

RON'S ORG



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Sector Operations Bulletin No. 8

All OT Project Members
210582-03 (TELEC)

Bill Franks via Deputy Cmdre. Capt. Bill (OT Project Coordinator Earth (WW))

Dear Bill -

Glad to hear from you.

Now you know how it feels to wear the ED INT hat in every aspect. I, myself, backed off the lines several years ago and the same charges were leveled at me by government agencies and disaffecteds. Seems there must be a lesson in here somehow, eh? Well, it's very simple:

First, a game is played and observed in this universe on many levels at once to afford randomness and interest.

Second, one must, in assuming a beingness or position in a game, take responsibility for each level and the effects created on it by one's postulates.

Third, an analysis of current vectors (directions of intentions by players and pieces in relation to the goal and opposition goal) must be done regularly.

Fourth, effects of vectors on future track are viewed by an exterior position (Pan-determined).

Fifth, the key point or pressure center of the vectors is located where minimum exertion of force, comm, etc., will produce maximum effect.

Sixth, this point is occupied and used to originate the new postulate or resolving vector determined by three and four above.

Seventh, the point and maintenance of vector propagation from it is delegated to a teammate.

Eight, another cycle is done.

This is the natural law of successful players in this universe's (and others too) games. As you can see, OTs have the advantage over their opponents in almost all cases per above as they can exteriorize, shift viewpoint, postulate and perceive, permeate, and penetrate better than any non-OT or lesser OT opponents.

The biggest ARC break to a player can come at Step Seven where there is a no, weak, or treasonous teammate who will not duplicate or will alter or stop or reverse the entrusted vector propagation. This fixes attention and sticks the player at that exact point of the cycle and prevents him from continuing the successful game cycle. Thus my Policy of never using a broken line.

However, a senior handling is to take Step Seven, re-analyze 3 to 5 using it and plug the result into 6 with a new 7. Feedback, Qual'ing, or review are several names for this action.

This is a little secret I've been keeping since analyzed games in the early 50's. Now it is available for OT Project use.

You have probably seen me using it on the Flag Ship to come up with a wildly successful and fast handling for enemy attacks.

The only place it can fall down is in Three with omitted, false, or other outpointy data. So, in conjunction with DS PLs this formula is nearly foolproof. I say "nearly" because players sometimes play the "fool" and fail to observe in Step One all the levels of play. Sound familiar? It is a common mistake in up-coming players.

In fact, the enemy or opponent low-reality players can be entirely eliminated by use of this datum: "The incredible is hidden as well as or to the degree that fewer opponents believe it." A caution, however, that in using an "incredible" to foil the opponents at Step One - it may also become invisible or unreal to your teammates or some of them. So always take this into consideration when using it.

A happy solution is to optimize the "incredible" so you are left with a cadre of high reality teammates and thus have enough to cycle thru Step 7 and carry on without hardly a pause for breath.

Thus in current galactic, sector, planetary, and org game levels, I have my friends on the OT Projects. Welcome aboard and have fun! I'm sure this will help us all get on with the job much faster.

(Note: CB will issue this this TLC as Sector Ops Bulletin No.8.)

As to the Church, it's a case of the enemy have us right where we want them to have us - on a senior OT game level, incredible, fast flow, and devastatingly effective. The various levels of the Church have also been tested for strength with Capt. Bill's help over the last year. The Step 7 of this cycle is now started.

Much Love - Ron