

RON'S ORG



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Administration Briefing Number 4
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Omitted Bridges

Hello everybody! Welcome to Davos, Switzerland — up here in the snowy and beautiful Alps — and this wonderful OT Convention 1989, hosted by Walchwil, Zurich, Bern and other different delivery places in Switzerland. This is Admin Briefing #4, and it is called "OMITTED BRIDGES".

Now you have all probably read or heard Admin Briefing #1, 2 and 3 — about "The Bridge", "False Bridges" and "Your Bridge". Recently I have come across something very interesting, and it fits in with the convention and the subjects in the convention lectures, and it is an overall look at some things that are omitted in this game, omitted in this universe and have been omitted or never put in. I have the proof of that — I'm leaning on it (the lectern) right here — that these areas were never handled and never had a Bridge — all right?

Now, what do I mean when I say "Omitted Bridge"? I mean it is a bridge different, a bit different, from the one you are on, the one you are doing or the one you were trained to use. But, it nevertheless is there and is necessary to end off the game properly or at least bring it into a better game, a more viable game. So what I am referring to here is a Bridge concerning the fifth and sixth dynamic. Now, when I say "Omitted Bridges", each of those two dynamics may be composed of certain things, which need a different bridge, so there may be more than one. Now, we have only been able to get to this point by actually completing the bridge for the thetan — the game player, you — who are playing a game, whether you know it or not — on at least 1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, or 12 dynamics. And, if you are on mission, maybe even more — but you are playing a game on various dynamics.

You all know about that. You studied it from the first moment that you heard your first public efficiency lecture. The "eight dynamics". And then aesthetics, ethics, tech, admin. Yes, we have all these dynamics,

and your processing is devoted towards expanding your abilities on these dynamics, and increasing your awareness of these various dynamics and the games that are played on them. But that's your Bridge. What about the created particles, created bits of postulated theta, and matter, energy, space and time, that exist on these dynamics? Is their Bridge the same as yours? No. But, they have to end off the game too, or it isn't a complete cycle. You can't play a new game with — well, you can, but it won't be very much fun and probably not as good, and it will be less viable, than the one you are in — if you don't finish, as-is, bring to conclusion the cycle on the old game. Otherwise, it drags over into the new game, all right? Just like the bill you didn't pay last month, it still keeps bugging you this month, you see? Or the papers you didn't file properly last year, you can't find them this year, or any incomplete cycle in your life. If you look at it — why can you look at it? You see, you can look at it because it isn't complete! It's still there, reaching for your attention. Ha! Ha! If you had really completed it, then I would say — just look at the completed cycles and just have a feeling of win. "Yeah, I did that." "It's finished." You see? But, the incomplete cycle of action will hold your attention.

Now let's get back to the fifth and sixth dynamics; fifth dynamic — life forms, sixth dynamic — matter, energy, space and time. So, where is the Bridge for this? And what is the Bridge for this?

Now the fifth dynamic is a combination itself — of seventh dynamic theta and sixth dynamic matter, energy, space and time. So there may be a combination of two bridges here, or maybe three, that it has to handle. OK? You see the point here? Have you ever gone to any therapy or school of knowledge, anywhere like that, where they said, "Well, this is now the way we are going to bring this piece of matter, energy, space and time out of this game and finish it off for it.."? No. People are too concerned with their own cases on all their dynamics. Usually they don't bother about it, except in one specific, and that is their own body and whatever it keeps bumping into in the Physical Universe. And there you have produced a thing called an incident or engram or secondary, or just different things, that happen with the various randomities of collision with MEST by other MEST or life forms. Of course, it can also be FUN to some degree, but all games should be fun. If they are viable, they should be fun as well.

So what is it? What has happened to this matter, energy, space and time? What has happened to the theta particles of the body? What has happened to these tiny little individuals? Or we can call them little pieces of theta, because when you go back to Axioms 1 and 2, you will find that matter, energy, space and time itself was created and/or agreed upon by the static or the thetans, the players of the game. So, when you come right down to it, you have little particles of created theta there, or that theta created, whichever way you like it. Now, what is the Bridge for these guys? Now remember they are not playing the game on all Dynamics, as you are. In fact, they are only on one

dynamic, one of your dynamics. So it is quite obvious from a technical point of view that they may have an entirely different Bridge. Alright? Now we are in a position to actually develop the processes for these bridges. We have cleaned off all the other junk — all the implanter implants, all the incidents, engrams, locks, secondaries — all the things that were affecting your game as well as theirs.

And now you get it all cleaned up and you say, "Hey, I am willing to have a better game now!" and, "What are all the people stuck in? Let's get them out of it!" So, that's the players. But what about the postulated particles. Well, we know on the Bridge, if we get each person in the game up the Bridge, he will then take responsibility for, and complete the cycle on, every particle he created. We know that. That happens in OT 12 and 13. But there are so many players, it will take a while. And meanwhile you have to operate with this stuff. And so for purely selfish — if you want to put it that way — reasons, you want to operate better, and if you can bring some of the MEST and some of the lambda, which is the life-form part — the MEST is the phi-part, Greek letter phi from the Dianetics Axioms — if you want to operate better, you can help bring it up the Bridge, at least in your immediate environment. Now does that sound interesting to help your OT operation? Because you all know, "Yes, I can get it done. But it takes so long. It's longer than my usual earlier universe game postulates. If I wanted a hamburger in those days, I just said 'hamburger' and there it was." Well, that was your created hamburger — maybe on a via, if you wanted to have it stay around to eat it.

You would create it on a via, you see, so it wouldn't disappear the minute you looked at it and said: "Yum!". So, but definitely it was yours or maybe one of your friend's, and you all knew whose particles were whose. But, in a big complicated game like this, with eight dynamics and millions and billions of players, you have to operate within a framework of: "We have to get these guys on the Bridge one or two at a time." And we are moving it along. And then we run into the scenarios, and so on and so on, and the implanters work hard to make sure that people can't recognize you and all that, as Arnold was talking about.

So we, as Players, handle it on an all Dynamics basis. But let's also look at the possibilities of shortening down some of these long 'postulate to completion' cycles by actually auditing some of the matter, energy, space, time and life-forms that are in the cycle of action. If we can audit them successfully, ffft! We can get the compliance, the cycle of action done much faster. And we might get some very, shall we say, unusual phenomena coming out of that.

Now, this is just the theoretical and logical background to this, from the theory of games, and from the theory of the Bridge, the tech — technology of LRH — and Scientology. And you all have looked at it before, I'm sure, in some way or another. But now let's look at it from a

C/Sing viewpoint, a case supervision viewpoint. Let's look at some of these differences, and I think you will be amazed at some of the simplicities we have overlooked. I know, I thought myself very stupid, when I found them — not stupid now, but stupid then — and realized that I had missed and probably misinterpreted or didn't quite get the full meaning of what LRH was saying or had missed something about it, and I realized, "Man, this is so simple. Why didn't we ever see this before."

Now here is one of the examples. You are playing the game on eight Dynamics — at least — maybe twelve, maybe more. But a particle that is created, is created with a purpose. You don't create things for no purpose at all. You don't spend your money on things you don't need. You don't plan your day so that you do things you don't want to do or don't need to do. So you have some evaluation, some plan, some importance, as to what you are doing and what you want to do things with. So when you create something, you usually create it with a purpose. And that's the first logical thing to look at. A purpose is not the same as operating on eight or twelve Dynamics. It's a single thing. Maybe worded a bit complexly or intended a bit complexly, but it is not the same thing. I mean, this little piece of MEST here doesn't go and get married to that little piece of MEST. And they don't have children — you see, what I mean? They are not operating on that second dynamic. And this little piece of MEST here is not going around saying, how many little Submocos or subatoms or subparticles he owns — you see, what I am saying? He is not having his first Dynamic possessions and his second dynamic and things like that. No, it is not the same Bridge at all. So when I realized that: "Hey, wait, these guys are on the Dynamics. They are not playing a game on all the Dynamics, they are on the Dynamics. They only have a purpose there."

The trick is to find out what the purpose is. And the trick is to then be able to do a C/S to audit that purpose and to straighten it out, handle any losses on it. It's not the Failed Purpose Rundown, by the way, because it hasn't failed, you see? It is doing it. One thing about those postulates, they are very strong. And those little particles will keep on doing that forever, they will. And they might have their troubles with it, and they might have some ARC Breaks, and so on, but they will keep doing it forever. Until the creator of that particle goes and does the Bridge and goes to OT 12 and 13. But, while he is doing that, he might as well do it happily, and he might as well do it viably and he might as well help the people who are trying to clean up the game and finish it off properly and bring it to a new game. You understand what I mean?

There is a help factor here. Now, so OK, if you agree to help and restore nice and clean the purpose of the lambda and phi, then you are qualified to audit and C/S the lambda and phi. You see? Never audit somebody you don't want to help. So if you are going around being angry at MEST, and you don't like your body and all that, well, don't become an auditor for it. Turn yourself over to a Review auditor. Don't

audit counter-intention, you see? You don't want to help it, but it needs help. Don't play around with it. But, if you really want to help the fifth and sixth dynamic, and you like that idea of increasing the operation potential and shortening down the operation time, then this can be done.

Now one of the first things I realized, after I realized that there is a purpose sitting in every created particle put there by it's creator, is that maybe some of them are similar, maybe some of them are the same. A lot of them have to do with the game, of course. And they could have had all the things happen to those purposes, that you could have had happen to any one of your dynamics. But they are still there. And that is their basic. Or at least their basic of existence.

If you want to go earlier than that, you have to go back to the individuality of their creator. In other words, he has to come and do it himself on OT 12 and 13 and get recognition back and forth there. 'Yes, I made you. You are finished now with the game. It's OK to return to that moment of creation and become as-ised.' But, there is also an opportunity at upper OT-levels to do a lot of clean-up of their purposes on a gradient. How can we help a particle of MEST or a particle of lambda (life-form), how can we help it achieve it's purpose? And, we have to realize, since thetans are basically good, that they would have put good purposes in there. Basically their purposes are good. And probably every time a "moco" (a little created particle) in a bullet kills a thetan's body, for instance in a battle, it probably has a slight bit of bypassed charge there, and a bit of anguish, grief, and perhaps an ARC-Break with the guy who fired the gun. And the bullet itself has all that. You see, what I mean? Because it's not helping the rest of the game very well.

Well, you will be surprised to find out that there is such charge on matter, energy, space and time. They are particularly susceptible to, or the effect of, well — let's say it in this order:

One — neglect or non-acknowledgement by the players in the game. Of course they were created to help in the game, and if you do not acknowledge them, you neglect them, and they'll be a little displeased with that, because it goes against their purpose.

Two — betrayal. Especially betrayal. You say you are going to do something for them and then you don't do it. Or, simply leaving them to fend on their own for a long period of time, not even using them at all, or not putting them in another game, by saying, "OK, that's finished, you can be free," or whatever. And not giving them their rights of a thetan.

Three — they are also susceptible to bad tech, as anyone is, all right? And that includes somebody using bad intention on them, you understand? You probably notice this when you buy a used car. You just

look at some of them and you say, "Boy, the owner sure didn't like that car. He treated it very bad. I don't want it at all." You see? And the car is giving you that intention: "I don't like you players. You mess me up! Grrr!" You see? You know what I mean? And there are those intentions lying there and being duplicated by the MEST. And reflected back to anybody who cares to examine them, and that's some of the charge too.

Four — another charge they get is: overrun. In other words, the game went on too long. "You said you would come back and free us, but you didn't." "Hey, you left us a hell of a long time there without nothing. We didn't even get used. We didn't get played with. We didn't get a kind of acknowledgement, no ARC at all. We feel very overrun about that." Especially if the players are going off and trying to start a new game without even ... well with totally ignoring the matter, energy, space and time they left behind them. Oh boy! From your side it may look like "irresponsibility". From their side it looks like overrun, betrayal, bad or no tech, no auditing, no acknowledgement, OK?

You get the idea. There can be charge there. So we are looking at these case phenomena. Now, what tech can we use to handle this? Well, it's in one of the basic policies of LRH, in the "green on white". And this especially applies to lambda. If you apply it to lambda, it works very well, because the lambda is the interface between theta and MEST, and lambda therefore animates the life- form. This is the hidden thing the scientists are trying to find all the time. What orders the cells around? What orders the nerves to do zzzt? Or to move the hand when you touch the stove and so on? Well, this is your lambda interface. These are just created bits of theta that have some of the same "smartness" of the thetan in some areas. And they have that smartness, so that they know "when you lay that piece of meat on that hot plate, and you don't take it off, you get cooked meat." And — "If you use that finger for, you know, for giving fingerprints, or writing a book or something, you better move it quick!" At least the little lambda guy knows that, and he says: "Hey! Get it off of there!" And all the matter, energy, space and time say: "Oh, oh, we're supposed to get it off from there!"

Otherwise they don't care, they just cook. Why will they cook? Because they, when you look at them as MEST, each particle wants to return to its own creator. And it wants to rejoin its own creator and get back in the game with him. So it doesn't have any purpose to stick together really, except for its own mutual benefit, to help each other out when everybody else betrayed them. That's the first idea you find they have, but the basic idea is not that. The basic idea is to rejoin. And they know that he is somewhere, even if the guy who created them has left the universe. He is maybe in static state somewhere or outside the game. So, most of your smaller and lighter particles of MEST, after they go through the first socialist attempt to gang together for their own mutual benefit, they try to exteriorize from the game to go back to the beginning. So then you find radiation, you find sunlight, you find all

these particles moving on through the universe, expanding the universe, trying to get out! Scientists find the universe is expanding, it's trying to get "outside of itself". There are very few pieces of solid stuff in it, if you care to look at it. In the dimensions of the physical universe, it's really small particle lumps and lots of open space.

And the space itself hardly ever gets acknowledged! Remember? Matter, energy, space and time. How about space? Little created particles of space. They hardly ever get acknowledged. But I tell you one thing, if you look or go ask an astronomer, "How much space is there between here and the moon or here and the stars?" He would say: "Oh, wow! There is lots of space there. Lots, lots, lots!" They measure it in light-years, you know. Hey, did you ever realize, that there is another simple basic: That statement right there is proof of the individuality of each player in the game. Why? Because each particle of space does not compress into itself, or into any other space, it all stays separate. Even if the matter tends to clump together, the space around, with which that was created, all tends to stay individualized. That's why you have such large amounts of space around. The large amount of players. A large amount of space. And it won't compress.

We are not talking about area, we are talking about space. Playing-field space. It doesn't compress. It will expand. It'll try and get further and further away from. But each space particle, say, is "neighborly" to other space particles, mainly because they never get acknowledged by anyone else. I mean, we already know this from doing the Bridge. That you can look at a piece of matter, energy, space, and time anywhere and you can just acknowledge it, and say, "Hey, I understand that you have been betrayed, you have been overrun, you are unflat or have not been audited at all on the technical way to finish you on the game, I understand all that." And all of a sudden, wow, you get this incredible flow of "Wow, somebody finally understands me!" coming from the matter, energy, space and time. No matter what it is. Yes, try it some time. But remember, the reach of a little created particle is very small, so you have to put both the comm lines there. Sort of like the man with the ear trumpet, you know? You have to put the comm line there to put the intention to it, but you also put the return comm line for it to talk on, you see? It's like a telephone. You have to have both lines there — one to hear on, and one to give on. Telepathically. And you will find that you can hear what it says and what emotion it's feeling, and so on. And you can brighten up MEST all around you by just indicating the bypassed charge on that, you understand? "Overrun — betrayed by your creator — overrun here and went too long in this game — didn't have any tech or you had bad tech. Yeah, I understand all that. We are here to help you."

Oh, that will really get them excited. "Wow, what do you want me to do?" Well, now we have something we really can help them with. And that is this lambda and phi processing. Now, the policy I mentioned before is "OT Organizations". That's the one in which LRH writes about

rehabilitating a failed purpose, or rehabilitating a purpose, and this action will bring new life into an area, an org or an individual. Now that's very interesting. New life. That fits in with viability. Able to live. New life. So, all you have to do is work out a series of processes that will clean up the purpose line, audit the purpose line of the matter, energy, space, time or lambda particle, so it's all cleaned up of all bypassed charge. You understand? And bring it forward into the game where you are in present time. And then either let it continue and help, experience its rights of a thetan, go free — or it may even be willing to take a new purpose on, and do OT operations with you. It normally will. You see? Or at least do its purpose so well that it just almost can't be knocked off it. What I am saying is, if you have an automobile that has been treated with these processes, it is better than Turtle Wax! In other words, it keeps going and going and going. It fixes itself. It never breaks down. You hardly ever have to do anything to it. You do normal maintenance maybe, and it tells you when something is wrong. That's interesting. So, for durability of matter, energy, space and time there is an advantage.

And I have, and other OTs have, already witnessed some of these results, especially with the operation of matter, energy, space and time. And also some other very strange activities where it tends to do what you wanted it to do, and not be knocked off its purpose-line. For instance, things that are falling off that might break — and all of a sudden the lambda and the phi work together to make sure it doesn't happen. And you have not even postulated it. I mean, it's just immediate cooperation from the body, from the MEST in the area, and whatever it was that was going to fall and break, suddenly does not. I've seen some stuff in that line with the body moving so fast that it's impossible to even see it. And it will stop the thing from falling or either put it back very quickly and it's faster than I have ever seen any athlete react to anything. You see? Absolutely almost a blur of light. Now, these things happen, and it happens quite often actually. Now before, we have sort of looked as, "Well the guy is doing OT, of course these things happen." But what we also have to look at now is that he is getting better cooperation from the dynamics themselves, which also have recognized that the person, the player, is going up the Bridge. You see? So, going OT can be looked at as a two-way flow: He is in better control of his dynamics. But also the dynamics are recognizing him and cooperating with him better. You see what I mean?

Now we are going to push the research, and the technical processes mentioned here, into better ways to improve the "cases" of the phi and the lambda, the matter, energy, space and time and life-forms, entirely on their own. And this will bring forth, as I said before, an omitted Bridge or Bridges. Omitted Bridges that needed to be there in the past but never were there, and therefore the game became too old, went on too long, became stale, the interference came in and everything went downhill. Everybody wanted a new game, but they couldn't take any

responsibility for what was left in the old one, so they only wanted to blow, take off, you know? That was covered in "False Bridges", the tape before last. The False Bridges, you know, the guy says, "Well, look, can I get OT in a weekend?" And, "You get me totally out of the universe. I have no responsibility for it, I just want to get out." "Oh yes, we can do that. We can do that, yes, yes, yes. Well, you take these drugs now and you go." And the guy is gone, and there is another body standing around for some implanter or Markabian to use.

OK. So, we have this area and these processes. I've started to work on some of these and try them out, and they are going to be available for people to C/S and audit, and we are going to apply some of them down the Bridge for specific body problems. And of course, when you look at it fully, the gradients from Dianetics helps this action in both respects. Gets the thetan more at cause over the dynamics, and the accidents and the injuries that happened on them, and it also brings the communication level of the body back up.

Dianetics also brings up the responsibility of the person for the body and for the body itself to recognize that: "Hey, the guy is playing the game again, he is talking to us." You see? "He is running us through our incidents. Wow!" You see what I mean? It's a two-way operation here. We are going to improve OTness, not only on you but also on your dynamics. Now I don't know where this is going to lead, because in this complex of a game, with this many players in it, we haven't ever done this one before. We haven't needed to. We've had other complex games, but the Bridges were quite simple. There wasn't interference, there wasn't so much, shall we say, suppression, betrayals and so on. In this one there was a lot. So we might get some quite amazing results. And this will be the exact technical things that we need to handle and give the alternative to the things which are being planned by the "other side" (which you heard about in John's lectures and Arnold's lectures, and in other people's talks, and in some of my own talks about some of the scenarios planned for this planet on the MEST level and on the genetic level for the body). If we move ahead with these processes and this research, we can find and rehabilitate the purpose of the MEST particles and they won't listen to the implanters. They'll be totally in PT and say, "To hell with you guys. We are going to finish off the game right!" They won't be able to get any compliance from them. You see what I mean? If they are down into "finding the purpose of the atom" and all that, suppose we already have a catalogue of all the basic purposes of all the particles of MEST in the different categories? This we can have. The lambda are going to have various purposes a little bit more complicated, because they run a life-form, and they are there to help theta get back in communication and work with MEST. So their purposes may be a little more complicated. I've already worked a series of processes for those, they seem very successful, I need some more people to try them out when they are up the Bridge. But the MEST ones? I've just got a corner on that and I have already found out some

very interesting things.

That the combinations of MEST — we are talking now about basic molecular structure — can be looked at as a combination of the purposes of the atoms and particles comprising it. So let's take a simple example, which I have already examined: water. Water, if you have read some Science and Biology, you will know that water is the water molecule H_2O . Two hydrogen, one oxygen. It is a basic component of the body; it's almost 90 percent of the body. It's all over your mountains here, as snow, it's all over the planet here as water and oceans. And you have it in your house, coming in in pipes, right? And you have it in your refrigerator as ice. Hey, this is a very active little game-guy, heh? These little guys get around. They are in the air, they are in the ocean, they are in your ice-box, they are in your bath tub, they are in your body. Hey, who are these guys? I call them the "water mocos", all right? What makes them such great players?

They run around, they do all kinds of games. You look at one of your brooks down here as it's running down the mountain, they are happy. They are having a good time. Of course you look at them in pollution, when people have dropped all kinds of chemicals in the water, they don't look so happy. Well, they can't carry out their purpose. because if you analyze these guys...now this goes back — I got the idea from an LRH tape in the PDC — where he says that gold, the element gold, the gold molecule or the gold atom has a purpose in it — "have me". Everybody likes gold. I mean, people don't refuse. If you offer them a piece of gold they say, "Yeah, I'll take it." It has a "have me!" So, I thought about that and I said, "Well, it's probably very simple, they probably have a simple postulate on each particle and they go together into the combination that makes this "thing" called water. And I realized that now we have to go through the periodic table, Medeleevs Periodic Table, and write all these down as the extra data he didn't put in there for all the particles and atoms and so on. But on the water molecule you have 2 hydrogens and 1 oxygen. Now, I didn't get into the sub-particles' purposes and so on, which I can go into later on the research, but just on the basic hydrogen atom and oxygen atom.

What did I find? The purpose "to be free" on the hydrogen, and "to live" on the oxygen. So, you have two "free" and one "to live" . So you can get the combination of, "to be free to live freely", or "free to live freely", or "live freely". And when you look at what water does, it's doing that. It's very free. I mean if you don't watch it, if things are getting a bit hot, it'll spread its wings and evaporate out of here. It's free. And the next thing you know it may be up in a cloud, going over China, saying, "I'm going to play over here now." The next thing you know, it's in the Yellow River, and the next thing you know it's in a typhoon, and the next thing you know it's parachuted down as snow in northern Alaska, and it's now being a piece of ice, and carrying a rock: a giant, enormous rock, that human beings couldn't even lift, and it's coming down with it on a glacier, being a piece of ice, and doing it over a period

of a few thousand years, while it's thinking about what to do next. But it chooses a lot of the time, you see? And it's got that "free and live". It lives. It's very active, very viable.

And the gold with the "have me". Did you ever notice that people really have it? They have gold in a ring, they have it on the finger, the gold around the neck, they have it on the neck. Most people, if they have any gold, put it in a safe, and have it there. You see what I mean? But you don't ever see a game going on where people are throwing pieces of gold back and forth. I mean, it's not a 'reach and withdraw' postulate. It's 'have'. I haven't ever seen a game where they are throwing it back and forth. And even when you go in a casino, they make you take chips, not gold. If you want to bet a piece of gold, they say, "No, take these chips here."

Okay. So this is an area of research. I just wanted to give you this because it seems to be that this years convention is moving ahead — we have to move ahead to stay ahead and even farther ahead than ever before — of the billions and millions of research monies that are being put in on the implanter side. We have to stay ahead of that. They have also maybe 5 million scientists working on it, and we can stay ahead with one or two C/Ses, you know, and twenty dollars for an occasional glass of water. Good water, though, clean. But this is why I wanted to bring it to your attention, that you will be seeing some stuff coming out and maybe in your auditing you will be getting some from your C/S, maybe to handle some body problem, or to get you in better communication with the body.

If you are on the OT levels, especially Source and above, you will be experimenting with some of this stuff yourself. And we do want to catalogue these things, we do want to finally handle the fifth and sixth dynamics. They were never handled before. You still see it all right there before you, and you can check it out with those commands I gave you, those indications of "bypassed charge" and you will find out that it is sitting there because it was never handled before. It's not helping you very much, it's just being there, but you can get it helping you, and the more and the better you get it helping you, the quicker we are going to be able to end off this game and make a more viable one. You can always bring forward into the new game things you like, that's no problem, but just don't leave it unaudited, don't leave it with incomplete cycles, don't leave it in a state of aberration.

So all of this is possible now, and don't forget the space particles, because they are holding space in between everything. It would be very hard to play a game in a big lump. So don't forget the space guys. You have to create space every time you do an auditing session. So say, "Hey you guys, help me create this space, we are going to make a big auditing session here." "All right!" "Okay!" "Yeah!" Acknowledge them a little bit.

And by applying the data in this lecture, you are going to have a lot more fun in the game, and you are going to get more OT abilities sooner, and you are going to be able to complete cycles of actions faster, and we are all going to do our jobs on this planet a lot easier, and with a lot better results. Because, remember, we are not only handling our own case and that of other players, but we are also handling the cases of the dynamics themselves. And those, gentlemen, ladies, and all the created particles that are listening, are the "Omitted Bridges".

Thank you very much.

(APPLAUSE)

And now I want to thank Ron — Elron Elray — the Games Master, without whose help and technology we could not have done all this. And maybe even we would have become "lumps" with BPC of no acknowledgement, failed purposes, betrayal and no tech.

(APPLAUSE)

Thank you. That's the end of Admin Briefing #4.