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GLOSSARY OF TERMS FOR THE SECTION II OT COURSE

These definitions are for the OT II Course student in order to ensure he has a clear understanding of these terms without having to get into Class VI auditor materials, which could be a skipped gradient for him.

GPM (GOALS PROBLEM MASS):

1. If you took two fire hoses and pointed them at each other, their streams would not reach each other's nozzles, but would splatter against one another in midair. If this splatter were to hang there, it would be a ball of messed up water. Call hose A the force the pc has used to execute his goal. Call hose B the force other dynamics have used to oppose that goal. Where these two forces have perpetually met, a mental mass is created. This is the picture of any problem – force opposing force with resultant mass, Where the pc's goal meets constant opposition, you have in the reactive mind the resultant mass caused by the two forces – GOAL = force of getting it done, OPPOSITION = force opposing it getting done. This is the goal problem mass.
2. The problem created by two or more opposing ideas which being opposed, balanced, and unresolved, make a mass. It's a mental energy mass.

IMPLANT GPM (IMPLANT GOALS PROBLEM MASS):

An Implant GPM is a GPM made up of goals (and their opposing forces) which are not the pc's own but which have been "implanted" in him.

An *implant* is an electronic means of overwhelming a theta with a significance.

An implanted goal is: a goal the theta himself has not decided upon - but which has been induced in him by overwhelming force and persuasion.

In the case of implanted Goals Problem Masses, use was made of the mechanics of the actual pattern of living to impress and entrap a theta and enforce obedience to behaviour patterns. The goal selected was not entirely based on any goal of the theta but was an entirely arbitrary selection both as to goal and pattern, by those conducting the implanting.

TERMINAL (also referred to as TERM):

1. It would be any fixed mass utilized in a communication system. That, I think, is the best of the various definitions that have come out for this. Any mass used in a fixed position

in any communications system. Thus you see a man would be a terminal, but a post could also be a terminal.

2. An item or identity the pc has actually been sometime in the past (or present) is called a terminal. It is “the pc’s own valence” at that time. In the goals problem mass (the black masses of the reactive mind) those identities which, when contacted, produce pain, tell us at once that they are terminals. The person could feel pain only as himself (thetan plus body) and therefore identities he has been produce pain when its mental residues (black masses) are recontacted in processing.

OPPOSITION TERMINAL (also referred to as OPPTERM):

1. An item or identity the pc has actually opposed (fought, been an enemy of) sometime in the past (or present) is called an opposition terminal. As the person identified himself as not it, he could experience from it only sensation. An opposition terminal when its mental residues (black masses) are recontacted in processing, produces only sensation, never pain.

Electrically, a terminal is one of the two poles between or through which current flows.

We got the idea of two different types of terminals in GPMs, because that’s the way they are. One, the pc thinks of as his own or himself. The other he thinks of as an opposition. Hence, we use “terminal” to mean what the pc thinks is his idea and mass in the GPM, and we use “opposition terminal”, or “oppterm” for short, to mean the mass and significance he thinks of as the enemy to the one he is in.

Both the “terminal” and the “oppterm” in the GPM have mass and significance and have the appearance of receiving and giving communication and so they are called terminals.

ITEM:

1. In GPMs, what we now also call items were first called terminals because they interacted with each other electrically. They were always in pairs.

When one is speaking of either a Terminal or Opposition Terminal and isn’t being specific as to which it is (Term or Oppterm) one says ITEM.

PAIR:

1. A set of two; two that go together.

DICHOTOMY:

1. A dichotomy in Scientologese means plus and minus. A plus word and a minus word. They are of the same order of things always. A crude example would be “An Apple” and “Applelessness”. That’s a pair, a dichotomy.

Plus and minus interchange a current as you will find on any battery. So we don’t want active-passive. (For example, the active such as “Man” and the passive such as “Woman”.) We want the bold PLUS and MINUS, the opposites. The nature of things is a major idea. Each major idea has two parts: a PLUS and a MINUS. These are opposed

to each other. They interchange current. The conflict. What is generally agreed to be the unwanted or poor side is *minus*. What is generally conceived to be all right is *plus*.

For example, in a modern society we would have the major idea that an individual has an economic status. Wealth is the PLUS and Poverty is the MINUS.

So a DICHOTOMY means to two parts of a major idea.

2. Opposites: two things which when interplayed cause action.

LINE PLOT:

1. Each GPM has a Line Plot.

A Line Plot is the pattern of items for every GPM. For example, each full goal, like To Grab Books, would have a Line Plot with items like “Grabbing Books” or just “Grabbed Books”, etc.

END WORD:

An End Word is the final word of a goal. It is always a noun or a condition made into a noun.

For example, with a goal such as “To Grab Books”, *Books* is the end word.

Each end word, however, has many verb or action words related to it, thus making up a series of goals. End words are called end words because they come on the end of each of a series of goals.

It is the end word that is the common denominator to the whole of a GPM.

WHOLE TRACK:

1. The Whole Track is the moment to moment record of a person’s existence in this universe in pictures and impression form.

CHAIN:

1. A series of recordings of similar experiences. A chain has Engrams, Secondaries and locks.
2. Incidents of similar nature strung out in time.
3. A series of incidents of similar nature or subject matter.

ENTITIES:

The basic definition of “entity” as contained in standard dictionaries is:

Something that has a real and separate existence either actually or in the mind; a being or existence which is considered distinct and self contained.

There are various types of entities described in the full works on Dianetics and Scientology.

For example, a cell is a living animal all by itself.

There is the Genetic Entity (“GE”) which is the entity which carries forward from the earliest formation of the MEST body.

There can be injected entities or synthetic entities. Some of these are ridges on which facsimiles are planted. Each one of those things can be a thinking entity. It thinks it is alive. It can think it's a being, as long as energy is fed to it.

These follow all the rules and laws and phenomena of single beings.

The full subject of entities is not taken up in this glossary. However, for an understanding of the data on entities as contain in Dianetic and Scientology materials, one must first have a good understanding of the basic definitions given above.

References in Dianetic and Scientology materials for further data on entities include:

HCOB 30 JUL 80, THE NATURE OF A BEING DIANETICS, THE MODERN SCIENCE OF MENTAL HEALTH, Book Two, Chapter IV. THE HISTORY OF MAN, Chapters Two, Five and Ten.

SET (also “RUN”):

1. On OT II a “set” or “run” refers to one complete set of 21 GPMs, which are also referred to as a Whole Track Table.

PART:

1. The term “part” refers to the individual GPMs which, in their written form, are called Chapters. Where the chapter is split up into two or more separate sections, each of these would also be referred to as a part.

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