



THE ENCOUNTERER

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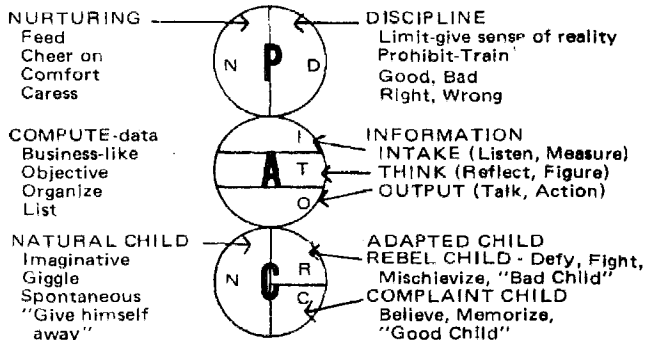
Editor, F H Ernst Jr MD

October 20, 1972

Vol 2, No 33

FORMULATION: THE ALPHABET OF BEHAVIOUR

The Functions of the Personality



The Natural Child is placed on the same side as the Nurturing Parent because it flowers under nurturing care. Disciplining Parent is on the same side of the diagram as Adapted Child. Compliant is placed below and Rebel above in Adapted Child to show that compliance is the first adaptation and rebelliousness arises later.

SUCCINCTISM: The Amount of TRYING a person carries out is inversely proportional to his amount of DOING, (achieving). Using mathematical symbols, this is shown as:

$$\text{Try} \approx \frac{1}{\text{Do}}$$

Users of the words "try," "tried," "trying," etc., can be asked to change their words to "do," "doing," "achieved," "done," "did," etc., when consistent with the objective at hand.

FORMULATION: REWORDING TACTICIANS'

- "In other words (then)..."
- "What you're saying (then) is ...?"
- "Let's put it this way (then) ..."
- "Do you mean (then) that ...?"
- "Let's say (then) ..."

"Then" implied or spoken is the key. The rewording tactician prunes and molds other person's words and phrases into something different, opposite or even unrecognizable by the "worder." "Worder" is initially pulled in with this seeming flattery that his very own ideas are going to be used and elaborated. But he is fooled then and instead becomes irate or baffled at the turn of events, as his meaning is bent 90, 180 or more degrees out of shape.

Reworders are saying the last talker didn't know how to say it, was inept if not stupid in his phrasing and that Reworder is only to glad to try to help explain him and/or soothe the audience who probably either couldn't have known what he was talking about or would have misunderstood him if he wasn't further explained. Reworder is seen motioning to the "Audience" during the rewording. "Audience" is either bewildered or amused. Reworders are great for "I just want to clarify what was said," or "Point of clarification!" resulting in muddying the up-to-then relatively clear waters of conversation.

REPORT: October 27, 1971, L.W. Rasmussen, California Youth Authority copied E. Berne tapes of the 1961 "Soledad TA Lecture" by Berne and donated tapes to complete the FOUNDATION's set of the Fall 1963 TA 101 given by Berne.

FORMULATION: NAMES OF THE MOVES OF THE GAME OF STUPID.

Games each have four distinct moves before Payoff and three before the Gimmick move. Each is distinguished by unique posture, attitude, by different rate, cadence, tone, timber of voice. This means that a different ego state quality is dramatizing at each move. This is not contradictory to "The Game Formula (G)" (Berne). Patients get well of favored games in more rapid order when the psychological meaning of these moves are identifiable to themselves.

The first move, the HOOK, of STUPID is portrayed by a fully bright face, words, tone, idea and/or question exhibited in an animated manner. Move No. 2, the ANGLE, is a comment, question, manner, voice, attitude, tone, with an evident decrease in animation, voice volume and/or brightness, as if the lights inside the player had been dimmed to "half bright." Move No. 3, the CON, is a further dimming of the inside lights now to "quarter bright." Move No. 4, the GIMMICK, shows the lights almost all out, for "blank out." At the time of GIMMICK play through, this "blank out" is the inside experience of the STUPID player. Outwardly there may be an absence of animation or words. If words are present, they are "I'm lost," "You lost me," "I'm confused," "I'm sorry, I just don't get it." Facial look is one of non-comprehension. These first four are recycled in assorted sequences depending on the fellow player. The various payoffs seen are distributed through the OK Corral, e.g., irate fury, fearfulness and/or blushing, continuation of blank unblinking, unmoving appearance with a slow pink suffusion of the expression and fourthly, an infectious rich, warm giggle with the other person.

Codifying the psychological meaning of each move of this and other games has been the key to a reliable get well of the game at hand. In practice, writing out the ulterior level meanings on the blackboard has been done both in treatment and in classroom setting.

The names given to the moves of STUPID are:

1. Full bright
2. Half bright
3. Quarter bright
4. Blank out ("Good Night" per JLE)
5. Payoff

Writing these out after the game is identified is followed by writing down the number of each move after it is played. One such sequence recorded was 1,2,2-3,1,2, at which point the writing on the blackboard was begun. Then the numbers 2-3,3-2,3,3,1,2,1,2-3,4,3-1,2-3,4-5 (with explosive mutual laughter at No. 5). These numbers refer to the specific psychological attitude depicted by the player during his transactions. The commas (,) show a transactional response intervening, the hyphens (-) show a shift to a second game move and quality of ego state during the one transactional offering.

Sometime after identifying the Game of STUPID to a player, the group leader, if he is fast enough in spotting the initiation of the game, can interdict the entire play by calling out and claiming for himself "FIRST CONFUSIES!" This regularly delights the would be player of STUPID.

REPORT: The August, 1972, Tenth Annual Conference of the International Transactional Analysis Assn. in San Francisco saw 1,163 registrants, with more than 100 papers, panels and workshops presented. Each of the last three conferences has seen a doubling of registrants from the previous year.

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The FOUNDATION of GROUP TREATMENT, INC., is a nonprofit organization, founded to provide opportunities to professionals working with groups to increase their effectiveness and efficiency. THE ENCOUNTERER, the news service of the FOUNDATION has reports and notices of current developments in this field.

Associations of group treatment professionals are invited to use THE ENCOUNTERER to notify others of their activities.

Interested Associations and Institutions are asked to apply for THE ENCOUNTERER on a continuing basis.

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Vol. 2, No. 33 October 20, 1972
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P. O. Box 1141, Vallejo, California, 94590

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GLOSSARY OF TERMS AND ABBREVIATIONS USED IN THE ENCOUNTERER

- A Adult, "Level-head", objective, ego state.
- ANGLE – 2nd move of a game, also called Maneuver-1. Angle also refers to a facial attitude (often occurring with the 2nd move of a game).
- C Child, Childhood, "the Kid" ego state.
- CON 3rd move of a game, formerly called Maneuver-2
- E THE ENCOUNTERER
- EGO STATE – A quality of feeling-reasoning and related behavior, a state of mind.
- G Gimmick: (trick, wrinkle) 4th move of a game.
- GAF Get-Away-From: the DEVOLUTION life solution of I-am-not-OK-AND-You-are-OK.
- GNW Get-Nowhere-With: The OBVOLUTION life solution of I-am-not-OK-AND-You-are-not-OK.
- GOW Get-On-With: The EVOLUTION life solution I-am-OK-AND-You-Are OK.
- GRO Get-Rid-Of: The REVOLUTION life solution I-am-OK-AND-You-are-not-OK.
- GW Get-Winners, Get-Well, Getting Well, usually synonymous with GOW life solution.
- H Hook: (come-on, engagement) 1st move of a game.
- OK CORRAL – The Diagram of (a) the life positions, solutions to intimate relationships and (b) the in-operation manner of resolving encounters each day.
- P Parent, Parent ego state; to be differentiated from Adult ego state.
- P-O Pay-Off: Ulterior (latent) motive, reward, 5th move of a game.
- R_x Prescription, prescribed, therapeutic advice, treatment recommendation.
- SCRIPT – Life-story; map of a person's life, often resembling a fairy-tale.
- SOBA – SOB-Authority, Silly-Ole'-Boy-Authority.
- SOBA-HUNTER - Person with an "authority problem," a crusader; a revolutionary.
- SUCCINCTISM – Concise graphic formulation.
- TA Transactional Analysis founded 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.
- THE E – THE ENCOUNTERER
- THWITS – "To-Hell-With-It's", Having a case of the