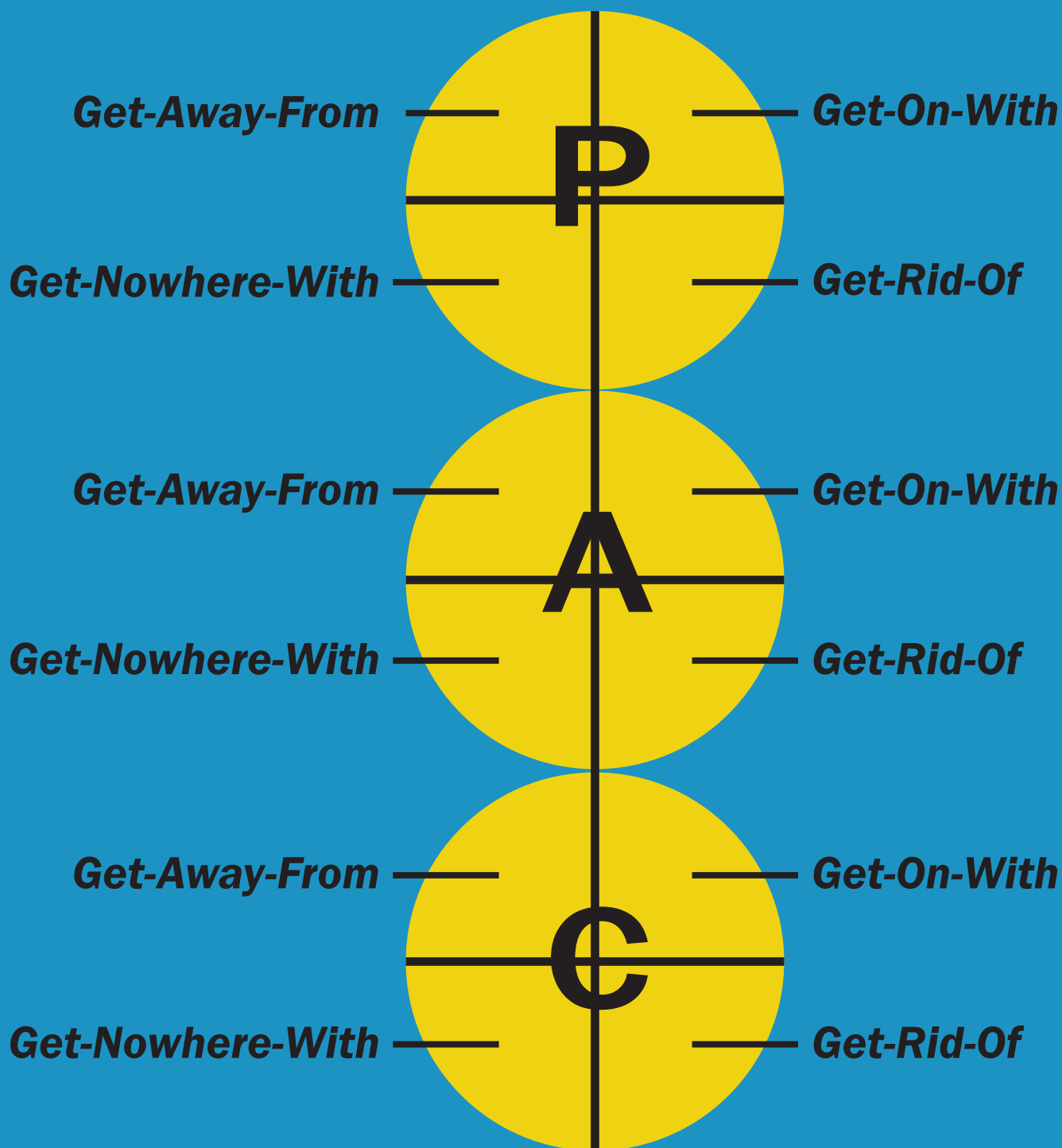


PERSONALITY OPERATIONS



PARENT - ADULT - CHILD

“Each ego state is able to handle a full range of social encounters.” (E. Berne)
The extension of this is that each of the three ego states has its own OK Corral.

The Personality Operations diagram

“Each ego state is able to handle a full range of social encounters.” (Eric Berne, M.D.)
The extension of this is that each of the three ego states has its own OK Corral in the “Personality Operations” diagram.

In a day’s time, a person (especially the well and adjusted) will use each method of resolving encounters, at least once. “You just don’t have the time to get-on-with every event and every person you meet.” The well person, the winner, has a reduced frequency and a reduced intensity of his get-on-with encounters. (See “The Encounterer” No. 16)

The “Personality Operations” diagram, described in “The Encounterer” No. 2-34, describes “Where am I going with this other person” “What am I going to do with him and me for this NOW event?”

Each social, transactional event ends with some amount of I am OK with myself (We are OK with ourselves) or I am (we are) not OK with myself AND You are Are OK with me (they are OK with us) or You (They) are not OK with me. This can be depicted with Cartesian (orthogonal) coordinates. The horizontal line is the “I” line. I Am OK with myself goes to the right, like reading, “I am going ahead.” I Am Not OK with myself is shown to the left, “I am going backward,” regressing, slipping behind. The up-and-down line is the “You” line. You Are OK with me is shown as going up, “... you are big to me, ... I build you up.” You Are Not OK with me is shown with the arrow going down, “I put you down.”

For man, the social animal, the (word) “AND” is the most important and unique factor in his stroking equations. “After you’ve encountered opposite person, what are you going to do with him?”

Each of the 4 methods of resolving an encounter with another persons results in its own unique form of social operation taking place.

I+ AND U+ = Get-On-With
I+ AND U- = Get-Rid-Of
I- AND U+ = Get-Away-From
I- AND U- = Get-Nowhere-With

Therefore, when the operation (GOW, GAF, GRO, GNW) is known, then the vectors at play can be read.

“The Professor” (as shown in the Personality Structure diagram) is the one who scrambles for stimuli and responses in games, in a sophisticated manner. “The Professor” chooses a “favorite” method of concluding personal (high value) social events / encounters. The Adult in the Child has taken a “position” as a result of that decision. (GOW, GAF, GRO, or GNW)

(See “Social Tools Newsletter” Vol. 2, Issue 12, page 6)