

# False Bridges

Administration Briefing Number 2

by Capt. W.B. Robertson

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Hello!

Admin Briefing No. 1 was about **The Bridge**.

This is Admin Briefing No. 2 and it's about **False Bridges**.

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

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:

1. Right to your own sanity
2. Right to leave a Game
3. Right to make or choose (or not) your **own game** to play.

I'll state those again:

1. Right to your own sanity

2. Right to leave a Game
3. 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 invalidating 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 2<sup>nd</sup> 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 3<sup>rd</sup> Highest Purpose? Maybe, "To **prove** the cause of the effect". And here you have theology, religion, philosophy, and some science theorists.

And the 4<sup>th</sup> 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 5<sup>th</sup> Highest Purpose – Oh! – and "**Experience the Effect** of the False Cause." You see? Create a false cause as the 5<sup>th</sup> Highest Purpose and experience the effect of the false cause as the 6<sup>th</sup> Highest Purpose.

Now, the **false** Bridge of the implanters comes in and gives "**Prove The False Cause**" and "**Prove The False Effect**", as the 7<sup>th</sup> and 8<sup>th</sup> 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 1<sup>st</sup> and 2<sup>nd</sup>, 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 **money-less** 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 3<sup>rd</sup> 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.