

THE WAY of Intelligence

Vol. IV No. 1

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Free

Language

No, you didn't miss an issue, there hasn't been one for awhile because I just haven't seemed to be able to come up with an interesting new way of saying the same thing. Meanwhile one of our sites crashed and the files were lost, and I found myself re-typing *The Place of Language in the Teaching* yet again. What a gem! I'm putting much of it in this issue, I think you'll enjoy it. Interesting that it was truly buried treasure--I found it in a box of junk and papers that I was ready to toss when we had the office in Arizona.

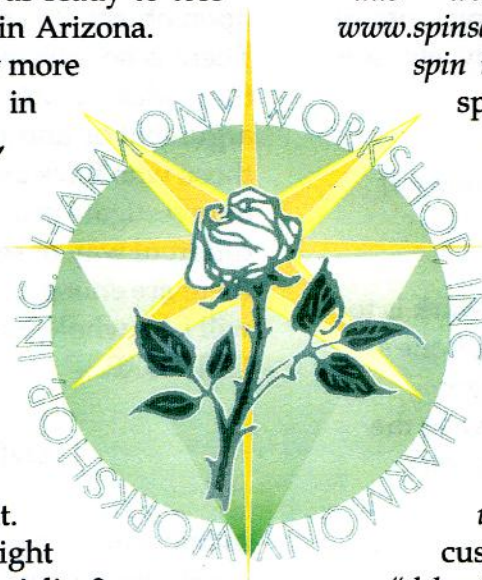
Recently I've found a few more Rhondell manuscripts in similar circumstances, which I'll share with you in future issues.

You might notice a few differences from other Rhondell material you've read or heard. For instance, his definition of Initiative in one word: starter. That's food for thought. How often do we get bright ideas that never materialize? How often have you listened to people jabbering away about the new business they want to start and years later nothing's happened? Obviously a bright idea is not initiative--we have to take (at least) the first step. And we can waste the "starter" energy by talking about it. (You can order the complete book at www.Rhondell.com)

During my rather frequent travels this year, I found myself in what was to this L.A. girl truly the middle of nowhere, and came across an interesting road sign. Turned down the path and found a place we all know exists! Pix are on the back cover. Hope you get a good laugh!

Here's an interesting recent email: *Hi, Christine, Had a lesson in suggestion this week. I found a site www.spinsanity.org which examines spin in politics. [He refers to a specific contribution to the fray that's quite popular right now.] ... I felt I had sorted through the spin from the facts, but spinsanity's analysis left me with my mouth agape. I had swallowed whole so much of [the] hype and innuendo as fact it was embarrassing, particularly when [having discussed it with others] I had "debunked" much of what they had taken as "truth." **The only immunity is to know we are not immune.** Love, John*

How's that for Words of Wisdom? Worthy of a plaque. If you watch TV much, you may have noticed the predilection of so many newscasters, usually as a preamble to some horrific crime story or gruesome accident, especially if children are involved, to say, "IMAGINE this happens to you..." Don't buy it! DO be aware of it.



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The Place of Language in This Work

By Rhondell

Words are the tools of thought. When language is confused, people's capacity to think objectively and to act creatively is impaired. Words are dangerous tyrants over those who misuse them. such confusion of language exists:

when responsibility is made into duty;

when duty is made into responsibility;

when rights are confused with privileges

when so-called absolute opposites of good and bad, right and wrong, normal and abnormal, pretty and ugly, etc., are defined as facts;

when security is related to money or being taken care of, etc.

The FIRST PURPOSE of this work is to straighten out the language for one's own use so that one is no longer confused. One may then arrive at the proper formation of thoughts into words.

This work is not designed for "do-gooding." It really comes under the category of EDUCATION. Education guides one to investigate, observe and discover.

Parents have a duty to see that their children discover that they are free people. Ordinary language teaches people that they are victims, burdened

and limited. This work uses language in a very precise way so that problems are seen as challenges, obstacles are seen as opportunities, and conclusions are seen as limitations.

It is useful to let as many as possible know that they are free, since it is to one's advantage to live with SANE rather than insane people. Those who are sane realize that they are at a marvelous party being put on by the host, who is Life. Thus, it is to the advantage of parents to train their children to see what they are, where they are, what's going on here, and what they can do.

This work is of no value if it is thrust upon others. It is merely made available. There is no advantage in trying to sell these ideas to others through promotion, argument or undue influence. Only those who have an interest and initiative to investigate can benefit by this different way of seeing the world. When there are enough interested people there will be a whole NEW WORLD--A NEW CULTURE.

Definitions

In this work, language is designed to be a technical tool of inner thought and outer communications, but as seen above, it is usually misused according to the psychological preferences of conditioning. However, the mind may replace this Subjective Frame of Reference with an Objective Frame of Reference if language is used only as a technical tool. So let us define these sources of mental activity.

FRAME OF REFERENCE

That by which one reacts or responds spontaneously to a situation or stimulus.

SUBJECTIVE FRAME OF REFERENCE

That by which one reacts spontaneously through the [Four Dual Basic Urges](#), which are erroneous values formed unconsciously in infancy.

TECHNICAL FRAME OF REFERENCE

That by which one responds spontaneously through skills and knowledge of a trade, art, science or other work learned consciously since infancy.

OBJECTIVE FRAME OF REFERENCE

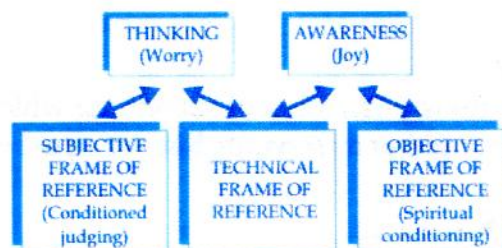
That by which one responds spontaneously to values formed consciously in seeing life as a wonderful gift at a very delightful party.

THINKING

Trying to decide what is the RIGHT thing in order to reach a goal, placing great value on what ought to be. A mental process where "A" side of personality puts forth its conclusions and "B" side puts forth its conclusions, forming at least two feelings about everything, called "worry."

AWARENESS

Interest in following an AIM to conduct an experiment to see what happens, placing value on WHAT IS, called "joy."

**TRYING**

Looking for an end result.

DOING

Action.

RIGHTS

Something that is not supposed to be earned and cannot be lost--actually nonexistent, an illusion.

PRIVILEGE

That which is given to one and is maintained, enhanced and increased by one's own effort.

WHAT IS

Fact, reality.

WHAT OUGHT TO BE

Fiction, a dream.

LEARNING

Playing the part of a tape recorder.

DISCOVERY

Creative comprehension.

EDUCATION

Gathering information regarding relationships.

SELFISH

Enlightened self-interest, deep inquiry into what is to my advantage, what is--to me--good.

GREED

Urge to have more, better and/or different; what one is when not consciously selfish.

OPPOSITES

Opposing absolutes, existing only in imagination; basis of judgment being one's senses or preconceived opinions.

DEGREE OF

Descriptive term of anything.

SUPERIOR/INFERIOR

Judgment by man-made standard of what ought and ought not to be, in an absolute, all-inclusive term.

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DIFFERENT

Accurate description of that which is not identical.

PHILOSOPHICAL

Reasoning with words and judgment to explain that which is not known.

SCIENTIFIC

Based on observation and experiment without regard to judgment.

DESCRIPTION

To describe by use of adjectives that upon which there is common agreement.

JUDGMENT

To describe by use of adjectives that upon which there is no common agreement, but which represents only the speaker's personal taste and conditioning.

DIRECT

Approaching a challenge or situation through *understanding* the challenge or situation.

INDIRECT

Approaching a challenge or situation by trying to find a solution *away* from the challenge; going *out from* the challenge.

FREEDOM TO

Responsibility (ability to respond) by being free to experience what is and consciously *choose* one's response.

FREEDOM FROM

Trying to escape blame or consequences of failure by struggle, resistance and conflict; to deny responsibility.

DESCRIBE

To give the characteristics or attributes of that which can be experienced directly.

EXPLAIN

To give an opinion of "how" or "why" for that which cannot be known through direct experience.

DUTY

That which one has obligated oneself to perform.

RESPONSIBILITY

Ability-to-respond freely and consciously, fully accountable for what takes place.

SENTIMENTALITY

Identifying with others as a victim.

COMPASSION

Seeing an individual as an invited guest who always acts perfectly for the way he understands.

IMPORTANT

That which one has made necessary for one's happiness.

INTERESTING

That which holds one's attention as an event being experienced.

THING

That which is seen as a separate object of thought, having a permanent identity and existence.

EVENT

That which is a non-repeatable, momentary experience.

MY _____

Claiming possession of something which is thought of as separate but yet a part of "I".

THE _____

Expressing existence of an event or thing, in and of itself.

IDEAL

An imaginary thought of what should be.

WHAT IS

Experiencing that which is going on at this moment.

SATISFACTION

A need for a permanent and total gratification of the senses.

CONTENTMENT

Accepting gratefully partial and temporary gratification of the senses.

HAPPINESS

Trying to experience an ideal sensation permanently, which is like looking for the "pot of gold" at the end of the rainbow.

JOY

Not needing to change anything this moment; comes from a sense of discovering something; different than excitement or fun.

HEAVEN

A state of mind in which there is joy, peace and vital interest.

HELL

State of mind where there is anxiety, resentment with conflict, struggle and resistance.

BELIEVING

Accepting an explanation of that which is unknowable through demonstrable experience.

KNOWING

Seeing what one is experiencing, without a conclusion.

WORRY

Trying to decide what is right.

FAITH

Making up the mind.

EXPERIMENTING

Doing something just to see what happens.

INVENTING

Trying something to find a solution to a "problem."

COOPERATION

To work together as equals.

HELP

One person doing something for another as a superior.

SIN

Missing the mark (missing the point); to misconceive or see by misconception.

MISTAKE

An act which one thinks was not to one's advantage but which can never be proven as such; an illusion.

HURT

To cause physical or psychological pain or difficulty.

HARM

(1) To cause physical injury, or (2) To cause psychological injury by conveying through word or action that another person is not responsible for his state of being, i.e., to agree with anyone that he or she is a victim.

EVOLVING

Experiencing expanded levels of function by removing obstacles to the natural processes of life.

SELF-IMPROVEMENT

to make personal changes towards an ideal so the primary decision of comfort and pleasure might be realized.

DISINTEGRATION

Conflict, struggle and resistance to what is.

INTEGRATION

That state which exists when disintegration ends.

ACTION

A motion put into effort without a motive.

REACTION

A motion with a motive (trying to fulfill the [Four Dual Basic Urges](#)).

AUTHORITY

A person who tells us what to think.

OFFICIAL

A person who directs actions due to his office, such as a policeman.

EXPERT

A person with a special skill.

LAYMAN

A person who does not see the difference between the authority, the official and the expert--accepting all three equally.

LOVE

Understanding and accepting another as he is--agape.

PITY

Identifying with another as a victim.

SELF-PITY

Telling oneself that one is a victim.
Emotional masturbation.

HUMILITY

Not knowing what ought to be, therefore not able to give advice.

PRIDE

Knowing what ought to be and needing to prove and defend it.

FALSE FEELINGS OF EMERGENCY

Anxiety based upon misconceptions.

TRUE FEELINGS OF EMERGENCY

Seeing urgency without anxiety.

FALSE FEELINGS OF CONFIDENCE

Temporary freedom from conflict based upon comfortable assurances derived from misconceptions.

TRUE FEELINGS OF CONFIDENCE

Seeing life as an undeserved gift in which one is grateful for [Second Force](#) providing growth through challenges.

NEED

A feeling of dependency on something for one's happiness, exists only when one is resisting something.

ENJOYMENT

Freely experiencing what is at the moment without needing to change it.

SEEK

Looking for something to obtain a goal.

SEARCH

Paying attention to what is at the moment.

THE "WAY"

Elimination of the conditions (ideals) one has accepted in order to have peace of mind.

WHAT IS "RIGHT"

Advice to help one find the non-disturbed state.

NATIVE

One who claims to agree with the ideas, ideals and purposes of an institution or group.

ALIEN

One who has disclaimed his agreements with the ideas, ideals and purposes of an institution or group.

CIVILIZATION

That which is made by people who make

things important.

SOCIETY

A form of competition based upon rules and obligations to protect "us good guys" from "those bad guys."

CULTURE

Freely experiencing life without competition, superiority or conflict.

GIFT

Something of value given freely without any conditions or obligations. Peace of mind is a gift.

HORSE-TRADING

"I will do this," so "you will do that"--business deal having conditions and obligations.

PERSONAL RELATIONSHIP

Subjective association of personalities where *eros*, *pia*, *philo* exist without *agape*, producing varying degrees of conflict as each has at least two ideas of what "ought to be."

IMPERSONAL RELATIONSHIP

Objective association of individuals where *eros*, *pia* and *philo* are completed by *agape*, without any idea of "what ought to be."

PREFERENCE

Taste, what one likes.

NEED

When preference is elevated to necessity.

REQUIREMENT

What is necessary for survival or completion; may or may not be according to taste.

GOAL

Identifying a "need" to be gained in the future.

AIM

A direction to go now. Going is the fulfillment, not *getting*.

SELF-ANALYSIS

Criticizing or justifying self according to a set standard of what ought to be.

SELF-KNOWING

Understanding, without criticizing, conditioned values and purposes.

VANITY

False picture of self.

PRIDE

Need to defend the false picture of self.

EGO

Conscious awareness center as a function of "X"

EGOTISM

Making "I" important.

SELF-RESPECT

Seeing Self as a privileged, invited guest of the host.

SELF-CONCEIT

Comparing self either as superior or inferior with everyone and everything.

PERSONALITY

That part of the Subjective Frame of Reference showing at the moment.

INDIVIDUALITY

Real *I* without subjective Frame of Reference.

TRUE

What is fact as ascertained at the moment, agreed upon by two or more.

TRUTH

Another word for LIFE, SPIRIT, that which IS, the real spirit and meaning of the matter, its value.

LIFE

INDEFINABLE, so referred to as "X" (as in algebra, e.g., where an x is placed when something is known to exist but cannot be defined yet). The only intelligent power that exists, the reality within that does all the work.

AWARENESS

The awareness *function* of "X" not a thing.

PHYSICAL BODY

The motor *function* of "X".

IDENTIFICATION

Claiming possession, treating the same as "I".

"I"

The conditioned awareness which identifies with everything as being "I", the self.

I

The awareness function of "X", totally objective, Self with a capital S.

"Not-I"

A mechanical product of conditioned thought which calls itself "I" but is not a part of the true I.

IN TIME

Being aware of NOW, that which has no beginning and no end, the only definition of eternity which holds up.

OUT OF TIME

Being in another world produced by imagination based on the past and future, neither of which exist NOW.

WORKING

"Doing" when one would rather be "doing something else."

PLAYING

Doing what one wants to be doing.

THE TEACHINGS

The liberating FORCE, when used intelligently by those having a well-established Technical Frame of Reference.

TEACHING

The describing of those ideas, ideals and beliefs one has accepted which are obstructions to liberation.

THE "WORK"

As applied to the Teachings, all the activities of inquiring into and experimenting with the concepts to see how they work out in life.

LOGIC

A technique of thinking which says, "If this, then that," starting with a supposition and ending with a conclusion.

REASONING

Goes step-by-step as an experiment, using the information gathered from the previous steps to see possible or probably sequence of events. It starts with a description and ends with a possibility.

CON-ARTIST

One who uses a bit of reasoning, then uses logic to show that the results are guaranteed, "without a doubt."

WHY?

To seek / see a cause to blame.

WHAT?

To ask *what* is going on here so one can see *what* to do about *what* has already occurred.

HOW?

To determine the technical sequence of events to accomplish a job.

EXPECTATION

The feeling one has that something will

happen. It is a necessity before any action can be initiated.

TRUE EXPECTATION

The feeling, based upon reality, that something will happen; leads to creative action.

FALSE EXPECTATION

The feeling one has, based upon illusions, that one will not be disturbed; leads to disappointment and being hurt.

SUGGESTION

An idea that creates expectation that something ideal or not ideal will happen in the future. (A promise or a threat.)

APATHY

A state of having expectations that nothing will work.

PREFECT

Completed.

GOOD

Workable, useable, of value. Ordinary usage: "good" is that which is according to one's justification or taste.

GOODS

Everything--since all things are useful, of value.

PERFECT MAN

one who has completed the work of disidentifying and leaving the Subjective Frame of Reference and has established a valuing system based on his own consciousness, an Objective Frame of Reference.

SPIRITUAL MAN

One who has built his own Objective Frame of Reference.

NATURAL MAN

The conditioned, subjective man.

REACTING

Action which replays unconsciously

programmed conditioning.

RESPONDING

Action which is an answer to a situation from a consciously established Frame of Reference.

SELF-KNOWING

FIRST STEP: To see what one is reacting to and whether it is to one's real advantage.

SELF-REMEMBERING

FIRST STEP: To delay response until one can look at what is happening.

SELF-KNOWING

SECOND STEP: To recognize and reevaluate the values accepted by "self."

SELF-REMEMBERING

SECOND STEP: To remember what one is--a privileged, invited guest of Life, the host.

BECOMING

Trying to be different in order to gain the ideal--a state of falling from BEING.

BEING

Seeing one is now ALL potential and determining what might be actualized at this moment--state of joy, peace, enthusiasm.

PEACE

Absence of competition.

VIOLENCE

Using psychological or physical force to get one's way.

COMPETITION

A form of violence based on the belief "if you have it, I won't have it."

PLAY

Using skill and energy to enthusiastically accept a challenge. Playing "against the golf course instead of against the golfers."

CAUSE AND EFFECT

Blaming "this" for "that." Looking for a cause ignores that "cause" which also "caused"--thus not really a cause but part of a *chain or relationships*.

RELATIONSHIPS

That which exists between everything based upon the [Four Forces of BALANCE](#).

BALANCE

Universal Law which can never be broken.

RIGHT OR WRONG

In a technical sense means that something is workable or not. In a conditioned sense means likes and dislikes of the civilized world based upon a belief in "cause and effect."

BETTER OR WORSE

Relates to a degree of agreement with one's preferences.

MAN-MADE WORLD

The world of machines, ideas, ideals, standards, and games--Caesar's world of competition and disintegration.

REAL WORLD

The world of real, living beings, each being perfect for the present time, place and circumstance--God's world of peace and integration or union, called [agape](#).

ACTIVITY

Trying to gain a result.

ACTION

Spontaneous response to challenge without pursuing a goal.

MAKE-UP OF THE MIND

All the decisions, conclusions and beliefs in the mind which claim one is not free but limited.

MAKING UP THE MIND

The discovery that one is free with no limitations.

ILLUSION

Comparing what IS with "what ought to be."

REALITY

That which is left when all illusion is gone.

COMMITMENT

Making important some person, idea (such as non-disturbance), feelings, sex, money, marriage, organization, family, success, identity, past, future, an experience, etc.

NON-COMMITMENT

making nothing important--brings emptiness, then new experience.

CHOICE

Trying to do the right thing towards a commitment.

WHIM

Doing as an experiment to see what happens, usually based on an AIM or interest, but not a commitment to achieve a goal.

CHOICELESS AWARENESS

Freedom to respond to WHAT IS, without trying to change it, but passively, alertly aware of what is and choosing freely a response to it.

"self" (Small "s")

Not a name, body, or a history but a Frame of Reference made up of a set of values, desires, motives and conflicts, most of which are mechanically programmed.

TRANSFORMATION OF "SELF"

An evolution, not produced by effort, but the result of a new set of values from a new valuing system.

LIVING

The highest form of existence.

DEPEND ON

To trust in what is needed. Since there's nothing one can depend on except change, whatever one depends on can be lost, thus creating anxiety.

USEFUL

Free to do without, but of value for its use this moment.

COUNSELOR

An advisor who gives advice to "help" a person "solve" a problem.

CO-WORKER

A conversationalist dealing with self-understanding to enable a person to understand a "problem," thus dissolving it.

DELUSION

A false idea, seeing what is not there.

ILLUSION

A misinterpretation of that which is visible.

ASSOCIATION

"This" reminds me of "that," most often unconscious.

POINT OF AWARENESS

An objective, non-identifying aspect of attention, seeing what is. An uninvolved, objective point of view, the beginning rebirth of the true *I*.

POSITIVE THINKING

Affirming what is not believed, an attempt to practice control by thought.

DEPRESSION

Self-pity, total subjectivity.

FIGHTING

Resisting experiencing, thus becoming more of what one is fighting.

ANARCHY

Competition without rules.

ORGANIZATION

Competition with rules.

TOTALLY CONDITIONED

Static, unchangeable, limited, dead--spontaneous reactions resulting from unconsciously established, subjective values.

IS CONDITIONING

Open-ended, continuous, alive--spontaneous responses are made from consciously established, objective values.

IN CONDITION

A state of being capable of experiencing what happens freely--such as an athlete being in condition.

MEMORIZE

Tape recording for instant replay, no real Frame of Reference, useful only in thinking.

PRACTICE

Using and working with something to provide (1) familiarity in thought, slight Frame of Reference; (2) thought-controlled *performance*, some Frame of Reference; and (3) spontaneous performance with little thought, real Frame of Reference.

ANXIETY

A dissipation of energy.

CREATIVE ACTION

An accumulation of energy.

"A" SIDE OF "I"

The childhood conditioning which can't stand anyone else because they are not always ideal. (Id)

"B" SIDE OF "I"

The childhood conditioning which can't stand "me" because "I" am not always ideal. (Super ego)

THE CHOOSER

The Waking Mind which just wants to have a little peace. (Ego)

PRINCIPLES OF FOUR**FOUR KINDS OF TEACHERS**

1. **WORLDLY TEACHER**--Teaches that one is responsible for self and how to live by rules to reach goals of self-improvement.
2. **UNWORLDLY TEACHER**--Teaches that one is responsible for self and how to have "spiritual experience" so one can gain the *goals* of spiritual attainment.
3. **INTEGRATIVE TEACHER**--Teaches that one *is* responsible for self and therefore can end all conflict, struggle and resistance by discovering the illusions which are obstacles to liberation.
4. **DEVIL TEACHER**--Teaches that one *is not* responsible for oneself and as a victim must accept ideal standards of control in order to be safe, and rewarded later.

FOUR LEVELS OF CONSCIOUSNESS

1. **SLEEP**--Physical sleep, being relatively unconscious of the inside and outside worlds.
2. **WAKING SLEEP**--State of claiming that: All the "I"s are "I". All kinds of things are "mine." Total identification with almost everything which is then claimed as "I".
3. **SELF-CONSCIOUSNESS**--Seeing "I" in its total conditioned state as an object.
4. **OBJECTIVE CONSCIOUSNESS**--Being without identifying.

FOUR DUAL BASIC URGES

1. Gain comfort and/or escape pain.
2. Gain attention and/or escape being ignored.
3. Gain approval and/or escape rejection.
4. Gain importance and/or escape feeling inferior.

Note: The Four Dual Basic Urges are not "bad" or "good" or "right" or "wrong"--they are byproducts of living and will be there; they are simply not the **PURPOSE OF LIVING**.

THE FOUR FORCES

1. **INITIATIVE**--Originator or starter
2. **RESISTANCE**--To the starter
3. **FORM**--The visible aspect
4. **RESULT**--What happens

FOUR IDEAS OF THE WORLD WHICH ARE CONSIDERED ESSENTIAL

1. The "reality" that there is an **IDEAL**.
2. The ability and "necessity" for self to **SELF-IMPROVE** towards the "ideal."
3. The need for **SIGNS** and **DEMONSTRATIONS** to show degree of "self-improvement."
4. The necessity to find the **CAUSE TO BLAME** and make it pay--"justice."

A FORMULA FOR MAKING A SUGGESTION

1. Create desire by identifying need.
2. Set up a goal with the promise of being "better off."
3. Show the method and "how easy it is."
4. Act upon it and imply a guarantee.

THE FOUR FALSE CLAIMS OF THOUGHT

1. PROPHECY--Claiming to know the future.
2. CLAIRVOYANCE--Claiming to know what's happening someplace else.
3. PSYCHIC--Claiming to know everybody's motives.
4. DIVINITY--Claiming to know what ought to be and what ought to have been.

FOUR REASONS "I" FEELS IMPORTANT

1. "I" know what ought to be.
2. "I" know or could know what everyone needs.
3. "I" know or could know the future.
4. "I" know or could know the cause of everything.

THE FOUR DESTRUCTIVE EMOTIONS

1. ANGER--Blaming someone else.
2. GUILT--Blaming self.
3. FEAR--Not knowing whom to blame
4. INSECURITY--Feeling inferior.

EXPERIENCING THE FOUR DESTRUCTIVE EMOTIONS FREELY

1. ANGER--As a sense of competition in a game.
2. GUILT--As a feeling of "I" put one over on me at the time.
3. FEAR--As a sense of excitement.
4. INSECURITY--As a sense of adventure.

THE PROBLEM MAKERS--FOUR UNANSWERABLE QUESTIONS

1. Did "I" or they do the right thing?
2. AM "I" or are they doing the right thing?
3. Will "I" or they do the right thing?
4. Why?

FOUR PROPER USES OF THE MIND

1. Seeing WHAT IS at this particular moment.
2. Recording for memory what takes place.
3. Making up the mind as to what experiment to run.
4. Seeing probably sequence of events.

THE FOUR FACTORS AFFECTING STATE OF BEING AND SOURCE OF STRESS

1. ENVIRONMENT--What is going on around one. (And what one radiates)
2. NUTRITION--What one consumes.
3. ACTIVITY--What one does.
4. INNER FEELING--What one feels.

THE FOUR ASPECTS ENCOMPASSED IN "LOVE"

1. EROS--Physical attraction, a natural feeling.
2. PIA--Parent to child, a natural feeling.
3. PHILO--Approval, a natural feeling.
4. AGAPE--Understanding, a deliberate use of the mind.

THE FOUR STEPS OF REGENERATION

1. CONFESSION--To see true motives of self--Active
2. SURRENDER--To give up the values of the "Not-I's" of conditioning--Passive
3. REPENTANCE--To turn about from putting value on "what ought to be" to putting value on "what is"--Active
4. NEW MAN--Cleansed of all beliefs and values of the conditioned person, regenerated by the enthusiasm of thankfulness--Passive

THE FOUR BASIC IDEAS OF THIS WORK

1. SELF-KNOWING--Seeing the illusions

and false values of conditioning.

2. FAITH--Ability to make up the mind.
3. GRACE--Thankfulness for unearned, undeserved goods.
4. AGAPE--Sees that everyone, including self, is doing, has been and will do, what at that moment of doing seems right or proper or justifiable according to which "I" is in charge that moment.

THE FOUR WAYS TO DEAL WITH MOTION

1. RETURN--Conditioned reaction--"A" Side.
2. HOLD--Conditioned reaction--"B" Side.
3. DESTROY--By Agape, understanding motive.
4. ORIGINATE--By making up the mind, can only follow Agape.

THE FOUR GREAT PROFESSIONS

1. MEDICAL ARTS--Claiming what is normal/abnormal; healthy/sick.
2. THEOLOGY--Claiming what is good/bad, right/wrong.
3. POWER POLICIES--Claiming what is in/out, "us"/"them."
4. BIG BUSINESS--Claiming what is pretty/ugly, smart/dumb.

THE FOUR MENTAL LEVELS

1. ATTENTION--What one is thinking about, seeing through a lens colored by the other three levels.
2. ASSOCIATION--Comparing "that" to "this," consciously and unconsciously.
3. DREAMS--Created images in the mind, influencing associations.
4. BELIEFS--Conclusions acquired by suggestion, influencing dreams.

NINETEEN POINTS TO UNDERSTANDING HUMAN BEINGS AND THEIR LANGUAGE

1. Everyone lives in his own world. It is "his" because only he can experience it.
2. Everyone perceives reality through his own conditional vision.
3. Everyone reacts as a whole being to *his* reality.
4. The person has one drive. He can work toward or away from self-determined integration. The choice is his but the person must be shown that there *is* a choice.
5. Behavior is the method of satisfying needs as seen by the individual, based on his conditioning--most of the time.
6. Feeling governs the degree of intensity of behavior. Feeling is of two types: (1) Unpleasant and/or excited (emotion) and (2) calm and/or satisfied. "Feeling" behavior affects the conditioned mind regardless of the body needs at the time.
7. The best way to understand people is to "walk a mile in their moccasins." Be aware that their behavior is to them right, proper, and/or justifiable for the time, place and circumstance.
8. Certain decisions are made regarding experiences. These decisions are motivating forces in conditioning the self.

9. As a result of decisions made by experiences (usually in infancy and non-verbalized), the conditioned self is formed and behaves according to these decisions.

10. Some values are achieved by self-experience--the "A" side. Other values are formed by belief in "authorities" and judged as if self-experienced--the "B" side.

11. Experiences are either (1) applied and used, (2) passed by after being considered useless, or (3) denied or distorted because they contradict previous conditioning.

12. Most behavior is governed by feeling rather than by physical needs.

13. Some behavior, motivated by distortions of experiences, will be denied by the individual because of its inconsistencies.

14. Psychological maladjustments occur when the individual denies awareness and lives by distorted conditioning based on the subconscious decisions.

15. Adjustment occurs (develops) and integration begins when an individual becomes aware of his conditioning and decisions, realizes he no longer must be controlled by them, finds out what he is, where he is, what he is doing and what he can do.

16. Any experience seen through conditioning may appear to be a threat. The more misconceptions (viewed as threats) occur, the more adaptation must

take place. As long as the conditioning remains, it has to be defended--creating a vicious cycle which can be broken only when true perception of experience occurs. the vicious cycle appears to be necessary until Truth steps in and shows up the False Feelings of Emergency.

17. With the absence of fear (threat, judging, criticism), experiences may be seen through true perception and the individual can assimilate and utilize such experiences.

18. With true perception comes understanding of the self and others.

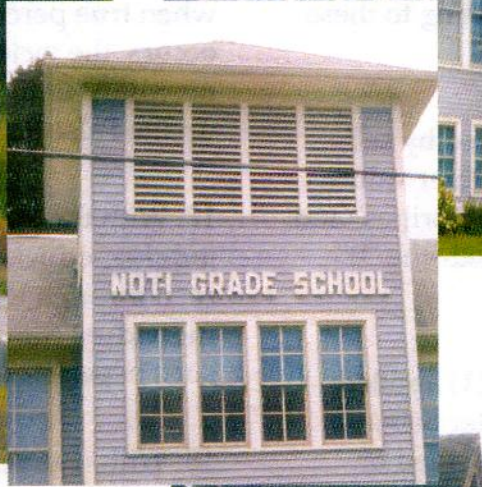
19. With true perception, the individual replaces the conditioned values (False Feeling of Emergency) with True Feeling, or seeing things as they are and with adequate response to the real stimuli.



The foregoing is excerpted from *The Place of Language in the Teachings* by Rhondell. The complete book can be ordered from the catalog at www.rhondell.com

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16



Reference Section

THE WAY of Intelligence

THE FOUR FORCES

INITIATIVE

First Force

Intelligence, Biological Factor, LIFE

RESISTANCE

Second Force

Always arises to meet Initiative in opposition, as opponents in a game; not "bad" but seen so when the purpose of living is to be non-disturbed because Resistance may be uncomfortable. Resistance is required for anything to develop.

FORM

Third Force

The manifestation of the play of Initiative and Resisting, producing:

RESULT

Fourth Force

How the above are experienced,
What's done with/about it.

THE FOUR QUESTIONS

WHAT AM I?

WHERE AM I?

WHAT'S GOING ON HERE?

WHAT CAN I DO, IF ANYTHING?

THE FOUR GREAT GAMES

that operate by suggestion:

POWER POLICIES--Decrees what's "in" and "out"

MEDICAL ARTS--Decrees what's "normal" and "abnormal"

THEOLOGY--Decrees what's "good" and "bad"

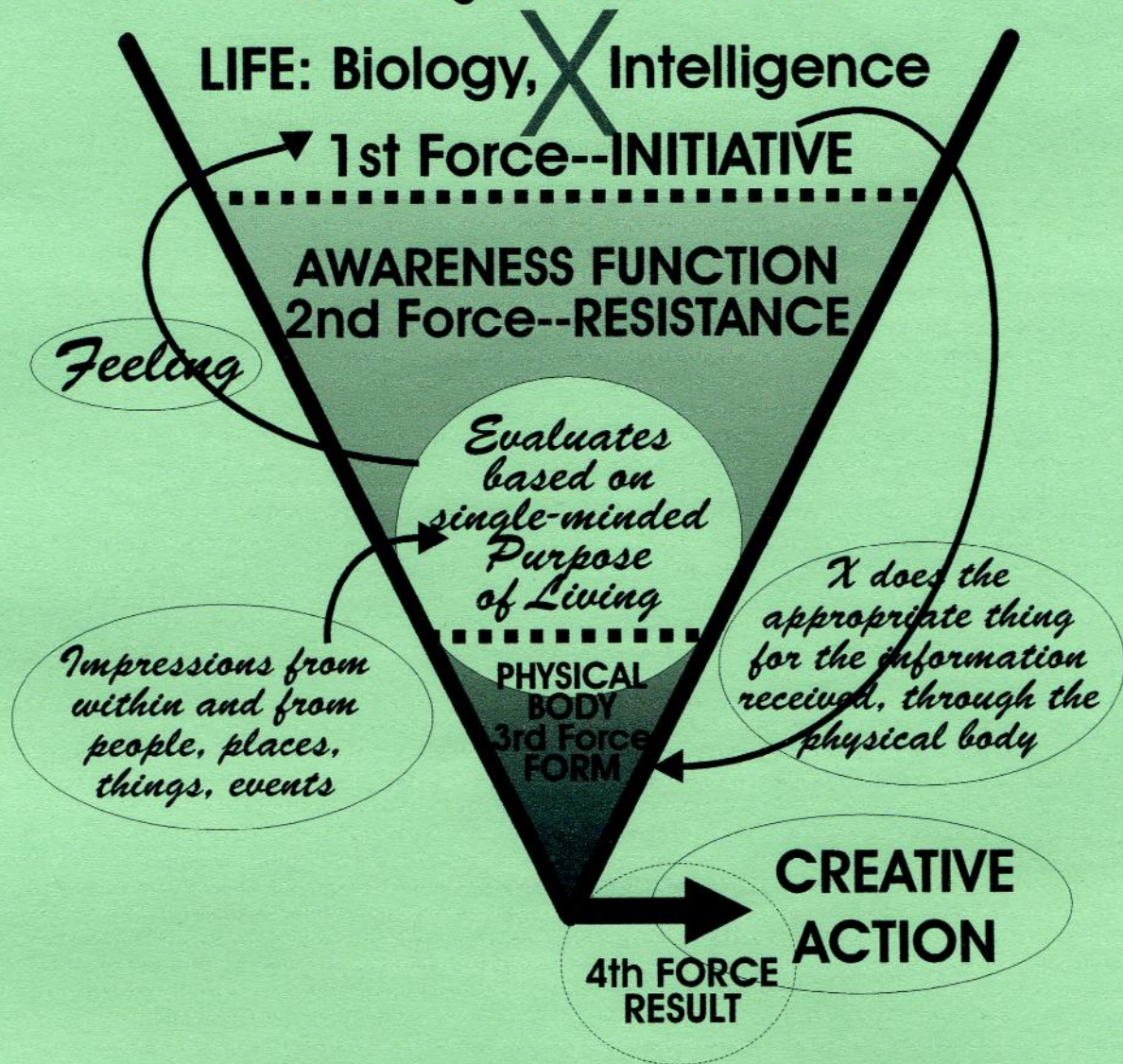
BIG BUSINESS--Decrees what's "pretty" and "ugly"

Definition of SUGGESTION: a threat or promise; anything presented with a threat or promise

A human being is 100% SUBJECT TO suggestion 100% of the time, but can be free to ignore it.

THE WAY of Intelligence

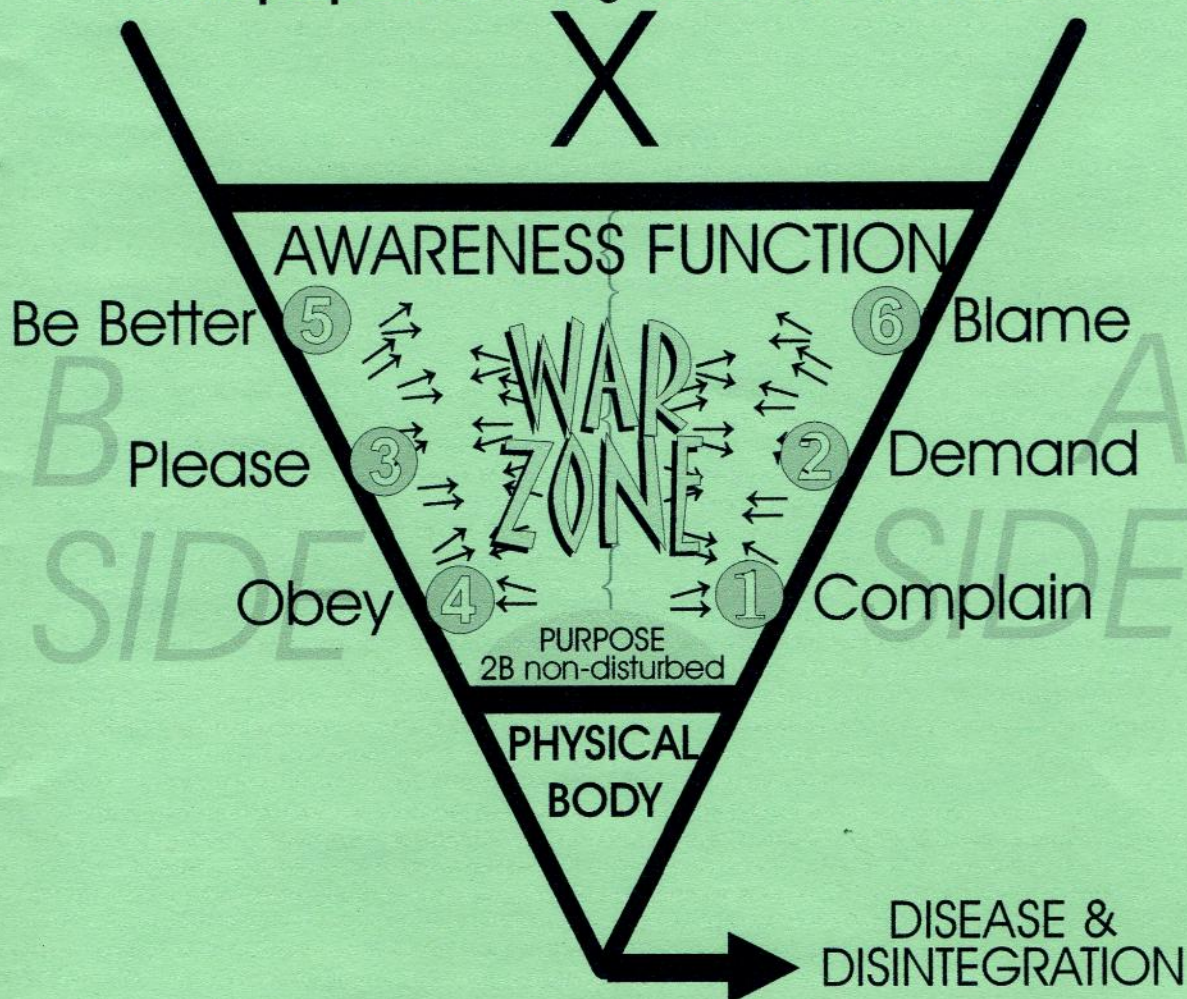
THE PICTURE OF MAN
as designed to function



A human being has four aspects, which are not separate but are interdependent. The first is the biological aspect of LIFE FORCE, called X here because it is not really definable--one knows it's there, one knows when it isn't, in any creature. So, as in algebra, an X is used to denote that something is there which cannot yet be precisely defined. Next is the AWARENESS FUNCTION, which is the senses but more than the senses when developed. A developed Awareness Function is more than the "programming" of the brain, it determines feelings. The third aspect is the MOTOR FUNCTION, the PHYSICAL BODY through which life is lived. The fourth aspect is the ACTIVITY of the whole. When a single-minded purpose is the foundation of a person's life, there is no conflict and he or she functions with all aspects in harmony. The person is at ease.. The Awareness Function receives impressions from within and without, from other people, places, things, events. It forms a feeling about those impressions which it does not choose to ignore, and the feeling is in tune with the purpose of living. The feeling of Awareness is a medium of communication with the Life Force, X, which responds appropriately through the Physical Body to the information received, and Action ensues.

The Way of the World

THE PICTURE OF MAN
with purpose of living to be non-disturbed



Few people function as the human being was designed as in the previous diagram. When an infant is born, the trauma of leaving the non-disturbed uterine world is reacted to with a feeling that the whole purpose of living is to regain the non-disturbed state. That decision becomes the attitude and action from then on. As he grows, the child makes more decisions as to how to gain his purpose of non-disturbance. He complains, which works for an infant. When one day this fails to work, he sticks up for his "rights", or demands non-disturbance. (These begin the A-side of the Picture of Man.) Eventually he finds that pleasing people sometimes gets him his way. (This begins the B-side.) At this point conflict sets in. He wants to cry "but" feels he "should" please. Then he sees parents, teachers, others as authorities. This is understandable for a child and helps keep him safe. It is not adult behavior, however. The continual conflict between what he wants to do and what he "should" do (conflict between A-side and B-side) intensifies and he feels if he would improve, things would be better. This doesn't work, either, and he blames everyone and everything for his disturbances, living in conflict, except when distracted. Conflict is felt by the Awareness Function to be an emergency. This false emergency is communicated to the Life Force, X, which always does the appropriate thing FOR THE INFORMATION RECEIVED, in this case supplying energy to fight or run. If this mobilized energy is not used in violent activity, it disintegrates the body; using emergency energy in a non-emergency is unusual behavior; neither is harmonious living. Eventually disintegration ensues.

THE FOUR DUAL BASIC URGES

LEVEL	GAIN	ESCAPE
PHYSICAL	Comfort, Pleasure	Pain, Discomfort
MENTAL	Attention	Being Ignored or Rejected
EMOTIONAL	Approval	Disapproval
WILL TO POWER	Being Needed Feeling Important	Feeling Inferior Feeling Useless

The Four Dual Basic Urges are not "right/wrong" or "good/bad" or "should/shouldn't". They are simply byproducts or side-effects of living, not the whole purpose of living. Because all humans are subject to all the Four Dual Basic Urges, when they are made the whole purpose of living (unconsciously, beginning during the uncomfortable birth process) they have to result in conflict--one wants all the "gain" side and none of the "escape" side, and this is not possible on planet Earth. THE WAY of Intelligence is not to self-improve by rejecting them; The Way is to observe self and one's reactions to them, checking to see if they are the purpose of living--or not. They will come up and can be ignored if one chooses.

THE FOUR WAYS OF MAN

THE WAY OF THE JUNGLE

Kill anything that is in front of me and about to interfere.

THE WAY OF JUSTICE

"An eye for an eye"--not your life for an eye.

THE WAY OF UNDERSTANDING

Understanding that whatever any person including myself has done, is doing, will do, is felt at the time of doing to be right or proper or justified with the light he has at the moment.

THE WAY OF INTELLIGENCE

Aware of the Purpose of Living, the will to do it--knowing what I am, where one am, what's going on, and what I can do. In charge of my inner state.

PLEASE NOTE: If you do not understand or have any questions about this information, please do one or more of the following: go to www.pictureofman.com and read the material there and view the animated, narrated PICTURE OF MAN video lecture; go to www.rhondell.com and order "Who's In Charge of My Inner State?" or any other book or tape listed there; request back issues of newsletters from Harmony Workshop at
314-C East Broadway, Glendale CA 91205 (please send postage);
or email christine@harmonyworkshop.com