

THE ENCOUNTERER

An Information Service for Group Psychotherapy Professionals

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MEETING: Oct 28 - Nov 2, 1969: Amer Soc Clinical Hypnosis, Jack Tar Hotel, San Francisco, CA. Write: F D Nowlin, 800 Washington Av S E, Minneapolis, MN 55414. (Hypnosis is a modality used in some treatment groups.)

ENCOUNTER: Reported from a class for the Educationally Handicapped by a professional and an expert of the game STUPID. TEACHER, good naturedly to class: "Now, come on: How do kids miss 19 out of 21 spelling words in a test? It takes something extra to do that. Tell me, how do you go about getting F's in spelling each week?"

PRECOCIOUS STUPID player, quick to raise hand: "I know, I know, Teach. First you have to practice not spelling them right" (Laughs around, including teacher).

TEACH: "Oh, then if I have you write the word over 25 times, you don't have to learn anything."

PRECOCIOUS STUPID: "Yeah, copying; that's not learning."

TEACH: "Oh, I see: copying, that's really stupid, huh? That makes me a Stupid Teacher" (Bigger laughs).

Also reported in the same group session: "And I know a teacher who says she's a Mentally Retarded Teacher!"

Rx for Get-Well of Obesity: Be moved more reliably by the other guy's words; let his words move you more regularly.

PUBLICATION, FOUNDATION: "The Activity of Listening", Ernst. Listening is an activity that is definable, psychotherapeutically treatable, and is to be differentiated from hearing. The quality of the listener's ego state is shown to be a major contributor to the outcome of transactions; the evolution of an encounter into "on-the-level" activity, or into a game. 19 pgs, \$1.00. Send to: FOUNDATION for GROUP TREATMENT, INC, PO Box 1141, Vallejo, CA 94590

ENCOUNTER: "JUST REMARRIED": In group (with secret smile) she to Tim: "Hey, that's right; we've been married six months tomorrow."

TIM: "Oh? Oh yeah: Yeah, that's how long we got married for, wasn't it?"

REBECCA: "Yep: That's it!"

TIM (disconcerted by something in Rebecca's tone): "Oh, Oh? Well, uh, I, ah, thought we'd just go ahead."

REBECCA: "You kidding? After the contract has run out? I got my reputation to think about" (as both turned).

THERAPIST to the Pair: "That contract had an option for renewal, didn't it? At least that's the way I heard it." (In fact had suggested it to them.)

BOTH with alacrity, first to each other, then to therapist "Yes, yes it did, didn't it?"

It turned out that both wanted another 6 months with each other, and since the existing license issued by the State was still valid, the next words were reverentially intoned to resonate through the group room:

"Dearly beloved, we are gathered here in the eyes of good group and true therapy to join together in the bonds of extended matrimony our brother and our sister,

(Then to Tim) "Tim, how about it; do you want to be married to Rebecca for another 6 months with option for renewal?"

TIM: "Yes. I do."

OFFICIATING: "Do you, Rebecca, want to take this man as your man, for another 6 months with option for renewal?"

REBECCA: "Yes, I do."

OFFICIATING: "Therefore, I pronounce your here-witnessed contractual agreement extended for another six months."

Group, silent and up-eyed (some with a tear), regarded the two newly-extended-wedded pair. Tim began to fidget as Rebecca's eyes were turning slowly toward the floor.

OFFICIATING: "Tim, man! Come, come man! Kiss your bride!" Tim, usually otherwise shy, promptly got up, walked to Rebecca and did just that, whereupon the beauty of Rebecca's flowering smile opened to him as he reseated himself.

MEETING: Oct 27, 1969: Oklahoma Branch of American Psychiatric Ass'n, Oklahoma City, OK. Write: R J Outlaw, MD, 1211 No Chartell St, Oklahoma City, OK 73103.

CONTRIBUTION: APPARENT GAME "BLACK RHETORIC", D Magel, ACSW, Instructor, School Social Work, Univ. of Pittsburgh.

For the past 18 months I have been co-leading Black/ White communications laboratories with a Black partner. These groups are present-behavior oriented based upon group work, Synanon-like gut games and some aspects of sensitivity training. They are not personal-growth type groups. The purpose of the encounter is to facilitate communication between persons who are either working together or being organized to work together. These have been teachers, social workers, students, community groups, OEO staff members, and school, business, and agency administrators. These are task oriented groups then.

A game has appeared which is a constant in an exciting and rewarding enterprise. The opener or hook is the Black Militant's initial screaming that "White is shit, White is the devil, Whitey must die, etc." White, feeling perhaps for the first time, a real gut reaction, ie, fear, responds automatically with, "I never had any slaves, my grandparents only arrived in this country in 1910, etc." This disengagement, however, does not work and Black goes on at a higher pitch, not even responding to White's feeble protective devices. After much abuse, of which Black has a lifetime to pour out, White buys the whole play and asks plaintively "What can I do?" The

finale has been approaching since word one: Black screams. "Stay out of my way, Whitey", "You don't know what you're doing but you go right ahead and continue doing it to us Blacks." Black then describes the Revolution after allowing that it could take place non-militarily if White would stay the hell out of the Black community and if Whitey would do his good works in the White community.

The pay-off to Black is seeing clearly that White is unable to accept the idea of the power which Black thinks White has. Black sees White as unable to respond when personally confronted. White appears a very superficial protagonist. White P-O is being publicly self-absolved of guilt and being a recognized liberal for having purged himself (rather subjecting himself to purge). White can then say, "I know what the Black man feels. He told me himself."

Neither Black nor White are satisfied after these rage confrontations. White still goes into the Black Community doing his White good work, and Black does his Black Rhetoric thing. Both receive minor gain and continue this encounter level because the rules are now well known and subscribed to by both communities.

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NOTE by Author to Reader: I am seeking confirmation or negation of the above description in your experiences. Please contact me at the School of Social Work, University of Pittsburgh. The clarification

and solution of the Black Rhetoric by the co-leaders and players has been successful; although not easy to accomplish because of the pleasure the game provides.

Ed.--The above also suggests the complementary two GAMES known by "NIGYYSOB" (Now-I-got-You-You-Silly-Ole-Boy) and "WAHM" (Why's-this-Always-Happen-To-Me). In the above version, the game NIGYYSOW (Silly-Ole-Whites) is played, in group, to a Get-Rid-Of, a GRO solution and "WAHUW" ("Wahoo"), "Why's-this-Always-Happen-to-Us-Whites", is played to a Get-Away-From, a GAF solution. In NIGGYSOW the external psychological advantage is to wilt or shred the other person's poise and in WAHUW it is to appear as the less reproachable, the more humane of the players. Probably, the non-satisfying aspects noted of these two complementary games arise from the vigor with which GOW, Get-On-With, Get-Winners solutions are avoided, i.e., there are few resolutions coming-out as "I-am-OK-AND-You-are-OK" via the mutually exchanged laugh or warm word of regard. Each player, by carefully timing when he is most likely to be rebuffed, can choose to then give an "I-am-OK-and-you-are-OK"; this to prove the validity of his own non-winner position and his lifetime thesis don't-give-yourself-away; "See! See there! It just doesn't pay to try to be Okay with him! There, that proves it!"

The FOUNDATION for GROUP TREATMENT, INC., a non-profit organization was established for the purpose of providing clinicians of all schools and disciplines using group treatment methods with opportunities for increasing their effectiveness and efficiency toward the professional treatment objective of the patient getting well.

The Encounterer is the news service of the FOUNDATION. It will have notices of interest, current developments in this treatment field, and clinical reports.

Associations and Societies of group treatment professionals are invited to use THE ENCOUNTERER to notify others of their meetings and activities. As a service of the FOUNDATION, non-profit facilities and organizations involved with group treatment are invited to apply for THE ENCOUNTERER on a continuing basis.

This single sheet news service will include:

1. CLINICAL INFORMATION:

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- D. OTHER sections as this publication evolves.

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3. REPORTS on events of interest to group treatment professionals.

Individuals who want to receive THE ENCOUNTERER may do so by making a \$2.50 donation for which they will receive 20 issues of this periodical in a year.

Glossary of Terms and Abbreviations Used in THE ENCOUNTERER

A	Adult, "level-head," objective, ego state	P-O	Pay-Off: Ulterior (latent) motive, reward. 5th move of a game.
C	Child, childhood, "the Kid" ego state	PSI	Pounds per square inch
CPM	Cycles per minute	Rx	Prescription, prescribed, therapeutic advice, treatment recommendation.
CPS	Cycles per second	SCRIPT	Life-Story: map of person's life, often resembling a fairy-tale.
E	THE ENCOUNTERER	SOBA	SOB Authority, Silly-Ole'- Boy-Authority
G	Gimmick: (trick, wrinkle) 4th move of a GAME.	SOBA-HUNTER:	Person with an "authority problem"; a Crusader; a revolutionary.
GAF	The DEVOLUTION Life Solution of <u>Get-Away</u> From: I-am-not-Ok-and-you-are-OK.	SUCCINCTISM:	Concise graphic formulation
GNW	The OBVOLUTION Life Solution of <u>Get-No-Where-</u> With: I-am-not-OK-and-you-are-not-OK.	TA	Transactional Analysis. Originated by Berne.
GOW	The EVOLUTION Life Solution of <u>Get-On-With</u> (It, life, living); I-am-OK-and-you-are-OK	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.
GRO	The REVOLUTION Life Solution of <u>Get-Rid-Of</u> I-am-OK-and-you-are-not-OK.	THE E	THE ENCOUNTERER
GW	Get-Winners, Get-Well, Getting-Well, usually synonymous with the GOW Life Solution.	THWIT's	"To Hell With It's", Having a case of the ...
H	Hook: (come-on, engagement) 1st move of a GAME.	VOL	Volume
M	Maneuver: (angle, con) move of a GAME.		
No	Number		
P	Parent, Parent ego state; to be differentiated from Adult ego state.		