

~~Star~~
CMC
and above.

9 Feb 88.

FUNCTION-STRUCTURE (Body Org Again).

At a certain point on the optimizing steps on the body org, when it is above normal and moving into higher conditions, it can run into certain problems based on its "admin scale" and "policy" it operates on.

If the OT is working on OT abilities or operations, the Body Org wants to also become more "OT" to help the C/O. This is, of course,

after the body org has done all its processes and knows how to audit newcomers in its food, air, & liquids. Especially it must have done the CDV processes with V/I straightwire on its creators (who are still in U3).

One of the next barriers to an "OT body" may be the simple fact of having a counter-policy to becoming OT!

An example of this is the policy: "HOLD THE FORM OF THE ORG"

This is fine for a body's normal survival and viability.

But, if a body is preparing to join its E/O in OT Operations, that policy will keep it being anchored firmly in the MEST Universe, FORM is "located matter and energy in space & time".

A better policy would be -
for an OT Body;

"HOLD THE FUNCTION OF THE ORG"

(As "function" is senior to "structure")

This allows greater freedom for the individual MOCO's of the Body Org to remain "in the org" but moving toward "OTness" themselves. Other examples can be found.

NOTE: Remember, do not remove

or cancel a policy without analyzing it to see what it was put there for - and always replace it with a better one which is more optimum for the current state of the game. Otherwise, the body org could go totally out of control if a key policy was suddenly removed, ... just as any 3rd Dynamic.

A study of "policy" itself and what function it performs, is recommended before making any basic changes in the way the Body Org operates.

DR
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