GROUP PROCESSING ON CLASS - THINGS TO BE

A lecture given on
11 February 1954

OK. And this is, this is the eleventh of February, 1954. We're going to continue immediately with processes, and processing. You won't need the note books.

Now we are going to have a little different type of process this morning. You probably think I've forgotten all about machines, that sort of thing, "That's all ancient history, we don't use those anymore." That was last week, everything's changed.

OK. Now close your eyes, and let's get with great certainty something you can be. Let's get several things you can be, but let's get this first one with great certainty. Something you really can be. Some more things you can really be. Now come on, get certain. Something you can really be. An eight ball, an idea, I don't care what it is. Something you can be. If you can be this thing, well you can jolly well feel the mass of it. Or the space of it. And this might be interpreted with another phrase. Get something you can be and then feel being it. You all got something you can be now? You got something you can be with great certainty now?

Alright, now let's experience the beingness of it. Now isn't that nice? Let's experience the beingness of it. Let's feel it. Let's be it. Let's get our behavior pattern as it. What would our behavior pattern be. An eight ball would roll around a pool table. Let's roll. Now let's be this thing some more. If you're not quite satisfied yet that this is the realest thing that you can be why, shift it and be something else that's more real to you. Let's be this thing now with reality. Be it real good.

OK. OK? Well now let's see, see if we can find something else you can be now. And something else. And let's be this with good reality. Something else you can be for sure. Now somebody sitting back there with a, with a, saying, "Well let's see. Get the idea, alright. I could be a, I could be an Empire State building, I guess." And then isn't immediately the mass of the Empire State building, he ain't playing this game right. Now let's get something you can really be. Right where you are at. No strain, no pain about this, let's just be it. And experience your behavior pattern as it now.

Alright, now let's find something else you can be. Now let's be this for sure. Let's be this thing for sure now, and experience it. Feel being it. Get the appropriate emotion, and experience it. Steve has found something he can be, he can be late. Well let's be this for sure now, something you can be, and be it for sure. Experience being it. OK.

Now let's find something else you can be. Something else. Fish around 'til you get something with super reality. Good, real, you just know for sure you can be this thing. A black case might get the fact that he can be a small cube of blackness. Let's get that for sure.

Alright. Now let's find out now, by being it, what you are being, rather chronically. Let's be what you are being rather chronically. You know, day by day, find out what you're being. Somebody might be being a ghost. Alright. Now let's be it. Somebody says a dope. Well, be a dope. Now let's be it now.

OK. Now let's be way out somewhere. Way away. Look around the environment, and check off some places you don't have to leave for at this moment. Some more places you don't have to leave for. Now work out wherever you are.

Now you know all about automaticity and machines. Now let's find a machine you can be. A machine you can be. Let's find a machine you can be now, now be it. Now be it and perform its function. Come on, you can be some kind of a machine. Now you can be some kind of a machine. If you're having any difficulty being this, why just stretch your imagination a little bit.

What you doing right this minute? Well be that kind of a machine. A machine you can be for sure now. Now you perform its function. Perform its functions with the proper emotions, proper to this machine.

Alright, now let's be another kind of a machine you can be. Another kind of a machine you can be. And let's be it with the proper emotion now, and perform its functions. Now let's not get significant about this. Let's just be the machine, and perform its function. Now don't be you being the machine, be the machine. Now get very functional. Do with a vim and a will what the machine is supposed to do.

OK, let's be another machine. Another kind of a machine you can be. Perform its function. Good certainty now. Just be the machine itself, don't be you too.

OK. Now let's check over the environment and find some places that aren't leaving for you immediately. Got some places that aren't leaving for you? Aren't departing to arrive where you are? Get some more.

OK. Now let's find something you can be. And something else you can be. But be sure and experience being this thing now. If you're a tree, be a tree. Don't be you pretending you're a tree. Be a tree. Whatever you can be. Some more things you can be.

Alright, now check over the environment, check over the environment, and get things which tell where other things are.

Now check over some things you don't have to flinch from.

Now find some things that aren't flinching from you.

Now check over some things, and find some things which don't necessarily know you're there. Some things which aren't aware of you.

OK. Now let's find some more machines now, but this time let's find a stopping machine you can be. Some kind of a stopping machine that you can be. And be it. Go on, figure around, figure-figure for a while or something, get a stopping machine that you can be and be it. Don't be a machine that's out there, be a machine right where you can be it. Right where it is or right where you can be it, a stopping machine. Perform its function.

OK. Now let's be another kind of stopping machine. And another kind of stopping machine. Be it and perform its function.

OK. Now let's check over the environment, let's look around.

Be way above Phoenix if you can, and check over the environment and find some things there which aren't telling the police that you are where you are.

OK, and some places where you won't be in the next couple of minutes.

OK. Now let's be a machine, any kind of a machine that you can be. And be it, and perform its function. Be it again and perform its function.

OK. Now let's find what kind of a stopping machine you can be. What kind of a stopping machine can you be, and let's be it. Perform its function.

OK. Now let's find out what kind of a changing machine you can be. What sort of a changing machine can you be. Be it and perform its function. Be it real good now, and perform its function real good.

OK. Now let's find some other sort of a changing machine that you can be. OK. Now let's find out what other kind of a changing machine you can be, and be it.

OK. Now let's be way up above the environment, and let's check over three places you are not living in.

Now some places where you're not pulling perception in.

Alright, find a MEST object and look through it.

OK. Now let's find what kind of a starting machine you can be. What can you start, be the machine that does it. Let's be the machine. Perform its function. Another one, and perform its function. Alright, now what kind of a starting machine can you be. Perform its function. OK.

Now be up above the environment, and knock some places soft. You know, find something that's hard and massy, and sort of swat it so it'll get soft. Some more places.

OK. Now check over some places you're not leaving from at this moment.

OK. Now what kind of a mock-up machine can you be. Let's be it. What can you mock-up, be the machine. Do it. Perform the function.

OK, now what sort of an unmocking or a disappearer machine can you be. Go ahead and be it, an unmocker. Go ahead and be it, perform its function. OK. What other kind of an unmocker can you be. And perform its function.

OK. Now let's be up above the environment, and very rapidly, one after the other, split in half. That's right, split in half. Still in the body? Why, just split in half.

OK. Now check over the environment, and find some things which are holding together. Get how nice that is. Get the form of these things, how the form is holding together. And get how admirable that is.

Alright, now what kind of an object can you be, for certain. What sort of an object can you be for certain. Now let's not look out in front and find an object, and yap-yap. No, just an object that's built out of energy, any energy mass. Now let's be this energy mass. Just be it. Be it real good. Experience what it should experience. OK.

Now what kind of a space can you be. For certain. And what's the most certain space that you can be. Be it, with certainty. OK. Be another space.

TBD

Alright, now let's check over from where you are, some space you don't have to be at this moment.

Some objects you don't have to be.

Some machines you don't have to be.

Some machines that stop things that you don't have to be. Some more.

Some machines that start things that you don't have to be.

And some machines that change things that you don't have to be.

Now some machines that mock-up things that you don't have to be.

Now some machines that unmock or make things disappear that you don't have to be.

OK. Now let's take a look at the environment, and not see it at all. Inspect it very carefully without seeing it at all.

OK. Now be the MEST universe, and give directions to you, a thetan. Oh, lots of them. Alright, set it aside and do it again. Give lots of directions to you a thetan.

Now be the MEST universe and get lost, so that you a thetan can't find a thing. Be the MEST universe and just hide everything, and hide yourself, and so on, so this thetan just starts going frantic.

Now be the MEST universe and start handing out mis-directions to a thetan, delusory directions.

Now just be the MEST universe and give directions to many thetans. Have them start in one direction, and you direct them someplace else, and then direct them someplace else, and direct them someplace else. Direct them someplace else.

Now be the MEST universe and shoot noises at a thetan, which directs it in many different directions. Starts in a direction, shoot a noise at it and send it in another direction.

Alright, now be the MEST universe, and punish thetans for looking. Punish them for looking again.

OK, be above the environment now and check over several places where you are not.

And now several places you aren't trying to get out of.

OK. Now very rapidly, put up injunctions of the various kinds. Prohibition signs, injunctions, phrases, whatever you want to put up, or the thought, that you mustn't use thoughts that aren't yours. Well, just put that up all over the place. Many times. Put it up some more.

TBD

Now let's get you, a thetan, out in front, and let's do everything as many times as necessary to convince this thetan that it mustn't use thoughts that aren't his or hers.

Now many injunctions to be original. New, never been done before, must be new. And get the penalties now for non-originality.

Now a whole series of injunctions about individuality. Must be an individual, mustn't be like anybody else. And all of the horrible threats that you can level at this thetan for being otherwise than original, otherwise than an individual. Get real tough about it.

OK. Now, be the MEST universe, and inhibit a thetan from stealing. And just give him hell about stealing. And then do it over and over and over and over. Mustn't take things that aren't his, and so forth. Whole lots of them on that. Mustn't steal. Whole lots more.

Now start setting up, and putting a thetan in, prisons, as a punishment for stealing. Whole lots of them. Just jail the hell out of him for stealing. Teach this thetan about the value of property. These many thetans, about the value of property. Many more of these jails.

OK. Now, be somebody or the MEST universe, as you choose, and thoroughly indoctrinate you, a thetan, into the fact you're totally responsible at all times for everything. And set it aside and do it again, and set it aside and do it again, and set it aside and do it again. Totally responsible. If anything happened, you did it. Set it aside and do it again, set it aside and do it again.

OK. Now start giving a thetan the devil for giving things away. Set it aside, and do it again. Set it aside, and do it again. Give this thetan hell for giving things away. Set it aside, and do it again.

OK. Be way up above Phoenix, or look around the environment you're in, and mock-up something and put prediction in it. And do it again. And again, and again, and again. Lots of them, and set them aside. Do it again and again and again. The number of times you do it is more important than the length of time you do it. Set 'em up, put prediction into it. Do it some more. Do it some more. Put up some more things and put prediction in them.

Now set up something and put non-prediction in it. And do it again and again and again and again and again. Set up some more things and put non-prediction in them. Now start setting things up putting prediction in them. I don't care what you do with these things.

Alright, start setting up spaces now, putting prediction in them. OK, put up spaces now with non-prediction in them. Lots of them. Now put up spaces with prediction in them. Now spaces with non- prediction in them. And spaces with prediction in them. OK.

Now take a look at the environment and check off some places where you are not. Now mock-up some places where you are not.

Now find some objects and look straight through them.

Find some spaces and look straight through them.

Now be the MEST universe and punish smelling. On thetans now, punish smelling. So he will smell, will he? Heh. Fix him up.

Alright, now mock yourself up reserving things for yourself. Time after time after time after time after time after time.

OK, find some places you are not.

Now whatever you're looking at at this instant, duplicate it, duplicate it, duplicate it, duplicate it, duplicate it, duplicate it, duplicate it, duplicate it.

Now mock yourself up as an ideal thetan. Do it again, do it again, do it again.

Now mock yourself up as an ideal thetan, but add this quality, full of prediction.

OK, now check over some things you don't have to be perfect at. Oh you can get one.

[End of tape]

[The following notes on the final section of this lecture are from the ACC notes (published 1955) of Alphia Hart, D. Scn. who attended this ACC. These are notes rather than a complete transcript. We begin with the sentence corresponding to the above paragraph.]

Check over some things you don't have to be perfect at.

Check over some lives you don't have to live.

Find two MEST objects, reach for them, hold on to them, and don't think.

[End of Lecture]