

RON'S ORG



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Administration Briefing Number 2
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False Bridges

Hello!

Admin Briefing No. 1 was about THE BRIDGE.

This is Admin Briefing No.2 and it's about FALSE BRIDGES.

The date is 29th and 30th August 1987 or AD 37. I'm making this tape for the OT Convention on September 19th and 20th.

Alright.

Admin Briefing No.2 will be about "False Bridges".

By going up the ACTUAL Bridge, one can see where all the FALSE BRIDGES lead. This briefing is to inform you of how to differentiate them from the ACTUAL BRIDGE.

This briefing is not so important to people doing the ACTUAL Bridge, as they have already chosen the correct path. It is important to those who have chosen a FALSE Bridge, or who are still undecided about how to progress toward OT.

You do have the right to choose for yourself and learn by your experience. The intention of this briefing is only to warn you of traps, tricks, and about a course of action (or inaction) which could be very costly and even damaging to your health and survival, as well as your bank account.

So let us start by giving you the "Rights of a Thetan".

They are:

Right to your own sanity

Right to leave a Game

Right to make or choose (or not) your OWN GAME to play.

I'll state those again:

Right to your own sanity

Right to leave a Game

Right to make or choose (or not) your OWN GAME to play.

Number One, Sanity: Anything which makes you less sane will affect your self-determinism and cause you to be more other-determined.

Implanters, and people who are the effect of them and who try to 'copy' them, are dedicated to making you less sane. What is this mechanism in terms of the Bridge?

Implanters try to shrink your awareness and make you believe you are only a 'little part of theta' or are only a 'little part of existence' such as 'a body'. Or, they say: "We are all ONE and must listen to what the ONE says — the 'Great God of Good Sense' of our shared experience and Spiritual Endowment." This is Group Think and causes agreement on an automatic stimulus-response basis, according to what implant is being used or keyed in at that time.

Implanters also try to suppress your native abilities by inating them or only 'conditionally' validating them as: "Well, you may experience that — if you take drugs", or "Our Drugs". (And pay a lot for them, of course). And then they continue on with other methods — including taking over religions or philosophies and twisting them into clever traps. Whatever their action is : TO SHRINK OR REDUCE YOUR AWARENESS AND CONTROL IT, AND MAKE YOU CONFORM TO WHAT THEY (as 'STATUS AUTHORITIES' of course) SAY YOU SHOULD THINK OR BELIEVE OR DO.

I'll give you that again:

THE IMPLANTER'S ACTION IS:

TO SHRINK OR REDUCE YOUR AWARENESS AND CONTROL IT, AND MAKE YOU CONFORM TO WHAT THEY, AS STATUS AUTHORITIES, SAY YOU SHOULD BELIEVE OR DO.

Now, Rights of a Thetan No.2: The Right to leave a Game. This is very important as a Thetan's Right, because Implanters and their copy-cats WANT TO TRAP YOU so YOU NEVER LEAVE THE GAME or even find out what it is. This is why over the eons and other games there have been FALSE BRIDGES.

The implanters can't stop a person from improving or wanting to improve himself, as this is one of the key purposes in the real game that the thetan agreed to. He did agree to improve himself. But they can use his desire to improve to lead him into a FALSE BRIDGE. One that promises improvement, but in the end, it's a trap. The

improvement, to some small degree, may even exist — to bait the trap — but the end result is the same — A TRAP. And it will be expensive too, as implanters know they must also reduce the energy and financial power of those who could oppose them.

Now the key to the ACTUAL Bridge is EXPANSION. Of awareness in time, space, and the expansion of the Ability to play a Game. It will also validate you and your individuality and playing ability.

The ACTUAL Bridge is based on the fact that a thetan was big and powerful and wants to improve his Knowledge, Responsibility and Control to regain and exceed — EXCEED that original state. In fact, he wants to obtain No. 3, The Right of a Thetan No. 3 — the Ability TO MAKE OR CHOOSE (OR NOT) A GAME. This is a very high ability which very few on Earth have been successful at. One major reason for this is that when a thetan was powerful, he did choose a game, and has been playing it ever since — more and more unaware of it through the mechanism of implanting, not-is, invalidation and suppression.

There are three aspects to this "downspiral" in the game. One is other-determined, another part is self-determined, and another is the pan-determined aspect. On the ACTUAL Bridge, the other-determined aspect of the downspiral must be handled first — then the self-determined, then the pan-determined. This is the way out of the confusion and the uncertainty about how one did go down the spiral.

The FALSE Bridges hide the "other-determined" aspect or invalidate it. (Such as saying: "OT 3 was only Ron's case"). And then, they pretend to give you 'self-determinism', when it's really more and more other-determinism, and then they pretend to give you 'pan-determinism', IF YOU CONFORM. The highest form of 'pan-determinism' on the FALSE Bridge is to "Become One with the Universe". I say, isn't that nice? This is actually REDUCING a thetan's awareness to Tone 0, which is DEATH on the Tone Scale and BEING MEST. (MEST is matter, energy, space and time). It's even downscale from 'Being a Body'. Well, that's the way the FALSE Bridges go.

What is this MEST Universe anyway? Well, it's a complex composite case made by all the players in the game. One runs his own part of it out at OT 13 on the ACTUAL Bridge. So to exteriorize a thetan INTO the MEST Universe as an Upper OT Level is a TRAP. The REAL Bridge exteriorizes the thetan FROM the MEST Universe. He becomes BIGGER than it. Then he can handle his part of his responsibility in it.

I'll just repeat that again for anyone that didn't get it: So, to exteriorize a thetan INTO the MEST Universe as an "Upper OT Level" is a TRAP. The REAL Bridge exteriorizes the thetan FROM the MEST Universe. He becomes BIGGER than it. Then he can handle his part of his responsibility in it.

Let's also look at Axiom No. 10: "The Highest Purpose in this Universe is the Creation of an Effect". Well, that's very easy for an OT to do. In fact, each OT did do it. So what's the 2nd Highest Purpose? Of course, "To EXPERIENCE the effect" — and that's what he has been doing ever since.

But there's more: What's the 3rd Highest Purpose? Maybe, "To PROVE the Cause of the Effect". And here you have theology, religion, philosophy, and some science theorists.

And the 4th Highest Purpose is: "To PROVE the EFFECT." Here are your run-of-the-mill scientists. Always in the lab "proving the effect" over and over and over again.

Ha! Now the implanters join in: "Let's create a FALSE effect" — as the 5th Highest Purpose — Oh! — and "EXPERIENCE THE EFFECT of the False Cause." You see? Create a False Cause as the 5th Highest Purpose and Experience the Effect of the False Cause as the 6th Highest Purpose.

Now, the FALSE Bridge of the implanters comes in and gives "PROVE The False Cause" and "PROVE The False Effect", as the 7th and 8th Purposes.

Now, as I say, you don't have to agree to all these purposes. They are purposes that are floating around in the Games and in that order of priority. You can see "to PROVE The False Effect" is the last one and "PROVE the False Cause" is the 2nd to the last, and these are the ones you will find abounding in the literature of implanter-influenced thought. Here we get psychology, psychiatry, mysticism, occult science, and other squirrel practices. You all know examples of these in reading line-plots of different Implants. These FALSE EFFECTS come from CASE that the implanters have carefully put in on the thetans in the games, so that they will believe these kinds of things.

Scientology starts out at Purpose No. 2, "Experience the Effect". Right in there! Let's experience! Let's get back to what we were doing with the thing! And they do it with processing, objectives, and TR's to be able to confront it. Then the ARC Triangle starts cutting away FALSE causes, effects, and other-determined 'proofs' the person was subjected to. Then on OT levels the KRC Triangle gets at the Cause and Effect points and enables a thetan to regain his abilities.

You may have seen in "Sector 9" the attributes of the Markabians — they love STATUS, CONFORMITY, MAINTENANCE of CONTROL. Well, this forms an 'SCM' triangle to suppress a thetan. It was developed by the implanters to replace the KRC Triangle. STATUS, CONFORMITY, MAINTENANCE of CONTROL.

Now to replace the ARC Triangle — did you know there is another one

laid in there on the track? Yes! Their "ARC" Triangle is AUTOMATICITY, GROUP AGREEMENT AND ADMIRATION. It's a super-suppressive triangle, and it makes a person into a stimulus-response mechanism, actually.

AUTOMATICITY, GROUP AGREEMENT and ADMIRATION.

So, you don't just "cog and pop out of the games", as do so many Americans tend to believe. OH YES! And they search for Bridges that promise this.

It's an actual gradient to disentangle Other-determined, Self-Determined and Pan-Determined purposes; Own Universe, Others' Universe, Agreed-On MEST Universe, etc, etc, and, of course, the Dynamics. Of which there are twelve in the games. You all know the eight? Yes, there are eight. And 9 is Aesthetics, 10 — Ethics of Games (necessary, necessary, very necessary to handle the implanters, who try to stop you from getting your Rights back), 11 — Tech of Games (of course, The Bridge is the Playing Field of these Games of Completing the Current Games), and of course No. 12, Dynamic Twelve, Administration of Games. And above that, there is a Games Dynamic, and above that, you as a Source of Games and all other components of them. Yes! You did do it for your own play and experience.

Now the Implanters, seeing LRH heading up a movement of thetans to explore and insist on their rights as thetans and get on to these upper key Dynamics of Games, well, when they saw that, they HAD to take over the CHURCH to prevent it from happening. They used their OFF-PLANET Mest Beings, the Markabians, as a "lower-level org" and did so. By 1980, no Old Timer or friend of LRH was safe, not even his family. But LRH had expected this. He knew the intention was to take it over and put a FALSE Bridge on the top of the existing one. So he left a "carrot for the donkeys". A "carrot for the donkeys". (You know, a little stick out in front of the donkey and you lead him with the carrot, so he keeps moving in that direction.) And what was this carrot? Well, there were two of them actually, Money and Status. Oh, they fell for it TOTALLY! They're still wrangling about it in the United States!

(Wrangling means arguing, fighting, legal battles and so on). They are still fighting about it, and that wasn't even the valuable thing he left! They also think they have the Tech — but they do not. They have a "FALSE Bridge". Yes! LRH made sure the necessary Tech was spread around to those who could use it. It was all there. Put it together. Apply it to what you find, and there's the WHOLE BRIDGE! Why can't others do it? Well, possibly they are working on the No. 3-8 Purposes given before and they are not on the 1st and 2nd, and thus are not on the trail of reaching for Source.

Well, what's beyond the Physical Universe anyway, and what happened before the Physical Universe?

These are two very interesting questions.

If your Bridge, that you are on, can't answer this with certainty and processes to resolve it with big cogs and gains, well, I'm sorry, you must be on a FALSE Bridge. These little questions are resolved on the ACTUAL Bridge very simply at OT 12-13 and most people know a lot about it, even before they get there.

Well — if your case progress is stopped by Body Problems, Somatics, High-Stuck TA, Headaches, Grief, a "not being able to get through it or audit", or some Unreality, Funny Thoughts, Evil Intentions, Unclear feeling, Illogical Compulsions, Feeling of "being on Two Time-Tracks at once", etc, etc, — then come onto the ACTUAL Bridge and find out what the Game is all about.

You can, of course, choose another one, or wait for a very "reasonable sounding" one, that might come out soon, but realize: WE ALREADY KNOW ALL ABOUT THESE BRIDGES AND WHY THEY DON'T WORK.

The most effective in stopping you, of course — that we know of, is a FALSE Bridge that promises you a way to OT, that is very expensive, and gets you to a state — well — where you can't ever report how you have been trapped. But, of course, FIRST they will make you MONEYLESS and in a condition of INDEBTEDNESS. But then they will get you to the state where you can't ever report how you have been trapped and it will exist for longer than ever before and you might even become "One with the Physical Universe". And, of course, that isn't saying very much at all, because look at where the Physical Universe is on the Tone Scale! Well, that's the kind of Game that nobody wins, except the Implanters. So don't fall for that one.

It's a Bridge that makes you feel good to be "in debt and out-exchange", because you are convinced you can soon "Blow" to OT and not have to pay back the money. You will, of course, also drop the body to "Prove it". The proof is: of course I went OT! I didn't have to pay the money. Anyway, some people are expecting something like that, and they are waiting for it. And what a great way to go! Ha! Use up all the money, have a good time, and then drop the body and never have to pay it back. Little bit out-exchange, though. But they think that doesn't matter, because "I'm going OT". Well, eventually we find them on the bridge, you know? They are not OT, they are stuck in the Mest Universe. It's the worst fate that could happen to a thetan.

Well, you say: "What! How do they know all this?" Well, we know it's a FALSE Bridge — that one I just described — because it's been done before. And by going up the NEW ACTUAL Bridge we have, you will find these thetans and free them. They were caught in it, trapped forever, and they were still trapped, until we showed up. And many, on being freed, stated, as their first words they have been able to communicate

in eons and eons and eons: "WOW! What a TRAP! I want my money back!"

And, I'm sorry to say, there wasn't anybody at all on levels past that had actually completed anything. I mean, there were people that were stuck there. And there were beings that had gotten into other practices and maybe thought he was there, but he was really stuck well into the Mest Universe, and into the Games.

Well, I'm sorry to say, there isn't any other way out. The only being that we did find, and you will find, on going on up there (besides the other people that have already gone up, of course) — you will find Ron there, because he is the one that left us the Road Map for the way out and he and I and any OT invite you all to do the ACTUAL Bridge and Play a better Game.

Now, some News from the Games Master Level.

There is now a series of issues which takes you to your own PERSONAL IDEAL SCENE. It's called The Games Series Course and it's done right after The Games Master Course.

And then, on the Games Basics Course just above that, is the answer and handling of what does a thetan, or OT, do when the body is asleep? Do you know you can become 100% aware of your actions 24 hours a Day? It's quite incredible why the thetan chooses to "not recall" what happens when the body is asleep! We now know all about it.

And as a finishing touch, there are Source Operations Issues which give the final handlings to any mysteries why we are here at this particular point in the game. It has to do with your OWN application of Pre-Logics Q 2 and Q 1. That's Pre-logics 1 and 2. If you don't know them, you will have to look them up, because they are already there and have been there since the early 1950's. And, at this level — Source Operations Level — it has to do with your OWN application of that as a self-determined Source. And how you may have deliberately chosen to limit your OT Abilities! It's also quite incredible.

So, there's plenty of room for more Players and Games Masters at the top. There is a New Civilization to put here, a new game with FUN, WINS, and ACCEPTANCE by all. Of course, it's so BASIC and TRUE to the nature of a being. And it will PERSIST as long as you CHOOSE to make it or play it. It will persist, that's your 3rd Right as a Thetan. Enjoy it.

The music you heard before this talk was an example of what two OTs can do on Dynamic 9, Aesthetics.

Now you will hear another example, but just before I end off, I want to thank LRH, or Elron Elray, for doing what he did to help us all out of the trap.

And I welcome you all to this most exciting and interesting OT Convention, AD 37.

Thank you very much.