

# Your Bridge

## Administration Briefing Number 3

by Capt. W.B. Robertson

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Hello! This is Capt. W.B. Robertson.

And this is Admin Briefing No. 3. The date is 1 Sept 1988 or AD 38.

The title of this Briefing is "**Your Bridge**"

Admin Briefing No. 1 was about *'The Bridge here at Ron's Org'*.

Admin Briefing No. 2 was about *'False Bridges'* that you might be exposed to.

And this is Admin Briefing No. 3, about *'Your Bridge'*.

You are a logical being and interested in improvement. Or you wouldn't be listening to this tape. Or perhaps you *couldn't* listen to this tape, if you were suppressed or other-determined enough to be below the *need of change, hope, and help* Awareness Levels.

In other tapes we have looked *up* the Bridge to see what's next. Now, in this tape, let's look *down* on it from the top – if you are logical enough, you *can* do it. So let's begin:

Ron said that *'Life is basically a game'*. I stated in Admin Briefing No. 1 that it could be seen as a *'Series of Games'*. Now I can even say that the Series of Games extends as far back as you are willing to confront. And that *most* of them – you and others – agreed to play, but some of them were covertly and secretly put in with the existing agreed-upon games, and these are the reason for much of the misery and suffering and other-determinism in this one, and in most of the other ones you agreed to play.

And I can say that the overall game that you are playing now has a **lot** of Players in it – at least a number as big as 10 with 40 zeros behind it. That's a **big** game. And when it gets suppressed and goes wrong, there can be **big** trouble.

You could even say that the *solidity* and *persistence* and 'mystery' of this game and the playing field and the creations on the playing field, which we call the MEST Universe, **is a measure of the unconfro***nted suppression and complexity and the incomplete cycles by the players in the game.*

Now, I ask you, 'Are you, or have you ever been, a player in this game?' The answer is **yes** if you are listening to this tape. And, 'Does it seem complex with lots of incomplete cycles, enturbulation and suppression, and secret going-ons?' **Yes** it does, if you care to inspect the Dynamics of life in this game:

Let's take the *First Dynamic*: 'Do you have all the havingness you desire in the game today and can you easily get what you want if you don't have it?' Think about that.

On the *Second Dynamic*: 'Does it seem there's a real scarcity of 2<sup>nd</sup> Dynamic ideal scenes in this game?' Consult your own experience and that of others for the answer.

Take the *Third Dynamic*: 'Do you see any groups betraying their members or others, and working for suppressive, secret, and evil purposes in the game today?' Did you ever see anything like that?

Let's take the *Fourth Dynamic*: 'Are there some players in the game of life who don't even have enough to eat and are subject to disease, famine, and war or are just being killed 'accidentally' or 'by mistake'?'

On the *Fifth Dynamic*: 'Do you hear of species of animal life becoming extinct or endangered and forests of trees being destroyed – all affecting the chain of food supply and ecological balance of this planet?'

On the *Sixth Dynamic*: 'Have you read of pollution and climatic changes in the Earth's atmosphere due to depletion of the ozone layer, and loading up the air and water with poisonous waste products?'

On the *Seventh Dynamic*: 'Have you experienced strange pressures, headaches, illnesses which medical science can't handle? And have you seen other people depressed or out of their mind with pain and craziness from drug effects and incurable illnesses?'

Let's take the *Eighth Dynamic*: 'Have you read of, or seen, the fighting and killing going on in the name of religion – in Ireland, the Middle East, Iran, Iraq, the Far East, the Persian Gulf --, to name a few, or the bigoted other-determined and other-determinism practiced by those who claim to have a comm-line to 'God'?'

On the *Ninth Dynamic*: 'Have you heard any 'modern music' recently, or seen 'modern painting', or even 'modern sculpture'? Does it look or sound confused? Are all people making their cities and communities pleasing to the eye and artistic, or is there garbage and trash and decay in the living environment?'

On the *Tenth Dynamic*: 'Is anyone trying to make a 'fast buck' with no delivery of a quality product or service in your area? Ever hear of any scandals or rip-offs in government or business circles? Any news of innocent people being killed or persecuted just for 'being there'? Any news of poisoning the environment in which we all live?' Well, those would be examples of what's going wrong on the Tenth Dynamic – the Ethics Dynamic.

Now let's take the *Eleventh Dynamic*: 'Have you seen any advertisements for a 'quick way' to OT in just a few days? Have you seen any Tech groups go out of business or have to rip-off their public and make war on dissenters?' Well. That's the *Technical* dynamic – and it certainly needs some correction.

Let's take the *Twelfth Dynamic*: 'Do you have the feeling there is really no 'policy' or 'ideal scene' for this planet? And that many actions are found to be full of false, omitted, or wrongly included data, or especially, altered importance? But anyway, there is a lot of 'paper work' and 'admin' to do just to survive? And that the exchange agreement of money is some-

how variable and false, and inflating all the time? Did you ever notice that? And do you see a lot of false datums in the society?' All this comes from the 12th Dynamic of *Admin of Games*, and when Admin is out, those conditions are prevailing.

Well, it's not all bad, there are many players trying to **improve** on one or more of those 12 dynamics, and there *are* areas where the agreed-upon game is still 'bringing order' and sanity to the universe. And there *are* more frequent glimpses of 'sanity' or logic in today's events. There is *Help* and *ARC* and even some *KRC* being applied. But, not enough.

The viewpoint which you are now looking at – if you have followed with me so far – is the viewpoint of the 13<sup>th</sup> Dynamic – **Games** – their analysis and handling. This is a Point which begins the OT application of *Logic* to improve the game as it exists and make it more **viable**. That means 'able to be full of life, fun, wins, and acceptance for yourself and others as players.

Now, what has to be handled on these dynamics to make them more viable and to bring them towards an ideal scene for each player? Well, what has to be handled is called *CASE*. You could also look at it as '**Misapplication** or **no Application** of pure Theta Logic in the game'.

In a word, what we're dealing with is **illogic**. A thetan is basically **logical**, if you want to say what is his *highest* quality. In fact, ***all auditing restores logic to the thetan.***

Of course, 'all games', again per LRH, 'are aberrative'. We could say that all games are a bit 'illogical'. But Ron also says, 'Some are fun'. *And those are the ones YOU agreed to Play.*

Just take this view for a moment: Here we have an ***immortal logical being***, a thetan, with a potential of anything as per Axioms 1 and 2.

What can you keep him interested in 'forever'? What can you keep him interested in that would span ***immortality*** – which *is, always was, always is, always will be there?* or, ***if you see it individually, always will be here?***

Work it out. It's simple. A thetan has the quality of **logic**. He would have fun **applying it**. What can you apply **logic** to? You can apply it to **illogic**, the resolution of. The resolution of **illogic**. Therefore we have *games*, and it's fun to apply the logic to their resolution. That's what fun is. But it's not just one game or a game with one player. no, that's only a start. You can't cover 'forever' and 'infinity' with that. It has to be an ***infinite possibility of games***. For example, gradiently through from simple to more complex. Hence, this one existing now. It is very complex and interference in its agreements has produced a regression and forgetfulness in most of the players. Yes, a *real* forgetfulness. Most of them have forgotten their *rights* – that's the '*Rights of a Thetan*', their *dynamics* – which we were talking about before – and their *hope* and their *ability to Play*.

Their attention gets stuck on past smaller, less complex games and the wins they had there. Or another *already-played* game is tried to be played over *again*, while not-ising or not confronting the one that is here... Because it has too many 'unconfrontables' in it. Or a *false* game is 'thought' to be the real game (usually gratefully supplied by implanters who try to make the logical player into a piece or a broken piece of **illogic** or a piece of MEST).

Enough of examples, I'm sure you can see many, many more.

The question is: 'Do **you** want a **Bridge** out of this **illogical mess** towards more viable games for yourself and all your other dynamics? And for others as well?'

Remember, the game is this complex because the simpler ones were already done. Therefore, you must have been ready for this one or you wouldn't have gotten into it. So let's take this *big* viewpoint, so we can *all* play better and more viable games.

Have you still the ability to help another and want to really know *how* to do so? Or will you let someone else put a '**future**' there, which is really a **past old unsuccessful game**? Will you let them put *that* on *your* track to *really* confuse you further?

Well, there is no '**future**', other than what we put there. And the only way to put an improved, more viable future there is to know about *all* the past games 'scenes' and the past games 'complexities' and past games 'handlings' – all the *important* ones. And not only *know* about them, but *evaluate* them with comparison to the existing scene and *move* the vectors towards viability. Otherwise, the existing scene could worsen. And it *will* do so if one does not confront the complexities and suppressions and incomplete cycles of his own and others' games. And that would lead into a dwindling spiral of **no fun**.

Games are supposed to be **fun**. The ones you agreed to play are and were **fun**. Everybody *can* win. And *that* is what the Bridge at *Ron's* org is all about. It's a bridge for **you**.

You know, for you to be in a game this 'complex', you must have been *ready* for it and *agreed* to it. So you *should be* really 'cooking' on all 12 Dynamics in this game and moving them easily to ideal scenes for your own havingness, fun, wins, and application of and appreciation of the Rights of a Thetan.

And that includes: '*To make or choose, or to not make or not choose, your own games to play*'. That's a Right of each Thetan.

And you, of course, have the right 'to go OT', or 'to experience *out of the game states above the 12th Dynamic*', which we call the *Source Level States*.

And you *do* have the ability to *apply* what you learn there to improvement of *all* games.

There are plenty of possibilities left. We haven't run out of infinity yet!

So, if you *aren't* cooking on all 12 Game Dynamics and aware of and can easily experience the higher ones when you wish, the Bridge is here for **you**.

It's a game in itself. A game of undoing and as-ising bad games and improving and making games more viable.

Now you might say, 'Is that all, totally all, there is to it? You mean it's just a bunch of **immortals** playing an **infinite** amount of games? And now we're stuck somewhere in the middle of the infinity of possibilities? And all this stuff around was created by us **immortals** to experience **illogic** and analyze and handle it? And some went against the agreements and suppressed the fun out of it? And now I don't want to be here but I can't not be here because an immortal **always** was, is, and will be **here**? And all the other stuff you hear about philosophy, theology, cosmology, etc. Is mostly **bullshit**? Or some recalls of past games already

played and forced down everyone's throat? Is that the way it really is? It sounds too simple, too 'logical'. Well, my answer to that is, **'Yes, it is'**.

And someone might also ask, 'You mean I can get to the leading edge of application of logic, to making new and more viable games, by just going up the Bridge and handling my games track and incomplete cycles of freeing and as-ising on the Dynamics and restoring my ideal scenes and purposes?' Well, **'Yes, you can'**.

And someone else might say, 'You guys in *Ron's Org* are really there to help, not just a 'con', a betrayal, a rip-off? You really believe you can make a more viable and better game and handle all those dynamic situations? You really are trying to make a *New Civilization* and restore *The Rights of Thetans*?'

Well. **'Yes, we are'**.

And, if I might give a little thanks here, 'We can only do it because we were started off and given the basics by **one great Games Master.**' And here is a short poem in honor of him:

**Thanks to the first games master who showed the way.**

**Whose name in eternity stands as** Elron Elray

That's the end of Admin Briefing No. 3 about ***Your Bridge.***

Thank you very much.