



OT 16-17

Super Static RD

12 June 1986

To be done after OT 16

- 1) Locate your 2nd Original Postulate (Prior to the Ring Archives) where you decided to Experience Effect and Not-ised Source and Existence to Create Conditions. Run any NOT-IS, INVAL, SUPP, and any Minus-Static or MOCOs of your own creation to FTA. (May do any of Steps 1-10.)
- 2) Locate your 1st Original Postulate (Prior to the Ring Archives) where you decided to Create Effect and Play the Super Game of "Improving Quality of Static". Run any Postulate, Perception, Decision, Comparison, or Agreement. (May do any of Steps 1-10 as needed).

- to FTA VVGIs.

Note: ARCB, KRCB, Theta Break, Static Break should all be checked in Steps 1 & 2.

- 3) 2WC any Auditing Dependency - Scan track of Auditing - (Note: Include "Last Time Around the Ring" Auditing). Realize its a Positive Line via U3 and Your State as Super Static needs no vias. You have no case. To FTA VVGIs - Cog.

Attest PPOTs Complete OT 14,15,16. And Ready for OT17, 18, etc. which handles the Super game barrier preventing others from getting on the bridge to arrive at this point.

(By removing them selectively back down the Bridge thru SN, OT3, OT2, OT1, Power, Drugs, Grades, Locks, Secs, Engrams, and ARC SW to OT 33!

BR

SrC/S Ron's

