

Iron rod Y: top

1 dv Developer Versioning	2 ev Enclosed Versioning	3 fv Feedback Versioning	4 gv Grow4Jubilee Versioning	5 hv HistoryLog Versioning	6 iv Ijihad4JUB Versioning	7 jv Jubilee4ALL Versioning	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	1 Lion Rahab	2 Human Tannim	3 Eagle Leviathan	4 Bull Behemoth	5 Yas	KK Known Killer	
AMO AMOrite TopSpeaker PowerElite Influencer	HIT HITite FearHandler RiskReducer Fighter	CAN CANaanite ProfitTrader Distributor Dealer	PHE PHEresite OpenDecider PureExpert Reviewer	JEB JEBsite Stampedep RuleFollower Administrator Server	HIV HIVite TempTent Rotator NicheVil- lageBuilder Searcher	GIR GIRgashite Crushed Dust Ignored Othered Sufferer	JUD Praised- Famous Void	ISS WorkFor- Hire Info	ZBL Place- ToLive Tech	RUB SeeThe- SonRole Type	SME Unearned Answer Hope	GAD Luckif- Pressed Equal	EFR Double- Portion Care	MNE Makes- Forget Base	BNJ SonOfRight HandLuck Base	DAN Judge- ment Judge	ASR Lucky- Happy Value	NAF MyFight Logic	Mutate	Com- plete	Recom- bine	Select	Migrate	HEB 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
ACD Adventure Calls Dare	TTT Trial Tribulation Training	GAT Gain Advantage Temptation	MYM MeetYour Maker InfinityAlone	LUC LuckUlti- mateReward Comedy	RES RESUCE TripTo RESurrection	FRE FreeReborn Evolving Better	s11= ^{SB} =m0	s10= ^{SA} =m1	s9 =m2	s8 =m3	s7 =m4	s6 =m5	s5 =m6	s4 =m7	s3 =m8	s2 =m9	s1 = m10= ^A	s0 = m11= ^B	seed Self Elevating Authority	feed LandHoarding Perishing Innovation	grow Including Self- Magnifying Ruining	reap Corrupt Rule - Pessimism	farm Millstones grinding in deserts to	VS BABL	
KB Knowledge Uncertainty Base ↑ Evolvix ↓ Isa.11 + Reality know Yah	WB Wisdom Condition Base 2019: Data Wisdom infer	IB Insight Context Base Oriented	PB Possibility Planning Base Insight	RB Reasoning Discernment Base Storage ...	VB Value AimsTimer Training Base	OB 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 flow zone; s9 is the max anyone can plan for; s10-s11 only occur if time has flexibility	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: adjust focus 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	Dice	Deep	Link	Name	Pack	ToK Tree of Knowledge- faking shortcut mistakes stored in HELL	
Is ... Value statement - Historically	Do ... Assign expression - Experienced	Re ... Function map - Lessons	If ... Grammar Rule - Learned	Code Turing ... Al Machine - Library	Value statement - Historically	Assign expression - Experienced	Function map - Lessons	Grammar Rule - Learned	Turing ... Al Machine - Library	Value statement - Historically	Assign expression - Experienced	Function map - Lessons	Grammar Rule - Learned	Turing ... Al Machine - Library	Value statement - Historically	Assign expression - Experienced	Function map - Lessons	Grammar Rule - Learned	Turing ... Al Machine - Library	Value statement - Historically	Assign expression - Experienced	Function map - Lessons	Grammar Rule - Learned	Turing ... Al Machine - Library	

1 Survive: I am vs fear	2 Create: feel to guilt	3 Dignify: I can shame	4 Hope: I love to grief	5 Voice: I speak to hide LIE	6 Vision: I see splinter SIN	7 Beyond: I think self-limit to DEATH	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 Rahab	2 Human Tannim	3 Eagle Leviathan	4 Bull Behemoth	5 Yas	TT Trusted Tested	
MM Mockup Model for Visionaries	NN Nimble Nonsense for Fighters	OO Oddly Operating for Traders	PP Path Hitting for Reviewers	QQ Quality Quest for Admins	RR Reviewed Release for Industry	SS Stable Source for JubileePrep	JUD Praised- Famous Void	RUB SeeThe- SonRole 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	Teach All, Trainer	Pastor Inter- preter	Profess. Prophet Tester	Apostle, Amba- ssador	ISR Reality- Wrestler AnyRole Joker Wildcard	
001 Earth	010 Water	011 Fire	100 Air	101 Sound	110 Light	111 Thought	Rev.7:21 for use in ZION to grow Jubilees	→ OLT stable Work Logic Cascade \WoLC →	tCor13 →	→ grows slow-motion explosion of common sense →	Physics ↑ Bernal J.D.(1929)	vs DAN Judge	vs DAN Judge	vs DAN Judge	vs DAN Judge	vs DAN Judge	vs DAN Judge	vs DAN Judge	vs DAN Judge	vs DAN Judge	vs DAN Judge	vs DAN Judge	vs DAN Judge	vs DAN Judge	vs DAN Judge
MM MainDebts Mastering Ensure debt- free start of innovation	NN Nurture Negotiating Feed to grow and guard best talents	OO Odds Organizing Explore best general opportunities	PP Purpose Purifying Delimit best boundaries to stay open	QQ Quandaries Querying Refine problem quarantine quarries	RR Resources Releasing Choose how to best aid releases	SS Systems Supporting Systematize to improve stable ways	k11-kB =f0	k10=kA =f1	k9 =f2	k8 =f3	k7 =f4	k6 =f5	k5 =f6	k4 =f7	k3 =f8	k2 =f9	k1 = f10= ^{fA}	k0 = f11= ^{fB}	Zone	Investi	Orga	Navi	JUB	ZION TrifectaTesting JubileeSafe Foundations	
→ FreeFirst Steps&Fails	→ Redefine Basics	→ FirstMajor Success	→ TestVision Limits	→ RefineTo Produce	→ Production Quality	→ Guarded Stability	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	RoL BoL ToL River, Bread, Tree of Life- giving choices	

Iron rod X: bottom