



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> Ijtihad4JUB Versioning	7 <b>jv</b> Jubilee4All Versioning
AMO AMOrite TopSpeaker PowerElite Influencer KnowNot: stay poor in spirit 2 rule <small>ML5.3</small>	HIT HITtite FearHandler RiskReducer Fighter Mourn 2 heal <b>8Blade Blessings of the LAMB</b> [Mt.5]	CAN CANaanite ProfitTrader Distributor Dealer AllowOthers 2 inherit	PHE PHEresite OpenDecider PureExpert Reviewer Yearn4Justice 2 be satisfied in open worlds	JEB JEBusite Stampeder RuleFollower Administrator Server Empathize 2 get mercy	HIV HIVite TempTent Rotator NicheVillageBuilder Searcher UnBiasLogics 2 see Reality	GIR GIRgashite Crushed Dust Ignored Othered Sufferer MakePeace 2 belong

12Tr 1 East seed Air Z	12Tr 2 South feed Earth I	12Tr 3 West grow Water O	12Tr 4 North reap 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
---------------------------------	------------------------------------	-----------------------------------	-----------------------------------	---------------	---------------	---------------	---------------	---------------	----------------	----------------	----------------

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 Grow	MNE Makes-Forget Care	BNJ SonOfRight-HandLuck Base	DAN Judge-ment Judge	ASR Lucky-Happy Value	NAF MyFight Logic
Ark has lead 3 day lead to move in deserts of BABL Num.23,7,10			Arise, Reality, to destroy LIEs! Moses, Aaron, Priests Serve Common Code			Need Equal GAD Trust LVI before Growth vs LVI Trust			Rest, Reality, in all RealityWrestlers!		
←Tools: Structure Space Bitter\Merari @Move: Cover Links Foreign\Gershon											
Content Data Assembly\Kohath is ←Move and @Rest: always manual						Rest[Tools]: Cover Links Foreign\Gershon ←←Move@ES. MIS Rear Guard is DAN-NAF					

1 Lion Rahab Mut	2 Human Tanninim Com	3 Eagle Leviathan Rec	4 Bull Behemoth Sel	5 Yas Mig	KK Known Killer
---------------------	-------------------------	--------------------------	------------------------	--------------	--------------------

Mutate	Complete	Recombine	Select	Migrate	HEB GoBeyonder Wanderer Explorer Innovator Transgressor
Walk	Add	Send	Purify	Build Life	

ACD Adventure Calls Dare	TTT Trial Tribulation Training	GAT Gain Advantage Temptation	MYM MeetYour Maker InfinityAlone	LUC LuckyUltimateReward Comedy	RES REScue TripTo RESurrection	FRE FreeReborn Evolving Better
-----------------------------	-----------------------------------	----------------------------------	-------------------------------------	-----------------------------------	-----------------------------------	-----------------------------------

s11= <sup>SB</sup>	s10= <sup>SA</sup>	s9	s8	s7	s6	s5	s4	s3	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]:											

seed	feed	grow	reap	farm	vs
Self Elevating Authority	LandHoarding Perishing Innovation	Including Self-Magnifying Ruining	Corrupt Optima Pessimism	Millstones grinding in deserts to	BABL

KB Knowledge Uncertainty Base ↑EvolviX ↓Isa.11 Reality know Yah	WB Wisdom Condition Base 2019: Data Wisdom infer 7Spirits \SpaceProcesses	IB Insight Context Base Oriented	PB Possibility Planning Base Insight illuminate	RB Reasoning Discernment Base Storage ...	VB Value AimsTimer Training Base Knowledge implement	OB Observed Feedback Fear Base RealChange Fear see Yes
--	--	-------------------------------------	--	--	---	---

Zoning Serendipity Stay open for surprise new insights: creatio ex nihilo by River of Life events grows ToL in ZION	Buggy BABL Stay alert to intercept ToK\Tree of Knowledge-faking bugs that grow BABL unless fixed in HELL	Now Do Planned flow to stay in the flow zone; s9 is the max anyone can plan for; s10-s11 only occur if time has flexibility	Align Flow Batch tasks by type to improve efficiency of flow in s9	Decide Try Pause, learn, reorient, train, problem-focus - to improve s8-s5	Overview Plan Update project work-breakdown structure - to serve ToL \Tree of Life-giving choices	Count Down Tactic to win if there is a due date to race towards - but careful: ToK easily poisons races	Recreate Be Relax re- envision; ShAbbat is key to take the ego-I out of what else turns to Shtl by ToK	Short Term Offer Track options, goals, and opportunities Over the Short Term \OST	Mid Term Focus The key to succeed long term is: adjust focus Over the Mid Term \OMT	Long Term Aim Strategic horizon Over the Long Term \OLT; grow a better Jubilee view	Whenever Aim 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	ToK Tree of Knowledge-faking shortcut mistakes stored in HELL
Roll	State	View	Type	Plant	
Is ...	Do ...	Re ...	If ...	Code	
Value statement - Historically	Assign expression - Experienced	Function map - Lessons	Grammar Rule - Learned	Turing ... AI Machine - Library	HELL