (noun) 1. the sequence or arrangement of things or events; series; succession. 2. a state or condition in which everything is in its right place and functioning properly. 3. condition or state, in general. 4. a command, direction, or instruction, usually backed by authority. 5. a request or commission to make or supply something.

ORDER (verb) 1. to put or keep in order; organize; arrange. 2. to instruct (another) to do something; command. 3. to request (something to be supplied).

ORGANIC 1. of, having the characteristics of, or derived from living organisms. 2. in philosophy, having a complex but necessary interrelationship of parts, similar to that in living things. 3. in medicine, producing or involving alteration in the structure of an organ; opposed to functional. 4. of or having to do with an organ. 5. inherent; inborn; constitutional.

ORGANICALLY INSANE 1. irrational behavior caused by severe metabolic imbalance. 2. missing parts of the brain bring about insanity.

ORGANIC PERCEPTIONS 1. the awareness of the state of one's body, internally.

ORGANIC SENSATION 1. that sense which tells the central nervous system the state of the various organs of the body.

ORGANISM 1. any living thing. 2. anything resembling a living thing in its complexity of structure or functions. 3. a portion of MEST which has been organized and is being controlled by a Being; the physical manifestation of life.

ORGANIZATION 1. a group of Individuals who are working together and who are united by a common purpose and goal. 2. an organizing or being organized.

ORGANIZE 1. to put into working order; get together and arrange.

ORIGIN (noun) 1. a coming into existence or use; beginning. 2. that in which something has its beginning; source; root; cause. 3. a point of no-dimension, a point that has neither length, breadth, nor depth but is something from which one could view length, breadth and depth.

ORIGINAL (adjective) 1. having to do with an origin; initial; first; earliest. 2. never having occurred or existed before; not copied; fresh; new; novel. 3. capable of or given to inventing or creating something new, or thinking or acting in an independent, individual, fresh way. 4. coming from someone as the originator, maker, author, etc.

ORIGINALLY (adverb) 1. with reference to origin, or beginning. 2. at or from the beginning; initially. 3. in the first place; chiefly. 4. in an original, independent, or novel manner.

ORIGINATE 1. to initiate a communication, message, etc.

ORINATION 1. a statement or remark made by the Preclear in session that refers to her own state or case; it is a sign that the Preclear is getting better. 2. an initiated communication, message, etc.

ORINATIONS plural of ORINATION

ORIGIN "I" 1. a viewpoint from which one can perceive anchor points. 2. a Being.

ORIGIN OF THE PRECLEAR see ORINATION

O/R LISTING 1. asking the Preclear the listing question "What has been overrun?" and listing it to one item.

-OSIS 1. suffix meaning the condition of: as, she has osteoporosis.

OTHER 1. different or additional one.

OTHER-DETERMINED REALITY 1. the condition of having a facsimile given to one so strongly that it looks more real to one than reality.

OTHER-DETERMINISM 1. the condition of having one's actions or conclusions determined by something or someone other than oneself.

OTHERS 1. unnamed additional persons distinct from those first mentioned; additional ones.

OTHERS' 1. belonging to others.

OTHER SIDE OF WITHHOLDS 1. a term used to describe a type of case in which the person is "afraid to find out."

OUT 1. from among others. 2. in a direction away from the inside or center. 3. not in the right or proper state. 4. things which should be there and aren't or should be done or aren't: as, the use of conditions formulas was out in his life. see OUT-ETHICS.

OUT-CREATED 1. created against too thoroughly.

OUTERMIND 1. the component of a person's mind that analyzes and reasons logically during conscious moments of life; it can discriminate and think in terms of similarities and differences; it handles language through words, one step at a time, and is linear in nature; it control all conscious voluntary actions (such as swallowing and walking); it is composed of mental image pictures and records only during moments of consciousness; it has no emotions or power and draws emotions and power from the innermind; it is the part of the mind that a person is most aware of. 2. the conscious mind; analytical mind.

OUT-ETHICS 1. a term used to describe a person who is violating his integrity by acting against his own moral codes and the mores of the group. 2. a term used to describe an action or situation in which a person is involved contrary to the ideals and best interests of his group; an act or situation or relationship contrary to the ethics standards, codes or ideals of the group or other members of the group; an act of omission or commission by an Individual that could or has reduced the general effectiveness of a group or its other members; an individual act of omission or commission which impedes the general well-being of a group or impedes it in achieving its goals.

OUTFLOW 1. a person communicating to someone else. 2. a being interested.

OUTFLOWED 1. impulsed or directed energy particles or thought or masses outwardly or to a terminal.

OUT LIST 1. a wrong list item or a wrong list. 2. some kind of error in the list itself or the listing procedure.

OUT OF ARC PROCESS 1. a process that reduces the Preclear's ARC in general; such a process would be "Look around here and tell me something you don't like."

OUT OF SESSION (noun) 1. a time other than the Clearing session; also used to describe a Preclear who, during a Clearing session, is unwilling to talk to the Clearing Practitioner and/or is not interested in his own case.

OUT OF SESSION (adjective) 1. a term used to describe a Preclear who, during a Clearing session, is unwilling to talk to the Clearing Practitioner and/or is not interested in his own case.

OUT OF VALENCE 1. being someone else.

OUT-POINT 1. any one datum that is offered as true that is in fact found to be illogical.

OUT-POINT LIST 1. a list containing the elements of illogic and insanity.

OUT RUDIMENT 1. an ARC break, present time problem, missed withhold or perpetration.

OUT RUDS 1. misemotional behavior caused by either an ARC break, present time problem, missed withhold or perpetration.

OUT TECH 1. out technology; a term meaning that Alethanetics or Alethiology is not being applied or is not being correctly applied.

OUT THE BOTTOM 1. referring to a person who is in really bad shape.

OVER 1. across or through a space between two points. 2. excessive; too much; beyond the normal. 3. passing across or beyond.

OVER ACKNOWLEDGEMENT 1. the error of acknowledging the Preclear before she has finished. 2. giving an unnecessary number of acknowledgments, resulting in an upset Preclear.

OVERBURDEN 1. the incident is too charged in one place to be confronted.

OVER CLEARING 1. clearing beyond a grade of release attained.

OVERLISTED 1. continued a listing procedure beyond the point of achievement of completeness of the list.

OVERLISTED LIST 1. listing after a complete list was obtained.

OVERPOWERED 1. to make helpless; subdued; overwhelmed.

OVER-REACTIVATION 1. the condition of reactivating more charge than one can easily handle, accompanied by a feeling or conviction of being overwhelmed.

OVER-REPAIRED 1. going on beyond the point where a repair is complete.

OVERRUN (verb) 1. to continue a process past the completion point. 2. to run past; exceed; to continue a specified action beyond the point of a specific accomplishment or achievement. 3. to run a Clearing process or procedure past the completion point.

OVERRUN (noun) 1. an action or a situation that has gone on too long or happened too often. 2. a term used to describe the running of a process or procedure past the completion point.

OVERRUNNING 1. the act of continuing a process past the completion point.

OVERSHOOTING 1. going beyond a completion.

OVERSHOT 1. entered the case too high on the Life Expansion Chart.

OVERT (noun) see PERPETRATION

OVERT (adjective) 1. open; public; observable. 2. done outwardly, without attempt to conceal and with evident intent.

OVERT HOSTILITY 1. a feeling or an act that is openly unfriendly and full of enmity and ill will.

OVERTHROWN 1. to throw or turn over; upset. 2. destroyed; ruined; ended; conquered.

OVERWHELM 1. too much to handle or take. 2. to give a person the feeling that there are more things going on than she can possibly handle. 3. to send a communication with too much force, so that the person receiving it feels crushed.

OVERWHELMED 1. to be made helpless by being overpowered by something; completely overcome; made helpless; submerged; crushed.

O/W see PERPETRATION/WITHHOLD

OWN 1. ability to see or touch or occupy.

OWN (noun) 1. that which belongs to oneself.

OWN (verb) 1. to be able to see, touch or occupy. 2. to admit; recognize; acknowledge. 3. to possess; hold as personal property; have.

OWNED 1. seen, touched or occupied. 2. admitted; recognized; acknowledged. 3. possessed; held as personal belongings.

OWNERSHIP 1. the state of being an owner; the possessing (of something); right of possession. 2. reactive charge which has been identified as specifically belonging to self or another. 3. relates to havingness; one can own something that one can have.

OWN VALENCE 1. one's own concept of oneself. 2. one's own true identity.

OWNING BODIES 1. an Individual's aberrant behavior regarding the possession as property of another's body.

P

PACK 1. a collection of written materials which match a checksheet.

PACKED UP METER 1. a term used to describe a situation during a Clearing session when the Range Arm on the Biofeedback Clearing Meter goes high or too low and the needle freezes and won't read.

PACK UP see PACKED UP METER

PAIN 1. whatever one is unwilling to experience. 2. unpleasant or distressing sensations due to bodily injury or disorder. 3. acute mental or emotional distress or suffering. 4. a warning something is wrong with an organism.

PAIN ASSOCIATION 1. a method used to produce a change in a person's thinking or behavior by convincing the person that pain is connected with it.

PAINFUL EMOTION ENGRAM 1. a mental image picture caused by the shock of sudden loss, such as the death of a loved one.

PAINS 1. plural of Pain

PAN-DETERMINISM 1. broad determinism; the action of determining not only one's own actions, but the actions of others as well, especially to determine the activities of two or more sides of a game simultaneously (to become pan-determined, it is necessary to view a dispute, struggle or game from both sides). 2. a willingness to start, change and stop on any and all dynamics.

PARANOIA (noun) 1. a mental disorder characterized by systematized delusions, as of grandeur or especially, persecution.

PARANOIAC (noun) 1. a person having paranoia. 2. a person who considers that everything is impinging on him.

PARANOIAC (adjective) 1. of, like, or having paranoia.

PARANOID (adjective) 1. of or like paranoia.

PART 1. a portion of the whole. 2. a certain amount but not all.

PARTS 1. plural of part.

PARTICLE 1. a small part or portion of matter.

PARTICLES plural of particle.

PARTS OF MAN 1. in philosophical terms, it can be said that a person on this planet consists of three divisible but interrelated parts: spirit, mind and physical body.

PASS (verb) 1. to go; move; move forward; proceed. 2. to complete an examination or study action (such as a drill or checkout).

PASS (noun) 1. the successful completion of a study action or examination; from a student's position, it is having met the standards her performance is being measured against; from a Coach's position, it is seeing that a student has met the standards against which she is examining the student and letting the student know by saying "That's a pass" or simply, "pass."

PAST (noun) 1. the time before the present; time gone by; something that happened or was done in the past. 2. something that has gone before; past time, state or happenings. 3. on the Time Track, everything that is earlier than present time.

PAST (adjective) 1. of a former time; bygone. 2. gone by; ended; over.

PAST POSTULATE 1. a conclusion or decision made by a person in the past which is now affecting her present life.

PAST TRACK 1. the past experiences of a person.

PATHOLOGY 1. the branch of medicine that deals with the nature of disease, especially with the structural and functional changes caused by disease. 2. all the conditions, processes, or results of a particular disease.

PATIENT (noun) 1. a person receiving care or treatment. 2. a person who receives action or is affected. NOTE: at the Center for Personal Advancement, the term "client" or "Preclear" is used to denote a person receiving services.

PATIENT (adjective) 1. calmly tolerating delay, confusion, inefficiency, etc.; able to wait calmly. 2. bearing or enduring pain, trouble, etc. without complaining, losing self-control, making a disturbance, etc. 3. refusing to be provoked or angered; forbearing; tolerant. [Latin patiens, patient, ppr. of pati, to suffer].

PC 1. abbreviation for Preclear.

PC EXAMINER 1. in Clearing, a person whose duties are to note a Preclear's statements, Range Arm position and indicators after a session or when the Preclear wishes to volunteer information.

PC FOLDER 1. a folded sheet of cardboard which encloses all the session reports and other items.

PEOPLE 1. human beings; persons.

PERCEIVE (verb) 1. to grasp mentally; take note of; recognize; observe. 2. to become aware of through sight, hearing, touch, taste, smell, etc.

PERCEPTIC (noun) 1. a sight, smell, sound, touch, color, etc. recorded in a mental image picture.

PERCEPTION (noun) 1. the process of being aware of something or someone through the senses; seeing, hearing, smelling, tasting, feeling, etc.; there are fifty-two perceptions, including the five basic senses. 2. a channel through which one can contact the physical universe. 3. any means of communicating below the level of knowingness.

PERFECT 1. without defect; faultless. 2. having all its parts; complete. 3. entire; total. 4. pure; unmixed. [Latin perfectu coming from per- thoroughly + facere make, do]

PERFECT COMMUNICATION 1. that instance in which whatever was emitted from the cause point is duplicated exactly at the effect point.

PERFECT DUPLICATE 1. a copy without defect. 2. seeing something exactly as it is with no distortions or lies. 3. an additional creation of a thought, its energy, its space, its time causes a vanishment of the thought.

PERFECT DUPLICATION 1. the process of seeing something exactly as it is without any distortions or lies.

PERFECTION 1. perfect condition; faultless quality; highest excellence.

PERMANENT REACTIVATION 1. a mechanism consisting of opposing forces of comparable magnitude which cause a balance which does not respond to current time and remains “timeless.”

PERMIT 1. let; allow; make possible; to give consent to.

PERMITTING 1. letting; allowing; making possible; giving consent to.

PERPETRATION 1. an unintended bad result. 2. that thing you do which you aren't willing to have happen to you. 3. an aggressive or destructive act which harms broadly. 4. an intentionally committed harmful act, committed in an effort to solve a problem; this can be done “overtly” or “covertly.”

PERPETRATION-MOTIVATOR SEQUENCE 1. the sequence wherein someone who has committed a perpetration has to claim the existence of motivators (something that motivated him); the motivators are then liable to be used to justify committing further perpetrations. 2. a succession of actions begun when a person commits a perpetration against another (or others) and must claim the existence of a justification for the perpetration, thereby “explaining” what motivated it, “excusing” the committing of it and paving the way for further perpetrations to be committed and appear justified.

PERPETRATION OF OMISSION 1. a failure to act resulting in injury, reduction or degradation of another or others in their beingness, persons, possessions or dynamics.

PERPETUATION 1. the factor(s) which cause a sickness to continue.

PERSECUTE (verb) 1. to afflict or harass constantly so as to injure or distress. 2. to trouble or annoy constantly.

PERSECUTION (noun) 1. a persecuting or being persecuted.

PERSECUTION COMPLEX 1. the delusion that one is being harassed constantly without substantiated sensory evidence.

PERSIST (verb) 1. to continue to exist or prevail; endure; remain. 2. to refuse to give up, especially when faced with opposition or difficulty; continue firmly or steadily. 3. to continue insistently.

PERSISTENCE (noun) 1. enduring continuance, as in a chosen course, purpose or goal. 2. resoluteness; tenacity. 3. continuous existence; endurance.

PERSISTENT (adjective) 1. refusing to relent; continuing. 2. continuing to exist or endure; lasting without change. 3. constantly repeated; continued.

PERSISTENT F/N 1. an unstoppable floating needle.

PERSISTING 1. continuing in existence firmly without change.

PERSON 1. a human being; man, woman or child.

PERSONAL IDENTITY 1. who one is. 2. the individual himself which persists with or without a physical body. 3. the composite of all one's experiences, plus an initial decision to be and occasional decisions not to be.

PERSONAL INTEGRITY 1. soundness of moral principles; doing what is just and right; being able to observe and act. 2. knowing what is true for oneself and having the strength to acknowledge and act on that truth.

PERSONALITY 1. the personal or individual quality that makes one person be different and act differently from another. 2. the qualities of a person; distinctive person character.

PERSONALITY ACCESSIBLE 1. a term to describe a Preclear who is willing to talk to the Clearing Practitioner about his condition without being antagonistic.

PERSONALITY PROFILE 1. a graph showing ten personality traits.

PERSONAL MOTION 1. the actual movement that one experienced in the past. 2. a perception in present time in the physical universe.

PERSONAL PRESENCE ALTITUDE 1. a high quality of authority an individual may exude by virtue of her being present in any location; the ability to lead or make an impression on others by the mere fact of her existence.

PERSONAL ROLLERCOASTER see ROLLERCOASTER.

PHENOMENON 1. a fact or event that can be observed either in the external world or the human mind.

PHILOSOPHY 1. the study of truth or the principles underlying all knowledge. 2. the pursuit or love of wisdom.

PHRASE 1. in grammar, a sequence of a few words conveying a single thought. 2. in Alethanetics, a command contained in an engram which controls the Preclear's thoughts and/or actions: as, "it's all in your head," or "I can't think;" a phrase is always hidden, literal in nature and takes precedence over anything the analytical mind dictates.

PHYSICALLY 1. of or relating to the body.

PHYSICAL UNIVERSE 1. the universe made up of matter, energy, space and time. 2. all material objects, energy, space and time in this solidified universe; material universe.

PHYSICAL WELL BEING 1. the absence of factors which make a person susceptible to illness.

PICK 1. to gather with the fingers or hands. 2. to choose; select.

PICTURE (noun) 1. a visual representation of something not actually present. 2. an exact likeness of something; a copy or representation of a thing, not the thing itself. 3. an image or mental image of something.

PICTURE (verb) 1. to form a mental image or impression of; imagine. 2. to make visible; show clearly; reflect.

PICTURES (noun) plural of PICTURE.

PITY 1. a tender or sorrowful feeling or emotion aroused by the suffering, distress or misfortune of another.

PLACE (noun) 1. a special spot or location or position. 2. a space taken up or used by a thing.

PLACES plural of PLACE.

PLAUSIBLE 1. seemingly true; acceptable, etc.; that which at first glance appears to be true, reasonable, valid, etc. but which may or may not be so, although there is no connotation of deliberate deception.

PLAY (verb) 1. to have fun and enjoy oneself.

PLEASURE 1. a feeling of being pleased; enjoyment; delight.

PLEASURE MOMENTS 1. times from a person's past when she experienced pleasure, happiness and enjoyment.

PLUS-POINT LIST 1. a list of the elements of logic and sanity.

PLUS-RANDOMITY 1. from the viewpoint of the individual, something which has in it too much motion or unexpectedness for his tolerance.

POINT (noun) 1. an exact time or moment. 2. something thought of as having definite position in space; location.

POINT (verb) 1. to show; to indicate the presence of something; to indicate the fact or probability of something.

POINT OF VIEW 1. an idea which a person has about something.

POLICY 1. any governing principle, plan or course of action.

POOR MEMORY 1. a hindered ability or an inability to recall perceptions stored in the standard memory bank.

POSITION 1. the place where an object is.

POSITIVE POSTULATE 1. a pro-survival postulate.

POSSIBLE (adjective) 1. that can be; capable of existing. 2. that can be in the future; that may or may not happen. 3. that can be done, known, acquired, etc. by a person or thing expressed or implied. 4. that can be used, selected, done, etc., depending on circumstances; potential. 5. that may be done, known, etc. if allowed; permissible.

POST 1. a job or position in a company, group or organization.

POST- 1. a prefix meaning after in time, later, following, as in post graduate. 2. after in space, behind, as in post orbital.

POST INJURY 1. any time after the occurrence of physical harm or damage.

POST OPERATIVE 1. of or occurring in the period after a surgical procedure.

POSTPARTUM 1. after childbirth.

POSTPARTUM PSYCHOSIS 1. mental upset due to the delivery of a child.

POSTULATE (noun) 1. a consideration generated by the Being; a self-created truth. 2. a self-created thought which shapes, forms or creates past, present or future existence. Example: a person bitter about the past decides to consider his past experiences as helpful and educational; this consideration or postulate literally shapes, forms or creates his past. 3. a self-created idea or consideration out of which intentions are based. Example: a person considers or has the idea (postulates) that eating meat is not good for her body. Based on this consideration or postulate, the person intends to never eat meat.

POSTULATE (verb) 1. to conclude, decide or resolve a problem or to set a pattern for the future or to nullify a pattern of the past.

POSTULATES 1. the 6th state on the Creative Realization Chart leading to the rehabilitation of the ability to postulate.

POTENTIAL TROUBLE SOURCE (PTS) 1. someone who is connected to a suppressive person; the suppressive person is invalidating the individual, his way of being, the individual's Clearing and his life in general. 2. someone who is connected to a suppressive person or group; it results in illness and rollercoaster and is the cause of illness and rollercoaster. 3. the PTS person is way up today and way down tomorrow; the person gets a beautiful session, and then gets terribly ill; that's the history of this person's life. 4. the mechanism of PTS is environmental menace that keeps something unpleasant continually reactivated; this can be a constant, recurring pain or continually recurring, unpleasant feeling; the menace in the environment is not imaginary; actions can be taken which give relief, but if the menace is actual and persists, the unpleasant feelings will just come back; this gives recurring unpleasant feelings, unrelieved by usual Clearing.

POTENTIAL TROUBLE SOURCE TYPE A 1. the person is connected to someone who is antagonistic to mental or spiritual therapy.

POTENTIAL TROUBLE SOURCE TYPE ONE 1. the suppressive person is right there in present time suppressing the person.

POTENTIAL TROUBLE SOURCE TYPE TWO 1. there is an apparent suppressive in present time, but this is only a reminder of the real suppressive person in the person's past.

POTENTIAL TROUBLE SOURCE TYPE THREE 1. this person is in the midst of a complete mental breakdown; almost any thing in the environment can remind the person of earlier suppression. 2. total mental instability caused by over-activation.

POWER 1. the ability to get things done. 2. knowing who and what you really are. 3. the degree of ability to carry out an intention. 4. the ability to act or produce an effect.

POWER CLEARING PRACTITIONER 1. a Class VII Clearing Practitioner, one qualified to deliver the power processes of Grade V.

POWER PROCESSES 1. a series of processes at Grade V that bring the Preclear to a knowledge of the true source of creative power and allow him to differentiate himself

PRACTICAL (adjective) 1. having to do with practice or action rather than theory. 2. concerned with the application of knowledge to useful ends, as distinguished from speculation, etc.

PRACTICAL (noun) 1. in Alethiology, a term used to describe any drill, exercise or doingness which allows a student to demonstrate the application of a theory, principle, idea or concept she has learned.

PRACTICE (noun) 1. repeated mental or physical action for the purpose of learning or acquiring proficiency. 2. the doing of something, often as an application of knowledge.

PRACTICE (verb) 1. to do repeatedly in order to learn or become proficient; exercise oneself in. 2. to put into practice; use one's knowledge of; work at, especially as a profession.

PRACTICES 1. actual performances or applications; systematic exercises; the forms, manners and orders of doing repeated actions.

PRACTICING 1. doing or performing.

PRACTITIONER 1. a person who practices a profession, art, etc.

PRECIPITATION 1. hastening or hurrying. 2. a sudden bringing on.

PRECLEAR 1. anyone who is progressing toward the state of Clear. 2. a person who, through Alethiology and Alethanetic processing, is finding out more about himself/herself and life.

PRECLEAR ASSESSMENT SHEET 1. a set of questions asked of a new Preclear, the answers to which give the Clearing Practitioner essential information in terms of providing the most appropriate actions for the Preclear in subsequent Clearing sessions.

PREDICTION 1. a foretelling; a stating that there will be; making known beforehand.

PREDISPOSE 1. to dispose, or make receptive, beforehand; make susceptible.

PREDISPOSITION 1. the condition of being predisposed; previous inclination; tendency; predilection; susceptibility.

PRE-HAVINGNESS BUTTONS 1. the things which prevent a person from having.

PREMATURE ACKNOWLEDGEMENT 1. any habit of agreeable noises, nods or acknowledgement made by a listener before the person has finished what she is saying and all that she intends to say. (This prevents the speaker from completing what she wants to say; making her forget what she is talking about and feel dull; causing her to believe that the listener is stupid and results in the speaker getting cross, exhausted in the efforts trying to explain; an acknowledgement should come after the speaker has completed saying what she originally intended to communicate).

PRENATALS 1. an Alethanetic term used to describe engrams received before birth.

PREPARE 1. to make ready, usually for a specific purpose; make suitable; fit; adapt; train. 2. to put together or make out of materials, ingredients, parts, etc., or according to a plan or formula; construct; compound. [Latin prae, before +parare, to set or place in order, get ready]

PREPARED 1. put together; made beforehand.

PREPARED LIST 1. a series of items put together by the Clearing Practitioner, not given by the Preclear, and designed to find by-passed charge and repair a faulty Clearing action or life situation.

PREPCHECK 1. a Clearing action in which a subject found to be charged is discharged by the use of a prepared list of buttons.

PREPCHECK BUTTONS 1. a list of buttons used in a prepcheck.

PREPCHECKING 1. the action of doing a prepcheck.

PREREQUISITE 1. something required before something else can be done or started.

PRESENCE 1. the fact, quality or condition of being present. 2. a person's bearing, personality, or appearance. 3. pleasing deportment; dignity.

PRESENT (adjective) 1. now existing; being here at this time.

PRESENT (noun) 1. the present time; the time now passing; this time; now.

PRESENT (verb) 1. to put on view; display; show; to offer for others to think about.

PRESENTED 1. the past tense of present.

PRESENT TIME 1. that which is now and which becomes the past almost as rapidly as it is observed; a term that refers to the environment as it exists now, not as it existed, as in the phrase "the Preclear came up to present time," meaning the Preclear became aware of the existing matter, energy, space and time of now.

PRESENT TIME ENVIRONMENT 1. the current surroundings.

PRESENT TIME PROBLEM 1. a special problem that exists in the physical universe, now on which the person has his attention fixed; it is a desire, thought, idea, purpose opposed by a counter desire, thought, idea, purpose that exists in present time. 2. something that worries the person. 3. it is a problem that so engages the person's attention that he would rather be doing something about it than be in session.

PRESENT TIME PROBLEM OF LONG DURATION 1. a problem that the person has had his attention fixed on for a very long time.

PRE-SESSION RUDIMENTS 1. basic elements necessary for the Preclear to have in to insure that the Preclear can successfully confront his reactive subconscious mind in a Clearing session; the Preclear must have eaten a sufficient amount of food prior to the Clearing session (not hungry), have had a minimum of 7 hours sleep the night before the Clearing session or a nap (not tired), not have had any alcohol for 24 hours prior to the Clearing session and not have had any drugs or medicines for 2 weeks prior to the Clearing session; the Clearing Practitioner checks all these points before starting the session.

PRESSURE 1. the continued action of a weight or force. 2. the force per unit area.

PRESSURES plural of PRESSURE.

PRESSURE SOMATIC 1. a symptom in a lock, secondary or engram, simply part of the content where the person feels a pressure.

PRETEND 1. make believe; represent or assert falsely. 2. a conscious effort to deceive.

PRETENDING 1. making believe; representing or asserting falsely. 2. deceiving consciously.

PRETENSE 1. a false show of something. 2. to make believe; to cover up ones true feelings 3. something said or done for show.

PREVENT 1. keep from happening; impede; hinder; obstruct.

PREVENTED 1. kept from happening; impeded; hindered; obstructed.

PREVENTING 1. keeping from happening; impeding; hindering; obstructing.

PREVIOUSLY 1. before in time.

PRINCIPLE 1. a fundamental truth, law, etc., upon which other ideas are based.

PRIOR 1. earlier in time or order; preceding.

PRIOR CONFUSION 1. the period of time before a problem when the Preclear was confused about something and was unable to clearly see what was going on. (All problems are preceded by a prior confusion.)

PRIOR READ 1. a read occurring before the major thought is expressed.

PROBLEM 1. a conflict of purposes within one individual's mind; two or more purposes (views, intentions, goals, etc.) the individual has that are of equal force and are opposed, such as: "I want to lose 20 lbs./I don't want to diet or exercise." 2. two (or more) opposing or conflicting views on the same subject that cause the individual worry and indecision, such as: "I want a healthy body/I don't want to give up cigarettes." 3. a situation demanding a solution. 4. anything which has opposing sides of equal force.

PROBLEMS RELEASE 1. the ability to recognize the source of problems and make them vanish.

PROCESS 1. a set of questions asked by a Clearing Practitioner to help a person find out things about himself or life; more fully, a process is a patterned action, done by the Clearing Practitioner and Preclear under the Practitioner's direction, which is invariable and unchanging, composed of certain steps or actions calculated to release or free a person; there are many processes and these are aligned with the levels taught to students and with grades as applied to Preclears, all of which lead the student or the Preclear gradiently to higher understanding and awareness; any single process is run only so long as it produces change and no longer.

PROCESSES 1. plural of process.

PROCESSING 1. that action or actions, governed by the technical disciplines of Alethiology and Alethanetic Clearing, of administering a process to a Preclear in order to release or free him.

PRODUCE (verb) 1. to bring into existence; make. 2. to bring about; cause. 3. to bring forth; supply; create. 4. to bring forward; show. [Latin *producere* coming from *pro-* forth + *ducere* to bring, lead]

PRODUCT (noun) 1. that which is produced; the result of work or growth. 2. a completed thing that has exchange value within or outside the activity. 3. someone or something that has been brought into existence; the end result of a creation. 4. a finish high quality service or article, in the hands of the person or group it serves, in exchange for a valuable.

PRODUCTION (noun) 1. the activity of providing a product or service. 2. the act of producing; creation; manufacturing.

PROFESSIONAL ALETHANETIC CLEARING PRACTITIONER 1. a Class V Clearing Practitioner who has a mastery of Alethanetic Clearing technology.

PROFESSIONAL CLEARING PRACTITIONER 1. a Class III Clearing Practitioner who has a mastery of the handling of upsets.

PROFILE 1. a concise description of a person's abilities, personality or career. 2. a diagram showing a person's abilities or traits.

PROGRAM 1. a plan of what is to be done.

PROGRAMMING 1. the action of putting together a program.

PROGRAM SHEET 1. the written program for the Preclear containing all the actions needed to attain an end result.

PROGRESS 1. a going on, or going forward.

PROGRESSIVE 1. moving forward or onward. 2. continuing by successive steps.

PROLONGATION 1. a lengthening in time or space; extension.

PROMOTE 1. to further the sale of (an article or service) by advertising.

PROPER 1. correct; right; fitting.

PROPITIATION 1. a prevention or reduction of the anger of; winning the favor of; appeasement; conciliation.

PROTEST 1. objection; opposition; disapproval.

PROTESTED 1. objected to; opposed; disapproved.

PROTESTING 1. objecting; opposing; disapproving.

PROTECTED 1. kept safe; guarded or defended against harm or danger.

PROUD 1. an excessive or overrated opinion of oneself or one's opinions.

PSYCHE 1. the human soul or spirit pictured as a beautiful young girl, usually with butterfly wings. [Greek *Psyche* (literally) breath; life]

PSYCHIATRIC 1. of or relating to psychiatry which is a branch of medicine specializing in mental illness.

PSYCHIATRY 1. the study and treatment of mental disorders.

PSYCHO 1. slang for psychotic.

PSYCHOANALYSIS 1. the minute examination of a mind or minds to discover the underlying mental causes producing certain mental and nervous disorders.

PSYCHOLOGY 1. the study and examination of the reasons why people act, think and feel as they do. [Greek Psyche soul +-ology study of]

PSYCHOSIS 1. a severe form of mental disturbance or disease, with deep and far reaching disorders of behavior.

PSYCHOSOMATIC 1. aches, pains and sensations stemming from the reactive nature of the subconscious mind. 2. illnesses caused by the reactive nature of the subconscious mind.

PSYCHOSOMATIC ILLNESS 1. an illness caused by the reactive nature of the subconscious mind.

PSYCHOTHERAPY 1. the treatment of mental and nervous disorders by methods involving intercommunication as in psychoanalysis.

PSYCHOTIC (adjective) 1. having to do with or caused by serious mental disease; insane.

PSYCHOTIC (noun) 1. an insane person. 2. term which refers to the condition a person is in who is fighting or is accompanied by invisible or long dead enemies and associations.

PSYCHOTIC BREAK 1. a sudden and dramatic break with reality. 2. PTS type III.

PULL 1. to draw out.

PULL A WITHHOLD 1. to get the Preclear to tell the withhold.

PULLED IN 1. drawn, or caused to be brought toward a closer or nearer position or contact with.

PURPOSE 1. something one has in mind to get or do; aim; plan; intention. 2. the overall aim which leads to the attainment of a goal.

PUSH 1. to move (something) away by pressing against it. 2. to move up, down, back, forward, etc. by pressing. 3. to force (one's way).

PUSHED 1. pressed the adoption or use of; urged forward with force and insistence.

PUT 1. to place in a specified position; placed in.

Q

Q AND A (adjective) 1. the inability to complete a cycle of action. 2. indecisive; not making up one's mind.

Q AND A (noun) 1. a failure to complete a cycle of action.

Q AND A (verb) 1. to fail to complete a cycle of action; to deviate from an intended course of action; the term comes from the action of a Clearing Practitioner asking a Preclear a question (Q), getting an answer (A) to the question, and then asking another question (Q) based on the last answer.

For example:

Clearing Practitioner: Do birds fly?

Preclear: Fish swim.

Clearing Practitioner: Tell me about fish?

Preclear: They're good to eat.

Clearing Practitioner: Oh really! What else do you like to eat?

Here the original question (Do birds fly?) never gets answered because of endless question and answer; hence Q and A.

QUAD ALETHANETICS 1. running four flow Alethanetics (Flow 1, 2, 3 and 0).

QUAD FLOWS 1. four flows (Flow 1, 2, 3 and 0).

QUESTION (noun) 1. an asking; inquiry. 2. something that is asked; interrogative sentence; query. 3. something that is asked in order to learn or know. 4. doubt; uncertainty: as, there is no question as to his integrity. 5. a matter or case of difficulty: as, it's not a question of money.

QUESTION (verb) 1. the act of asking. 2. to ask or inquire about. 3. to ask questions of; put queries to. 4. to doubt; express uncertainty about. 5. to dispute; challenge.

QUICKIE GRADES 1. doing the grades so fast with so few processes that no really lasting results are obtained.

QUICK STUDY 1. a student who learns rapidly or a person who grasps a subject quickly.

R

RAGE 1. a violent outburst of anger in which self-control is lost; a furious uncontrolled anger.

RANDOMITY 1. the ratio of unpredicted motion to predicted motion; the three degrees of randomness consist of minus randomness(not enough motion or unexpectedness to suit an individual's preference and tolerance), optimum randomness(the right amount of motion and unexpectedness to suit an individual's preference and tolerance) and plus randomness(too much motion and unexpectedness to suit an individual's preference and tolerance).

RANDOM RUDIMENT 1. a rudiment put into the session at any time the Preclear seems to need it.

RAPPORT 1. relation; connection. 2. agreement; harmony.

RATHER 1. in a more willing way; with greater liking.

RATIONAL (adjective) 1. of, based on, or derived from reasoning. 2. able to reason; reasoning. 3. showing reason; not foolish or silly; sensible.

RATIONALITY (noun) 1. the quality or condition of being rational; reasonableness, or the possessing or using of reason. 2. the ability to recognize and meet the magnitude of effort (counter-effort) being applied to the individual. 3. the computational accuracy of the individual modified by aberration, education and viewpoint.

RATIONALIZATION (noun) 1. a rationalizing or being rationalized.

RATIONALIZE (verb) 1. to make rational; conform to reason. 2. in psychology, to devise superficially rational, or plausible, explanations or excuses for (one's acts, beliefs, desires, etc.), usually without being aware that these are not the real motives.

RD see RUNDOWN

REACH 1. to thrust out; extend. 2. to get in touch with. 3. to arrive at some goal, destination, point in development, etc.

REACH AND WITHDRAW 1. to grasp and let go. 2. the name of a process in Alethiology that requires that one "reach for" or "withdraw from" selected objects or persons; increasing ability to reach and with draw increases intelligence.

REACHED 1. thrust out; extended. 2. got in touch with. 3. arrived at some goal, destination, point in development, etc.; attained.

REACT 1. to respond to a stimulus; be affected by some influence, event. etc.

REACTION 1. a response, as to a stimulus or influence.

REACTION TIME 1. the lapse of time between the application of a stimulus and the beginning of the response. 2. the rate of speed at which a person can recognize a situation and act upon it.

REACTIVATE (verb) 1. to make active again. 2. to cause a part of the reactive mind to become active.

REACTIVATED 1. any part of the reactive mind being stirred up, agitated or aroused in present time. 2. a situation in which an individual with an engram received something in her environment similar to the perceptions in the engram, setting the engram into operation or action and thereby making the individual vulnerable to dramatization.

REACTIVATION 1. to make active again a point of the reactive mind. 2. the activation of a past painful memory due to similar circumstances in the present approximating circumstances of the past.

REACTIVATOR 1. anything in the individual's surroundings which is sufficiently similar to something in his reactive subconscious mind that it causes part of his reactive mind to become reactivated or keyed-in.

REACTIVE 1. irrational; reacting instead of acting. 2. thinking or behavior dictated by the reactive material of the subconscious mind rather than the individual's own present time determinism.

REACTIVE BANK see REACTIVE SUBCONSCIOUS MIND

REACTIVE SUBCONSCIOUS MIND 1. that material of a person's subconscious mind that works on a stimulus-response basis (given a certain stimulus, it gives a certain response); it cannot be controlled by her will; it exerts force and the power of command over her awareness, purposes, thoughts, body and actions; it consists of mental pictures and decisions which are recorded during moments of pain, unconsciousness and stress. 2. the quality of the subconscious mind that, during moments of stress, shock, injury, or loss, accepts information and later plays back the decisions made (in these moments) in the form of mental aberrations and psychosomatic illnesses.

REACTIVE PLEASURE 1. in the individual who is below 2.0 on the Scale of Emotional Expression, enjoyment derived from acts which lead to succumbing on any of the Dynamics. 2. enjoyment and satisfaction obtained only by succumbing or by bringing death to other entities, or by causing self or other entities to be suppressed.

REACTIVE THOUGHT 1. a thought governed entirely on a reactive, stimulus-response basis.

READ (noun) 1. the action of the needle on the Clearing Biofeedback Meter falling (moving to the right).

READ (verb) 1. to indicate or register the presence of charge by the reaction of the needle on the Clearing Biofeedback Meter.

READING ITEM 1. an item that registers at least a small fall (sf) on the Clearing Biofeedback Meter.

READING QUESTION 1. a question that registers at least a small (sf) on the Clearing Biofeedback Meter.

REAL (adjective) 1. existing or happening as or in fact; actual, true, objectively so, etc.; not merely seeming, pretended, imagined or fictitious. 2. authentic; genuine.

REALITY (noun) 1. in human relationships, reality is measured by the amount of agreement between two or more people; a high reality means a high level of agreement. 2. the solid objects, the real things of life.

REALITY BREAK 1. disagreements on reality, usually resulting only from a different viewpoint and not from actual differences in reality itself.

REALITY FACTOR 1. an explanation given to the Preclear by the Clearing Practitioner during a session. 2. the action of the Clearing Practitioner telling the Preclear what the Clearing Practitioner is going to do at each new step; this gives the Preclear more reality on what is occurring in the Clearing Session. abbr. R-Factor

REALLY 1. in reality; in fact; actually. 2. indeed. 3. truly or genuinely.

REAL UNIVERSE 1. any whole system of created things containing space, energy and time.

REASON (noun) 1. cause, motive, ground, as: I have my own reason for doing this. 2. a justification; explanation.

REASON (verb) 1. to think; think logically. 2. to draw conclusions or inferences from facts or premises. 3. to consider; discuss; argue.

REBELLIOUSNESS 1. a defiance of or opposition to any control; resisting authority.

RECALL (noun) 1. a memory or recollection viewed from present time.

RECALL (verb) 1. to bring back to memory; recollect; remember. 2. to think of, remember, or put one's attention on something that happened in the past while remaining in present time.

RECALL PROCESSES 1. processes that deal with the Preclear remembering things that happened in his past.

RECALL RELEASE 1. a release obtained from Recall Processing where the Preclear achieves renewed self-confidence.

RECEIPT POINT 1. where a communication is received. 2. the receiver of an idea, concept or object.

RECEIVE 1. to get, accept, take, or acquire something; be a recipient.

RECOGNIZE 1. to identify as known before.

RECORD 1. facts registered, preserved in some permanent form, for remembrance or reference.

RECOUNT 1. to tell in detail; give an account of; relate; narrate. 2. to tell in order or one by one. 3. in Alethanetics, what the Preclear does when he is told to go back to the beginning of an incident and in detail tell it over again.

RECURRING 1. happening or coming again or from time to time.

RECURRING WITHHOLD 1. the same withhold disclosed over and over again to the same or different Clearing Practitioners, indicating that an unknown incident underlies it and all is not revealed on that chain.

REDUCE 1. to take all the charge or pain out of an incident.

REDUCTION 1. a reducing or being reduced.

RE-EXPERIENCE 1. to experience again.

REFUSAL (noun) 1. the act of refusing or denying; showing or expressing unwillingness to accept or agree with.

REFUSE (verb) 1. to decline to accept; reject. 2. to deny; decline to give or grant. 3. to decline (to do something).

REFUSED 1. declined to accept or agree with; rejected. 2. denied.

REFUSING 1. declining to accept or agree with; rejecting. 2. denying.

REGISTER (verb) 1. to indicate on or as on a scale: as, the Clearing Biofeedback Meter registers reads.

REGRESS (verb) 1. to go back; return; move backward. 2. to send the Preclear to an incident on the Time Track.

REGRESSION 1. a regressing; a going back; return; movement backward. 2. a procedure where the Preclear is put into an incident on his Time Track.

REGRET 1. sorrow or remorse over something that has happened, especially over something that one has done or left undone. 2. sorrow over a thing gone, lost, etc. 3. feelings of sorrow over what has happened, something gone or lost, etc.

REHAB see REHABILITATE

REHABILITATE 1. to restore to a former capacity or condition. 2. to put back in good condition; re-establish on a firm, sound basis.

REHABILITATION 1. to bring back a condition of release by focusing the Preclear's attention on the time and/or location of the release.

REJECT (verb) 1. to throw away or set aside as not to be accepted, believed, used or complied with.

REJECTED 1. thrown away or set aside as not to be accepted, believed, used or complied with.

REJECTION 1. the act of rejecting; not acknowledging; casting off; refusal to have, use, hear, receive, or admit; a rebuffing, throwing back, or repulsing.

RELATIONSHIP 1. a connection to another. 2. the condition of belonging to the same family.

RELATIVE 1. a person one is related to as a "blood" relationship.

RELEASE (noun) 1. a person whose Reactive Mind is keyed out and is not influencing her. 2. one who knows she has had worthwhile gains from Alethiology and Alethanetic processing.

RELEASED (verb) 1. set free from or separated from one's reactive mind or some portion of it, and not influenced by the Reactive Mind.

RELEASE POINT 1. the exact moment at which one is set free from or separated from one's Reactive Mind or some portion of it, and not influenced by the Reactive Mind.

RELIEF 1. a lessening or lightening of; a pleasing change.

RELIEF RELEASE 1. the result of Grade II where the Preclear experiences relief from the hostilities and sufferings of life.

RELIGION 1. the ritual of worship or regard about spiritual matters. 2. a study of wisdom.

RELIVING 1. total regression to a past incident.

REMAIN 1. to be left or left over when the rest has been taken away, destroyed, or disposed of in some way. 2. to stay; stay while others go; stay in the same place. 3. to continue; go on being. 4. to continue to exist; endure; persist; last.

REMEDY 1. something that corrects, counteracts, or removes an evil or wrong; relief; redress. 2. the correction of any aberrated condition. 3. something the Clearing Practitioner does to get the Preclear into condition for routine Clearing. 4. a Clearing process which is designed to handle a non-routine situation.

REMEDY OF HAVINGNESS 1. using an objective process to restore the Preclear's havingness.

REMEMBERING 1. recalling or bringing back to mind by memory.

REMORSE 1. a deep, torturing sense of guilt felt for one's actions.

REMOVE 1. to wipe out; get rid of; eliminate. 2. to take, extract, separate, or withdraw (from).

REMOVED 1. wiped out; gotten rid of; eliminated. 2. taken, extracted, separated or withdrawn (from).

REPAIR (noun) 1. the act, process, or work of repairing.

REPAIR (verb) 1. to put back in good condition after damage, decay, etc.; mend; fix. 2. to renew; restore; revive. 3. to amend; set right; remedy.

REPAIR PROGRAM 1. a program that gets the Preclear ready for his next step on the Life Expansion Chart.

REPEATER TECHNIQUE 1. having a Preclear repeat a phrase over and over during the running of an incident.

REPETITION (noun) 1. a repeating; a doing or saying again, or again and again.

REPETITIVE (adjective) 1. of or characterized by repetition.

REPETITIVE PREPCHECKING 1. repeating the prepcheck line or button to the Preclear until the Preclear runs out of answers.

REPETITIVE PROCESS 1. repeating the same command over and over again until the Preclear experiences a release.

REPRESENT 1. to stand for; to serve as a sign or symbol of; depict; to serve as the counterpart or image of. 2. typify; to be an example of.

REPRESS (verb) 1. to keep down; hold back; restrain. 2. to put down; subdue. 3. to prevent the natural development or expression of; control too strictly or severely. 4. a) to force (ideas, impulses, etc. painful to the conscious mind) into the unconscious, where they still modify behavior or remain dynamic. b) to prevent (unconscious ideas, impulses, etc.) from reaching the level of consciousness.

REPRESSIONS (noun) 1. things the Preclear must prevent himself from doing. 2. a command that the organism must not do something.

RESENT (verb) 1. to feel or show displeasure, indignation and anger coming from a sense of being injured or offended

RESENTMENT 1. a feeling of displeasure, indignation and anger coming from a sense of being injured or offended.

RESISTIVE CASE 1. a person who has great difficulty getting gains from Clearing. 2. a no or poor gain case.

RESISTIVE CASE RUNDOWN 1. a series of actions designed to help a person who has difficulty getting gains in Clearing.

RESISTOR 1. an electronic component that resists the flow of electricity.

RESPONSIBLE (adjective) 1. able to tell right from wrong; able to think and act reasonably. 2. involving obligations or duties. 3. deserving credit or blame (this definition is rarely used in a study of truth.) 4. able to respond to “what is” in present time.

RESPONSIBILITY (noun) 1. the concept of being able to care for, to reach or to be; the ability and willingness to be cause; to accept responsibility for something is to accept that one operates as cause in the matter, clearly distinguished from such lower level considerations as blame or praise, which include the further evaluation of the goodness or badness of the thing caused.

RESTIMULATE (verb) 1. to cause part of the Reactive Mind to become active.

RESTIMULATED 1. any part of the Reactive Mind being stirred up, agitated, or aroused in present time.

RESTIMULATION (noun) 1. the reactivation of an existing incident.

RESTIMULATOR 1. an approximation of the Reactive Mind’s content or some part thereof continually perceived in the environment of an individual. 2. something in the environment that is similar to the perceptions in the engram of an individual.

RESULT (noun) 1. anything that comes about as a consequence or outcome of some action, process, etc.

RETURN 1. to go or come back, as to a former place, condition, etc. 2. in Alethanetic Clearing, that action of the Preclear going back and re-experiencing an incident.

RETURNING 1. the action of the Preclear going back and re-experiencing an incident.

REVEAL 1. to make known; divulge; to show plainly; to let appear.

REVEALED 1. made known; divulged; showed plainly; let appear.

REVELATION 1. a disclosure; something previously hidden is now known or realized.

REVERT 1. to go back in action, thought, speech, etc.; return, as to a former practice, opinion, state, or subject.

REVIEW 1. a survey of the past; an examining; inspecting; a looking over. 2. an special action in Clearing where a Preclear who is having difficulties is given a repair program.

REVIVIFICATION 1. the action of the Preclear reliving an incident in a session to such an extent that the incident is more real to him than the present time environment. 2. an Entity Being or clustered group of Entity Beings reliving some past identity or incident in which it is stuck; it is down the time track and far removed from present time.

REVIVIFY 1. to relive to such an extent that the incident is more real than present time.

R-FACTOR see REALITY FACTOR

RHYTHM 1. movement with a regular repetition of a beat, accent, rise and fall, etc. [Greek *rhythmos* coming from *rhein* to flow]

RIDGE (noun) 1. a feeling of rigidity put out by a person who is resisting a flow of energy or communication from another person: as, I could feel the ridge my mother put up when I told her I was getting married to a former prostitute. 2. a solid accumulation of energy caused by the collision of two flows of energy.

RIDGE (verb) 1. to put up a rigid barrier of energy to the flow of communication from another person: as, my brother always seems to ridge on any enthusiastic ideas.

RIDICULE 1. to make fun of someone or something. 2. the act or practice of making someone or something the object of contemptuous laughter by joking and mocking.

RIGHT 1. being in accordance with what is just, good or proper; correct; agreeable to a standard; suitable; appropriate.

RIGHTNESS 1. the condition of being right or correct.

RIGIDITY 1. an inflexible attitude about someone or something.

RISE 1. a particular movement of the needle on the Clearing Biofeedback Meter in which the needle moves to the left on the dial; exactly the opposite of a "fall."

RISING NEEDLE 1. a steady, constant movement of the needle, rather slow, on the Clearing Biofeedback Meter from right to left, indicating an inability to confront on the part of the Preclear; the Preclear has struck an area or something he isn't confronting; one never calls his attention to this, but one knows what it is. Arising needle tells the Clearing Practitioner that the Preclear can't confront and therefore has exceedingly low reality, responsibility, and knowingness on whatever significance it is rising on.

rites 1. solemn ceremonies. 2. a particular form or system of ceremonies.

ROBOT 1. an individual who is withholding himself from doing destructive things, is unwilling to take responsibility and needs orders in order to operate. 2. a machine that someone else runs.

ROCKET READ 1. a particular movement of the needle on the Clearing Biofeedback Meter in which the needle takes off to the right with a very fast spurt and does a rapid decline.

ROCK SLAM 1. a crazy irregular slashing motion of the needle; it can be as narrow as one inch or more than a full dial in width, but it's crazy; it slams back and forth. 2. a crazy, irregular, unequal, jerky motion of the needle narrow as one inch or as wide as three inches, happening several times a second; the needle goes crazy, slamming back and forth, narrowly, widely over on the left, over on the right, in a mad war dance as if it were frantically trying to escape. Abbr. R/S

ROLLERCOASTER 1. a person who gets better and then gets worse. 2. a person who is overwhelmed, dominated, coerced, crushed, etc. by someone in his present or past; the person being suppressed will not make steady gains in Clearing until the suppressive person is found, recognized and cleared. 3. a person is a potential trouble source because he is not stable; the person is better, then worse, then better, then worse; this is an unnatural condition and indicates that the person has been given one or more unsolvable problems and is being overwhelmed by someone or something.

ROOM 1. a space inside a building set off by walls, doors, etc. (the Clearing room).

ROTE STYLE CLEARING see MUZZLED STYLE CLEARING

ROUTINE 1. a standard process, designed to release an in-session Preclear at the grade to which it applies.

R6 BANK 1. a slang term designating the Reactive Mind.

R3R 1. an abbreviation for Routine 3 Revised, the process employed in Alethanetics to run engrams.

RUDENESS 1. deliberate lack of consideration for another or others' feelings.

RUDIMENTARY 1. of or dealing with the simple, necessary parts to be learned first; having to do with first principles; introductory.

RUDIMENTS 1. basic elements of happy living. 2. also, those processes used to get the Preclear ready for the major actions of a session by handling any present time difficulties that are keeping the Preclear's attention fixated. see FLYING THE RUDS

RUDS slang for RUDIMENTS

RUN 1. to go through an incident and talk about it for the purpose of Clearing the incident of reactive charge. 2. caused to move or progress in a specified way along or through a certain course or order; caused to go through, experience, accomplish or perform; conducted through the operation of.

RUNDOWN 1. a series of steps which are Clearing actions and processes designed to handle a specific aspect of a case and which have a known end phenomena.

RUNNING 1. the action of re-experiencing an incident in order to erase the reactive charge connected with that incident. 2. moving or progressing through in a specified way; accomplishing, performing, or being conducted through the operation of.

RUN OUT 1. to erase the harmful energy connected to an incident.

RUSHED 1. moved forward, progressed or acted with haste or eagerness or without preparation; pushed or impelled forward with speed, rashness, sudden energy or violence; performed in a short time at high speed.

S

SAD EFFECT 1. a state of great sadness, apathy and misery; the individual sinks into this condition when his or her heavy ARC break is neglected.

SADNESS 1. a condition of unhappiness or mournfulness resulting either from a specific cause or from a general feeling of depression or hopelessness.

SAFE (adjective) 1. free from damage, danger, or injury; secure. 2. a) giving protection. b) involving no risk. c) trustworthy. 3. unable to cause trouble or damage.

SAFE TECHNIQUE 1. a method of procedure which always deals in things of which the Preclear is certain.

SAFETY (noun) 1. the quality or condition of being safe; freedom from danger, injury or damage; security.

SAID 1. expressed in words; stated; uttered; communicated.

SALVAGE 1. to save from ruin.

S AND D see SEARCH AND DISCOVERY

SAME 1. being the very one, not another.

SANITY (noun) 1. soundness of mind; mental health. 2. soundness of judgement; sensibleness; reasonableness. 3. the ability to evaluate importances in life. [Latin sanus healthy]

SAY 1. to express in words; state; utter; communicate.

SAYING 1. the act of expressing in words; stating; uttering; communicating.

SCALE OF EMOTIONAL EXPRESSION 1. a scale of emotions ranging from enthusiasm at the top to body death at the bottom:

| | |
|-----------------|-----|
| ENTHUSIASM | 4.0 |
| CHEERFULNESS | 3.5 |
| STRONG INTEREST | 3.3 |
| CONSERVATISM | 3.0 |
| MILD INTEREST | 2.9 |
| CONTENTED | 2.8 |
| DISINTERESTED | 2.6 |
| BOREDOM | 2.5 |
| MONOTONY | 2.4 |
| ANTAGONISM | 2.0 |
| HOSTILITY | 1.9 |
| PAIN | 1.8 |
| ANGER | 1.5 |

| | |
|------------------------------------|------|
| HATE | 1.4 |
| RESENTMENT | 1.3 |
| NO SYMPATHY | 1.2 |
| UNEXPRESSED RESENTMENT | 1.15 |
| COVERT HOSTILITY | 1.1 |
| ANXIETY | 1.02 |
| FEAR | 1.0 |
| DESPAIR | .98 |
| TERROR | .96 |
| NUMB | .94 |
| SYMPATHY | .9 |
| PROPITIATION-(Selectively Gives) | .8 |
| GRIEF | .5 |
| MAKING AMENDS-(Can't W/H Anything) | .375 |
| UNDESERVING | .3 |
| SELF-ABASEMENT | .2 |
| VICTIM | .1 |
| HOPELESS | .07 |
| APATHY | .05 |
| USELESS | .03 |
| DYING | .01 |
| BODY DEATH | 0.0 |

SCALE OF EMOTIONS see SCALE OF EMOTIONAL EXPRESSION

SCAN 1. to look at all parts successively; to make a wide, sweeping search of; to look over quickly.

SCANNING 1. the act of looking at all parts successively; making a wide, sweeping search of; looking over quickly.

SCENE 1. the place in which any event, real or imagined, occurs. 2. a view of people or places; picture or spectacle.

SCHEDULE (noun) 1. a list of times of recurring events, projected operations, arriving and departure of people, trains, etc. 2. a list of appointments; a list of arrangements to meet a person or be in a certain place at a set time. 3. timetable.

SCHEDULE (verb) 1. to appoint or plan for a certain time or date. 2. to place or include in a schedule. 3. to make a schedule of.

SCHEDULING 1. the hours of a course or the designation of certain times for Clearing.

SCHIZOPHRENIA (noun) 1. a mental disorder characterized by indifference, withdrawal, hallucinations, and delusions of persecution and omnipotence, often with unimpaired intelligence. 2. in Alethanetic terms, an aberrative state in which the person goes into valences so completely that he sharply and distinctly changes personality and appearance when shifted from one valence to another.

SCHIZOPHRENIC (noun) 1. a person having schizophrenia. 2. in Alethanetic terms, the multi-valent person.

SCHIZOPHRENIC (adjective) 1. of or having schizophrenia.

SCIENCE (noun) 1. knowledge of facts and laws arranged in an orderly system. 2. systematized knowledge derived from observation, study and experimentation carried on in order to determine the nature or principles of what is being studied. 3. the search for truth. [Latin scire to know]

SCIENCE OF KNOWING 1. the search for truth, certainty and the recovery of one's experience. 2. an applied philosophy which utilizes the technology of Clearing to bring about improved health and success.

SCIENTIFIC (adjective) 1. of or dealing with science. 2. based on, using, or in accordance with, the principles and methods of science; systematic and exact.

SCREEN 1. anything that functions to shield, protect, conceal, or shelter in the manner of a curtain.

SEARCH AND DISCOVERY 1. a listing process designed to locate and reveal suppression.

SEC CHECK see SECURITY CHECK

SECONDARY 1. a mental image picture which contains loss or threat of loss. 2. a mental image picture containing misemotion (encysted grief, anger, apathy, etc.) and a real or imagined loss.

SECONDARY ENGRAM see SECONDARY

SECOND DYNAMIC see DYNAMIC EXPRESSIONS

SECRET 1. a withheld thought. 2 something purposely kept from the knowledge of others.

SECRETS 1. plural of secret.

SECTION 1. any distinct or separate part.

SECURITY 1. the state or feeling of being free from fear, care, danger, etc.; safety or a sense of safety. 2. freedom from doubt; certainty. 3. something that gives or assures safety; protection; safeguard. (all security derives from knowledge).

SEE 1. to perceive by the eye; visualize; to be aware of; recognize.

SEEK 1. to try to find; search for; look for. 2. to ask or inquire for; try to learn or discover. 3. to try to get or acquire; aim at; pursue.

SEEKING 1. trying to find; searching for; looking for. 2. asking or inquiring for; trying to learn or discover. 3. trying to get or acquire; aiming at; pursuing.

SEEM 1. to appear to be; give the impression of being; appear. 2. to appear to one's own mind. 3. to appear to exist. 4. to be apparently true.

SEEMS 1. gives the impression of being; appears to one's own mind. 3. appears to exist. 4. is apparently true.

SELECT 1. to choose or pick out; to take by preference from among others.

SELF 1. one's own person or being as apart from all others.

SELF-ANALYSIS LISTS see RECALL LISTS

SELF-CLEARING 1. applying Alethiology processes to one's self, or looking for answers to Alethiology processing questions without being in a Clearing Session under the guidance of a trained Clearing Practitioner (different than Solo Clearing).

SELF-COACHING 1. a student's correcting himself during any study action while someone else is being the coach. (Whenever a study action on an Alethiology course calls for a student and a coach, it is the student's job to study and do the action; it is the coach's job to say how well it is being done.)

SELF-CONFIDENCE 1. the quality of being self-confident; belief in or reliance on oneself or one's abilities, etc. 2. self-determinism; one's belief in one's ability to determine her own causes.

SELF-CONFIDENT 1. having trust in one's own ability; sure of oneself; self-reliant.

SELF-DETERMINED 1. able to observe the actual situation before one and to then determine one's own course of action. 2. one's point of view of any situation.

SELF-DETERMINISM 1. a quality or state of being wherein the individual can or cannot be controlled by his environment according to her choice. 2. the ability to direct oneself. 3. determining the actions of oneself.

SELF-INVALIDATION 1. making self wrong or putting oneself down.

SELF-PROCESSING 1. the action of one trying to run processes on oneself or continually thinking about one's own case; trying to work out what is wrong with oneself; an improper action that will lead inevitably to a worsening of one's case.

SENSATION 1. an uncomfortable perception, excluding pain, originating from the reactive mind, such as: "pressure," "motion," "dizziness," "emotion" and "misemotion."

SENSATIONS 1. plural of sensation.

SENSE (noun) 1. a perception of the environment such as: sight, taste, smell, sound, etc.

SENSE (verb) 1. to be or become aware of; perceive.

SENSITIVE (adjective) 1. of the senses or sensation; especially connected with the reception or transmission of sense impressions; sensory. 2. responding or feeling readily and acutely; very keenly susceptible to stimuli. 3. easily offended, disturbed, shocked, irritated, etc., as by the actions of others; high-strung, tense, and touchy. 4. changing easily or quickly in the presence of some force or agency; very responsive to external conditions, as to light, heat, etc.

SENSITIVITY (noun) 1. the condition or quality of being sensitive.

SENSITIVITY BOOSTER 1. that knob on the Clearing Biofeedback Meter which magnifies the ability of the Meter to register charge.

SENSITIVITY KNOB 1. that knob on the Clearing Biofeedback Meter which magnifies the movement of the needle.

SENTIENCE (noun) 1. the capacity for feeling or perceiving; consciousness. 2. mere awareness or sensation that does not involve thought or perception.

SENTIENT (noun) 1. a person or thing that is capable of feeling or perceiving; a person or thing that is conscious.

SENTIENT (adjective) 1. of, having, or capable of feeling or perceiving; conscious. 2. responsive to or conscious of sense impressions.

SEPARATE (adjective) 1. set apart or divided from the rest or others; not joined, united, or connected; severed. 2. not associated with others; having its own existence; distinct; individual; independent.

SEPARATENESS 1. the quality of being separate from someone or something.

SEQUENCE 1. the following or coming of one thing after another; succession. 2. the order in which this occurs.

SERENITY 1. the state of being undisturbed, calm, tranquil or quiet; calmness; tranquility.

SERIES 1. a group or number of related or similar persons, things, or events coming one after another; sequence; succession.

SERIOUS 1. of, showing, having, or caused by earnestness or deep thought; earnest, grave, sober, or solemn. 2. meaning what one says or does; not joking or trifling; sincere. 3. concerned or dealing with grave or important matters, problems, etc.; weighty; important. 4. requiring careful consideration or thought; involving difficulty, effort, or considered action.. 5. giving cause for anxiety; critical; dangerous.

SERIOUSLY 1. to a serious extent; having important or dangerous possible consequences.

SERVICE (noun) 1. the occupation or condition of a servant. 2. work done for a master or superior. 3. work done or duty performed for another or others. 4. helpful, beneficial, friendly action or conduct; act giving assistance or advantage to another. 5. the result of this; benefit; advantage. 6. an activity carried on to provide people with the use of something. [Latin, servus, a slave]

SERVICE (adjective) 1. of, for, or in service.

SERVICE FACSIMILE 1. a computation generated by the individual to make self right and others wrong, to dominate or escape domination and to enhance own survival and injure that of others; this computation will cause the individual to deliberately hold in reactivation selected parts of his reactive mind to explain his failures in life; for example, a person may keep an old injury in reactivation so that his family has to look after him. 2. a computation generated by the individual (using his analytical mind) to be right and make others wrong.

SESSION 1. a Clearing session; a precise period of time during which a Clearing Practitioner clears a Preclear.

SESSION ARC BREAK 1. an ARC Break that occurs in a session.

SESSION MISSED WITHHOLD 1. a missed withhold that occurs in a session.

SESSIONS 1. plural of session.

SETTLE OUT 1. to destimulate or deactivate: as, if an engram gets reactivated, it will settle out in 7 to 10 days.

SET UP 1. the action of getting a Floating Needle and Very Good Indicators in on a Preclear before commencing any major action.

SETUP PROGRAM 1. a repair program to eradicate case mishandling by current life or Clearing errors.

SEVENTH DYNAMIC see DYNAMIC EXPRESSIONS

SEVERAL 1. an indefinite number more than two and fewer than many.

SEVERE (adjective) 1. harsh or strict, as in treatment; unsparing; stern. 2. serious; grave; forbidding, as in expression or manner. 3. conforming strictly to a rule, method, standard, etc.; rigidly accurate. 4. keen; violent; extreme; intense. 5. difficult; rigorous; trying.

SEVERITY (noun) 1. the quality or condition of being severe.

SEX 1. one of two divisions of human beings, animals, etc. 2. the interaction (touching, feeling, etc.) of two individuals (commonly male and female) for the purpose of pleasure and/or procreation.

SEXUAL SENSATION 1. any feeling, pleasant or unpleasant, commonly experienced during sexual restimulation or action.

SF see SMALL FALL

SHAME 1. a disturbed or painful feeling of guilt, incompetence, indecency or blameworthiness.

SHARE (noun) 1. a part or portion which is allotted or belongs to an individual; part contributed by one. 2. at the Center for Personal Advancement, a communicating or imparting to a person, group, Clearing Practitioner, etc., one's experience, ideas, thoughts, feelings, perceptions, etc.

SHARE (verb) 1. to communicate or impart to a person, group, Clearing Practitioner, etc., one's experience, ideas, thoughts, feelings, perceptions, etc.: as, she shared her wins with the others in the class.

SHE 1. the female person being talked about or referred to.

SHELL ENTITY BEING 1. an Entity Being that surrounds the Individual's body; sometimes it is in the shape of the Individual's body; because the Individual is in the middle of this Shell Entity Being, he can easily think that the Shell Entity Being is himself and that Entity Being's pictures or feelings or ideas can seem to be the Individual's own, even though they are not.

SHIFT 1. a change in place or position.

SHOCK 1. any sudden disturbance or agitation of the mind or emotions, as through great loss or surprise. 2. something causing this. 3. an extreme stimulation of the nerves accompanying the passage of electric current through the body. 4. in medicine, a condition of disorder of the circulatory system, resulting from injury or a sudden psychic disturbance, and characterized by a decrease in blood pressure, a weak and rapid pulse, and, often, unconsciousness.

SHOCK TREATMENT 1. treatment of mental disorder by artificially bringing about a coma or convulsions through the use of drugs or electricity.

SHORT 1. condensed; concise; brief. 2. not extending far from end to end; not long. 3. not great in span, range, or scope, as a distance, journey, throw, view, etc. 4. low in height; not tall. 5. lasting but a little time; brief.

SHORT SPOTTING 1. a process in which the Clearing Practitioner has the Preclear spot things that are very close to her.

SHOULD 1. the conditional sense of shall, suggesting what is proper, expected, or something that one ought to do.

SHOULDN'T 1. should not; conditional sense of shall not, suggesting what is not proper, not expected, or not socially acceptable in conduct or offensive to conventional rules of behavior.

SHOW 1. to bring into sight; allow to be seen; display; exhibit.

SHUT 1. to close (an opening, passage, container, etc.). 2. to prevent or forbid entrance to or exit from; close; bar.

SICK 1. suffering from disease or illness; unwell; ill. 2. deeply disturbed or distressed ; extremely upset, as by grief, disappointment, disgust, failure, etc. 3. impaired; unsound. 4. mentally ill.

SICKNESS 1. the condition of being sick or diseased; illness. 2. a malady or disease. 3. the result of engram chains in reactivation. 4. a covert effort to die.

SIGHT 1. the act of seeing; perception by the eyes. 2. the faculty or power of seeing; vision; eyesight.

SIGNIFICANCE (noun) 1. a word which is used in the special sense to denote any thought, decision, concept, idea, purpose or meaning in the mind in distinction to its masses (the mind is basically composed of masses and significances).

SIMILAR (adjective) 1. alike in substance, structure, subject, general location, people or perception.

SIMILARITY (noun) 1. the state or quality of being similar; resemblance or likeness. 2. a point, feature or instance in which things are similar.

SIMILARITIES 1. plural of similarity.

SIMPLE 1. having few parts or features; not complicated or involved. 2. easy to do, solve, or understand. 3. without additions or qualifications; mere; bare. 4. not ornate; unembellished; unadorned. 5. without ostentation or affectation; unpretending; natural.

SIMPLY 1. in a simple manner; so as to be simple; with simplicity. 2. merely; only; just. 3. absolutely; completely.

SIMULATE 1. to give a false indication or appearance of; pretend; feign. 2. to have the external characteristics of; look or act like.

SINCE 1. from then until now.

SINCERE 1. free from pretense or deceit; genuine; real; honest.

SINGLE 1. one only; one and no more; individual. 2. without another or others; alone; solitary. 3. of or for one person. 4. having only one part; not compound, double, multiple, etc.

SITUATION 1. manner in which a thing is situated; place of an object in relation to its surroundings; location; position. 2. a place; locality. 3. position or condition with regard to circumstances. 4. the combination of circumstances at any given moment; state of affairs.

SIXTH DYNAMIC see DYNAMIC EXPRESSIONS

SKID 1. to slide, slip or fall rapidly without being able to control or influence the outcome.

SKIDDED 1. slid, slipped, or fell rapidly without being able to control or influence the outcome.

SKILL 1. ability gained by practice and familiarity to produce desired results with accuracy, certainty, and a minimum of effort.

SKIPPED 1. passed over or omitted without notice or mention.

SKIPPED GRADIENT 1. a level of competence or understanding ignored or not worked on enough so that one is confused or incompetent later; for example, never learning to play "catch" and then being unable to learn to play baseball.

SLEEP 1. a condition of rest for the body and mind in which the eyes stay closed and which comes at regular intervals.

SLOW 1. taking a longer time than usual to act, go, move, happen, etc. 2. marked by low speed, rate of rhythm, etc.; not fast or rapid. 3. not quick or prompt.

SLOW ASSESSMENT 1. the action of a Clearing Practitioner asking the Preclear to comment briefly concerning each item on a prepared list and then noting the size of the read on each item.

SLOWED FALL 1. a particular kind of needle reaction on the Clearing Biofeedback Meter; it is a fall which starts off fast and then slows down. see FALL

SLOWED RISE 1. a particular kind of needle reaction on the Clearing Biofeedback Meter; it is a rise which starts off fast and then slows down. see RISE

SMELL 1. that one of the five senses of the body by which a substance is perceived through the chemical stimulation of nerves (olfactory nerves) in the nasal cavity by particles given off by that substance. 2. the characteristic stimulation of any specific substance upon the olfactory nerves; odor; scent. 3. an act of smelling.

SOCIAL (adjective) 1. of or having to do with human beings living together as a group in a situation requiring that they have dealings with one another. 2. of or having to do with the ranks or activities of society. 3. living in this way: as, the family is a social unit. 4. sociable; getting along well with others: as, a social nature. 5. of, for, or fond of friends, companionship, etc.: as, a social club. 6. offering material aid, vocational advice, etc. to those who need it: of or engaged in welfare work: as, a social worker. 7. living or associating in groups or communities: as, the ant is a social creature. [Latin, socius, companion]

SOCIAL MACHINERY 1. action without awareness; specifically, acting out of habit, without thought or awareness, in social situations, due to training or conditioning; for example, replying to the question, "How are you?" with "Fine," even though one is feeling poorly.

SOCIAL PERSONALITY 1. those distinctive qualities of a person, considered collectively, that demonstrate a natural operating basis toward the greatest good for the greatest number of dynamics. 2. a person who can be characterized by the desire for happy and successful survival for self and others.

SOCIETY (noun) 1. all people, collectively, regarded as constituting a community of related, interdependent individuals. 2. the system or condition of living together as a community. 3. any organized group of people joined together because of some interest in common.

SOLID (adjective) 1. something that is quite firm or hard. 2. heavy; massy; bulky; weighty.

SOLIDITY (noun) 1. the quality or condition of being solid; firmness, soundness, compactness, etc.

SOLO (noun) 1. any performance or activity by one person alone. [Latin, solus, alone]

SOLO (adjective) 1. made or done by one person.

SOLO CLEARING 1. after reaching the State of Clear, one trains to be a solo practitioner; one then processes solo material with the aid of a Clearing Biofeedback Meter to reach states of freedom and truth beyond Clear.

SOLUTION (noun) 1. the solving of a problem. 2. an explanation; answer. 3. action or process of explaining, clearing up, removing or finding a way out of a problem. 4. method of finding an answer to a problem. 5. what will cause the problem to dissipate and disappear; what will cause the problem to vanish. 6. something that permits one to escape from a problem without becoming cause over that problem. [Latin solutio, -onisa loosing, coming from solvere loosen, dissolve]

SOLVE (verb) 1. to find the answer to; clear up; explain. 2. to find a solution for, explain, clear up, remove or find a way out of a problem. [Latin solvere to loosen, dissolve]

SOLVING 1. finding a solution for; explaining, clearing up, removing, or finding a way out of a problem.

SOMATIC 1. physical pain or discomfort of any kind, especially painful or uncomfortable physical perceptions stemming from the reactive mind. 2. a pain or sensation in the body. [Latin soma body]

SOMATIC CHAIN 1. a chain in which the similarity of content is of feelings, sensations, attitudes, pains or emotions.

SOMATIC MIND 1. the subconscious mind; the A-mind; the “Little Animal.” 2. that mind which, directed by the analytical or reactive mind, places solutions into effect on the physical level.

SOMATIC SHUT-OFF 1. an inability to feel sensations, pains or emotions.

SOMATIC STRIP 1. the part of the time track containing sensations, pains, emotions, etc.

SOME 1. a certain one not named; a certain but not definite quantity.

SOMEBODY 1. a particular but unnamed person.

SOMEONE 1. a particular but unnamed person.

SOMETHING 1. a particular but unspecified thing, event, fact, etc.

SOMEWHERE 1. in or at a definite but unspecified place.

SONIC 1. the ability to recall a sound so that one can hear it again as he originally heard it in full tone and volume.

SONIC SHUT-OFF 1. the inability to hear sound in mental image pictures or incidents.

SOON 1. in a short time (after a time specified or understood); shortly; before long. 2. promptly; quickly. 3. ahead of time; early.

SOP see STANDARD OPERATING PROCEDURE

SORE (noun) 1. a place on the body where tissue is injured, as by a bruise, cut or burn. 2. any source of pain, irritation, grief, distress, etc.

SORE (adjective) 1. a) giving physical pain; painful; tender. b) feeling physical pain, as from wounds, bruises, etc.

SORENESSES 1. places in and on the body that are painful, tender, etc.

SORROW 1. a mental suffering caused by loss, disappointment, etc. 2. a deep, long-continued, mental anguish caused by a sense of loss, disappointment, etc.

SOUGHT 1. searched for; tried to get; aimed at; made an attempt at.

SOUL 1. a commonly used word to refer to who a person really is; not a person’s mind, body or possessions; a Being. see BEING

SOUND 1. that which is or can be heard; the sensation of hearing, resulting from the stimulation of the auditory nerves by vibrations carried in the air, water, etc. 2. a noise made by the organs of speech.

SOURCE 1. the point of origin, or it would be the originator, or where something was begun or dreamed up or created. 2. that from which something comes or develops; place of origin; cause.

SOURCE POINT 1. the person who starts or sends a communication; also the place from which a communication was sent.

SP see SUPPRESSIVE PERSON

SPACE 1. that in which Matter and Energy are located.

SPACES 1. plural of space.

SPEECH 1. the act of speaking; expression or communication of thoughts and feelings by spoken words, vocal sounds, and gestures. 2. the power or ability to speak. 3. that which is spoken; utterance; remark, statement, talk, conversation, etc. 4. a talk or address given in public. 5. the language used by a certain group of people; dialect or tongue. 6. the study of the theory and practice of oral expression and communication.

SPEEDED FALL 1. a particular kind of needle reaction on the Clearing Biofeedback Meter; it is a fall which starts off slow and then picks up speed. see FALL

SPEEDED RISE 1. a particular kind of needle reaction on the Clearing Biofeedback Meter; it is a rise which starts off slow and then picks up speed. see RISE

SPELL 1. a word or set of words supposed to have magical powers.

SPINNINESS 1. a variety of dizziness; a sensation of dizziness.

SPIRIT 1. a rational or intelligent Being with or without identity. see BEING

SPIRITS 1. plural of spirit.

SPIRITUAL 1. of or having to do with Beings. 2. of or having to do with the supernatural.

SPOT (noun) 1. a particular place; a small extent of space.

SPOT (verb) 1. single out; locate; detect; notice; identify.

SPOT CHECK 1. a checkout given by a student to her twin in which she examines her twin on selected words and data; it is called a spot check in that the student does not attempt to cover all the materials. 2. the action whereby a supervisor checks a student's understanding of words and data covered in materials already attested to on the student's checksheet.

STABILITY 1. the capacity to remain in position; ability to resist being dislodged, overturned, etc. 2. fixidity of position in space; firmness of position. 3. the capacity to resist destruction. 4. firmness of character, purpose, resolution, etc. 5. the capacity of a person to return quickly and easily to his or her normal state after an upset.

STABLE 1. that which will not easily fall, be overturned, etc. 2. not likely to give way; steady; firm. 3. not likely to change in nature or purpose; persistent. 4. fixed in nature or purpose; constant; unwavering. 5. not liable to destruction; permanent. 6. able to maintain or return to its original or normal state. 7. one who is able to maintain a high position on the Scale of Emotions and is able to recover easily and quickly after an upset.

STABLE DATUM 1. a stable object or idea that one picks out of a confusion. 2. any part or factor (which may or may not be correct or true) in a confusion that an individual selects out as a known and secure thing by which to relate and align the rest of the parts of the confusion, thereby lessening or bringing order into the confusion.

STAGE FOUR NEEDLE 1. a needle on the Clearing Biofeedback Meter that rises, sticks and then falls over and over. [This is the sole survivor of an old system that used four stages of meter reaction as a test of the state of a case. A stage four needle is still important to identify when met, as it means this Preclear is from no place as a case. A stage four needle goes up about an inch or two (always the same distance) and sticks and then falls, goes up, sticks,

falls, about once a second or so. It is very regular, always the same distance, always the same pattern, over and over on and on, and nothing you say or the Preclear says changes it (except body reactions). It's a disheartening phenomenon. It means the Preclear is stuck in the Reactive Mind.]

STAND 1. to be in an upright position on one's feet; to maintain a specified position or posture.

STANDARD (noun) 1. a definite level or degree of quality that is proper and adequate for a specific purpose. 2. something established for use as a rule or basis of comparison in measuring or judging capacity, quantity, content, extent, value, quality, etc. 3. something used as a general agreement to determine whether or not a thing is as it should be. 4. a level or grade of excellence, quality or attainment regarded as a goal or measure of adequacy. 5. some measure, principle, model, etc. with which things of the same class are compared in order to determine their quantity, value, quality, etc. [Middle English; Old French estandard; probably from Germanic standan, to stand +ort, a place; hence, a standing place]

STANDARD MEMORY BANKS see ANALYTICAL MIND

STANDARD OPERATING PROCEDURE 1. a precise way of carrying out a task so that an expected result is achieved.

STANDARD TECHNOLOGY 1. an agreed upon set of Clearing procedures that can be taught and predictably reproduced in order to achieve consistently effective results. 2. those procedures which are generally agreed upon to be workable.

STARRATE CHECKOUT 1. a very exact checkout which verifies the full and minute knowledge of the student of a portion of study materials, and tests his full understanding of the data and ability to apply it.

START 1. to cause to begin; set in motion or action.

START-CHANGE-STOP 1. the anatomy of control.

STARTING 1. beginning; setting in motion or action.

STARTLED 1. frightened suddenly and usually not seriously.

STATE (noun) 1. the condition of a person or thing at a certain time; situation. 2. the mental or emotional condition of a person at a particular time.

STATE (verb) 1. to express the particulars of, especially in words.

STATED (verb) 1. expressed in words.

STATEMENT 1. a report of fact or opinion; a single declaration or remark.

STATES (noun) 1. plural of state. 2. levels on the Life Expansion Chart.

STATISTIC 1. any number used to measure production.

STATISTICS 1. numerical facts or data about people, business conditions, etc. 2. a numerical measure of production for a person or group.

STATS see STATISTICS

STICK (verb) 1. to remain in place.

STICKY NEEDLE 1. a needle on the Clearing Biofeedback Meter that is not free and clean.

STILL (adjective) 1. without motion.

STILL (adverb) 1. a word indicating the continuance of an action or condition at or up to the time mentioned or now; in spite of that; yet: as, he is still involved in the practice of Clearing.

STILL RA 1. an unmoving Range Arm on the Clearing Biofeedback Meter.

STIMULUS 1. something that stirs to action or effort. [Latin stimulus (originally) a goad]

STIMULUS-RESPONSE 1. the mechanism whereby the individual is reactivated, upset or reactively stimulated by something or someone.

STIMULUS-RESPONSE MECHANISM 1. a mechanism not under an individual's conscious control where a stimulus from the surroundings causes an unwanted reactive response.

STINGINESS 1. unwillingness to part with anything; close-fisted.

STOP (noun) 1. the end of a cycle of action.

STOP (verb) 1. to cease doing something.

STOPPED 1. hindered; blocked; obstructed; halted; kept from going on.

STOPPED READ 1. the needle on the Clearing Biofeedback Meter stops as it falls.

STRAIGHT LINE MEMORY 1. recalling exact moments in the past.

STRAIGHT MEMORY see STRAIGHT LINE MEMORY

STRIPPING 1. to take off the covering of. 2. to remove false ideas from.

STUCK 1. fixed in a specified position so as to remain there.

STUCK FLOW 1. a stopped flow. (A flow run too long in one direction will become stuck. Running the flow in the opposite direction will free it up.)

STUCK NEEDLE 1. an unmoving needle on the Clearing Biofeedback Meter. 2. an unmoving needle that registers nothing when the Preclear is pinched. 3. a stiff, stopped non-moving needle. 4. a measured response that a fellow has flowed out or flowed in too long in one direction.

STUCK ON THE TRACK 1. a phenomenon of fixated attention in a point of time in the past which must not be duplicated. 2. an enormous accumulation of negative energy.

STUCK PICTURE 1. a mental picture that is being held in place with effort or force. 2. a mental image that intrudes upon and prevents a Preclear from running a chain of incidents.

STUDENT 1. one who observes carefully and in detail in order to gain knowledge and then use it to produce a specific result. 2. one who is doing a drill while being coached.

STUDENT CLEARING PRACTITIONER 1. an individual who is studying the material, doing the drills and getting the practical experience necessary to become a Clearing Practitioner.

STUDY (noun) 1. the act or process of applying the mind in order to acquire knowledge, as by reading, investigating, etc. 2. careful attention to, and critical examination and investigation of, any subject, event, etc.: as, the study of human behavior. 3. a branch of learning; department of knowledge.

STUDY (verb) 1. to apply one's mind to attentively; perceive information by reading, thinking, etc.: as, he studies history with interest. 2. a) to examine or investigate carefully: as, I shall study the case. a b) to look at carefully; scrutinize: as, she studied the map. 3. to read (a book, lesson, etc.) so as to know and understand it. 4. to pay attention to; give care and thought to: as, he studies the principle of reciprocity.

STUDY (verb intransitive) 1. to apply the mind in order to acquire knowledge. 2. to meditate; ponder.

STUDY TECH 1. the technology of how to study.

STUPOR (noun) 1. a state in which the mind and senses are dulled; partial or complete loss of sensibility, as from a narcotic. 2. mental or moral dullness or apathy. [Latin stupere, to be stunned or amazed]

STUN (verb) 1. to make senseless or unconscious, as by a blow. 2. to daze or stupefy; shock deeply; astound; overwhelm: as, we were stunned by the sight. 3. to overpower or bewilder as by a loud noise or explosion. [Latin extonare;ex-, intensifier +tonare, to thunder, crash]

STUPID (adjective)] 1. in a state of stupor; dazed; stunned; stupefied. 2. lacking normal intelligence or understanding; slow witted; dull. 3. showing or resulting from lack of normal intelligence; foolish; irrational; lack of intelligence or incapacity for perceiving, learning, etc. as might be shown by one in a mental stupor: as, what a stupid idea. 4. dull and boring; tiresome: as, a very stupid party. 5. the opposite of wise. [Latin stupidus from stupere, to be stunned or amazed]

STUPIDITY (noun) 1. the quality or condition of being stupid. 2. the complete inability to predict the consequences of one's actions with an accompanying inability to take responsibility for the effects being created. 3. the opposite of wisdom.

STYLE 1. a method or custom of performing actions. 2. in Clearing there are five styles: Listen Style, Muzzled Style, Guiding Style, Direct Style, Abridged Style and All Style.

SUBCONSCIOUS (noun) 1. that portion of mental activity of which the individual has little or no conscious perception. 2. the sum of all thoughts, impulses, desires, feelings, etc. of which the individual is not conscious but which influences his or her behavior; that part of the total mind which comprises repressed desires and other matter excluded from, but often tending to affect, the individual's consciousness.

SUBCONSCIOUS (adjective) 1. occurring without conscious perception, or with only slight perception, on the part of the individual: said of mental processes and reactions.

SUBJECT (noun) 1. thing being talked about; what one is studying or coaching or examining or being checked out on; also all the data and methods that have been developed regarding some area of existence or awareness.

SUBJECTIVE 1. proceeding from or taking place in an individual's mind.

SUBJECTIVE PROCESSES 1. any procedure which directs the Preclear to intimately address the contents of her mind. 2. processes that ask the Preclear to recall, think of, remember or return on the time track to a past incident.

SUBTRACT (verb) 1. to take away or deduct, as a part from a whole or one quantity from another. [Latin subtractus or subtrahere, to draw away underneath, subtract; sub-, under + trahere, to draw]

SUBTRACTION (noun) 1. the act of taking away or deducting.

SUBTRACTIVE (adjective) 1. tending to take away or deduct. 2. capable of or involving subtraction.

SUBTRACTIVE PROCESS 1. a process designed to discharge and remove, release or erase reactive material in the subconscious mind . 2. a Clearing process.

SUCCESS 1. the progressive realization of worthwhile, pre-determined, personal or group goals.

SUCCESSFUL 1. coming about, taking place, or turning out to be as was hoped for; having a favorable result: as, a successful session.

SUCCESS STORY 1. a statement of benefits, gains or wins made by a Student or a Preclear to a Course Supervisor or Clearing Practitioner.

SUCCUMB 1. the failure to survive, dying (often used with to): as, he succumbed to cancer. 2. to give way; yield; submit (often with to): as, she succumbed to his persuasion.

SUDDEN 1. done or taking place unexpectedly; happening without warning; not foreseen or prepared for. 2. done, coming, or taking place quickly or abruptly; hasty.

SUFFER 1. to undergo (something painful or unpleasant, as injury, grief, etc.); endure; bear; be afflicted with. 2. to undergo or experience (any operation or process, especially change). 3. to allow; permit; tolerate.

SUFFERING 1. the bearing or undergoing of pain, distress, or injury.

SUFFICIENT 1. as much as is needed; equal to what is specified or required; enough to meet one's needs.

SUGGEST 1. propose as a possibility; as, he suggested a course of action. 2. to show indirectly; imply; intimate: as, her appearance suggests prosperity. 3. to bring (a thought, problem, desire, etc.) to the mind for consideration. 4. to arouse in the mind through association of ideas: as, what does this shape suggest to you.

SUGGESTED 1. past tense of suggest.

SUICIDE 1. the act of killing oneself intentionally. 2. a psychotic act. 3. ruin of one's interests or prospects through one's own actions, policies, etc.

SUNDER 1. to break apart; to separate; to part; to split.

SUPER- (a prefix) 1. over, above, on top of, as in super structure. 2. higher in rank or position than, superior to, as in superintendent, supervisor. 3. a) greater in quality, amount, or degree than, surpassing, as in super fine, super abundance. b) greater or better than others of its kind, as in supermarket. 4. to a degree greater than normal, as in super heat, supersaturate. 5. extra, additional, as in super tax.

SUPERCONSCIOUS (noun) 1. that aspect of the total mind which has infinite capability and infinite storage capacity.

SUPERIOR 1. greater in value, quality, amount, power, etc. 2. far above the average; of high quality, worth, ability, etc.; excellent.

SUPER-LITERATE 1. the ability to comfortably and quickly take data from a page and be able at once to apply it.

SUPERSTITION 1. any belief or attitude that is inconsistent with the known laws of science or with what is generally considered in the particular society as true and rational; especially, such a belief in charms, omens, etc.

SUPERVISOR 1. one whose role is to observe an activity and make sure that it is going well.

SUPPRESS 1. to squash, sit on, or make smaller; to refuse to let reach, make uncertain about reaching, render or lessen in any way possible by any means possible; to the harm of the individual and for the fancied protection of a suppressor.

SUPPRESSED 1. put down by force; subdued; crushed. 2. concealed or withheld from consciousness.

SUPPRESSION 1. a harmful intention or action against which one cannot fight back (when one can do anything about it, it is less suppressive).

SUPPRESSIVE 1. tending to suppress, hinder, stop or limit reaching; that which suppresses, hinders, stops or limits reaching.

SUPPRESSIVE ACTS 1. committed or omitted actions which inhibit, impede or stop another.

SUPPRESSIVE GROUP 1. A group which suppresses or damages people. 2. A group that dominates the lives and thoughts of its individual members by the use of brainwashing techniques; a rigid, authoritarian group where individual will and personal integrity are subjugated in unquestioning allegiance to a demagogue who is considered to be the only source of the only solution to life.

SUPPRESSIVE PERSON 1. a person who suppresses other people. 2. a person who is hostile, or antagonistic to another individual, and who has a counter-postulate to that individual.

SUPPRESSOR 1. a "social behavior" preventing things from being revealed which might be embarrassing or frightening.

SUPREME BEING 1. greatest possible, highest in degree or quality, extreme, most important, uttermost, or infinite conscious existence or life unit; infinity.

SURE 1. certain; free from doubts; confident: as, he approached with a sure step. 2. that will not fail; always effective: as, a sure method. 3. that cannot be doubted, questioned, or disputed; absolutely true.

SURPRISE (noun) 1. the feeling or emotion caused by something happening suddenly or unexpectedly. 2. a sudden reaction caused by something unexpected.

SURPRISE (verb) 1. to cause to feel surprise, as by something expected.

SURVIVAL (noun) 1. the act or fact of surviving; continuance of life; living or lasting longer than others. 2. living with an abundance or a margin in all areas.

SURVIVE (verb) 1. to continue to exist, stand out. 2. to continue to live after or in spite of: as, we survived the earthquake. [Latin supervivere; super- above + -vivere to live; to live above]

SWARM 1. an Entity Being or Group (Cluster) in the valence of locusts or bees or insects.

SYMBIOSIS 1. a living together of two dissimilar organisms in close association or union, especially when this is advantageous to both. 2. the action of two or more beings interacting and sharing the same body.

SYMBOL 1. something that stands for or suggests something else; a visible sign of something not presently visible: as, the dove is a symbol of peace. 2. an idea fixed in energy and mobile in space.

SYMPATHY 1. sameness of feeling; a low level interchange of energy. 2. an emotion that an individual uses when immobilized to enlist help from others. 3. a non-survival activity used by an individual who considers herself incapable of surviving by herself; the use of psychosomatic illness is an explanation of failure and a bid for sympathy. 4. an emotional state similar to grief or apathy, ranging from 0.9 to 0.4 on the Scale of Emotional Expression.

SYMPTOMS 1. pains, emotional feelings, tirednesses, aches, pressures, sensations and other unwanted states of the body. 2. a condition existing in the body directly, such as a broken bone, a pulled muscle, a gallstone; an immediate physical cause. 3. part of the contents of a mental image picture, such as an engram, secondary or a lock.

T

TACIT CONSENT 1. unspoken agreement

TACTILE 1. perceived by touch, tangible. 2. having the sense of touch.

TAKE I. to get possession of by force or skill; seize, grasp, catch, capture, win, or the like 1. to get by conquering; capture; seize. 2. to trap or snare (a bird, a fish, an animal). 3. to get hold of; grasp. 4. to capture the fancy of; charm. II. to get by action not involving force or skill; obtain, acquire, assume, etc. 1. to get into one's hand or hold; transfer to oneself. 2. to eat, drink, swallow, etc. for bodily nourishment. III. to get, adopt; use, etc. by selection or choice 1. to choose; select. 2. to use or employ; resort to: as, he took the whip to his horse. 3. to travel by; get in or on as a means of traveling: as, she took the train. 4. to go to for shelter, safety, etc.: as, the birds took cover. 5. to deal with; consider: as, he took the matter lightly. 6. to occupy: as, take a chair. IV. to get from a source 1. to obtain by observation, experiment, study, etc.: as, he took a poll. 2. to write down; copy: as, take notes. 3. to draw, photograph, etc. a likeness of: as, let me take your picture. V. to get as offered or due; receive, accept, suffer, etc. 1. to win, as a prize, reward. 2. to be the object of; undergo: as, take punishment. 3. to occupy oneself in; enjoy: as, take a nap. 4. to accept (something offered): as, take a bet, take advice. 5. to have a specified reaction to: as, he took the joke in earnest. 6. to confront and get over, through: as, the horse took the jump. 8. to absorb; become impregnated with, as a dye, polish. VI. to receive mentally 1. a) to understand the remarks of (a person). b) comprehend the meaning of (words, remarks). c) to understand or interpret in a specified way. 2. to suppose; presume: as, I take him to be an intelligent person. 3. to have or feel, as an emotion, mental state: as, take pity, take notice. VII. to make or complete by action 1. to do; perform (an act): as, take a walk. 2. to carry: as, take your skates with you. 3. to remove from a person or thing; extract: as, the thief took the silver.

TAKEN 1. picked out; chosen; selected; obtained as the result of a special procedure. 2. received into one's body.

TALK 1. to deliver or express in speech; utter; speak; to express ideas by means of spoken words.

TAO 1. Chinese, the way.

TAOISM 1. a 6,000 year old Chinese religion and philosophy based on the doctrines of Lao-tse, advocating balance, integration, harmony and simplicity.

TAPED 1. recorded on magnetic audio tape.

TECH 1. abbreviation for TECHNOLOGY.

TECH IN 1. the presence of a workable technology being applied consistently and correctly.

TECH OUT 1. errors in and misapplications of an otherwise workable technology. 2. there are five areas of out tech: can't handle and use a Clearing Biofeedback Meter, doesn't know and can't apply the processes, can't get and keep a Preclear in session, can't complete a Clearing Communication Cycle, can't complete a repetitive Clearing Communication Cycle.

TECHNIQUE 1. a way of directing one's attention and effort to achieve a desired result. 2. a patterned action, invariable and unchanging, composed of certain steps or actions calculated to bring about range arm action and thus a happier Individual.

TECHNOLOGY 1. the methods of application of an art or science as opposed to mere knowledge of the science or of art itself. 2. the detailed, step-by-step organization of data and techniques that enable people to produce desired results over a broad area.

TELEKINESIS 1. influencing or moving physical objects by some means other than through the normal sensory channels. [Greek tele-, far off +kinema, motion]

TELEPATHY 1. communication between Beings by some means other than the normal sensory channels; transference of thought. [Greek tele-, far off +pathos, feel; coined (1882) by F.W. Myers (1843-1901), English writer]

TELL 1. put into words; say: as,tell the facts,tell the truth

TEMPERATURE 1. the degree of hotness or coldness of anything. 2. the degree of heat of a living body.

TERMINAL 1. anything that can receive, relay or send a communication (most common usage); also anything with mass and meaning.

TERROR 1. intense fear; fear with great volume. 2. an emotion resulting from the threat of something frightening reappearing.

TEXT 1. written study material; an item of written study material. 2. the principal matter on a printed or written page, as distinguished from notes, headings, etc. 3. the actual structure of words in a piece of writing or printing; wording.

THAN 1. compared to: as, I am taller than Jill, we arrived earlier than they did. 2. to express exception: as, it was none other than Jim and Betty.

THAT (adjective) 1. the person, thing or idea specified or mentioned: as,that man is John,that pie tastes good. 2. designating the thing farther away: distinguished from this, as, I can see this house more clearly than that one across the street. 3. designating something or someone that is not described but that is well known or easily recognizable: as,that certain feeling, there comes that smile!

THAT (pronoun) I. as a demonstrative pronoun: 1. the person or thing mentioned or understood: as,that is John,that tastes good. 2. the thing farther away: distinguished from this, as, I can see this more clearly than that. 3. one of two things which are compared or contrasted: as, of the two possibilities, this is more likely than that. II. as a relative pronoun: 1. who, whom, or which: as, the road that we took. 2. where; at which; on which: as, the place that I saw him. 3. when; in which; on which: as, the year that she was born.

THAT (conjunction) 1. to introduce a noun clause: as,that he gone is obvious, the truth was that we never saw him. 2. to introduce a clause expressing purpose: as, they died that we might live. 3. to introduce a clause expressing result: as, he ran so fast that I couldn't catch up. 4. to introduce a clause expressing cause: as, I'm sorry that I caused you such annoyance.

THAT (adverb) 1. to that extent or to the degree indicated: as, the diamond was that big.

THAT'S IT! (Slang) 1. means that a meeting, a game, a seminar, an exercise is over; the result has been achieved. [American English, late 1960's through early 1980's]

THE (adjective, definite article) I.the (as opposed to a,an) is used to refer to a particular person, thing, or group, as: 1. that (one) being spoken of or already mentioned: as,the story ended. 2. that (one) which is recent, close, nearby, etc., as distinguished from all others, which are considered remote: as,the day just started,the heat is oppressive. 3. that (one) designated or identified, as by title:the President of the United States,the Mississippi (River). 4. that (one) considered outstanding, most fashionable, etc.: as, that's the restaurant in town (usually given special emphasis when spoken and italicized when printed). 5. that (one) belonging to a person previously mentioned: as, take me by the hand, rub into the hair (equivalent to your his, her, my, our, one's, etc.) 6. that (one) considered as a unit of purchase, etc.: as, at five dollars the half ton (equivalent to a,per,each, etc. II.the is used to refer to that one of number of persons or things which is identified by a modifier, as by: 1. an attributive adjective: as,the front door. 2. a relative clause: as, "ask the man who owns one." 3. a prepositional phrase: as,the hit of the week. 4. an infinitive phrase: as,the right to freedom. 5. a participle: as, follow the directions given. III.the is used to refer to a person or thing considered generically or universally, as: 1. one taken as the representative of the entire genus or type: as, he learned to use the typewriter,the cow is a domestic animal. 2. an adjective used substantively: as,the good,the beautiful,the wise,the true.

THE (adverb) 1. that much; to that extent: as,the better to see you with. 2. by how much. . .by that much; to what extent. . .to that extent: used in correlative construction expressing comparison, as,the sooner the better.

THEETIE-WEETIE 1.Slang. means "sweetness and light" (England, 1960's) a person who can't face anything; he only thinks about it.

THEETIE-WEETIE CASE 1. a person who appears serene but actually does not know what is going on in his environment or in his mind. 2. the person who cannot observe but thinks obsessively.

THEFT 1. the act of stealing; the wrongful taking and carrying away of the personal goods of another.

THEIR 1. of, belonging to, or done by them.

THEM 1. people in general. 2. the objective case of they.

THEN (adverb) 1. at that time: as, we were young then, then I shall go. 2. soon afterward; next in time: as, he got up, took his hat, and then left. 3. next in order: as, first there is Fred's desk,then there is David's. 4. in that case; therefore; accordingly: as, if he read it,then he knows; do it your own way,then. 5. besides; moreover: as, but I like to walk, and then it cheaper. 6. at another time: used as a correlative with now, sometimes, etc.: as, now she's happy,then sad.

THEN (adjective) 1. of that time; being such at that time: as, the then director.

THEN (noun) 1. that time: as, by then, they were gone.

THEORY 1. an idea or mental plan of the way to do something. 2. the part of a study of a subject or course dealing with ideas, explanations and principles rather than the techniques and practices. 3. originally, a mental viewing; contemplation.

THERAPY 1. a treating, curative or remedying service.

THERAPIES 1. treating, curative or remedying services.

THERE 1. in that place. 2. at that point or stage in progress of affairs.

THETA 1. energy peculiar to life or a Being which acts upon material in the physical universe and animates it, mobilizes it and changes it; natural creative energy of a Being which he is free to direct toward survival goals, especially when it manifests itself as high toned, constructive communications.

THETA BOP 1. a small or wide steady dance of the needle over a spread of one-eighth of an inch (depending on sensitivity setting--it can be half an inch); needle goes up and down perhaps five or ten times a second; it goes up, sticks, falls, sticks, goes up, sticks, falls, sticks, etc., always the same distance, like a slow tuning fork; it is a constant distance and a constant speed. (A theta bop means "death," "leaving," "don't want to be here." It is caused by a yoyo of the Preclear as a Being vibrating out and into the body or a position in the body. It's as if the needle is jumping between two peaks across a narrow valley. A small or wide steady dance of the needle. Depending on the sensitivity setting it can be anything from one-eighth to half an inch wide. It is very rapid, perhaps five or ten times a second.)

THEY 1. the persons being talked about.

THING 1. any object or substance.

THINGS 1. plural of thing.

THINK (verb) 1. to use the mind to form ideas, reach conclusions, understand what is known, etc. 2. with awareness, to direct the mind to form or have an idea which can be viewed mentally.

THINKING (adjective) 1. that which thinks; reasoning: as, a successful civilization is made up of thinking Beings.

THINKINGNESS (noun) 1. the power or process of thinking; mental activity. 2. thought itself or that which makes up the thinking process.

THIRD DYNAMIC see DYNAMIC EXPRESSIONS

THIRD PARTY 1. a person who, by false reports, creates trouble between two people, a person and a group, or a group and another group.

THIRD POSTULATE 1. forget. 2. forgettingness.

THIS 1. the person, thing, or idea present or mentioned or understood or about to be told.

THIS LIFE 1. the present or current lifetime.

THOSE 1. the things or ideas specified or mentioned.

THOUGHT 1. what one thinks; idea; notion. 2. formed or had an idea in the mind. 3. the power or process of thinking; mental activity. 4. reasoning. 5. conception, imagination or fancy.

THREE FLOWS see TRIPLE FLOWS

THREE S & D'S 1. the three basic Search and Discovery listing questions.

THREE UNIVERSES 1. one's own universe, the universes of others and the physical universe.

THREE-VALUED LOGIC 1. a logic spectrum composed of right, wrong and maybe.

THRILL 1. strong feeling of excitement.

THROUGH 1. from beginning to end of.

TICK (TIC) 1. a small jerk of the needle of less than a quarter inch. Abbr. T or t

TIME 1. measure of duration, whether past, present or future; every moment there has ever been or ever will be. 2. the point or period when something occurs; occasion.

TIMED 1. placed in time; scheduled; well coordinated in time.

TIMELESSNESS 1. that which is unrelated to time; that which cannot be placed in time. 2. existing outside the time continuum.

TIME LIMITER 1. a preface that limits or narrows the focus of time: as, the preface recently in the question "Recently, is there anything you have been careful of" is a time limiter.

TIMES 1. plural of time.

TIME TRACK 1. the consecutive record of mental image pictures which accumulates through a person's life. 2. an exactly dated and very accurate record of a person's entire past. 3. a system of filing recordings made of the environment and the person, filed according to time received.

TIRED 1. the state of having one's strength drained; in need of rest.

TIREDNESSES 1. statements that express various states of exhaustion or weariness.

TO (preposition) 1. in the direction of; toward: as, stand up with your back to the wall. 2. as far as; until: as, he was wet to the skin. 3. for; for the purpose of; for use with: as, mother came to the rescue. 4. toward or into the position, condition or state of: as, he went to sleep. 5. so as to produce cause or result in: as, to my amazement, he jumped. 6. into: as, she tore the letter to pieces. 7. by: as, a fact known to few. 8. along with; with: as, he danced to the music. 9. compared with: as, the score was 9 to 5. 10. in agreement with: a decision not to my liking. 11. as seen or understood by: a symptom alarming to the doctor. 12. belong with; of: as, the key to my room. 13. in honor of: as, the soldiers drank to the king. 14. on; against: as, fasten it to the wall. 15. about; concerning: as, what did he say to that? 16. included, contained or involved in: as, a book without much to it. 17. To is used to show action toward: as, give the book to me. 18. To is used with the infinitive form of verbs: as, he likes to read.

TOLD 1. related in detail; narrated; said; uttered; expressed in words.

TONE 1. Any level of survival or "quality of being" plotted on the Scale of Emotional Expression.

TONE ARM see RANGE ARM

TONE 4 1. enthusiasm on the Scale of Emotional Expression.

TONE 40 1. intention without reservation or limit.

TONE SCALE see SCALE OF EMOTIONAL EXPRESSION

TOO (adverb) 1. in addition; as well; besides; also. 2. more than enough; superfluously; overly. 3. to a regrettable extent. 4. extremely; very.

TOO LONG 1. longer than necessary.

TOOTH 1. one of the hard, bone-like parts in the mouth, attached in a row to each jaw, used for biting and chewing; composed of dentine surrounding a hollow filled with pulp, through which run blood vessels and nerves, and coated at the root with cementum and at the crown and exposed parts with enamel.

TOUCH 1. to bring a body part into contact with, so as to feel; perceive by the sense of feel.

TOUCH ASSIST 1. an assist which brings the patient's attention to injured or affected body areas. 2. this is run on both sides of the body until the pain is gone, cognition, F/N, and is run around the injury and especially below the injury; i.e. further from the head than the injury. Use a simple command like "Feel my finger. Thank You."

TOUGH CASE 1. a Preclear who has a "no change" response to routine processes. (The tough case (who is also the difficult student) is the sole reason one has an urge to alter a process.)

TRACK 1. the time track--the endless record, complete with fifty-two perceptions of the Pc's entire past.

TRAFFIC 1. the commercial exchange or trading of goods. 2. the flow of persons, vehicles or messages along transportation, commerce or communication lines. 3. the customers, collectively, who patronize a store or business concern.

TRAIN 1. to cause a person to develop skill by coaching or supervising him. 2. to guide the mental, moral, etc. development of. 3. to instruct with drills and practice so as to make proficient or qualified.

TRAINING 1. a formal activity imparting the philosophy or technology of Alethanetics and Alethiology to an individual or group and culminating in the award of a Grade or Certificate. 2. the state of being trained in some skill.

TRAINING ROUTINES see CLEARING EXERCISES

TRANQUILIZERS 1. drugs used to calm the nerves, reduce anxiety and tension.

TRANSFERENCE 1. the Preclear flipped into another valence. 2. the Preclear going into the valence of the Clearing Practitioner.

TRANSGRESSION 1. an action against a person or being or thing with which one has a moral code or an understanding or a co-action.

TRAP 1. one is trapped by those things to which he will not grant havingness. A game condition demands that one denies havingness. Therefore games trap. Traps are part of games. 2. being inside something, interiorized. 3. theta and mest interconnected too strongly are the components of a trap. Theta is mixed up with mest, mest is mixed up with theta.

TRAPPED 1. the past tense of trap.

TREACHERY 1. the deliberate breaking of trust or faith. 2. to work behind the scenes to destroy an individual or a group while at the same time pretending to be loyal. [Old French tricherie to trick or to cheat]

TREATMENT 1. a way or manner of dealing with a condition.

TRIED 1. attempted to do, achieve, or perform; endeavored; made an effort to.

TRIPLE FLOWS 1. the three flows are: inward to oneself, outward to another or others, and crossways, others to others. (Examples: Flow 1, to self, drinking. Flow 2, self to another or others, Pc giving them drinks. Flow 3, others to others, people giving other people drinks.)

TRIPLES 1. items run triple flow.

TROUBLE 1. mental agitation, distress, annoyance, worry, vexation or disturbance; undue exertion or effort; confused motion.

TRUTH 1. the true or actual state of something. 2. the exact time, place, form and event. 3. knowledge which works in life and produces a desirable result. 4. honesty; integrity; truthfulness.

TRUTHFUL 1. disposed to tell, or habitually telling, the truth; free from deceitfulness. 2. telling the truth; correct in statement.

TRY (verb) 1. to make an attempt or effort; endeavor; attempt. 2. to make an experiment.

TRY (noun) 1. an attempt; endeavor; effort. 2. a trial; test; experiment.

TRYING 1. endeavoring; attempting to do, achieve, or perform; making an attempt at.

TURN 1. to cause to change position; rotate.

TWC 1. abbreviation for TWO-WAY COMM

TWICE 1. two times; on two occasions. 2. two times in number, amount or value.

TWIN 1. A student of equal ability who is one's study partner on a course. Twins take turns coaching one another, checking one another out, and each is responsible for the other's good and honest learning.

TWIN CHECKOUT 1. a checkout given by one's twin. see TWIN

TWISTED 1. formed by or as by twisting strands together. 2. bent by twisting; forced away; distorted. 3. distorted; warped. 4. vicious by nature or habit; wicked.

TWO 1. one more than one. 2. a set of two persons or things.

TWO-VALUED LOGIC 1. a type of logic formulated by Aristotle in which a thing is either right or wrong; also, the type of logic used by the reactive mind.

TWO-WAY COMMUNICATION 1. Communication between two people in which each one takes turns, while the other listens attentively, in expressing fully her/his ideas on a subject. This is, therefore, communication in two directions. (Two-way communication is the basis of any successful and enjoyable personal relationship.)

TWO-WAY COMMUNICATION IN CLEARING 1. The action of asking the Preclear questions (not repetitive) that guides the preclear into talking about the difficulty that needs to be handled.

TYPED 1. typewritten; written with a typewriter.

TYPE THREE 1. a PTS type three. 2. a severely upset and disturbed person whose condition is so serious that a simple Clearing session gives no relief (The type three PTS responds only to rest, quiet, good nutrition and mild medical treatment).

U

UNBELIEVABLE 1. not believable; not credible; not worthy of belief or trust; not plausible.

UNBURDENING 1. the act of digging off the top to get at the bottom as in moving sand. (As a basic is not at once available on any chain one usually unburdens it by running later engrams, secondaries and locks. As you run off later incidents, the ability of the Preclear to confront basic also increases and basic is easy to run when finally contacted.) 2. the technique of thoroughly bringing to view everything contained in an engram by scanning its locks. (Alternate running of the engram and scanning its locks should bring about a maximal release of enteta.)

UNCHANGED 1. not changed; not made different in some way; not altered.

UNCHANGING GRAPH 1. in reference to the Personality Profile, an absence of change, difference, etc., on a Preclear's Graph is due to a Present Time Problem.

UNCONSCIOUS (THE) (noun) see SUBCONSCIOUS MIND

UNCONSCIOUS (adjective) 1. a) not endowed with consciousness; mindless. b) temporarily deprived of consciousness. 2. not aware (of). 3. not known, realized, or intended by the person himself. 4. not aware of one's own existence; not conscious of self. 5. having to do with those of one's mental processes that one is unable to bring into his consciousness. 6. an attenuation of working power of the analytical mind.

UNCONSCIOUS MIND see SUBCONSCIOUS MIND

UNCONSCIOUSNESS 1. the state of not knowing or perceiving; the state of not being able to think; unawareness.

UNCONSCIOUSNESSES 1. plural of unconsciousness.

UNCONTROLLED LISTING 1. a situation in which the Clearing Practitioner allows the Preclear to list on and on with no stops or checks. see LISTING

UNDER (adverb) 1. in or to a position below something; beneath; underneath. 2. in or to a condition that is inferior or subordinate. 3. so as to be covered, surmounted, enveloped, or concealed. 4. less than the required or assigned amount, etc.

UNDER (adjective) 1. located or moving below something else or on the lower surface. 2. lower in authority, position, power, etc.; subordinate. 3. held in control or restraint. 4. lower in amount, degree, etc.

UNDERCUT 1. to run a Preclear on processes that are easier for the Preclear to confront. 2. running a process that handles a broader area of charge or a more fundamental aspect of the Reactive Mind than the current process: as, power processes were originally developed as an under cut to all other processes.

UNDERLISTED LIST 1. an error committed in the process of listing in which the end phenomena is not reached, yet the listing process is discontinued. see LISTING

UNDERLYING 1. lying under; placed beneath. 2. fundamental; basic. 3. obscure; not clearly evident.

UNDERMINE 1. to wear away at the base or foundation. 2. to injure, weaken, or impair, especially by subtle or stealthy means.

UNDER-RESTIMULATION 1. a situation in which the Clearing Practitioner is not putting the Preclear's attention on anything, thereby preventing the Preclear from making any gains in Clearing.

UNDERRUN (verb) 1. to discontinue a process before reaching the optimum point; discontinue a process before reaching the end phenomena for that process.

UNDERSHOOT 1. to leave a Clearing cycle incomplete and go off to something else.

UNDERSTAND 1. to know or get the meaning of something, or what it does or will do, or what intention it has.

UNDERSTANDING 1. the act of comprehending, knowing, having knowledge. 2. the power or ability to comprehend, know. 3. the result of seeing and duplicating two opposing views on the same subject. (Understanding is proportional to the degree of affinity, reality and communication involved).

UNDERSTOOD 1. comprehended; knew; got the meaning of something; achieved a grasp of the nature, significance, or explanation of something.

UNDETECTED 1. not detected; not found out; not having discovered the existence, presence, or fact of.

UNEMOTIONAL 1. the condition of being unable to express emotion. 2. coolly serene.

UNETHICAL 1. not ethical; not moral. 2. lack of rationality toward the highest level of survival for the individual, the future race, the group, and mankind, and the other dynamics taken collectively.

UNETHICAL CONDUCT 1. behavior consisting of destruction and fear. 2. behavior that is not moral or rational.

UNEXPECTED 1. not expected; not awaited or waited for. 2. not looked forward to; not looked for as likely to occur or appear; not anticipated. 3. not looked for as due, proper, or necessary.

UNFLAT 1. not flat; not continued as long as it produced change; not fully erased; not discharged of all bad consequences to the Preclear. 2. not continued to the point of a specific achievement or accomplishment.

UNFRIENDLY 1. not friendly; hostile; showing hate or dislike.

UNGODLINESS 1. sinfulness; wickedness; corruption. 2. disrespect for persons or things to which one should be devoted.

UNHAPPINESS (noun) 1. a lack of pleasure, joy, or contentment. 2. a state or condition of being sad, miserable, sorrowful, etc. 3. the inability to confront that which is.

UNHAPPY (adjective) 1. not happy; sad; miserable; wretched; sorrowful. 2. not confronting that which is.

UNIMPORTANT 1. not important; not having much meaning or value.

UNIVERSE 1. a whole system of created things. (There are three types of universes. The most important is one's own universe; the second most important is the MEST universe; the third most important is known as "others' universes.") 2. the agreed upon reality of matter, energy, space and time.

UNKIND 1. not kind; not friendly; not good; harsh; cruel.

UNKNOWN 1. not known; not understood clearly; not familiar with; not certain of. 2. unaware of the truth, existence or factuality of.

UNMOCK 1. take down or destroy. 2. make nothing of.

UNMOTIVATED ACT 1. a perpetration delivered in the absence of a motivator. see **MOTIVATOR**

UNNECESSARY 1. not necessary; not needed; not required.

UNPAID 1. not paid; not having given what is due for goods or services; not having discharged obligations.

UNREAL 1. not real; not genuine; not existing in fact; implies disagreement between what seems to be and what is.

UNTRUE 1. not true; contrary to fact; false.

UNUSUAL 1. not usual or common; strange; rare; exceptional.

UNUSUAL SOLUTIONS 1. inappropriate and incorrect methods of trying to solve problems concerning a Preclear's case that are taken up because the gross clearing error has not been spotted; attempts made to remedy an abuse of existing technology.

UNWANTED 1. not wanted; not needed or required; not desired; inclined not to like.

UNWILLING (adjective) 1. not willing or inclined; reluctant. 2. done, said, given, etc. reluctantly.

UNWILLING CAUSE 1. a condition or state in which an individual feels compelled to be at cause because she doesn't dare be at effect; being at cause purely out of fear of being at effect. see **CAUSE** / see **EFFECT**

UP 1. to a place thought of as higher; a direction opposite of down.

UPPER 1. higher in place or physical position. 2. higher in rank, authority, dignity, etc.; superior.

UPPER LEVELS 1. the Creative Realization Levels.

UPRIGHTNESS 1. moral goodness. 2. honesty. 3. righteousness.

UP SCALE 1. an increasing of awareness; an increasing of one's power and ability to observe with certainty.

UPSET (noun) 1. a disturbance of the composure or mood or mental disposition.

UPSET (verb) 1. to tip over; overturn; capsize. 2. to disturb or disorder the functioning or course of. 3. to defeat or overthrow, especially unexpectedly. 4. to perturb; discompose; distress.

UPSETTING 1. a disturbing of the composure or mood or mental disposition.

URGE 1. a drive; impulse.

URGES 1. drives; impulses.

USE (noun) 1. the act of using or the state of being used; usage. 2. the power or ability to use. 3. the right or permission to use. 4. the need, opportunity, or occasion to use. 5. way of using. 6. the quality that makes a thing useful or suitable for a given purpose; advantage; usefulness; worth; utility. 7. the object, end, or purpose for which something is used. 8. function; service. 9. constant, continued, customary, or habitual employment, practice, or exercise, or an instance of this; custom; habit; practice.

USE (verb) 1. to put into action or service; employ; to carry out a purpose or action by means of.

V

VACUUM 1. an empty space without even air in it.

VALENCE 1. the unwitting assumption by one individual of the characteristics of another individual. 2. another's identity assumed by a person unknowingly; a valence is a substitute self taken on after the fact of lost confidence in self or a failed valence or as a solution to a problem. 3. a false or true identity; the Preclear has his own valence, his actual personality, and also available to him are the valences of all persons who appear in his engrams. 4. a commanded (from an engram) mimicry of another person or thing or imagined entity. 5. a beingness which the Preclear is not but is pretending to be or thinks he is. [Latin valens powerful from valere to be strong, have power]

VALENCE SHIFT 1. a realization in which the Preclear cognites on having been out of valence and returns to his own valence; a cognition on beingness, not doingness or havingness. see VALENCE

VALENCE SHIFTER 1. any phrase that indicates the individual should be somebody else. 2. a phrase which causes the individual to shift to another identity other than her own, such as, "You're just like your mother." 3. a list process to handle "out of valence." see VALENCE

VALID (adjective) 1. having legal force; properly executed and binding under the law. 2. sound; well grounded on principles or evidence; able to withstand criticism or objection. 3. effective, effectual, convincing, etc.

VALIDATE (verb) 1. to give someone recognition and praise. 2. to make binding under the law; give legal force to; declare legally valid. 3. to prove to be valid; confirm the validity of.

VALIDATION (noun) 1. a recognition or praising of someone or something. 2. a making or declaring valid; proof; confirmation.

VALIDATION RECALL 1. a process of validating all the good moments of a Preclear's past by having him recall them.

VALIDITY (noun) 1. the state, quality, or fact of being valid in law or in argument, proof, authority, etc.; (legal) soundness.

VALUABLE (adjective) 1. having material value; being worth money. 2. having great value in terms of money. 3. being highly thought of; being prized highly; being of great worth in some way, usually nonmaterial.

VALUABLE FINAL PRODUCT 1. an end result of an action or actions, the ultimate value of which is determined by the degree of benefit to the highest level of survival on all dynamics.

VALUE (noun) 1. that quality of a thing according to which it is thought of as being more or less desirable, useful, estimable, important, etc.; worth or the degree of worth. 2. a fair or proper equivalent in money, commodities, etc. for something sold or exchanged; fair price. 3. estimated or appraised worth or price; valuation.

VALUE (verb) 1. to estimate the value of; set a price for; determine the worth of; appraise. 2. to place a certain estimate of worth on in a scale of values: as, I value health above wealth. 3. to think highly of; esteem; prize.

VALUES 1. acts, customs, institutions, etc. regarded in a particular, especially favorable, way by a people, ethnic group. etc.

VALUED (adjective) 1. estimated; appraised. 2. highly thought of; esteemed.

VANISH 1. to stop existing; disappear.

VANQUISHED 1. defeated in any conflict, as in argument or competition. 2. conquered or defeated in battle; forced into submission.

VBI'S 1. abbr. for Very Bad Indicators.

VERBATIM (adverb) 1. word for word; in exactly the same words.

VERBATIM (adjective) 1. following the original word for word.

VERY (adverb) 1. in a high degree; to a great extent; extremely; exceedingly. 2. truly; really: used as an intensive, as, the very same woman.

VERY (adjective) 1. in the fullest sense; complete; absolute: as, the very opposite of the truth. 2. the same; identical: as, this is the very data I've been looking for. 3. even; even the: used as an intensive, as, the very rafters shook. 4. actual: as, the party started the very minute I arrived.

VERY BAD INDICATORS 1. bad indicators to a very marked degree. (see INDICATORS)

VERY GOOD INDICATORS 1. good indicators to a very marked degree. (see INDICATORS)

VERY WELL DONE 1. a phrase used in the evaluation of a Clearing Practitioner's performance, based on specific criteria; namely, the Clearing Practitioner did the C/S, did a correct session, got a Floating Needle at exam and did the admin and next C/S correctly.

VFP 1. abbr. for Valuable Final Product.

VGI'S 1. abbr. for Very Good Indicators.

VIA 1. anything used to relay a communication. 2. anything a person uses to "confront with" (that is, instead of confronting), such as lighting a cigarette when uncomfortable or wearing dark glasses in order to feel apart from things.

VICTIM 1. someone injured, destroyed, or who has suffered loss or deprivation under any of various conditions; someone tricked; deceived, misled, imposed upon, or deluded. 2. a destroyed, or threatened with destruction, receipt point. 3. an unwilling and unknowing effect of life, matter, energy, space and time.

VIEW (noun) 1. a seeing or looking, as in inspection or examination. 2. sight or vision; especially, range of vision. 3. mental examination or survey; critical contemplation. 4. that which is seen; scene or prospect. 5. visual appearance or aspect of something. 6. manner of regarding or considering something; judgment; opinion. [Latin, videre, to see]

VIEW (verb) 1. to inspect; scrutinize. 2. to see; behold. 3. to survey mentally; consider.

VIEWPOINT 1. a point of awareness from which one can perceive. 2. that thing which an individual puts out remotely, to look through. 3. in terms of the analytical mind, a point from which one can be aware and can perceive; in terms of the reactive mind, it is actually an evaluation of a point from which one can be aware and can perceive, based on opinion, and a small amount of observation formed out of uncertainties.

VISIO 1. ability to see in mental image picture forms something one has seen earlier so that one sees it again in the same color, dimension, scale, brightness and detail as it was when originally viewed.

VITAMINS 1. any of a number of unrelated, complex organic substances found variously in most foods and essential, in small amounts, for the normal functioning of the body. [Latin, vita, life; + amine]

VOLUNTEER (noun) 1. a person who enters or who offers to enter in any service of his own free will.

VOLUNTEER (verb) 1. to offer or give of one's own free will.

VOLUNTEERED 1. offered by one's own choice.

W

WAIT (verb intransitive) 1. to stay in a place or remain inactive or in anticipation until something expected takes place (often with for, until, etc.): as, wait until we call, wait for us. 2. to be ready or at hand: as, dinner is waiting for us. 3. to remain temporarily undone or neglected: as, that work will have to wait.

WAIT (verb transitive) 1. to be, remain, or delay in expectation or anticipation of; await: as, wait orders, wait your turn. 2. to serve food at: as, she waits tables.

WAIT (noun) 1. the act or fact of waiting: as, we had a long wait. 2. a time of waiting: as, a four-hour wait. 3. an ambush; trap: usually in lie in wait.

WAITING 1. staying in a place or doing nothing while thinking something will happen or come.

WALK (verb intransitive) 1. to go along or move about on foot at a moderate pace; specifically to move by placing one foot firmly on the ground before lifting the other, as two-legged creatures do, or by placing two feet firmly on the ground before lifting either of the others, as four-legged creatures do: distinguished from run, gallop, trot, etc.

WALK (verb transitive) 1. to go through, over, or along at a moderate pace on foot: as, he is walking the deck.

WALK (noun) 1. the act of walking. 2. a period or course of walking for pleasure or exercise; stroll; hike.

WALL 1. one of the sides of a room. 2. something resembling a wall in a container, body cavity, etc. 3. something suggestive of a wall in that it holds back, divides, hides, etc.: as, a wall of secrecy.

WANT (verb transitive) 1. to lack; have too little of; be deficient in. 2. to feel the need of; crave; long for: as, he wants adventure. 3. to desire; wish: as, she wants to go with us. 4. to wish to see or speak with (someone): as, your friend wants you.

WANT (verb intransitive) 1. to have a need or lack: as, we shall not want for money. 2. to lack the necessities of life; be destitute or impoverished.

WANT (noun) 1. the state or fact of lacking, or having too little of, something needed or desired; scarcity; shortage; lack: as, there is a want of confidence in him. 2. a lack of necessities of life; poverty; destitution. 3. a wish or desire for something; craving. 4. something needed or desired but lacking; need.

WANTS HANDLED 1. the thing (somatic, intention, terminal, condition, doingness) the Preclear really wants handled. 2. anything the Preclear wants to get rid of.

WAS 1. past tense of be. 2. existed; had existence in fact, physical or mental. see BE

WASTE (verb transitive) 1. to destroy; devastate; ruin, as land. 2. to wear away; consume gradually; use up. 3. to make weak, feeble, or emaciated; wear away the strength, vigor, or life of: said especially of disease, decay, age, etc. 4. to use up or spend without need, profit, or proper return; squander. 5. to fail to take proper advantage of: as, she wasted a good opportunity.

WASTE (verb intransitive) 1. to be used up or worn down gradually; become smaller or fewer by gradual loss. 2. to be wasted, or not put to full or proper use.

WASTE (adjective) 1. left over, superfluous, refuse, or no longer of use: as, a waste product, wastepaper. 2. produced in excess of what is or can be used: as, waste energy.

WASTE (noun) 1. a wasting or being wasted; specifically, a) a useless or profitless spending or consuming; squandering, as of money, time, etc. b) a failure to take advantage (of something). c) a gradual loss, decrease, or destruction by use, wear, decay, deterioration, etc.

WASTEFUL 1. in the habit of wasting. 2. using more than is needed; squandering; extravagant.

WASTE SUBSTITUTE 1. to destroy or ruin a person or thing acting or used in place of another. 2. to fail to take proper advantage of a person or thing acting or used in place of another.

WAY 1. a means of passing from one place to another, as a road, street, path. 2. a route or course that is or may be used to go from one place to another. 3. a path in life; course of habits of life or conduct: as, the way to personal freedom. 4. a course of action; method or manner of doing something: as, do it your way.

WE 1. you and I; I and another; I and others.

WEIGHT 1. amount or degree of heaviness.

WE'LL 1. we shall. 2. we will.

WELL (adverb) 1. in a pleasing or desirable manner; satisfactorily: as, the affair ended well. 2. in a proper, friendly, or attentive manner: as, treat him well. 3. skillfully, expertly: as, she sings well. 4. in an appropriate manner; fittingly: as, spoken well. 5. prosperously; in comfort and plenty: as, they lived well in Del Mar. 6. with good reason; in justice: as, you may well ask. 7. satisfactorily in regard to health or physical condition: as, the person is doing well. 8. to a considerable extent or degree: as, well advanced. 9. thoroughly: as, stir well before cooking. 10. with certainty; definitely: as, I recall well that I was here. 11. intimately; familiarly; closely: as, I know it well.

WELL DONE 1. a grade given by a Case Supervisor (C/S) for a session in which the Preclear had VGI's at session end and at the examiner, immediately after the session.

WELL DONE CLEARING HOURS 1. are those hours given a well done by the Case Supervisor for sessions that conclude on F/N, VGIs and the Preclear having F/N and VGIs at the examiner immediately after the session. (These sessions are void of gross technical errors.)

WENT 1. past tense of go.

WERE the plural and second person singular, past indicative, and the past subjunctive, of be. see BE

W/H 1. abbr. for withhold.

WHAT (pronoun) 1. which thing, event, circumstance, etc.: used interrogatively in asking for the specification of an identity, quantity, quality, etc.; specifically, a) in asking about the nature or class of a thing: as, what is that object? b) in asking for an explanation or repetition of something previously said: as, what did you say? c) in asking about the value, importance, or effect of something: as, what do you feel? 2. that which or those which: as, I know what you want.

WHAT (adjective) 1. which or which kind of: used interrogatively or relatively in asking for or specifying the nature, identity, etc. of a person or thing: as, I know what man told you about the surprise. What books will you need? 2. as much, or as many: as, take what time you need. 3. how great, surprising, magnificent, disappointing, etc.: in exclamations: as, what a man!

WHAT (adverb) 1. in what respect? to what degree? how?: as, what with singing and dancing, the time passed quickly.

WHAT (interjection) 1. an exclamation of surprise, anger, confusion, etc.: as, what! no dinner?

WHAT'S IT 1. a coined word from the phrase What is it? 2. a question a Preclear asks of himself when he is dwelling on problems, confusions or uncertainties rather than resolving them. 3. a phenomenon noted by a rise of the Range Arm on the Clearing Biofeedback Meter, indicating the Preclear is groping for an answer.

WHAT'S IT LINE 1. a question from the Clearing Practitioner to the Preclear which causes the Range Arm to rise. (It is responded to with a itsa line from the Preclear which causes the Range Arm to blow down.)

WHEN (noun) 1. the time or moment (of an event): as, I know when that incident occurred.

WHERE (noun) 1. the place (of an event): as, I know where the incident occurred.

WHERE (adverb) 1. in or at what place?: as, where is my hat? 2. to or toward what place or point?: as, where did he go? 3. in what situation or position?: as, where will we be if we lose? 4. in what respect?: as, where do I come into the matter? 5. from what place or source?: as, where did you get your information?

WHERE (conjunction) 1. in or at what place: as, I know where they are. 2. in or at which place: as, we came home, where we had dinner.

WHERE (pronoun) 1. the place or situation in, at, or to which: as, I live just two miles from where I was born. 2. what or which place: as, where do you come from.

WHICH (pronoun) 1. what one (or ones) of the number of persons, things, or events mentioned or implied?: as, which of the men answered? Which do you want? 2. the one (or ones) that: as, I know which you want. 3. who, whom, or that: used as a relative in a restrictive or nonrestrictive clause referring to the thing or event specified in the antecedent word, phrase, or clause: as myhat, which is on the table; the war which had just ended. 4. either, or any, of the persons, things, or events previously mentioned or implied; whichever: as, you may take which you prefer.

WHICH (adjective) 1. what one or ones (of the number mentioned or implied): as, which man answered? Which books shall I choose? 2. whatever; no matter what: as, try which method you please, you can succeed. 3. being the one just mentioned: as, he is very old, which fact is important.

WHILE (conjunction) 1. during or throughout the time that: as, we waited while he dined. 2. at the same time that; although on the one hand: as, while he was not poor, he had no ready cash.

WHO (pronoun) 1. what person or persons: used to introduce a question, as, who came? 2. which person or persons: as, I don't know who came. 3. (the, or a person or person) that: used to introduce a relative clause: as, the man who came to dinner.

WHOLE (adjective) 1. in sound health, not diseased or injured. 2. not broken, damaged, injured, defective, etc.; intact. 3. containing all of its elements or parts; entire, complete: as, a whole set of encyclopedias. 4. not divided up; in a single unit. 5. constituting the entire amount, extent, number, etc.: as, he slept through the whole night. 6. having both parents in common: as, a whole brother: distinguished from half. 7. in arithmetic, not a fraction: as, 28 is a whole number.

WHOLE (noun) 1. the entire amount, quantity, extent, or sum of something; totality: as, the whole is equal to the sum of its parts. 2. a complete organization of parts; unity, entirety, or system.

WHOLE TRACK 1. the moment to moment record of a person's existence in this universe, in picture and impression form, with emotions, sensations, etc.

WHY (adverb) 1. for what reason, cause, or purpose; with what motive: used interrogatively and relatively, as, why did he go? 2. because of which; on account of which: used relatively, often after reason, as, I can think of a reason why you could go. 3. the reason for which: as, this is why we came.

WHY (noun) 1. that basic outness which, when found, leads to a recovery of production and increasing statistics. 2. the real reason that production fails in an area.

WICKED 1. having or resulting from bad moral character; evil; perverted. 2. generally bad, painful, etc., but without any moral considerations involved: as, it was a wicked blow on the head. 3. naughty in a playful way; prankish; teasing; full of tricks; mischievous.

WICKEDNESS 1. the quality or condition of being wicked. 2. wicked action or a wicked act.

WIDE (adjective) 1. extending over a large area; especially, extending over a larger area from side to side than is usual or normal: as, a wide bed: distinguished from long and opposed to narrow. 2. of great extent, range, or inclusiveness: as, a wide variety, wide open case.

WIDE-OPEN 1. opened wide. 2. not enforcing, or careless in enforcing, laws prohibiting or regulating prostitution, gambling, the sale of liquor, etc.: as, a wide-open city.

WIDE-OPEN CASE 1. a person's case which includes pictures and perceptions but no somatics. 2. an individual who is 2.5 or below and apparently easy to Clear but whose actual case is inaccessible and who finds it difficult to experience somatics from incidents in the past. 3. an individual who can run through engrams with sonic and visio but no somatics due to his heavily charge track.

WILL (noun) 1. the act or process of volition; specifically, a) wish; desire; longing. b) inclination; disposition; pleasure. 2. something wished by a person, especially by one with power or authority; specifically, a) a request: as, it is his will that you appear. b) a command; decree: as, His will be done. 3. strong purpose, intention, or determination: as, where there's a will there a way. 4. energy or enthusiasm: as, he works with a will. 5. the power of self-direction or self-control: as, he has no strong will. 6. the power of conscious and deliberate action or choice: as, freedom of the will. 7. disposition or attitude toward others: as, I bear her no ill will.

WILL (verb transitive) 1. to long for; desire. 2. to decide upon; make a choice of; hence, 3. to resolve firmly; determine: as, he willed to survive. 4. to decree; as, he willed her to life. 5. to influence or control as by hypnotic power: as, they willed his demise. 6. to bequeath by a will.

WILLING 1. favorably disposed or consenting; not objecting. 2. acting, giving, etc. readily and cheerfully: as, a willing assistant. 3. done, given, offered, etc. readily or gladly; voluntary. 4. the power of choice; volition.

WILLPOWER 1. the relative ability to impose time and space on energy and matter. 2. the ability to control people and be controlled by people with self-determinism.

WIN 1. a success; an achievement. 2. deciding to do something and doing it or deciding not to do something and not doing it.

WINNING VALENCE 1. a synthetic identity generated from the individual's idea of the personality of the person who won. (In the case of the wife beaten by her husband, the engram contains two valences. The husband won and his identity will be dramatized by the wife because she didn't win, she got hurt. When this beating incident gets reactivated she will be the winner, the husband; she will talk like him and say what he said.)

WINS 1. The good indications (insights, revelations, thoughts, good luck, a flowing life, etc.) from Clearing that the Preclear is becoming more able, is earning more, has more wherewithal and accomplishes more in a given period of time.

WIPED OUT 1. removed; erased. 2. killed off.

WITH (preposition) 1. in opposition to; against: as, he argued with his wife. 2. a) alongside of; close to; near to. b) in the company of. c) into; among: as, mix blue with yellow. 3. as an associate, or companion, of, in conversation, games, war, etc.: as, he talked, played, saw service with me. 4. as a member of: as, he plays with a string quartet. 5. concerning; specifically, a) in terms of relationship to: as, friendly with strangers. b) in regard to: as, pleased with her gift. 6. in the same terms as; compared to; contrasted to: as, having equal standing with the others. 7. as well, completely, etc. as: as, he can jump with the best. 8. of the same opinions, belief, etc. as: as, I'm with you there. 9. a) in the region, sphere, circumstances, etc. of. b) in the opinion or estimation of: as, whatever you decide is all right with me. 10. as the result of; because of: as, faint with hunger. 11. a) by means of: as, stir with a spoon. b) accompanied by, attended by, etc.: as, she entered with confidence; b) having received: as, with your permission, I'll go. 13. having as a possession, attribute, accoutrement, etc.: as, the man with brown hair. 14. exhibiting: as, he plays with skill. 15. in the keeping, care, etc. of: as, leave the children with grandmother. 16. added to; and: as, the woman, with her two daughters, arrived. 17. in spite of; notwithstanding: as, with all his boasting, he is a coward. 18. a) at the same time as: as, to rise with the chickens. b) in the same direction as: as, travel with the sun. c) in the same degree as; in proportion to: as, grow wise with age. 19. to; onto: as, join this end with that one. 20. from: as, to part with one's gains.

WITH- a combining form meaning: 1. away,back, as in with draw. 2. against,from, as in withhold.

WITHDRAW (transitive verb) 1. to take back; draw back; remove. 2. retract or recall (a statement, etc.).

WITHDRAW (intransitive verb) 1. to move back; go away; retire; retreat. 2. in parliamentary procedure, to retract a motion, statement, etc.

WITHDRAWAL SYMPTOMS 1. the reactions resulting from coming off hard drugs and alcohol, including convulsions, delirium tremens, sweating, extreme nervousness and nausea.

WITHDRAWN 1. moved back or away; drawn back from; retreated; removed oneself from participation; removed from immediate contact or easy approach; isolated. 2. introverting into the mind and thought.

WITHHELD 1. kept back; didn't reveal; didn't say.

WITHHOLD (noun) 1. an undisclosed harmful act; for example, if a person steals from his employer, he will withhold that transgression; a withhold comes after a perpetration. 2. an unspoken, unannounced transgression against a moral code by which the person was bound. 3. the unwillingness of the Preclear to talk to the Clearing Practitioner. 4. something the Preclear has done that she believes, if revealed, will endanger her survival. 4. something the Preclear has done that she isn't talking about. see PERPETRATION

WITHHOLD (verb transitive) 1. to hold back; keep back; restrain. 2. to refrain from granting, permitting; refuse.

WITHHOLDING 1. the act of holding back; not allowing knowledge of; keeping information from.

WITHHOLDS OF LONG DURATION 1. undisclosed, harmful acts which result in a nattery, critical or hostile sort of life. 2. a case located between 2.2 and 1.0 on the Scale of Emotional Expression.

WITHHOLD SYSTEM 1. a procedure for identifying and clearing up withholds including the five steps: (0) the difficulty being handled, (1) what the withhold is, (2) when the withhold occurred, (3) all of the withhold, (4) who should have known about the withhold.

WORD 1. a brief expression; remark: as, a word of advice. 2. a promise; affirmation; assurance: as, he gave his word. 3. news; information; tidings: as, no word from home. 4. a) a password; signal: as, they gave the word. b) a command; order. 5.usually plural. a) talk; speech. b) written text. 6.plural. a quarrel; dispute. 7. a speech sound or series of them, having meaning and used as a unit of language. 8. a letter or group of letters, written or printed, representing such a unit of language. 9. a whole package of thought. 10. symbols which represent actions.

WORD CLEARER 1. a person who is qualified in and applies the technology of word clearing.

WORD CLEARING 1. a technology for locating and handling misunderstood words.

WORD CLEARING METHOD ONE 1. an action taken to clear up all misunderstandings in every subject one has studied with the result that the individual recovers her education. 2. an assessment of many subjects, done on a Clearing Biofeedback Meter, to identify reading subjects and then to clear the misunderstood words in the subject.

WORD CLEARING METHOD TWO 1. a procedure, done in a classroom on a Clearing Biofeedback Meter, of locating and clearing misunderstood words. 2. the student reads aloud from written materials and each reading word is cleared using a dictionary to define the word. The student uses the word in several of his own made up sentences. (This continues until the word F/N's; then he rereads the material.)

WORD CLEARING METHOD THREE 1. a verbal procedure used in the classroom with a student who says she does not understand what she is reading. (The Supervisor has her look earlier in the text for a misunderstood word, has her look it up, has her use it verbally several times in sentences of her own composition and has her read the text that contained the word. Then she reads forward in the text to the area of the subject she did not understand.)

WORD CLEARING METHOD FOUR 1. using a Clearing Biofeedback meter to rapidly locate any misunderstandings in a subject or section of materials, clearing the word to an F/N and then looking for another misunderstood word in the area until there are no more and the needle is floating.

WORD CLEARING METHOD FIVE 1. the procedure used in a Clearing session to clear words in Clearing commands. (The Word Clearer gives a word to the Preclear and asks him to define it. Those he cannot define must be cleared using a dictionary.)

WORD CLEARING METHOD SIX 1. involves clearing the words and terminology of one's work area, a new subject or duties. (A list of key words is made and the Word Clearer asks the person to define each word. These definitions are checked for general correctness. Any hesitancy or misdefinition results in having the person look up the word.)

WORD CLEARING METHOD SEVEN 1. reading aloud. (A procedure used with children and foreign language students, noting each omission or word change or hesitation or frown as she reads. These are taken up at once, the word is cleared by having her look it up or by explaining it to her.)

WORD CLEARING METHOD EIGHT 1. superliteracy procedure. (A person looks up every word or term on an alphabetical list from the text of a paper, a chapter or a recorded tape and defines each word and uses it in sentences until he has the meaning conceptually.)

WORD CLEARING METHOD NINE 1. a supervised, unmetred word clearing procedure. (The student reads the text out loud as the Word Clearer reads silently on his own copy of the text. When the student leaves out a word, stumbles, exhibits any physical or verbal manifestation of confusion while reading the text, the Word Clearer immediately asks for the misunderstood word or term and gets the meanings cleared with a dictionary and put into sentences until the word is understood and VGIs are present.)

WORDING 1. choice and arrangement of words; phrasing.

WORD LIST 1. an alphabetical list of all the words taken from a body of data.

WORK (noun) 1. purposeful activity; bodily or mental effort exerted to do or make something. 2. employment: as, she has work. 3. occupation; business; trade; craft; profession: as, his work is dentistry. 4. something that has been made or done; result of effort or activity; specifically, a) usually plural. an act; deed: as, a person of good works. b) plural. collected writings: as, the works of Whitman. c) plural. engineering structures, as bridges, dams, docks, etc. d) a fortification. e) needlework; embroidery. f) a work of art. 6. material that is being or is to be processed, as in a machine tool, in some stage of manufacture.

7.plural. a place where work is done, as a factory, public utility plant, etc.

WORK (verb transitive) 1. to exert oneself in order to do or make something. 2. to be employed. 3. to produce results or exert an influence: as, let it work in their minds.

WORKABILITY 1. the condition or quality of being usable or useful, as a plan or a method; feasibility.

WORKSHEET 1. a complete running record of a Clearing session from the beginning to the end.

WORRY (verb transitive) 1. to annoy; pester; bother; tease. 2. to cause to feel troubled or uneasy; make anxious; distress.

WORRY (noun) 1. an act of worrying. 2. a troubled state of mind; anxiety; distress; care; uneasiness. 3. something that causes anxiety or mental distress.

WORSE 1. bad, evil, harmful, unpleasant, etc. in a greater degree; less good. 2. in a less favorable condition; in a more unsatisfactory situation.

WORSEN 1. to make or become worse.

WORSENER GRAPH 1. points of the Preclear's Personality Profile that drop after he receives Clearing. 2. a result stemming from a Preclear being ARC broken during his Clearing sessions.

WORSHIP (noun) 1. extreme devotion; intense love or admiration of any kind.

WORSHIP (verb) 1. to show religious devotion or reverence for; adore or venerate as a deity. 2. to have intense love or admiration for; idolize.

WOULD 1. past tense of will. 2. to express condition, as, he would write if you would answer. 2. in indirect discourse to express futurity, as, he said he would bring it. 3. to express a wish, as, would that he were still living. 4. to soften somewhat the force of a statement or request, as, would you do this for me?

WOULDN'T 1. would not.

WRONG 1. not in accordance with what is just, good or proper; incorrect; not agreeable to a standard; not suitable or appropriate. 2. an action having minimal survival value for the least number or the most number of dynamics.

WRONGNESS 1. a judgement, decision or a postulate which is now in error. 2. a miscalculation of effort. 3. any behavior or attitude which is aberrative to the Preclear and which she can't do anything about.

WRONG WHY 1. an incorrectly identified outness for decreased performance in any area; a reason that does not lead to the recovery of production in an area that was producing.

W/S 1. abbr. for worksheet (refer to WORKSHEET)

W.S.U. 1. Withdrawal, Stop, Unmock.

W/W WOULD 1. who or what would. 2. a question the Clearing Practitioner uses to direct the Preclear's attention to an identity or a thing, other than the Preclear, that is capable of some action in the Preclear's environment.

X

X 1. a symbol used on a worksheet in the process of Clearing to denote that there was no read on a particular item, word, etc. 2. a symbol used to denote that no reaction of any kind was produced on the Clearing Biofeedback Meter.

Y

YELLOW SHEET 1. a sheet (located under the folder summary) detailing each correction list or set of commands which have been word cleared and lists the Preclear's current havingness process and the type of cans the Preclear uses.

YOGA 1. an East Indian system of ethics, physical culture and mental development codified by Patanjali in 500 BC.

YOU 1. the person or persons to whom one is speaking or writing. 2. a person or people generally: equivalent in sense to indefinite one, as, you never can tell.

YOUR 1. of, belonging to, or done by you.

YOURS 1. that or those belonging to you.

YOURSELF 1. your own self; your real, true, or actual self.

Z

ZERO RATE 1. a particular type of checkout which has as its criterion a general understanding of the material studied. see CHECKOUT

ZERO RATING 1. passed by proof of having read or listened to the material (such as notes or a general verbal statement of the subject which verifies that the material has been covered).

