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SOL Data

- Wins are made by the application of:

STRATEGY
TACTICS
~~RELEVANCE~~
RELEVANCE

- The CVP Δ of:

COMPROMISE	(BE)
CO-OPERATION	(DO)
CO-ORDINATION	(HAVE)

is held or rejected by the balance of FUN, WINS, and ACCEPTANCES obtained by using it. The view of the Θ is:

- The COMPROMISE (BE) should be ACCEPTED.
- The CO-OPERATION (DO) should be FUN.
- The CO-ORDINATION (HAVE) should be WINNING.

To get a player back into action, (from a state of lowered interest, improvement, and intelligence - thus lowered involvement in the game), one can assess the elements and run the VI process on the best reading ones in sequence until all elements are F/Ming. Don't be surprised if a whole EVP shift occurs and action level increases markedly.

Note: Compromise,
Acceptances,

and ~~Relevance~~ may be the most TA productive of the elements above.

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