

J

SOURCE OPERATIONS 23 Aug 87.

Results of the
"Q2 Process"

The VI Straightwire was run on all the 4 Purposes — (from 4, then 3, then 2, then 1) — of a Source. Some very basic and interesting data came from this, and an alignment of how a Source operates:

The OT Abilities of:

PENETRATION

CREATION

PERMEATION

OPERATION

became aligned with the 4 purposes as follows:

PENETRATION = "Experiencing Time and Space to experience Energy and Matter."
 (aligned with 4th Highest Purpose of a Source).
 #

Came "Hat" in this area can vary from:

BROKEN PIECE

↓
 X
 PIECE

↓
 PLAYER

(This produces an "interchange" in games already going on. Notice that here, the Source is not "creating", he is just "experiencing". This also aligns with the "understandings" in Games, which is the sum of affinity, reality, and communication. $ARC = U$ could be said to be the "penetration (Δ) triangle". "Experiencing" then does include ARC as part of the experience.)

CREATION = "Experiencing Time
(aligned with
3rd Highest
Purpose of 9
Source)"

Game "Hat"
in this area
can vary
from:

PLAYER



PRINCIPAL
PLAYER



and Space to create
Energy and Matter."
(This produces "connection"
in games already going
on. This is the type
of creation one finds
in OT 12, Clokes, Mocos,
dumped P's on OT 13, etc.
This also aligns with
the KRC = P triangle to
give "power" in games
going on. Of course, it
also "sticks" the Source
into the Game if he
doesn't as is the P's
when he is finished with
them. So Knowledge,
Responsibility, and
Control are the related
parts to this ability.)

PERMEATION = "Creating Time and Space to Experience Energy and Matter." (aligned with 2nd Highest Purpose of a Source)

Game "Hat" in this area can vary from:

PRINCIPAL
PLAYER



UMPIRE
or
GAME
REGULATOR



GAME UN-
MAKER

(This produces the basics and rules of a game or allows the Source to find these basics in games already going on. This purpose is used in Auditing Tech. It aligns with the Δ (triangle) of Interest, Improvement, and Intelligence, which adds up to Involvement in the Game. By using the "permeation ability," the whole track of the games become clear on a gradient up the bridge.

OPERATION = "Creating Time and Space to Create Energy and Matter"
(aligned with Highest Purpose of a Source)

Game "Hat"
in this area
can vary from;

GAME REG-
ULATOR OR
COORDINATOR



GAME UN-
MAKER



GAME
MAKER
∞

(This produces the persistence of games or establishes new games for all. It puts a new playing field, record, and purposes, barriers, freedoms there, or places such a game field "near" another with an "exit point-entrance point" for players to "change" games. It aligns with the A (triangle) of Value - Importance - Persistence, which adds up to production (from the view point of Source.)

These alignments help an OT to "play the piano" among the various purposes, abilities, and triangles and wear his hats better in each area.

BR
Jr C/S Rnd,