

# THE ENCOUNTERER

An Information Service for Group Psychotherapy Professionals

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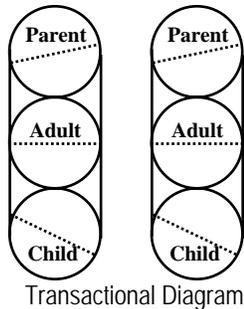
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Editor: FH Ernst Jr, MD

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**PHENOMENA, LISTENING: ANGLING MANEUVERS OF LISTENING and LISTENING ANGLES:**



**7\* - 10\*:** TILT! More angle?  
"You better watch out!"

**Level 95% of the time.**

**15\* - 20\*, maybe more:** Rebel or compliant, fighter or believer.

Transactional Diagram

There is a Functional and an Operational Correlation of this internal experiencing and external appearance: On-The-Level or Angled. See "Activity of Listening"; Phenomena of Listening are Treatable, (Ernst).

**ENCOUNTER:** Pam-in-Group: "Doc! I noticed myself doing something funny, real funny the other day" and then laughing while her eyes were reddening with chagrin and pathos. She continues, "I was whipping on my son, Bobby, spanking him while I was telling him at the same time, 'There, now this will teach you to lose your temper!' as I kept on hitting him. Even knowing what I was doing, I could not stop myself from doing it then! And that's how I have been teaching him to have a temper." The patient also reported accurately that this simultaneous duality of awareness was her Parent (ego state) being in charge (having the executive) and her Adult being the observer. The fact of having this increased objectivity and after this event, augurs well for the improved resolution of this mother-son pair of games: "Uproar" when the two of them are alone in the house, and then when other family members are within audible distance, the two of them, Pam says, are playing "Kick-Me" (son), "Look-How-Hard-I-Am-Trying" (mother) and inviting "helpful arbitration" from the third party.

**Rx for G-W of NOT TRUSTING:** "Calculate and Use Reliability Indices with the other guy":

**ENCOUNTER:** "I'll trust anybody until he proves to me I can't trust him. Then as far as I'm concerned he's had it! I'll never trust him again as long as I live!"

**FORMULATION:** This get-rid-of solution is often used by those with hysterical and paranoid disturbances. His CHILD is committed to the non-trustworthiness of other persons. The end point of these "friendships" is "one-slip-and-buddy-you've-had-it-with-me!" There is a gross unlikelihood that any single person will not at some time in his series of encounters fail to live up to a "promise." This solution is a non-winner.

The Get-Well of this "I'll trust anyone until he's proved himself a

liar" is to find a get-on-with solution. The get-on-with operation for this is to put the "problem" into ADULT terminology. The patient is to be told that each other person establishes his own reliability vis-a-vis this individual. Each other person shows an index of reliability, a computable probability. For example, "I'll never ever trust him again with credit." On the other hand, this facet of the other guy can be figured, "He almost always pays his debts on time". "Of the last 25 times, this is the third time he was late; this time 17 days. The other two were 8 and 9 days late each, but were over a year ago. Six months ago he was 10 days early." This is a 12% late, 84% on time and 4% ahead. In school grading, 88 to 90% is a 3-plus or A-minus on a report card. A recent reliability index on indebtedness may be different from that of 15 years ago.

"She will almost always get mad if her conclusions are questioned; but not every time. She doesn't when she's wearing pink nail polish."

**MEETING:** Jan 21-24, 1970 Roosevelt Hotel, New Orleans, LA American Group Psychotherapy Assn, Annual Conference, AGPA, 1790 Broadway #702, NY, NY 10019.

**FORMULATION: GAMES AND GAME MOVES:** The Editor takes note of the comments by some readers about the difficulty in following the text of the game "Troubled Couple" in THE E 7-5-69. To the community of readers "Thank You." This writer's contributions in THE E are evaluated for readability, understandable-ness and useful thought by three or more others; at least one of these is no older than 19 years and therapeutically a non-sophisticate. If someone of them says "I don't get it" (and it has been said more than once), the material has not passed inspection for publication. To those who did work out the meaningfulness of the moves in the "Troubled Couple" game, -- Good work and Congratulations! It took work by the reader to re-visualize and follow the sequence of transactional operations in this complicated game.

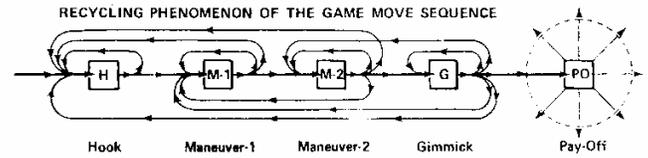
The hooks, the maneuvers, the gimmicks and the recycling phenomena, the locating and sequencing of these moves in a game until the player is rewarded with his Pay-Off --- these are teachable.

The next step after reading about the moves of a particular game is to see these moves take place in a clinical session; to observe the similarity, even identicalness, of an individual's tones, gestures and posture in a particular category of move of a favorite game. This graphic lesson in treating via game analysis will show the distinctive similarity of the Hook (H) moves of the person's particular game; the evident difference of the Maneuver-1 (M-1) moves from the H moves; the uniqueness of the Maneuver-2 (H-2) moves as



compared to M-1; so also for the Gimmick (G) moves. Then the impact of the "Ulterior Motivation", the thirst for Pay-Off has dynamic and eidetic meaning; each move shaped to aid in bringing it about.

The distinctiveness and the distinct advantages of each category of move can be followed as the game player is progressing through whatever recyclings are required in the social situation to earn the Pay-Off -- from move to move, from transactional sequence to transactional sequence and from moment to moment. The recyclings of the moves are then understandable as THE PHENOMENON whereby the individual player adapts his game to the situation at hand. See also Recycling Phenomenon in "Game Moves: Teachable," etc. THE Encounterer 5-20-69.



Verification that the recycling of moves in games is the method of adapting the name to the (environmental) situation is seen when, for example, the therapist has been treating one member of a couple in one group and the other in another group. Then when he brings the couple together, he may well have been witness to their sequence of moves in their game before he was "prepared" to deal to deal with it; with little, if any recycling taking place, move for move, in high speed action, usually not interruptible, -- directly to their PAY-OFF ("Trouble"). Pay-Off may happen even before he, the therapist, has any idea that a game was played; that a full set of moves (H, →M-1, →M-2, →G) has been completed by each in order to have thereby earned their respective Pay-Offs from each other.

The FOUNDATION for GROUP TREATMENT, INC., a non-profit organization was established for the purpose of providing clinicians of all schools and disciplines using group treatment methods with opportunities for increasing their effectiveness and efficiency toward the professional treatment objective of the patient getting well.

The Encounterer is the news service of the FOUNDATION. It will have notices of interest, current developments in this treatment field, and clinical reports.

Associations and Societies of group treatment professionals are invited to use THE ENCOUNTERER to notify others of their meetings and activities. As a service of the FOUNDATION, non-profit facilities and organizations involved with group treatment are invited to apply for THE ENCOUNTERER on a continuing basis.

This single sheet news service will include:

1. CLINICAL INFORMATION:

- A. ENCOUNTERS, vignettes, applicable to treatment.
- B. FORMULATIONS of theoretical and a practical nature.
- C. "Rx for GETTING WELL."
- D. OTHER sections as this publication evolves.

2. NOTICES of coming talks, seminars, meetings for learning, teaching, training.

3. REPORTS on events of interest to group treatment professionals.

Individuals who want to receive THE ENCOUNTERER may do so by making a \$2.50 donation for which they will receive 20 issues of this periodical in a year.

**Glossary of Terms and Abbreviations Used in THE ENCOUNTERER**

A	Adult, "level-head," objective, ego state	P-O	Pay-Off: Ulterior (latent) motive, reward. 5th move of a game.
C	Child, childhood, "the Kid" ego state	PSI	Pounds per square inch
CPM	Cycles per minute	Rx	Prescription, prescribed, therapeutic advice, treatment recommendation.
CPS	Cycles per second	SCRIPT	Life-Story: map of person's life, often resembling a fairy-tale.
E	THE ENCOUNTERER	SOBA	SOB Authority, Silly-Ole'- Boy-Authority
G	Gimmick: (trick, wrinkle) 4th move of a GAME.	SOBA-HUNTER:	Person with an "authority problem"; a Crusader; a revolutionary.
GAF	The DEVOLUTION Life Solution of <u>Get-Away</u> From: I-am-not-Ok-and-you-are-OK.	SUCCINCTISM:	Concise graphic formulation
GNW	The OBVOLUTION Life Solution of <u>Get-No-Where-</u> <u>With</u> : I-am-not-OK-and-you-are-not-OK.	TA	Transactional Analysis. Originated by Berne. It is: 1. A theory of (social) behavior 2. A theory of personality structure 3. A method of (group) psychotherapy treatment 4. An organization It embraces and is not contradictory to psychoanalytic theory and practice.
GOW	The EVOLUTION Life Solution of <u>Get-On-With</u> (It, life, living); I-am-OK-and-you-are-OK	THE E	THE ENCOUNTERER
GRO	The REVOLUTION Life Solution of <u>Get-Rid-Of</u> : I-am-OK-and-you-are-not-OK.	THWIT's	"To Hell With It's", Having a case of the ...
GW	Get-Winners, Get-Well, Getting-Well, usually synonymous with the GOW Life Solution.	VOL	Volume
H	Hook: (come-on, engagement) 1st move of a GAME.		
M	Maneuver:(angle, con) move of a GAME.		
No	Number		
P	Parent, Parent ego state; to be differentiated from Adult ego state.		