

THE ELECTRICAL GPM

This GPM is an oddity as it has an electrical shock as the End Word, rather than an actual word. This was to CONVINCe thetans that they should think of themselves as electrical beings. The Command Concept is Word & Shock. The Concept is the Command, the second “word” is the action of the shock. The shock is an electrical impact and flow.

Say the phrase out aloud a few times, spot the shock, spot the thetan, and say the phrase aloud whilst spotting the thetan. Do these in whichever way most easily produces reads.

- 01 **CREATE** [shock] & spot the thetan _____
CREATE NO [shock] & spot the thetan _____
CREATE [shock] , **CREATE NO** [shock] & spot the thetan _____

- 02 **DESTROY** [shock] & spot the thetan _____
DESTROY NO [shock] & spot the thetan _____
DESTROY [shock] , **DESTROY NO** [shock] & spot the thetan _____

- 03 **LOVE** [shock] & spot the thetan _____
LOVE NO [shock] & spot the thetan _____
LOVE [shock] , **LOVE NO** [shock] & spot the thetan _____

- 04 **HATE** [shock] & spot the thetan _____
HATE NO [shock] & spot the thetan _____
HATE [shock] , **HATE NO** [shock] & spot the thetan _____

- 05 **BE** [shock] & spot the thetan _____
BE NO [shock] & spot the thetan _____
BE [shock] , **BE NO** [shock] & spot the thetan _____

- 06 **DISOWN** [shock] & spot the thetan _____
DISOWN NO [shock] & spot the thetan _____
DISOWN [shock] , **DISOWN NO** [shock] & spot the thetan _____

- 07 **USE** [shock] & spot the thetan _____
USE NO [shock] & spot the thetan _____
USE [shock] , **USE NO** [shock] & spot the thetan _____

- 08 **CONDEMN** [shock] & spot the thetan _____
CONDEMN NO [shock] & spot the thetan _____
CONDEMN [shock] , **CONDEMN NO** [shock] & spot the thetan _____

- 09 **SEIZE** [shock] & spot the thetan _____
SEIZE NO [shock] & spot the thetan _____
SEIZE [shock] , **SEIZE NO** [shock] & spot the thetan _____

- 10 **ESCAPE** [shock] & spot the thetan _____
ESCAPE NO [shock] & spot the thetan _____
ESCAPE [shock] , **ESCAPE NO** [shock] & spot the thetan _____