

# Iron rod Y: top

1 <b>dv</b> Developer Versioning	2 <b>ev</b> Enclosed Versioning	3 <b>fv</b> Feedback Versioning	4 <b>gv</b> Grow4Jubilee Versioning	5 <b>hv</b> HistoryLog Versioning	6 <b>iv</b> Ithhad4JUB Versioning	7 <b>jv</b> Jubilee4ALL Versioning	12Tr 1 <b>seed</b> East Air Z	12Tr 2 <b>feed</b> South Earth I	12Tr 3 <b>grow</b> West Water O	12Tr 4 <b>reap</b> North Fire N	12Tr 5 001	12Tr 6 010	12Tr 7 011	12Tr 8 100	12Tr 9 101	12Tr 10 110	12Tr 11 111	12Tr 12 000	1 <b>Mut</b> Lion Rahab	2 <b>Com</b> Human Tannim	3 <b>Rec</b> Eagle Leviathan	4 <b>Sel</b> Bull Behemoth	5 <b>Mig</b> Yas	<b>KK</b> Known Killer	
<b>AMO</b> AMOrite TopSpeaker PowerElite Influencer	<b>HIT</b> HITite FearHandler RiskReducer Fighter	<b>CAN</b> CANaanite ProfitTrader Distributor Dealer	<b>PHE</b> PHEresite OpenDecider PureExpert Reviewer	<b>JEB</b> JEBusite Stampedep RuleFollower Administrator Server	<b>HIV</b> HIVite TempTent Rotator NicheVil- lageBuilder Searcher	<b>GIR</b> GIRgashite Crushed Dust Ignored Othered Sufferer	<b>JUD</b> Praised- Famous Void	<b>ISS</b> WorkFor- Hire Info	<b>ZBL</b> Place- ToLive Tech	<b>RUB</b> SeeThe- SonRole Type	<b>SME</b> Unearned Answer Hope	<b>GAD</b> Luckif- Pressed Equal	<b>EFR</b> Double- Portion Care	<b>MNE</b> Makes- Forget Base	<b>BNJ</b> SonOfRight HandLuck Base	<b>DAN</b> Judge- ment Judge	<b>ASR</b> Lucky- Happy Value	<b>NAF</b> MyFight Logic	<b>Mutate</b>	<b>Com- plete</b>	<b>Recom- bine</b>	<b>Select</b>	<b>Migrate</b>	<b>HEB</b> GoBeyonder Wanderer Explorer Innovator Transgressor	
KnowNot: stay poor in spirit 2 rule MIs3	Mourn 2 heal BBladeBlessings of the LAMB [ML5]	AllowOthers 2 inherit	Yearn4Justice 2 be satisfied in open worlds	Empathize 2 get mercy	UnBiasLogics 2 see Reality	MakePeace 2 belong	AIMS Plotter scale classifies for given aims (task, vision, project) the current Maturity (memoranda-review rounds) and planned Staging (scheduled speedup season): ← Move: Structure Space Bitter\Merari ← Move: Cover Links Foreign\Gershon	← Move: Arise, Reality, to destroy LIES! Moses, Aaron, Priests Serve Common Code	← Tools: Need Equal GAD Trust M before Growth M vs LVI Trust	← Tools: Content Data Assembly\Kohath is vs JSF Life	← Move and *Rest: always manual	← Move@ES, MIS Rear Guard is DAN-NAF	Rest[Tools]: Cover Links Foreign\Gershon	Rest[Tools]: Cover Links Foreign\Gershon	Rest[Tools]: Cover Links Foreign\Gershon	Rest[Tools]: Cover Links Foreign\Gershon	Rest[Tools]: Cover Links Foreign\Gershon	Rest[Tools]: Cover Links Foreign\Gershon	Rest[Tools]: Cover Links Foreign\Gershon	Rest[Tools]: Cover Links Foreign\Gershon	Rest[Tools]: Cover Links Foreign\Gershon	Rest[Tools]: Cover Links Foreign\Gershon	Rest[Tools]: Cover Links Foreign\Gershon	Rest[Tools]: Cover Links Foreign\Gershon	Rest[Tools]: Cover Links Foreign\Gershon
<b>ACD</b> Adventure Calls Dare	<b>TTT</b> Trial Tribulation Training	<b>GAT</b> Gain Advantage Temptation	<b>MYM</b> MeetYour Maker InfinityAlone	<b>LUC</b> LuckyUlti- mateReward Comedy	<b>RES</b> RESUCE TripTo RESurrection	<b>FRE</b> FreeReborn Evolving Better	s11= <b>SB</b> =m0	s10= <b>SA</b> =m1	s9= <b>S9</b> =m2	s8= <b>S8</b> =m3	s7= <b>S7</b> =m4	s6= <b>S6</b> =m5	s5= <b>S5</b> =m6	s4= <b>S4</b> =m7	s3= <b>S3</b> =m8	s2= <b>S2</b> =m9	s1= <b>S1</b> =m10	s0= <b>S0</b> =m11	<b>seed</b> Self Elevating Authority	<b>feed</b> LandHoarding Perishing Innovation	<b>grow</b> Including Self- Magnifying Ruining	<b>reap</b> Corrupt Rule - Pessimism	<b>farm</b> Millstones grinding in deserts to	<b>VS</b> BABL	
<b>KB</b> Knowledge Uncertainty Base ↑ Evolvix ↓ Isa.11 + Reaity know Yah	<b>WB</b> Wisdom Condition Base 2019: Data Wisdom infer	<b>IB</b> Insight Context Base Oriented	<b>PB</b> Possibility Planning Base Insight	<b>RB</b> Reasoning Discernment Base Storage ...	<b>VB</b> Value AimsTimer Training Base	<b>OB</b> Observed Feedback Fear Base	Stay open for surprise new insights: creatio ex nihilo by River of Life events grows ToL in ZION	Stay alert to intercept ToK\Tree of knowledge- faking bugs that grow BABL unless fixed in HELL	Planned flow to stay in the flow zone; s9 is the max anyone can plan for; s10-s11 only occur if time has flexibility	Batch tasks by type to improve efficiency of flow in s9	Pause, learn, reorient, train, problem- focus - to improve s8-s5	Update project work- breakdown structure - to serve ToL	Tactic to win if there is a due date to race towards - but careful: ToK easily poisons races	Relax re- visioning; Shabbat is key to take the ego-1 out of what else turns to Shit by ToK	Track options, goals, and opportunities Over the Short Term \OST	The key to succeed long term is: Over the Long Term \OLT, grow a better Jubilee view	Strategic horizon Over the Long Term \OLT, grow a better Jubilee view	Build case for eternal Warranty via trial by tale for prior art; record all results in HELL base for ZION	<b>Dice</b>	<b>Deep</b>	<b>Link</b>	<b>Name</b>	<b>Pack</b>	<b>ToK</b> Tree of Knowledge- faking shortcut mistakes stored in HELL	
<b>Is ...</b> Value statement - Historically	<b>Do ...</b> Assign expression - Experienced	<b>Re ...</b> Function map - Lessons	<b>If ...</b> Grammar Rule - Learned	<b>Code</b> Turing ... Al Machine - Library	<b>HELL</b>																				

1 <b>MM</b> Survive: I am VS fear	2 <b>NN</b> Create: feel to guilt	3 <b>OO</b> Dignify: I can shame	4 <b>PP</b> Hope: I love to grief	5 <b>QQ</b> Voice: I speak to hide LIE	6 <b>RR</b> Vision: I see splinter SIN	7 <b>SS</b> Beyond: I think self-limit to DEATH	12Ga 1 <b>seed</b> East Air Z	12Ga 2 <b>feed</b> South Earth I	12Ga 3 <b>grow</b> West Water O	12Ga 4 <b>reap</b> North Fire N	12Ga 5 001	12Ga 6 010	12Ga 7 011	12Ga 8 100	12Ga 9 101	12Ga 10 110	12Ga 11 111	12Ga 12 000	1 <b>EVA</b> Lion	2 <b>TCH</b> Human	3 <b>PAS</b> Eagle	4 <b>PRO</b> Bull	5 <b>APO</b> Yas	<b>TT</b> Trusted Tested
<b>EPH</b> 001 Earth EPHesus NextRelease Innovate Aphesis 4Jubilees	<b>SMY</b> 010 Water SMYna TrialByFire TestEndure Standardize	<b>PER</b> 011 Fire PERgamon LikeMarriage ScaleUpRise Commercialize	<b>THY</b> 100 Air THYatira Smells LikeTest RefineOpen CoreRules	<b>SAR</b> 101 Sound SARdes Monetizing MassMarket Graciously	<b>PHI</b> 110 Light PHIadelphia LoveTheLike SeekNiche TruthSearch	<b>LAO</b> 111 Thought LAOdicea CrowdJustice UstrifyGermic Grind -or- Jubilee	<b>JUD</b> Praised- Famous Void	<b>RUB</b> SeeThe- SonRole Type	<b>GAD</b> Luckif- Pressed Value	<b>ASR</b> Lucky- Happy Logic	<b>NAF</b> MyFight Logic Care	<b>MNE</b> Makes- Forget Hope	<b>SME</b> Unearned Answer Trust	<b>LVI</b> Link- Connect Info	<b>ISS</b> Work- ForHire Info	<b>ZBL</b> Place- ToLive Tech	<b>JSF</b> Take- ToGive Life	<b>BNJ</b> SonOfRight HandLuck Base	<b>Good News, Inspirer</b>	<b>Teach All, Trainer</b>	<b>Pastor Inter- preter</b>	<b>Profess. Prophet Tester</b>	<b>Apostle, Amba- ssador</b>	<b>ISR</b> Reality- Wrestler AnyRole Joker Wildcard Trifecta Testing
7ChangeStages of the functional innovation model of ZION	Rev.7:21 for use in ZION to grow Jubilees	Rev.7:21 for use in ZION to grow Jubilees	Rev.7:21 for use in ZION to grow Jubilees	Rev.7:21 for use in ZION to grow Jubilees	Rev.7:21 for use in ZION to grow Jubilees	Rev.7:21 for use in ZION to grow Jubilees	→ OLT stable Work Logic Cascade \WoLC →	→ grows slow-motion explosion of common sense →	→ grows slow-motion explosion of common sense →	→ grows slow-motion explosion of common sense →	→ grows slow-motion explosion of common sense →	→ grows slow-motion explosion of common sense →	→ grows slow-motion explosion of common sense →	→ grows slow-motion explosion of common sense →	→ grows slow-motion explosion of common sense →	→ grows slow-motion explosion of common sense →	→ grows slow-motion explosion of common sense →	→ grows slow-motion explosion of common sense →	Physics ↑ Bernal J.D.(1929)	Physics ↑ Bernal J.D.(1929)	Physics ↑ Bernal J.D.(1929)	Physics ↑ Bernal J.D.(1929)	Physics ↑ Bernal J.D.(1929)	Physics ↑ Bernal J.D.(1929)
<b>MM</b> Mockup Model for Visionaries	<b>NN</b> Nimble Nonsense for Fighters	<b>OO</b> Oddly Operating for Traders	<b>PP</b> Path Hitting Probing for Reviewers	<b>QQ</b> Quality Quest for Admins	<b>RR</b> Reviewed Release for Industry	<b>SS</b> Stable Source for JubileePrep	k11= <b>kB</b> =f0	k10= <b>kA</b> =f1	k9= <b>k9</b> =f2	k8= <b>k8</b> =f3	k7= <b>k7</b> =f4	k6= <b>k6</b> =f5	k5= <b>k5</b> =f6	k4= <b>k4</b> =f7	k3= <b>k3</b> =f8	k2= <b>k2</b> =f9	k1= <b>k1</b> =fA	k0= <b>k0</b> =fB	<b>Zone</b>	<b>Investi</b>	<b>Orga</b>	<b>Navi</b>	<b>JUB</b>	<b>ZION</b> TrifectaTesting JubileeSafe Foundations
<b>MM</b> MainDebts Mastering Ensure debt- free start of innovation	<b>NN</b> Nurture Negotiating Feed to grow and guard best talents	<b>OO</b> Odds Organizing Explore best general opportunities	<b>PP</b> Purpose Purifying Delimit best boundaries to stay open	<b>QQ</b> Quandaries Querying Refine problem quarantine quarries	<b>RR</b> Resources Releasing Choose how to best aid releases	<b>SS</b> Systems Supporting Systematize to improve stable ways	Jubilee Aim Anticipating	Kill Box Averting	Ultimate Lead	Views of The Weak	Ground Breaking	Purge Problem	Essential Care	ToDo Main	Improve More	Question Ideals	HELL of Mount ZION	Fashion Individualize	Next	Next	3Fest: Past, Now, Soon	Sab- bat- icals	JUB\ Jubi- lees	<b>RoL</b> <b>BoL</b> <b>ToL</b> River, Bread, Tree of Life- giving choices
→ FreeFirst Steps&Fails	→ Redefine Basics	→ FirstMajor Success	→ TestVision Limits	→ RefineTo Produce	→ Production Quality	→ Guarded Stability	Jubilee worthy goals hoped to be achieved by innovating OLT by good organizing for Jubilees	Avoid KK BoxCanyons of ToK weed that grows extinction risks in BABL via idols of OSCR & ORCS	-0.1% key insight sparks new innovation cycles to inspire many projects (k8-k2,s9-s3)	Weak Values to improve in a project or next; sort to improve AlignFlow in projects for best Jubilees	TopSpeakers define ~1% of projects in core values for logics to help HIT cut risks to help focus care	Roadblock Care for Critical Path Logics to build ~10% features for -50% cases for MVP use	Grow most hope: focus on ~20% features for -80% cases of use to build a first monopoly	Optimize -80% key features for -95% cases of use to serve most in the mass market	Catch close optima with -99% of all features for -99.9% of all cases; k3 is limited by k8 insight limits	Rebuild for better balancing and to improve flexibility ; OLT by Jubilees	Historically Experienced Lessons Library compiled to never forget causes of disasters	Ideals to customize to refresh insights and uniquify how to best serve now and in next Jubilees	-t 7d	1/mo	3/year	7-yrs Isa.56	50-yrs	

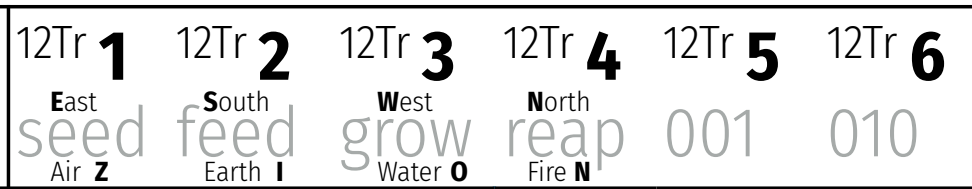
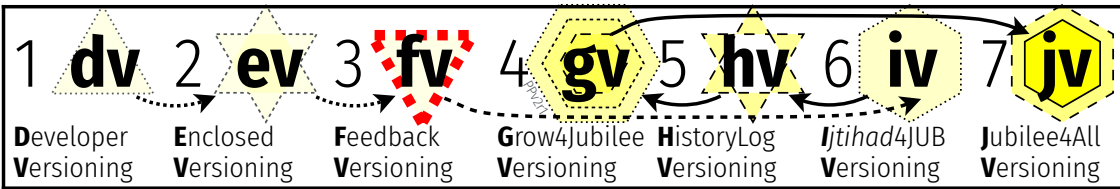
# Iron rod X: bottom

1 dv	2 ev	3 fv	4 gv	5 hv	6 iv	7 jv	12Tr 1	12Tr 2	12Tr 3	12Tr 4	12Tr 5	12Tr 6	12Tr 7	12Tr 8	12Tr 9	12Tr 10	12Tr 11	12Tr 12	1 Lion	2 Human	3 Eagle	4 Bull	5 Yas	KK		
Developer Versioning	Enclosed Versioning	Feedback Versioning	Grow4Jubilee Versioning	HistoryLog Versioning	Jubilee4UB Versioning	Jubilee4All Versioning	East seed	South feed	West grow	North reap	001	010	011	100	101	110	111	000	Mut	Com	Rec	Sel	Mig	KK		
AMO	HIT	CAN	PHE	JEB	HIV	GIR	JUD	ISS	ZBL	RUB	SME	GAD	EFR	MNE	BNJ	DAN	ASR	NAF	Mutate	Complete	Recombine	Select	Migrate	HEB		
AMOrite TopSpeaker PowerElite Influencer	HITrite FearHandler RiskReducer Fighter	CANAanite ProfitTrader Distributor Dealer	PHEresite OpenExpert PureDecider Reviewer	JEBusite Stampedper RuleFollower Administrator Server	HIVite TempTent Rotorator NicheVillageBuilder Searcher	GIRgashite Crushed Dust Ignored Othered Sufferer	Praised-Famous	WorkFor-Hire	Place-ToLive	SeeThe-SonRole	Unearned Answer	LuckIf-Pressed	Double-Portion	Makes-Forget	SonOfRight-HandLuck	Judge-ment	Lucky-Happy	MyFight	Walk	Add	Send	Purify	Build	HEB		
KnowNot: stay poor in spirit 2 rule Ms.53	Mourn 2 heal	AllowOthers 2 inherit	Yearn4Justice 2 be satisfied in open worlds	Empathize 2 get mercy	UnBiasLogics 2 see Reality	MakePeace 2 belong	Void	Info	Tech	Type	Hope	Equal	Grow	Care	Base	Judge	Value	Logic	Rest, Reality, in all RealityWrestlers!	Rest, Reality, in all RealityWrestlers!	Rest, Reality, in all RealityWrestlers!	Rest, Reality, in all RealityWrestlers!	Rest, Reality, in all RealityWrestlers!	Rest, Reality, in all RealityWrestlers!	Rest, Reality, in all RealityWrestlers!	GoBeyonder Wanderer Explorer Innovator Transgressor
<p>↑ Move to 3 day/lead in deserts of BABL → Mose, Adon, Priests Serve Common Code</p> <p>← Move to 3 day/lead in deserts of BABL → Mose, Adon, Priests Serve Common Code</p>							<p>← Move to 3 day/lead in deserts of BABL → Mose, Adon, Priests Serve Common Code</p> <p>← Move to 3 day/lead in deserts of BABL → Mose, Adon, Priests Serve Common Code</p>												<p>← Move to 3 day/lead in deserts of BABL → Mose, Adon, Priests Serve Common Code</p> <p>← Move to 3 day/lead in deserts of BABL → Mose, Adon, Priests Serve Common Code</p>							

ACD	TTT	GAT	MYM	LUC	RES	FRE	s11=sB	s10=sA	s9	s8	s7	s6	s5	s4	s3	s2	s1=s	s0=s	seed	feed	grow	reap	farm	vs		
Adventure Calls Dare	Trial Tribulation Training	Gain Advantage Temptation	MeetYour Maker InfinityAlone	LuckyUltimateReward Comedy	Rescue TripTo RESurrection	FreeReborn Evolving Better	=m0	=m1	=m2	=m3	=m4	=m5	=m6	=m7	=m8	=m9	m10=A	m11=B	Self Elevating Authority	LandHoarding Perishing Innovation	Including Self-Magnifying Ruining	Corrupt Optima Pessimism	Millstones grinding in deserts to	BABL		
KB	WB	IB	PB	RB	VB	OB	Zoning Serendipity	Buggy BABL	Now Do	Align Flow	Decide Try	Overview Plan	Count Down	Recreate Be	Short Term Offer	Mid Term Focus	Long Term Aim	Whenever Aim	Dice	Deep	Link	Name	Pack	ToK		
Knowledge Uncertainty	Wisdom Condition Base	Insight Context Base	Possibility Planning Base	Reasoning Discernment Base	Values Time Training Base	Observed Feedback Fear	Stay open for surprise new insights: creatio ex nihilo by River of Life events grows ToL in ZION	Stay alert to interject of knowledge-faking bugs that grow BABL unless fixed in HELL	Planned flow to stay in the flow zone; s9 is the max anyone can plan for; s10-s11 only occur if time has flexibility	Batch tasks by type to improve efficiency of flow in s9	Pause, learn, reorient, train, problem-focus - to improve s8-s5	Update project work-breakdown structure - to serve ToL	Tactic to win due date to race towards focus - but careful: ToK easily poisons races	Relax re-innovation; SHabbat is key to take the ego-I out of what else turns to Shit by ToK	Track options, and opportunities	The key to succeed long term is: adjust focus	Strategic horizon	Build case for eternal Warranty via trial by tale for prior art; record all results in HELL base for ZION	Roll	State	View	Type	Plant	Tree of Knowledge-faking shortcut mistakes stored in HELL		
↑ Evolvex ↓ Isa.11 Reality know Yah	Wisdom infer 7Spirits	Insight apply SpaceProcesses	Council plan illuminate	Strength decide Reality in ZION	Knowledge implement	RealChange Fear see Yas	Value statement - Historically	Assignment expression - Experienced	Function map - Lessons	Grammar Rule - Learned	Turing ... All Machine - Library	Value statement - Historically	Assignment expression - Experienced	Function map - Lessons	Grammar Rule - Learned	Turing ... All Machine - Library	Value statement - Historically	Assignment expression - Experienced	Function map - Lessons	Grammar Rule - Learned	Turing ... All Machine - Library	Value statement - Historically	Assignment expression - Experienced	Function map - Lessons	Grammar Rule - Learned	Turing ... All Machine - Library

1	2	3	4	5	6	7	12Ga 1	12Ga 2	12Ga 3	12Ga 4	12Ga 5	12Ga 6	12Ga 7	12Ga 8	12Ga 9	12Ga 10	12Ga 11	12Ga 12	1 Lion	2 Human	3 Eagle	4 Bull	5 Yas	TT
Survive: I am vs fear	Create: I feel ↔ guilt	Dignify: I can ↔ shame	Hope: I love ↔ grief	Voice: I speak ↔ hide LIE	Vision: I see ↔ splinter SIN	Beyond: I think self-limit ↔ DEATH	seed	feed	grow	reap	001	010	011	100	101	110	111	000	EVA	TCH	PAS	PRO	APO	TT
MM	NN	OO	PP	QQ	RR	SS	JUD	RUB	GAD	ASR	NAF	MNE	SME	LVI	ISS	ZBL	JSF	BNJ	Good News, Inspirer	Teach All, Trainer	Pastor Interpreter	Profess. Prophet Tester	Apostle, Ambassador	ISR
EPH	SMY	PER	THY	SAR	PHI	LAO	Praised-Famous	SeeThe-SonRole	LuckIf-Pressed	Lucky-Happy	MyFight	Makes-Forget	Unanswered	Link-Connect	WorkForHire	Place-ToLive	Take-ToGive	SonOfRight-HandLuck	Measure Min	Measure Max	Tackle Testing	Until Unit	Parting Paths	Joker Wildcard
001	010	011	100	101	110	000	Void	Type	Equal	Value	Logic	Care	Hope	Trust	Info	Tech	Life	Base	Measure Min	Measure Max	Tackle Testing	Until Unit	Parting Paths	Trifecta Testing
<p>Rev.7:21 ↑ to grow Jubilees</p> <p>Rev.7:21 ↑ to grow Jubilees</p>							<p>→ OLT stable Work-Logic Cascade \WoLC →</p> <p>→ grows slow-motion explosion of common sense →</p>												<p>Physics ↑ Bernal J.D.(1929)</p>					

MM	NN	OO	PP	QQ	RR	SS	k11=kB	k10=kA	k9	k8	k7	k6	k5	k4	k3	k2	k1=k	k0=k	Zone	Investi	Orga	Navi	JUB	ZION			
Mockup Model for Visionaries	Nimble Nonsense for Fighters	Oddly Operating for Traders	Path Probing for Reviewers	Quality Quest for Admirers	Reviewed Release for Industry	Stable Source for JubileePrep	=f0	=f1	=f2	=f3	=f4	=f6	=f7	=f8	=f9	f10=fA	f11=fB	gate	gate	nice	gate	JUB	ZION				
MM	NN	OO	PP	QQ	RR	SS	Jubilee Aim	Kill Box	Ultimate Lead	Views of The Weak	Ground Breaking	Purge Problem	Essential Care	ToDo Main	Improve More	Question Ideals	HELL of MOUNT ZION	Fashion Individualize	Next	Next	3Fest	Sab-	JUB	RoL			
MainDebts Mastering	Nurture Negotiating	Odds Organizing	Purposeful Organizing	Quandaries Querying	Resources Releasing	Systems Supporting	Jubilee-worthy goals hoped to be achieved by innovating OLT by good organizing for Jubilees	Avoid KK BoxCanyons of ToK weed that grows extinction risks in BABL via idols of OSCR & ORCS	-0.1% key insight sparks new cycles to inspire many projects (k8-k2,s9-s3)	Weak Values to improve in a project or next; sort to improve AlignFlow in projects for best Jubilees	TopSpeakers define -1% of projects in core values for logics to help HIT cut risks to help focus care	Roadblock Care for Critical Path Logics to build -10% features for risks to help MVP use	Grow most hope: focus on -20% features for use to build a first monopoly	Optimize -80% key features for use to serve most in the mass market	Catch close optima with -99% of all features for use to serve most in the mass market	Rebuild for better balancing and to improve flexibility OLT for Jubilees	Historically Experienced Lessons Library compiled to never forget causes of disasters	Ideals to customize to refresh insights and unify how to best serve now and in next Jubilees	Sh- Abba	New Moon	Past, Now, Soon	Sab- bat- icals	JUB- Jubi- lees	BoL ToL			
→ FreeFirst Steps&Fails	→ Redefine Basics	→ FirstMajor Success	→ TestVision Limits	→ RefineTo Produce	→ Production Quality	→ Guarded Stability	→ FreeFirst Steps&Fails	→ Redefine Basics	→ FirstMajor Success	→ TestVision Limits	→ RefineTo Produce	→ Production Quality	→ Guarded Stability	→ FreeFirst Steps&Fails	→ Redefine Basics	→ FirstMajor Success	→ TestVision Limits	→ RefineTo Produce	→ Production Quality	→ Guarded Stability	→ FreeFirst Steps&Fails	→ Redefine Basics	→ FirstMajor Success	→ TestVision Limits	→ RefineTo Produce	→ Production Quality	→ Guarded Stability



<b>AMO</b> AMOrite \TopSpeaker \PowerElite \Influencer  KnowNot: stay poor in spirit 2 rule Mt.5:3	<b>HIT</b> HITtite FearHandler RiskReducer Fighter  Mourn 2 heal  <b>8BladeBlessings</b> of the LAMB [Mt.5]	<b>CAN</b> CANaanite ProfitTrader Distributor Dealer  AllowOthers 2 inherit	<b>PHE</b> PHEresite OpenDecider PureExpert Reviewer  Yearn4Justice 2 be satisfied in open worlds	<b>JEB</b> JEBusite Stampeder RuleFollower Administrator Server  Empathize 2 get mercy	<b>HIV</b> HIVite \TempTent Rotator \NicheVil- lageBuilder \Searcher  UnBiasLogics 2 see Reality	<b>GIR</b> GIRgashite \Crushed Dust \Ignored Othered \Sufferer  MakePeace 2 belong
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<b>JUD</b> Praised- Famous  Void	<b>ISS</b> WorkFor- Hire  Info	<b>ZBL</b> Place- ToLive  Tech	<b>RUB</b> SeeThe- Son\Role  Type	<b>SME</b> Unearned Answer  Hope	<b>GAD</b> LuckIf- Pressed  Equal
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Arise, Reality, to destroy LIEs!  
Moses, Aaron, Priests  
Serve Common Code

Need Equal GAD Trust LVI before Growth EFR

←Tools: Structure Space Bitter\Merari  
@Move: Cover Links Foreign\Gershon

<b>ACD</b> Adventure Calls Dare	<b>TTT</b> Trial Tribulation Training	<b>GAT</b> Gain Advantage Temptation	<b>MYM</b> MeetYour Maker InfinityAlone	<b>LUC</b> LuckyUlti- mateReward Comedy	<b>RES</b> REScue TripTo RESurrection	<b>FRE</b> FreeReborn Evolving Better
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<b>s11</b> <sup>=sB</sup>	<b>s10</b> <sup>=sA</sup>	<b>s9</b>	<b>s8</b>	<b>s7</b>	<b>s6</b>
<b>=m0</b>	<b>=m1</b>	<b>=m2</b>	<b>=m3</b>	<b>=m4</b>	<b>=m5</b>

AIMS Plotter scale classifies for given aims (task, vision...project) the current Maturity

<b>KB</b> Knowledge Uncertainty Base ↑Evolvix ↓Isa.11 Reality know Yah	<b>WB</b> Wisdom Condition Base 2019: Data	<b>IB</b> Insight Context Base Oriented	<b>PB</b> Possibility Planning Base Insight	<b>RB</b> Reasoning Discernment Base Storage ...	<b>VB</b> Value AimsTimer Training Base	<b>OB</b> Observed Feedback Fear Base  RealChange Fear see Yas
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7Spirits \SpaceProcesses illuminate Reality in ZION

<b>Zoning Serendipity</b> Stay open for surprise new insights: creatio ex nihilo by River of Life events grows ToL in ZION	<b>Buggy BABL</b> Stay alert to intercept ToK\Tree of Knowledge-faking bugs that grow BABL unless fixed in HELL	<b>Now Do</b> Planned flow to stay in the flow zone; s9 is the max anyone can plan for; s10-s11 only occur if time has flexibility	<b>Align Flow</b> Batch tasks by type to improve efficiency of flow in s9	<b>Decide Try</b> Pause, learn, reorient, train, problem-focus - to improve s8-s5	<b>Overview Plan</b> Update project work-breakdown structure - to serve ToL \Tree of Life-giving choices
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12Tr <b>7</b> 011	12Tr <b>8</b> 100	12Tr <b>9</b> 101	12Tr <b>10</b> 110	12Tr <b>11</b> 111	12Tr <b>12</b> 000	<b>1</b> Lion Rahab <b>Mut</b>	<b>2</b> Human Tanninim <b>Com</b>	<b>3</b> Eagle Leviathan <b>Rec</b>	<b>4</b> Bull Behemoth <b>Sel</b>	<b>5</b> Yas <b>Mig</b>	<b>KK</b> Known Killer
EFR Double- Portion <b>Grow</b> vs LVI Trust	MNE Makes- Forget Care	BNJ SonOfRight HandLuck Base	DAN Judge- ment Judge	ASR Lucky- Happy Value	NAF MyFight Logic	<b>Mutate</b> <b>Walk</b>	<b>Com- plete</b> <b>Add</b>	<b>Recom- bine</b> <b>Send</b>	<b>Select</b> <b>Purify</b>	<b>Migrate</b> Build Life	<b>HEB</b> GoBeyonder Wanderer Explorer Innovator Transgressor
<b>West</b> Content Data Assembly\Kohath is ←@Move and @Rest: <b>always manual</b>			<b>West</b> North Rest[Tools]: <b>Cover Links</b> Foreign\Gershon ←←Move@ES. MIS <b>Rear Guard</b> is DAN-NAF		<b>Rest, Reality, in all RealityWrestlers!</b>						StayVS-Ez37Rod-iv_LLoL_PPv2r1p0_2025m08d04
<b>s5</b> =m6	<b>s4</b> =m7	<b>s3</b> =m8	<b>s2</b> =m9	<b>s1 =</b> m10=...A	<b>s0 =</b> m11=...B	seed Self Elevating Authority	feed LandHoarding Perishing Innovation	grow Including Self- Magnifying Ruining	reap Corrupt Optima Pessimism	farm Millstones grinding in deserts to	vs <b>BABL</b>
<b>Count Down</b> Tactic to win if there is a due date to race towards – but careful: ToK easily poisons races	<b>Recreate Be</b> Relax re- enivision; ShAbbat is key to take the ego-I out of what else turns to ShIt by ToK	<b>Short Term Offer</b> Track options, goals, and opportunities; <i>Over the Short Term</i> <b>\OST</b>	<b>Mid Term Focus</b> The key to succeed long term is: adjust focus <i>Over the Mid Term</i> <b>\OMT</b>	<b>Long Term Aim</b> Strategic horizon <i>Over the Long Term</i> <b>\OLT</b> ; grow a better Jubilee view	<b>Whenever Aim</b> Build case for eternal Warranty via trial by tale for prior art; record all results in HELL base for ZION	Dice Roll Is ... <b>Value</b> statement – Historically	Deep State Do ... <b>Assign</b> expression – Experienced	Link View Re ... <b>Function</b> map – Lessons	Name Type If ... <b>Grammar</b> Rule – Learned	Pack Plant Code <b>Turing ... AI Machine – Library</b>	<b>ToK</b> Tree of Knowledge- faking shortcut mistakes stored in <b>HELL</b>

<b>1</b> Survive: I am vs ↔ fear	<b>2</b> Create: I feel ↔ guilt	<b>3</b> Dignify: I can ↔ shame	<b>4</b> Hope: I love ↔ grief	<b>5</b> Voice: I speak ↔ hide LIE	<b>6</b> Vision: I see ↔ splinter SIN	<b>7</b> Beyond: I think ↔ self-limit	12Ga <b>1</b>	12Ga <b>2</b>	12Ga <b>3</b>	12Ga <b>4</b>	12Ga <b>5</b>	12Ga <b>6</b>
<b>MM</b>	<b>NN</b>	<b>OO</b>	<b>PP</b>	<b>QQ</b>	<b>RR</b>	<b>SS</b> DEATH	East seed Air <b>Z</b>	South feed Earth <b>I</b>	West grow Water <b>O</b>	North reap Fire <b>N</b>	001	010

<b>EPH</b> Earth 001 <b>EPH</b> esus \NextRelease \Innovate \Aphesis 4Jubilees	<b>SMY</b> Water 010 <b>SMY</b> rna \TrialByFire \TestEndure \Standardize	<b>PER</b> Fire 011 <b>PER</b> gamon LikeMarriage ScaleUpRise Commercialize	<b>THY</b> Air 100 <b>THY</b> atira \Smells LikeTest \RefineOpen CoreRules	<b>SAR</b> Sound 101 <b>SAR</b> des \Monetizing \MassMarket Graciously	<b>PHI</b> Light 110 <b>PHI</b> adelphia LoveTheLike \SeekNiche TruthSearch	<b>LAO</b> Thought 111 <b>LAO</b> dicea CrowdJustice \JustifyGeneric Grind -or- Jubilee	<b>JUD</b> Praised- Famous	<b>RUB</b> SeeThe- Son\Role	<b>GAD</b> LuckIf- Pressed	<b>ASR</b> Lucky- Happy	<b>NAF</b> MyFight	<b>MNE</b> Makes- Forget
7ChangeStages of the functional innovation model of ZION							<b>Void</b>	Type	Equal	Value	Logic	<b>Care</b>
							Rev.2-3↑ Rev.7+21 for use in ZION to grow Jubilees →	→ OLT stable Work-Logic Cascade \WoLC →			1Cor13 → gro	

<b>MM</b> <sup>Paal</sup> Mockup Model for Visionaries	<b>NN</b> <sup>Piel</sup> Nimble Nonsense for Fighters	<b>OO</b> <sup>Hiphil</sup> Oddly Operating for Traders	<b>PP</b> <sup>Hithpaal</sup> Path Probing for Reviewers	<b>QQ</b> <sup>Niphal</sup> Quality Quest for Admins	<b>RR</b> <sup>Pual</sup> Reviewed Release for Industry	<b>SS</b> <sup>Hophal</sup> Stable Source for JubileePrep	<b>k11</b> =k <sup>B</sup>	<b>k10</b> =k <sup>A</sup>	<b>k9</b>	<b>k8</b>	<b>k7</b>	<b>k6</b>
							=f0	=f1	=f2	=f3	=f4	=f5
							AIMS Plotter scale classifies for given aims (task, vision ... project) the real, ..., aimed,					

<b>MM</b> MainDebts Mastering Ensure debt- free start of innovation → FreeFirst Steps&Fail	<b>NN</b> Nurture Negotiating Feed to grow and guard best talents → Redefine Basics	<b>OO</b> Odds Organizing Explore best general opportunities → FirstMajor Success	<b>PP</b> Purpose Purifying Delimit best boundaries to stay open → TestVision Limits	<b>QQ</b> Quandaries Querying Refine problem quarantine quarries → RefineTo Produce	<b>RR</b> Resources Releasing Choose how to best aid releases → Production Quality	<b>SS</b> Systems Supporting Systematize to improve stable ways → Guarded Stability	<b>Jubilee Aim Anticipating</b> Jubilee- worthy goals hoped to be achieved by innovating OLT by good organizing for Jubilees	<b>Kill Box Averting</b> Avoid KK BoxCanyons of ToK weed that grows extinction risks in BABL via idols of OSCR & ORCS	<b>Ultimate Lead</b> ~0.1% key insight sparks new innovation cycles to inspire many projects (k8-k2,s9-s3)	<b>Views of The Weak</b> Weak Values to improve in a project or next; sort to improve AlignFlow in projects for best Jubilees	<b>Ground Breaking</b> TopSpeakers define ~1% of projects in core values for logics to help HIT cut risks to help focus care	<b>Purge Problem</b> Roadblock Care for Critical Path Logics to build ~10% features for ~50% cases for MVP use
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12Ga <b>7</b> 011	12Ga <b>8</b> 100	12Ga <b>9</b> 101	12Ga <b>10</b> 110	12Ga <b>11</b> 111	12Ga <b>12</b> 000	<b>1</b> Lion <b>EVA</b>	<b>2</b> Human <b>TCH</b>	<b>3</b> Eagle <b>PAS</b>	<b>4</b> Bull <b>PRO</b>	<b>5</b> Yas <b>APO</b>	<b>TT</b> Trusted Tested	
<b>SME</b> Unearned Answer	<b>LVI</b> Link- Connect	<b>ISS</b> Work- ForHire	<b>ZBL</b> Place- ToLive	<b>JSF</b> Take- ToGive	<b>BNJ</b> SonOfRight HandLuck	Good News, Inspirer	Teach All, Trainer	Pastor Inter- preter	Profess. Prophet Tester	Apostle, Amba- ssador	<b>ISR</b> Reality- Wrestler AnyRole Joker Wildcard	
<b>Hope</b>	<b>Trust</b>	Info	<b>Tech</b>	<b>Life</b>	<b>Base</b>	Measure Min	Measure Max	Tackle Testing	Until Unit	Dan.5 Parting Paths	Trifecta Testing	
vs slow-motion explosion of common sense →						vs DAN Judge →						StayVS-Ez37Rod-iv_LLoL_PPv2r1p0_2025m08d04
<b>k5</b> =f6	<b>k4</b> =f7	<b>k3</b> =f8	<b>k2</b> =f9	k1 = f10=fA	k0 = f11=fB	<b>Zone</b>	<b>Investi</b>	<b>Orga</b>	<b>Navi</b>	JUB	<b>ZION</b>	
best <b>Adaptation</b> [fit] of long-term <b>Impact</b> [karma <b>kicks</b> ] for all parties affected:						gate nice gate						TrifectaTesting JubileeSafe Foundations
<b>Essential</b> Care	<b>ToDo</b> Main	<b>Improve</b> More	<b>Question</b> Ideals	<b>HELL of</b> Mount ZION	<b>Fashion</b> Individualize	Next	Next	<b>3Fest:</b>	<b>Sab-</b>	JUB\ Jubi-	<b>RoL</b>	
Grow most hope: focus on ~20% features for ~80% cases of use to build a first monopoly	Optimize ~80% key features for ~95% cases of use to serve most in the mass market	Catch close optima with ~99% of all features for ~99.9% of all cases; k3 is limited by k8 insight limits	Rebuild for better balancing and to improve flexibility OLT for Jubilees	Historically Experienced Lessons Library compiled to <b>never forget</b> causes of disasters	Ideals to customize to refresh insights and uniquify how to best serve now and in next Jubilees	<b>Sh-</b>	<b>New</b>	Past, Now, Soon	<b>bat-</b>	<b>Jubi-</b>	<b>BoL</b>	
						<b>Abba</b>	<b>Moon</b>	3/year	<b>icals</b>	lees	<b>ToL</b>	
						<b>-t</b> 7d	1/mo	7-yrs	Isa.56	50-yrs	River, Bread, Tree of Life- giving choices	



<b>1 dv</b> Developer Versioning	<b>2 ev</b> Enclosed Versioning	<b>3 fv</b> Feedback Versioning	<b>4 gv</b> Grow4Jubilee Versioning	<b>5 hv</b> HistoryLog Versioning	<b>6 iv</b> Ijtihad4JUB Versioning	<b>7 jv</b> Jubilee4All Versioning
<b>AMO</b> AMOrite \TopSpeaker \PowerElite \Influencer  KnowNot: stay poor in spirit 2 rule ML:5.3	<b>HIT</b> HITtite FearHandler RiskReducer Fighter  Mourn 2 heal	<b>CAN</b> CANaanite ProfitTrader Distributor Dealer  AllowOthers 2 inherit	<b>PHE</b> PHEresite OpenDecider PureExpert Reviewer  Yearn4Justice 2 be satisfied in open worlds	<b>JEB</b> JEBusite Stamperder RuleFollower Administrator Server  Empathize 2 get mercy	<b>HIV</b> HIVite \TempTent Rotator \NicheVil- lageBuilder \Searcher	<b>GIR</b> GIRgashite \Crushed Dust \Ignored Othered \Sufferer  MakePeace 2 belong

<b>ACD</b> Adventure Calls Dare	<b>TTT</b> Trial Tribulation Training	<b>GAT</b> Gain Advantage Temptation	<b>MYM</b> MeetYour Maker InfinityAlone	<b>LUC</b> LuckyUlti- mateReward Comedy	<b>RES</b> REScue TripTo RESurrection	<b>FRE</b> FreeReborn Evolving Better
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<b>KB</b> Knowledge Uncertainty Base ↑Evolvix ↓Isa.11 Reality know Yah	<b>WB</b> Wisdom Condition Base 2019: Data  Wisdom infer	<b>IB</b> Insight Context Base Oriented  Insight apply	<b>PB</b> Possibility Planning Base Insight  Council plan	<b>RB</b> Reasoning Discernment Base Storage ...  Strength decide	<b>VB</b> Value AimsTimer Training Base  Knowledge implement	<b>OB</b> Observed Feedback Fear Base  RealChange Fear see Yas
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12Tr <b>1</b> East seed Air <b>Z</b>	12Tr <b>2</b> South feed Earth <b>I</b>	12Tr <b>3</b> West grow Water <b>O</b>	12Tr <b>4</b> North reap Fire <b>N</b>	12Tr <b>5</b> 001	12Tr <b>6</b> 010
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<b>JUD</b> Praised- Famous	<b>ISS</b> WorkFor- Hire	<b>ZBL</b> Place- ToLive	<b>RUB</b> SeeThe- Son\Role	<b>SME</b> Unearned Answer	<b>GAD</b> LuckIf- Pressed
<b>Void Info Tech</b>			<b>Type Hope Equal</b>		
Ark has lead 3 day to move in deserts of BABL Num.2,3,7,10			Arise, Reality, to destroy LIEs! Moses, Aaron, Priests Serve Common Code		
East South US			←Tools: Structure Space Bitter\Merari @Move: Cover Links Foreign\Gershon		

<b>s11</b> =sB	<b>s10</b> =sA	<b>s9</b>	<b>s8</b>	<b>s7</b>	<b>s6</b>
=m0	=m1	=m2	=m3	=m4	=m5

AIMS Plotter scale classifies for given aims (task, vision, project) the current **Maturity**

<b>Zoning Serendipity</b>	<b>Buggy BABL</b>	<b>Now Do</b>	<b>Align Flow</b>	<b>Decide Try</b>	<b>Overview Plan</b>
Stay open for surprise new insights: <i>creatio ex nihilo</i> by <i>River of Life</i> events grows ToL in ZION	Stay alert to intercept ToK\Tiree of Knowledge-faking bugs that grow BABL unless fixed in HELL	Planned flow to stay in the flow zone; s9 is the max anyone can plan for; s10-s11 only occur if time has flexibility	Batch tasks by type to improve efficiency of flow in s9	Pause, learn, reorient, problem-focus - to improve s8-s5	Update project work-breakdown structure - to serve ToL \Tiree of Life-giving choices

12Tr <b>7</b>	12Tr <b>8</b>	12Tr <b>9</b>	12Tr <b>10</b>	12Tr <b>11</b>	12Tr <b>12</b>	<b>1</b> Lion Rahab	<b>2</b> Human Tanninim	<b>3</b> Eagle Leviathan	<b>4</b> Bull Behemoth	<b>5</b> Yas	<b>KK</b> Known Killer
011	100	101	110	111	000	<b>Mut</b>	<b>Com</b>	<b>Rec</b>	<b>Sel</b>	<b>Mig</b>	
EFR Double- Portion	MNE Makes- Forget	BNJ SonOfRight; HandLuck	DAN Judge- ment	ASR Lucky- Happy	NAF MyFight	<b>Mutate</b>	<b>Com- plete</b>	<b>Recom- bine</b>	<b>Select</b>	<b>Migrate</b>	<b>HEB</b> GoBeyonder Wanderer Explorer Innovator Transgressor
<b>Grow</b> vs LVI Trust	Care	Base	<b>Judge</b> vs JSF Life	Value	Logic <b>Rest, Reality, in all RealityWrestlers!</b>	<b>Walk</b>	<b>Add</b>	<b>Send</b>	<b>Purify</b>	Build Life	
<b>West</b> Content Data Assembly\Kohath is ←@Move and @Rest: <b>always manual</b>			<b>West</b> North Rest[Tools]: <b>Cover Links</b> Foreign\Gershon ←←Move@ES, MIS <b>Rear Guard</b> is DAN-NAF								StayVS-Ez37Rod-iv_LL0L_PPv2r1p0_2025m08d04
<b>s5</b>	<b>s4</b>	<b>s3</b>	s2	s1 =	s0 =	seed	feed	grow	reap	farm	vs
=m6	=m7	=m8	=m9	m10=...A	m11=...B	<b>Self</b> Elevating Authority	<b>LandHoarding</b> Perishing Innovation	<b>Including Self-</b> Magnifying Ruining	<b>Corrupt</b> Optima Pessimism	Millstones grinding in deserts to	<b>BABL</b>
<b>Count</b> Down	<b>Recreate</b> Be	<b>Short</b> Term Offer	<b>Mid</b> Term Focus	<b>Long</b> Term Aim	<b>Whenever</b> Aim	y [memoranda-review rounds] and planned <b>Staging</b> [scheduled speedup season]:					
Tactic to win if there is a due date to race towards – but careful: ToK easily poisons races	Relax re- envision; ShAbbat is key to take the ego-I out of what else turns to Sht by ToK	Track options, goals, and opportunities; <i>Over the Short Term</i> \OST	The key to succeed long term is: adjust focus <i>Over the Mid Term</i> \OMT	Strategic horizon <i>Over the Long Term</i> \OLT; grow a better Jubilee view	Build case for eternal Warranty via trial by tale for prior art; record all results in HELL base for ZION						
						Dice	Deep	Link	Name	Pack	<b>ToK</b> Tree of Knowledge- faking shortcut mistakes stored in
						Roll	State	View	Type	Plant	
						Is ...	Do ...	Re ...	If ...	Code	
						<b>Value</b> statement – <b>Historically</b>	<b>Assign</b> expression – <b>Experienced</b>	<b>Function</b> map – <b>Lessons</b>	<b>Grammar</b> Rule – Learned	<b>Turing ... AI</b> <b>Machine</b> – <b>Library</b>	<b>HELL</b>

<b>1</b> Survive: I am vs ↔ fear	<b>2</b> Create: I feel ↔ guilt	<b>3</b> Dignify: I can ↔ shame	<b>4</b> Hope: I love ↔ grief	<b>5</b> Voice: I speak ↔ hide LIE	<b>6</b> Vision: I see ↔ splinter SIN	<b>7</b> Beyond: I think ↔ self-limit to DEATH	12Ga <b>1</b> East Air <b>Z</b> seed	12Ga <b>2</b> South Earth <b>I</b> feed	12Ga <b>3</b> West Water <b>O</b> grow	12Ga <b>4</b> North Fire <b>N</b> reap	12Ga <b>5</b> 001	12Ga <b>6</b> 010
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<b>EPH</b> Earth 001 EPhesus NextRelease Innovate Aphesis 4Jubilees	<b>SMY</b> Water 010 SMYrna TrialByFire TestEndure Standardize	<b>PER</b> Fire 011 PERgamon LikeMarriage ScaleUpRise Commercialize	<b>THY</b> Air 100 THYatira Smells LikeTest RefineOpen CoreRules	<b>SAR</b> Sound 101 SARdes Monetizing MassMarket Graciously	<b>PHI</b> Light 110 PHIadelphia LoveTheLike SeekNiche TruthSearch	<b>LAO</b> Thought 111 LAOdicea CrowdJustice JustifyGeneric Grind-or- Jubilee	<b>JUD</b> Praised- Famous	<b>RUB</b> SeeThe- Son\Role	<b>GAD</b> LuckIf- Pressed	<b>ASR</b> Lucky- Happy	<b>NAF</b> MyFight	<b>MNE</b> Makes- Forget
7ChangeStages of the functional innovation model of ZION							<b>Void</b> Rev.7+21 for use in ZION to grow Jubilees	<b>Type</b> → OLT stable	<b>Equal</b> Work-Logic	<b>Value</b> Cascade	<b>Logic</b> WoLC	<b>Care</b> 1Cor13 → gro

<b>MM</b> Mockup Model for Visionaries	<b>NN</b> Nimble Nonsense for Fighters	<b>OO</b> Oddly Operating for Traders	<b>PP</b> Path Probing for Reviewers	<b>QQ</b> Quality Quest for Admins	<b>RR</b> Reviewed Release for Industry	<b>SS</b> Stable Source for JubileePrep	<b>k11</b> =k8 =f0	<b>k10</b> =kA =f1	<b>k9</b> =f2	<b>k8</b> =f3	<b>k7</b> =f4	<b>k6</b> =f5
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<b>MM</b> MainDebts Mastering Ensure debt- free start of innovation → FreeFirst Steps&Fails	<b>NN</b> Nurture Negotiating Feed to grow and guard best talents → Redefine Basics	<b>OO</b> Odds Organizing Explore best general opportunities → FirstMajor Success	<b>PP</b> Purpose Purifying Delimit best boundaries to stay open → TestVision Limits	<b>QQ</b> Quandaries Querying Refine problem quarantine quarries → RefineTo Produce	<b>RR</b> Resources Releasing Choose how to best aid releases → Production Quality	<b>SS</b> Systems Supporting Systematize to improve stable ways → Guarded Stability	<b>Jubilee Aim</b> Anticipating Jubilee- worthy goals hoped to be achieved by innovating OLT by good organizing for Jubilees	<b>Kill Box</b> Averting Avoid KK BoxCanyons of ToK weed that grows extinction risks in BABL via idols of OSCR & ORCS	<b>Ultimate</b> Lead ~0.1% key insight sparks new innovation cycles to inspire many projects (k8-k2,s9-s3)	<b>Views of</b> The Weak Weak Values to improve in a project or next; sort to improve AlignFlow in projects for best Jubilees	<b>Ground</b> Breaking TopSpeakers define ~1% of projects in core values for logics to help HIT cut risks to help focus care	<b>Purge</b> Problem Roadblock Care for Critical Path Logics to build ~10% features for ~50% cases for MVP use
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SME Unearned Answer	<b>LVI</b> Link- Connect	ISS Work- ForHire	ZBL Place- ToLive	JSF Take- ToGive	BNJ SonOfRight HandLuck	Good News, Inspirer	Teach All, Trainer	Pastor Inter- preter	Profess. Prophet Tester	Apostle, Amba- ssador	<b>ISR</b> Reality- Wrestler AnyRole Joker Wildcard
<b>Hope Trust</b> vs EFR Grow. ws slow-motion explosion of common sense →	Info	<b>Tech Life</b> vs DAN Judge →	<b>Base</b> Physics ↑Bernal J.D.(1929)	Measure Min	Measure Max	Tackle Testing	Until Unit	Dan.5	Parting Paths	<b>Trifecta Testing</b>	
<b>k5</b> =f6	<b>k4</b> =f7	<b>k3</b> =f8	<b>k2</b> =f9	k1 = f10=fA	k0 = f11=fB	<b>Zone</b>	<b>Investi</b> gate	<b>Orga</b> nice	<b>Navi</b> gate	JUB	<b>ZION</b> TrifectaTesting JubileeSafe Foundations
<b>Essential Care</b> Grow most hope: focus on ~20% features for ~80% cases of use to build a first monopoly	<b>ToDo Main</b> Optimize ~80% key features for ~95% cases of use to serve most in the mass market	<b>Improve More</b> Catch close optima with ~99% of all features for ~99.9% of all cases; k3 is limited by k8; insight limits	<b>Question Ideals</b> Rebuild for better balancing and to improve flexibility ;OLT for Jubilees	<b>HELL of Mount ZION</b> Historically Experienced Lessons Library compiled to <b>never forget</b> causes of disasters	<b>Fashion Individualize</b> Ideals to customize to refresh insights and uniquify how to best serve now and in next Jubilees	Next <b>Sh-</b> <b>Abba Moon</b> <b>-t</b> 7d	Next <b>New</b> <b>Moon</b> 1/mo	<b>3Fest:</b> Past, Now, Soon 3/year	<b>Sab-</b> <b>bat-</b> <b>icals</b> 7-yr <sup>5.6</sup>	JUB\ <b>Jubi-</b> <b>lees</b> 50-yr <sup>5.6</sup>	<b>RoL</b> <b>BoL</b> <b>ToL</b> River, Bread, Tree of Life- giving choices

1 <b>dv</b>	2 <b>ev</b>	3 <b>fv</b>	4 <b>gv</b>	5 <b>hv</b>	6 <b>iv</b>	7 <b>jv</b>
Developer Versioning	Enclosed Versioning	Feedback Versioning	Grow4Jubilee Versioning	HistoryLog Versioning	Ijtihad4JUB Versioning	Jubilee4All Versioning
<b>AMO</b>	<b>HIT</b>	<b>CAN</b>	<b>PHE</b>	<b>JEB</b>	<b>HIV</b>	<b>GIR</b>
<b>AMO</b> rite \TopSpeaker \PowerElite \Influencer  KnowNot: stay poor in spirit 2 rule <sup>Mt.5:3</sup>	<b>HIT</b> tite FearHandler RiskReducer Fighter  Mourn 2 heal  <b>8BladeBlessings</b> of the LAMB [Mt.5]	<b>CAN</b> aanite ProfitTrader Distributor Dealer  AllowOthers 2 inherit	<b>PHE</b> resite OpenDecider PureExpert Reviewer  Yearn4Justice 2 be satisfied in open worlds	<b>JEB</b> usite Stampeder RuleFollower Administrator Server  Empathize 2 get mercy	<b>HIV</b> ite \TempTent Rotator \NicheVil- lageBuilder \Searcher  UnBiasLogics 2 see Reality	<b>GIR</b> gashite \Crushed Dust \Ignored Othered \Sufferer  MakePeace 2 belong
<b>ACD</b>	<b>TTT</b>	<b>GAT</b>	<b>MYM</b>	<b>LUC</b>	<b>RES</b>	<b>FRE</b>
<b>Adventure</b> <b>Calls</b> <b>Dare</b>	<b>Trial</b> <b>Tribulation</b> <b>Training</b>	<b>Gain</b> <b>Advantage</b> <b>Temptation</b>	<b>MeetYour</b> <b>Maker</b> InfinityAlone	<b>LuckyUlti-</b> mateReward <b>Comedy</b>	<b>RES</b> cue TripTo <b>RES</b> urrection	<b>FreeReborn</b> <b>Evolving</b> Better
<b>KB</b>	<b>WB</b>	<b>IB</b>	<b>PB</b>	<b>RB</b>	<b>VB</b>	<b>OB</b>
<b>Knowledge</b> <b>Uncertainty</b> <b>Base</b> ↑Evolvix ↓Isa.11 Reality know <b>Yah</b>	<b>Wisdom</b> <b>Condition</b> <b>Base</b> 2019: Data  Wisdom infer	<b>Insight</b> <b>Context</b> <b>Base</b> Oriented  Insight apply	<b>Possibility</b> <b>Planning</b> <b>Base</b> Insight  Council plan	<b>Reasoning</b> <b>Discernment</b> <b>Base</b> Storage ...  Strength decide	<b>Value</b> <b>AimsTimer</b> <b>Training</b> <b>Base</b>  Knowledge implement	<b>Observed</b> <b>Feedback</b> <b>Fear</b> <b>Base</b>  RealChange Fear see <b>Yas</b>
7Spirits \SpaceProcesses illuminate Reality in ZION						

<b>1</b> Survive: I am vs ↔ fear	<b>2</b> Create: I feel ↔ guilt	<b>3</b> Dignify: I can ↔ shame	<b>4</b> Hope: I love ↔ grief	<b>5</b> Voice: I speak ↔ hide LIE	<b>6</b> Vision: I see ↔ splinter SIN	<b>7</b> Beyond: I think ↔ self-limit
<b>MM</b>	<b>NN</b>	<b>OO</b>	<b>PP</b>	<b>QQ</b>	<b>RR</b>	<b>SS</b> to DEATH

<b>EPH</b> Earth 001	<b>SMY</b> Water 010	<b>PER</b> Fire 011	<b>THY</b> Air 100	<b>SAR</b> Sound 101	<b>PHI</b> Light 110	<b>LAO</b> Thought 111
<b>EPH</b> esus \NextRelease \Innovate \Aphesis 4Jubilees	<b>SMY</b> rna \TrialByFire \TestEndure \Standardize	<b>PER</b> gamon LikeMarriage ScaleUpRise Commercialize	<b>THY</b> atira \Smells LikeTest \RefineOpen CoreRules	<b>SAR</b> des \Monetizing \MassMarket Graciously	<b>PHI</b> adelphia LoveTheLike \SeekNiche TruthSearch	<b>LAO</b> dicea CrowdJustice \JustifyGeneric Grind -or- Jubilee
7ChangeStages of the functional innovation model of ZION						Rev.2-3↑

<b>MM</b> <sup>Paal</sup>	<b>NN</b> <sup>Piel</sup>	<b>OO</b> <sup>Hiphil</sup>	<b>PP</b> <sup>Hithpael</sup>	<b>QQ</b> <sup>Niphal</sup>	<b>RR</b> <sup>Pual</sup>	<b>SS</b> <sup>Hophal</sup> 7StayC↑
<b>M</b> ockup <b>M</b> odel for Visionaries	<b>N</b> imble <b>N</b> onsense for Fighters	<b>O</b> ddly <b>O</b> perating for Traders	<b>P</b> ath <b>P</b> robing for Reviewers	<b>Q</b> uality <b>Q</b> uest for Admins	<b>R</b> eviewed <b>R</b> elease for Industry	<b>S</b> table <b>S</b> ource for JubileePrep

<b>MM</b>	<b>NN</b>	<b>OO</b>	<b>PP</b>	<b>QQ</b>	<b>RR</b>	<b>SS</b> 7MentO
<b>M</b> ainDebts <b>M</b> astering Ensure debt- free start of innovation	<b>N</b> urture <b>N</b> egotiating Feed to grow and guard best talents	<b>O</b> dds <b>O</b> rganizing Explore best general opportunities	<b>P</b> urpose <b>P</b> urifying Delimit best boundaries to stay open	<b>Q</b> uandaries <b>Q</b> uerying Refine problem quarantine quarries	<b>R</b> esources <b>R</b> eleasing Choose how to best aid releases	<b>S</b> ystems <b>S</b> upporting Systematize to improve stable ways
→ FreeFirst Steps&Fails	→ Redefine Basics	→ FirstMajor Success	→ TestVision Limits	→ RefineTo Produce	→ Production Quality	→ Guarded Stability

12Tr <b>1</b> East seed Air <b>Z</b>	12Tr <b>2</b> South feed Earth <b>I</b>	12Tr <b>3</b> West grow Water <b>O</b>	12Tr <b>4</b> North reap Fire <b>N</b>	12Tr <b>5</b> 001	12Tr <b>6</b> 010	12Tr <b>7</b> 011	12Tr <b>8</b> 100	12Tr <b>9</b> 101	12Tr <b>10</b> 110	12Tr <b>11</b> 111	12Tr <b>12</b> 000
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JUD Praised-Famous Void	ISS WorkFor-Hire Info	ZBL Place-ToLive Tech	RUB SeeThe-Son\Role Type	SME Unearned Answer Hope	GAD LuckIf-Pressed Equal	EFR Double-Portion <b>Grow</b>	MNE Makes-Forget Care	BNJ SonOfRight-HandLuck Base	DAN Judge-ment Judge	ASR Lucky-Happy Value	NAF MyFight Logic
↑Ark has 3 day lead to move in deserts of BABL → Num.2,3,7,10	<b>Arise, Reality, to destroy LIEs!</b> Moses, Aaron, Priests Serve Common Code		←Tools: Structure Space Bitter\Merari @Move: Cover Links Foreign\Gershon	Need Equal <sup>GAD</sup> Trust <sup>LVI</sup> before Growth <sup>EFR</sup>	vs LVI Trust	Content Data Assembly\Kohath is ←@Move and @Rest: always manual		vs JSF Life		<b>Rest, Reality, in all RealityWrestlers!</b> Rest[Tools]: Cover Links Foreign\Gershon ←←Move@ES. MIS Rear Guard is DAN-NAF	

s11= <sup>SB</sup>	s10= <sup>SA</sup>	<b>s9</b>	<b>s8</b>	<b>s7</b>	<b>s6</b>	<b>s5</b>	<b>s4</b>	<b>s3</b>	s2	s1 =	s0 =
=m0	=m1	=m2	=m3	=m4	=m5	=m6	=m7	=m8	=m9	m10= <sup>A</sup>	m11= <sup>B</sup>

AIMS Plotter scale classifies for given aims (task, vision...project) the current **Maturity** [memoranda-review rounds] and planned **Staging** [scheduled speedup season]:

<b>Zoning Serendipity</b> Stay open for surprise new insights: <i>creatio ex nihilo</i> by <i>River of Life</i> events grows ToL in ZION	<b>Buggy BABL</b> Stay alert to intercept <b>ToK</b> \Tree of Knowledge-faking bugs that grow BABL unless fixed in HELL	<b>Now Do</b> Planned flow to stay in the flow zone; s9 is the max anyone can plan for; s10-s11 only occur if time has flexibility	<b>Align Flow</b> Batch tasks by type to improve efficiency of flow in s9	<b>Decide Try</b> Pause, learn, reorient, train, problem-focus - to improve s8-s5	<b>Overview Plan</b> Update project work-breakdown structure - to serve <b>ToL</b> \Tree of Life-giving choices	<b>Count Down</b> Tactic to win if there is a due date to race towards - but careful: <b>ToK</b> easily poisons races	<b>Recreate Be</b> Relax re- envision; ShAbbat is key to take the ego-I out of what else turns to ShIt by ToK	<b>Short Term Offer</b> Track options, goals, and opportunities <i>Over the Short Term</i> \OST	<b>Mid Term Focus</b> The key to succeed long term is: adjust focus <i>Over the Mid Term</i> \OMT	<b>Long Term Aim</b> Strategic horizon <i>Over the Long Term</i> \OLT; grow a better Jubilee view	<b>Whenever Aim</b> Build case for eternal Warranty via trial by tale for prior art; record all results in HELL base for ZION
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12Ga <b>1</b>	12Ga <b>2</b>	12Ga <b>3</b>	12Ga <b>4</b>	12Ga <b>5</b>	12Ga <b>6</b>	12Ga <b>7</b>	12Ga <b>8</b>	12Ga <b>9</b>	12Ga <b>10</b>	12Ga <b>11</b>	12Ga <b>12</b>
East seed Air <b>Z</b>	South feed Earth <b>I</b>	West grow Water <b>O</b>	North reap Fire <b>N</b>	001	010	011	100	101	110	111	000

<b>JUD</b>	RUB	GAD	ASR	NAF	MNE	SME	<b>LVI</b>	ISS	ZBL	JSF	BNJ
Praised-Famous	SeeThe-Son\Role	LuckIf-Pressed	Lucky-Happy	MyFight	Makes-Forget	Unearned Answer	Link-Connect	Work-ForHire	Place-ToLive	Take-ToGive	SonOfRight HandLuck
<b>Void</b>	Type	Equal	Value	Logic	<b>Care</b>	<b>Hope</b>	<b>Trust</b>	Info	<b>Tech</b>	<b>Life</b>	<b>Base</b>
Rev.7+21 for use in ZION to grow Jubilees →	→ OLT stable <b>Work-Logic Cascade \WoLC</b> →				1Cor.13 →	→ grows slow-motion explosion of common sense →			vs DAN Judge →		Physics ↑Bernal J.D.(1929)

k11= <sup>kB</sup>	k10= <sup>kA</sup>	k9	<b>k8</b>	<b>k7</b>	<b>k6</b>	<b>k5</b>	<b>k4</b>	<b>k3</b>	<b>k2</b>	k1 =	k0 =
=f0	=f1	=f2	=f3	=f4	=f5	=f6	=f7	=f8	=f9	f10= <sup>fA</sup>	f11= <sup>fB</sup>

AIMS Plotter scale classifies for given aims (task, vision ... project) the real, ..., aimed, best **Adaptation [fit]** of long-term **Impact [karma kicks]** for all parties affected:

<b>Jubilee Aim Anticipating</b>	<b>Kill Box Averting</b>	<b>Ultimate Lead</b>	<b>Views of The Weak</b>	<b>Ground Breaking</b>	<b>Purge Problem</b>	<b>Essential Care</b>	<b>ToDo Main</b>	<b>Improve More</b>	<b>Question Ideals</b>	<b>HELL of Mount ZION</b>	<b>Fashion Individualize</b>
Jubilee-worthy goals hoped to be achieved by innovating OLT by good organizing for Jubilees	Avoid KK BoxCanyons of ToK weed that grows extinction risks in BABL via idols of OSCR & ORCS	~0.1% key insight sparks new innovation cycles to inspire many projects (k8-k2,s9-s3)	Weak Values to improve in a project or next; sort to improve AlignFlow in projects for best Jubilees	TopSpeakers define ~1% of projects in core values for logics to help HIT cut risks to help focus care	Roadblock Care for Critical Path Logics to build ~10% features for ~50% cases for MVP use	Grow most hope: focus on ~20% features for ~80% cases of use to build a first monopoly	Optimize ~80% key features for ~95% cases of use to serve most in the mass market	Catch close optima with ~99% of all features for ~99.9% of all cases; k3 is limited by k8 insight limits	Rebuild for better balancing and to improve flexibility OLT for Jubilees	Historically Experienced Lessons Library compiled to <b>never forget</b> causes of disasters	Ideals to customize to refresh insights and unquify how to best serve now and in next Jubilees

<b>1</b> Lion Rahab <b>Mut</b>	<b>2</b> Human Tanninim <b>Com</b>	<b>3</b> Eagle Leviathan <b>Rec</b>	<b>4</b> Bull Behemoth <b>Sel</b>	<b>5</b> Yas <b>Mig</b>	<b>KK</b> Known Killer
<b>Mutate</b> <b>Walk</b>	<b>Com-</b> plete <b>Add</b>	<b>Recom-</b> bine <b>Send</b>	<b>Select</b> <b>Purify</b>	<b>Migrate</b> Build Life	<b>HEB</b> GoBeyonder Wanderer Explorer Innovator Transgressor
StayVS-Ez37Rod-iv_LLoL_PPv2r1p0_2025m08d04					
seed Self Elevating Authority	feed LandHoarding Perishing Innovation	grow Including Self- Magnifying Ruining	reap Corrupt Optima Pessimism	farm Millstones grinding in deserts to	vs <b>BABL</b>
Dice Roll Is ... <b>Value</b> statement - Historically	Deep State Do ... <b>Assign</b> expression - Experienced	Link View Re ... <b>Function</b> map - Lessons	Name Type If ... <b>Grammar</b> Rule - Learned	Pack Plant Code <b>Turing ... AI</b> <b>Machine</b> - Library	<b>ToK</b> <i>Tree of Knowledge- faking shortcut mistakes stored in</i> <b>HELL</b>

<b>1</b> Lion <b>EVA</b>	<b>2</b> Human <b>TCH</b>	<b>3</b> Eagle <b>PAS</b>	<b>4</b> Bull <b>PRO</b>	<b>5</b> Yas <b>APO</b>	<b>TT</b> <i>Trusted Tested</i>
Good News, Inspirer <b>Measure</b> Min	Teach All, Trainer <b>Measure</b> Max	Pastor Inter-preter <b>Tackle</b> Testing	Profess. Prophet Tester <b>Until</b> Unit	Apostle, Amba-ssador <b>Parting</b> Paths	<b>ISR</b> <i>Reality-Wrestler AnyRole Joker Wildcard</i> <b>Trifecta Testing</b>
StayVS-Ez37Rod-iv_LLoL_PPv2r1p0_2025m08d04					
<b>Zone</b>	<b>Investi</b> <i>gate</i>	<b>Orga</b> <i>nice</i>	<b>Navi</b> <i>gate</i>	<b>JUB</b>	<b>ZION</b> <i>TrifectaTesting JubileeSafe Foundations</i>
Next <b>Sh-</b> <b>Abba</b> <b>-t</b>	Next <b>New</b> <b>Moon</b> 7d	<b>3Fest:</b> Past, Now, Soon 3/year	<b>Sab-</b> <b>bat-</b> <b>icals</b> 7-yrs	JUB\ <b>Jubi-</b> <b>lees</b> 50-yrs	<b>RoL</b> <b>BoL</b> <b>ToL</b> <i>River, Bread, Tree of Life-giving choices</i>

1 <b>dv</b>	2 <b>ev</b>	3 <b>fv</b>	4 <b>gv</b>	5 <b>hv</b>	6 <b>iv</b>	7 <b>jv</b>	12Tr 1 <b>seed</b>	12Tr 2 <b>feed</b>	12Tr 3 <b>grow</b>	12Tr 4 <b>reap</b>	001	010	011	100	101	110	111	000	1 <b>Lion</b> Rahab	2 <b>Human</b> Tanninim	3 <b>Eagle</b> Leviathan	4 <b>Bull</b> Behemoth	5 <b>Yas</b>	<b>KK</b> Known Killer
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KnowNot: stay poor in spirit 2 rule	Mourn 2 heat	AllowOthers 2 inherit	Year4Justice 2 be satisfied in open words	Empathize 2 get mercy	UnBiasLogics 2 see Reality	MakePeace 2 belong	↑Ark has 3 day lead to move ↑ in deserts ↓ of BABL ↓ Num.23:70	<b>Arise, Reality, to destroy LIES!</b> Moses, Aaron, Priests Serve Common Code	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	<b>Walk</b>	<b>Add</b>	<b>Send</b>	<b>Purify</b>	<b>Build</b> Life	
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KnowNot: stay poor in spirit 2 rule	Mourn 2 heat	AllowOthers 2 inherit	Year4Justice 2 be satisfied in open words	Empathize 2 get mercy	UnBiasLogics 2 see Reality	MakePeace 2 belong	↑Ark has 3 day lead to move ↑ in deserts ↓ of BABL ↓ Num.23:70	<b>Arise, Reality, to destroy LIES!</b> Moses, Aaron, Priests Serve Common Code	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	←Tools: Structure Space Bitter\Merari ←Move: Cover Links Foreign\Gershon	<b>Walk</b>	<b>Add</b>	<b>Send</b>	<b>Purify</b>	<b>Build</b> Life	
		<b>BBL</b> adeBlessings of the LAMB [Mt.5]																						StayVS-Ez37Rod-iv_LLoL_PP2:1p0_2025m08d04

1 <b>dv</b>	2 <b>ev</b>	3 <b>fv</b>	4 <b>gv</b>	5 <b>hv</b>	6 <b>iv</b>	7 <b>jv</b>	12Tr 1 <b>seed</b>	12Tr 2 <b>feed</b>	12Tr 3 <b>grow</b>	12Tr 4 <b>reap</b>	001	010	011	100	101	110	111	000	1 <b>Lion</b> Rahab	2 <b>Human</b> Tanninim	3 <b>Eagle</b> Leviathan	4 <b>Bull</b> Behemoth	5 <b>Yas</b>	<b>KK</b> Known Killer
<b>Developer</b> Versioning	<b>Enclosed</b> Versioning	<b>Feedback</b> Versioning	<b>Grow4</b> Jubilee Versioning	<b>History</b> Log Versioning	<b>Ijtihad4</b> JUB Versioning	<b>Jubilee4</b> All Versioning	East Air Z	South Earth I	West Water O	North Fire N	001	010	011	100	101	110	111	000	<b>Mut</b>	<b>Com</b>	<b>Rec</b>	<b>Sel</b>	<b>Mig</b>	<b>HEB</b> GoBeyonder Wanderer Explorer Innovator Transgressor
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		<b>BBL</b> adeBlessings of the LAMB [Mt.5]																						StayVS-Ez37Rod-iv_LLoL_PP2:1p0_2025m08d04

1 Survive: I am vs fear <b>MM</b>	2 Create: I feel guilt <b>NN</b>	3 Dignify: I can shame <b>OO</b>	4 Hope: I love grief <b>PP</b>	5 Voice: I speak hide LIE <b>QQ</b>	6 Vision: I see splinter SIN <b>RR</b>	7 Beyond: I think self-limit <b>SS</b>	12Ga 1 East seed Air Z	12Ga 2 South feed Earth I	12Ga 3 West grow Water O	12Ga 4 North reap Fire N	12Ga 5 001	12Ga 6 010	12Ga 7 011	12Ga 8 100	12Ga 9 101	12Ga 10 110	12Ga 11 111	12Ga 12 000	1 Lion <b>EVA</b>	2 Human <b>TCH</b>	3 Eagle <b>PAS</b>	4 Bull <b>PRO</b>	5 Yas <b>APO</b>	<b>TT</b> Trusted Tested	
EPH 001 Earth EPHesus NextRelease Innovate Aphesis 4Jubilees	SMY 010 Water SMYrna TrialByFire TestEndure Standardize	PER 011 Fire PERgamon LikeMarriage ScaleUpRise Commercialize	THY 100 Air THYatira Smells LikeTest RefineOpen CoreRules	SAR 101 Sound SARdes Monetizing MassMarket Graciously	PHI 110 Light PHIadelphia LoveTheLike SeekNiche TruthSearch	LAO 111 Thought LAOdicea CrowdJustice Justify Grind-or- Jubilee	JUD Praised-Famous Void	RUB SeeThe-Son\Role Type	GAD LuckIf-Pressed Equal	ASR Lucky-Happy Value	NAF MyFight Logic	MNE Makes-Forget Care	SME Unearned-Answer Hope	LVI Link-Connect Trust	ISS Work-ForHire Info	ZBL Place-ToLive Tech	JSF Take-ToGive Life	BNJ SonOfRight HandLuck Base	Good News, Inspirer Measure Min	Teach All, Trainer Measure Max	Pastor Interpreter Tackle Testing	Profess. Prophet Tester Until Unit	Apostle, Ambassador Parting Paths	<b>ISR</b> Reality-Wrestler AnyRole Joker Wildcard Trijecta Testing	
7ChangeStages of the functional innovation model of ZION							Rev:2-3 ↑	Rev:7-21 for use in ZION to grow Jubilees	→ OLT stable Work-Logic Cascade \WoLC →										→ grows slow-motion explosion of common sense →					Physics ↑Bernal JD(1929)	StayVS-Ez37Rod-iv_LLol_PP2:1p0_2025m08d04

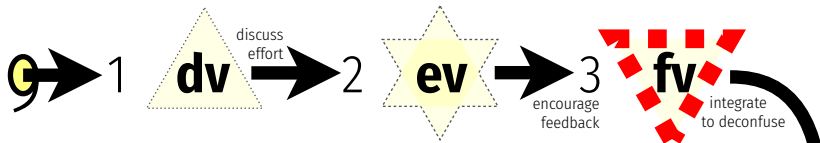
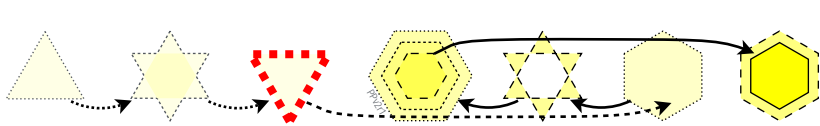
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<b>MM</b> Pal Mockup Model for Visionaries	<b>NN</b> Piel Nimble Nonsense for Fighters	<b>OO</b> Hiphil Oddly Operating for Traders	<b>PP</b> Hithpael Path Probing for Reviewers	<b>QQ</b> Niphil Quality Quest for Admins	<b>RR</b> Pual Reviewed Release for Industry	<b>SS</b> Hophal Stable Source for JubileePrep	<b>k11=KB</b> =f0	<b>k10=KA</b> =f1	<b>k9</b> =f2	<b>k8</b> =f3	<b>k7</b> =f4	<b>k6</b> =f5	<b>k5</b> =f6	<b>k4</b> =f7	<b>k3</b> =f8	<b>k2</b> =f9	<b>k1 =</b> f10=fA	<b>k0 =</b> f11=fB	<b>Zone</b>	<b>Investi</b>	<b>Orga</b>	<b>Navi</b>	<b>JUB</b>	<b>ZION</b> TrijectaTesting JubileeSafe Foundations	
<b>MM</b> Mastering Ensure debt-free start of innovation	<b>NN</b> Nurture Negotiating Feed to grow and guard best talents	<b>OO</b> Odds Organizing Explore best general opportunities	<b>PP</b> Purpose Purifying Delimit best boundaries to stay open	<b>QQ</b> Quandaries Querying Refine problem quarantine quarries	<b>RR</b> Resources Releasing Choose how to best aid releases	<b>SS</b> Systems Supporting Systematize to improve stable ways	Jubilee-worthy goals hoped to be achieved by innovating OLT by good organizing for Jubilees	Avoid KK BoxCanyons of ToK weed that grows extinction risks in BABL via idols of OSCR & ORCS	-0.1% key insight sparks new innovation cycles to inspire many projects (k8-k2,s9-s3)	Weak Values to improve in a project or next; sort to improve AlignFlow in projects for best Jubilees	TopSpeakers define -1% of projects in core values for logics to help HIT cut risks to help focus care	Roadblock Care for Critical Path Logics to build -10% features for -50% cases for MVP use	Grow most hope: focus on -20% features for -80% cases of use to build a first monopoly	Optimize -80% key features for -95% cases of use to serve most in the mass market	Catch close optima with -99% of all features for -99.9% of all cases; k3 is limited by k8; insight limits	Rebuild for better balancing and to improve flexibility; OLT for Jubilees	Historically Experienced Lessons Library compiled to never forget	Ideals to customize to refresh insights and unify how to best serve now and in next Jubilees	<b>Next</b>	<b>Next</b>	<b>3Fest:</b>	<b>Sab-</b>	<b>JUB\</b>	<b>RoL</b> <b>BoL</b> <b>ToL</b> River, Bread, Tree of Life-giving choices	
→ FreeFirst Steps&Fails	→ Redefine Basics	→ FirstMajor Success	→ TestVision Limits	→ RefineTo Produce	→ Production Quality	→ Guarded Stability													→ 7d	→ 1/mo	→ 3/year	→ 7-yrs	→ 50-yrs		

<b>MM</b> Pal Mockup Model for Visionaries	<b>NN</b> Piel Nimble Nonsense for Fighters	<b>OO</b> Hiphil Oddly Operating for Traders	<b>PP</b> Hithpael Path Probing for Reviewers	<b>QQ</b> Niphil Quality Quest for Admins	<b>RR</b> Pual Reviewed Release for Industry	<b>SS</b> Hophal Stable Source for JubileePrep	<b>k11=KB</b> =f0	<b>k10=KA</b> =f1	<b>k9</b> =f2	<b>k8</b> =f3	<b>k7</b> =f4	<b>k6</b> =f5	<b>k5</b> =f6	<b>k4</b> =f7	<b>k3</b> =f8	<b>k2</b> =f9	<b>k1 =</b> f10=fA	<b>k0 =</b> f11=fB	<b>Zone</b>	<b>Investi</b>	<b>Orga</b>	<b>Navi</b>	<b>JUB</b>	<b>ZION</b> TrijectaTesting JubileeSafe Foundations
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→ FreeFirst Steps&Fails	→ Redefine Basics	→ FirstMajor Success	→ TestVision Limits	→ RefineTo Produce	→ Production Quality	→ Guarded Stability													→ 7d	→ 1/mo	→ 3/year	→ 7-yrs	→ 50-yrs	

# Icons for 10 Versioning Regimes

Based on his decades of software-development experience and research, LLoL was able to distinguish 10 Regimes for StayVS, each with its own rules for how to best self-stabilize innovation. Detailed rules are not discussed here except to say that they help coordinate Regime transitions in the workflow shown.

Here are the 10 icons to aid visual navigation.



**Developer Versioning**  
Any **1 person** stays **free** to always mockup any model or change: *Free speech for devils in EDEN.*

**Enclosed Versioning**  
Any **n persons** stay **free** to always encourage nimbly negotiating null-evidence: *Free assembly for all in EDEN.*

**Feedback Versioning**  
**All** stay **free to share** any feedback flow with all interested individuals: *Free critique for all in EDEN.*

**Grow4Jubilee Versioning**  
**Open ijthad review** guards free world integration via clear **Work Logic Cascades** but fashion is voted upon.

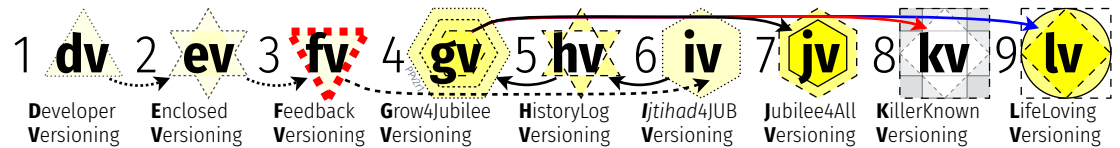
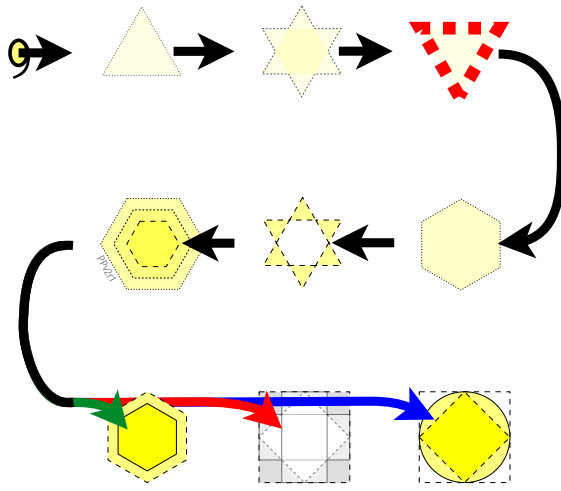
**HistoryLog Versioning**  
Any 1 **ijthad** reviewer can always **take responsibility** to release their insights for open public reviewing.

**Ijthad4JUB Versioning**  
**Any volunteer** stays free to **ijthad** integrate insights = to investigate to improve JUB **Jubilee HiFi stability.**

**Jubilee4All Versioning**  
Globally **accepted stable** sources after recrushing in **gv: best open standard** for lv review by Yah & Yas.

**KillerKnown Versioning**  
To learn from **MIStakes** of others: **Never Again** use bad shortcuts known in **Histor.Exp.Lesson.Library.**

**Lifeloving Versioning**  
**Fiduciaries Sharing Future** guard **Open World** in **50yr TrustedTested standards** to sway uncertainty in life.



StayVS:  
RodRegs-  
iv\_LLoL  
PP.2.1p0  
2025m08d04

# The Core 7 Versioning Regimes

matter most for all "information workers" who care to guard EDEN from getting lost to random time-traveling errors in their daily use of versioning spaces. Here are the **7 icons in a 1-line summary** as drawn for the *gentle kind reasonable* vision of the Iron Rod <sup>of Rev.19:15</sup> in LLoL's non-violent "Jonah-Esther-Exodus" rereading <sup>of Revelation</sup>:

