

MASTERY OF GPMS

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You can take a pc and find the lie he has introduced into his problem and he will recover. So all you have got to do is find there is a falsity in any existing situation and it tends to fall apart.

Man is a spiritual being capable of certain potentialities. He progresses along through the apparenty of time in this universe and he assumes different identities and he has his own difficulties trying to get on his way and one of his answers to these difficulties is to blot out all that went yesterday and therefore his idea that he should have a new identity every time he turns around, thereby blotting out the old, gives him an opportunity to start freshly. The identity of man proves itself in that instance, because you can exteriorize an individual and as soon as he realizes this, he feels better.

There are a great many false answers that can be offered. Any individual who is stuck in his bank can dramatize that as the total answer to everything.

We know that the individual is capable of creating something that he wishes he hadn't, and we also know that he's capable of getting himself in deeper than he can personally get out of. Dianetics is almost solely taken up with locks. Engrams are simply locks on the reactive mind. It's a dramatization that everyone does and has on the reactive mind. The discovery of the individual himself through exteriorization brought us to Scientology.

An individual has to be straightened out to the degree where he is no longer dramatizing parts of his reactive bank before he can get a subjective reality on the bank itself. We must get him straightened out so he can see. The reactive bank itself is a relatively simple affair, but by livingness has gotten itself added to and made complex until it appears to be a formidably complex affair. Trying to reach that reactive bank is then a problem of how do we destimulate, how do we take away these outer fringes and get the fellow in somewhere close to being able to view it.

That's stage one, and that stage now occupies all levels from 0 to IV. We are bringing this fellow into the scene of the battle. The bank itself has a pattern. It goes together a certain precisely mathematical way, and from individual to individual does not vary one iota. It's the same bank, and this bank is the same, thetan to thetan, all across the universe. There is not one slightest bit of difference. You get the idea that the bank is disorderly. No, it's not - the thetan is disorderly. The bank is terribly precise and he's very capable of mocking up the most confoundedly precise bank and keeping it precise.

"Well," you say, "where does this bank come from?" The things that are given to him are implants. An implant is socking someone with an electric shock and saying something at the same time. Also it could be making a loud noise and at the same time saying something, doing this on a patterned basis. That is not the basis of the reactive bank. The reactive bank does not happen to have any implant characteristics in it, in the centre there.

When I'm talking to you, I'm talking to you about the reactive bank, its core not its collection. There are the GPMS, and it's the most confoundedly precise, mathematical mess you ever saw in your life. It's the same, person to person. It itself is so charged that when you have got through the thorn bushes, once you have got through the out work, it's something like trying to sort out individual atomic explosions, don't you see, with four going off at the same time. You say one word and you get four going, so you have an awful time trying to find which is the right one, which is the explosion and which is the sub-explosion, and where do they belong in relation to one another.

A thetan, having run from this during his entire tenancy in this universe, has to vault these around and sort it out and say "This is what I'm doing, where does it come from?" He's mocking it up himself. Why? He's doing it on an agreement. After he mocked it up, he couldn't undo it, he couldn't front up to it, because part of the agreement was not to. So he just keeps it mocked up, and when you say a certain thing to him, he will just mock up that section of the thing on a totality of automaticity, he just does it and he makes big masses with it and so forth.

A thetan is not powerless. When you realize he can make a brick or he can make heavy cloth or he can grow a body, you realize he is very capable of mass. But he doesn't like it much. He put together a system which made a universe, to be brief, and putting this system together he put together a reactive bank to make sure the universe ran right. He stayed in agreement with everyone else and it all set, hence the precision of the reactive bank. It's the bank itself which causes the individual to continue making the universe.

Now, a thetan - one of the capabilities of a thetan is, he never lets his left hand know what his right hand is doing. Like he's busy mocking it up, and saying "Good heavens, there is something going on behind my back. I'm frightened. Well, there is nothing there!" Like he mocks up aberration and says "Good heavens, I'm aberrated." Well, we can get him to look and sort it out, and when he does this it as-is, it disappears, and all of a sudden he realizes he was doing it. "Wow, was I doing that?" And he becomes aware of his capabilities.

There is no difference, thetan to thetan. The basic lie is that any pc is different. So he says "I'm a strange being. I'm good, they are bad."

Just recognize you are dealing with dramatization. There is mass etc. and these things are capable of enforcing upon the individual thoughts, and he thinks the thought. These things are capable of seizing him while he is creating them and so his thoughts are directed.

They are composed of 18 reliable items. It means that it's actually a reactive bank item out of a GPM. The item is part of this, and in one GPM there will be 18 items or 9 pairs. These are all the same line plot up and down the line. All the way up and down the line, same line plot everywhere.

Now what are these things? They are basically purposes, explicit purposes. They enforce a purpose upon the individual and then the line plot (which is these 18 RIs, how they fit together for each one) has blanks in it and you just substitute the parts of the goal into it. There isn't much to this. The line plot, always the same line plot, here is a column of 9 items faced by a column of 9 items, the ones opposite each other are pairs. You come down the line - pair, pair, so on - now you run these things backwards to the way they are formed. You run them from the top to the bottom, you don't run them from the bottom to the top. Right now, if you are anywhere on the time track - but of course the reactive bank contains the whole idea of time track - if you are anywhere on the time track you are at the top of the time track, or the last one you formed, if you want to say there was a last one you formed. The track looks circular to people because it's locked into the first one that you made. In other words, the top to the bottom are joined. But you rapidly know that you have entered the first one you formed, because you go ice cold. The top one is red hot. The bank then appears to be circular and timeless - which it actually is - but it appears to be timeless because it's circularly connected. Simply, the top GPM is connected to the bottom. Each one of the GPMs as they string out are connected to each other.

Now, if we take a couple of GPMs here and connect them to a couple of GPMs here, we will find that a couple of items here connect to a couple of items here. In other words, this purpose here is expressed in the top of that GPM, and this purpose of this GPM here is expressed in this GPM here, the bottom of the next GPM. So they are interlocked. In other words, although this has a singular purpose, it is also expressed in this next GPM, so they mustn't be out of line. The problem is, how do you find the exact order they are in?

Finding the line plot was very tough. What is the exact order of these things as they stack up one to the next? Now, if we look at this all the way down, we will find that each one of these GPMs has 18 RIs. How exactly are they lined up, one to the next? If you get them lined up wrongly, you will put the items that belong in this one in that one, let us say, and there will be a creak, and so one, and you have got the GPMs lined up wrongly. So it has to be done accurately. We have to know

exactly how they line up. How do we get at them, how do we line up GPMs so that we know what we are doing?

R6EW. R6EWS. R6EWP. These are three processes which will give you the characteristics of the reactive bank.

When you start into the bank and take an individual and run these items here, then you are in a position here where you are taking him down the bank on to a particular single GPM. It has a purpose, a mass, it's big (about the size of this chapel) and has 18 RIs. Each item has an opposition to it, and the individual has a suppress about doing it.

Each one of these RIs has an opposition to it. There is something against doing it, and as you come up the line here, you will find the individual has been suppressed from dramatizing or using this particular purpose. He can't use it, because if he did it would get into the oppterms. These tell him to do it, and these tell him not to, so he gets into a mess.

So the main stunt here is, if you put the individual simply into one of these GPMs as the first thing you are doing to him, you have got him in the middle of too much charge, and as you come down the bank you find you are getting less and less TA action and he will probably get upset. If you make a mistake he practically goes around the bend.

So I could give you the whole pattern, and I will, but I also must give you the technology by which the whole pattern of the reactive bank is found. I think you will find that much more valuable, because you might be on Arcturus one day without your notes.

Here is the way this goes. We have here a situation where the individual has a purpose, a goal, a GPM. These things are almost synonymous, even though "purpose" is an end word. He's got this impulse to act. Now if we took a GPM - let's say a GPM concerning cats. "Cats" is the common denominator to the GPM, the root word is what we are going to do with cats. As we go up the bank on one of these things, we have an altered root word. It has to do with "catching cats" and "caught cats". "Those who desire to catch cats" would be only one expression. "Having to catch cats" - these are all correct items. "Having to catch cats" isn't an item in the bank, but "cats", "cats", "cats" - this end word is all over the place in this GPM. It's there consistently and continuously, so of course it reads like mad. The root word here changes. You would only get one item because it's variable, it changes. But here we have the end word. It doesn't change, so you can cut all this charge off the top of the bank. It's enough charge to make a lot of locks blow. I'm not talking about theory, you just get "bang", that's gone. You get less of the GPM there the second you say "cats". Your meter starts acting like crazy and you just sort of bobtail this bank, that being the common denominator to it.

By finding these end words and leaving the root words and the line plot alone - "cats" is only a finite section of the track, it's a brief section of the track which doesn't echo elsewhere on the track. Root words repeat down the whole bank. When you give a guy a root word, you are in essence asking him to run the whole bank, and when you give him this combination with the item, an item combination like "having to catch cats", do you realize that you are touching one-nineteenth of the bank? One-nineteenth goes simultaneously into restimulation, and that's a lot for the boy to take, do you follow? When you catch one of these roots, when you catch one of these line plot words, a reliable item, that has a tendency to take a large percentage of the bank, one-nineteenth of it, so the answer is to take the end word, which is limited even though it appears in more items. It's only in this little section and it doesn't appear elsewhere in the bank, so it isn't the more highly charged item but it's the more confrontable in the bank. Our business when we start in on the bank parallels the research line on it - let's find all of the end words, let's get end words, just the end words, the common denominator of the whole GPM.

All you have to know at this stage, if you are finding end words, is the pattern of the end words. This is simply a plus and a minus. What do we mean by plus end words? Good. Minus end words? Bad. If we find good, we will have bad. I'm describing R6EW. We always find a pair, and they are always the same order of things. In other words, you don't have "good" and "pancake".

R6EW simply consists of this: find an end word, preferably the one you are dramatizing (that would mean the one you would be most stuck in). If it's a plus you find its minus, and so on. It sometimes takes some doing. The main rule is always find the pair, don't leave one. If you are in trouble after finding an end word, it's not that end word that's troubling you.

Run it good and steady and you finally wind up you will have the whole pattern of the enforced areas of the bank, and naturally you have cut the charge down, and the charge that remains in the bank is easily confrontable by anybody.