

PREDICTING POSSIBILITIES

by Jim Fallon

The various fortune telling devices in use are not designed to predict the future. This is because future events are not set in stone, but are determined by people's free will. It is only possible to predict the future to the extent that you know what future choices people are most likely to want to make.

A pendulum, shaman stones, tarot cards, etc. can help you predict future events only to the extent that you yourself understand what the possibilities are. These forecasting devices can show that.

In other words, they can help you select among the possibilities you are already aware of, or make you aware of other possibilities that may manifest if nothing is done to intercede it.

But when other people's choices are part of the possibilities, free will comes in and increases the variables to the extent that it becomes impossible to predict what people will choose to do.

The past is composed of materialized thoughts. The present is the process of materializing thoughts. The future is composed of thoughts that have been conceived but have not yet been materialized.

In addition to this, it seems that Quantum Physics states that as soon as you attempt to measure or observe phenomena, you change that which you are attempting to measure or observe.

For example, attempting to find out what the numbers in a lotto will be will instantly change them. The moment you pick the number, it will change. What might happen is that the number changes so rapidly, that you "pick" the number while it is changing.

My view is that dowsing or casting for the future is harder merely because the future hasn't 'happened yet.' In other words, there isn't a specific future there to be detected. However, we can increase our chances for accuracy by sticking with deterministic outcomes -- that is, timelines that are inevitable because they follow strict cause-and-effect chains, such as ocean tides.

Alternatively, we can increase our chances of correctly dowsing or forecasting the outcomes of stochastic or random outcomes (such as lotteries or sports events) by using means that decrease the randomness of our communications channel, by increasing the intensity of the mind or applying associative remote viewing principles to dowsing, or by card or stone casting, where you associate a symbol with the object you are trying to detect.

This is a methodology utilized primarily for predicting the result of events where there are two or more possible outcomes, also called a binary-outcome event.

Objects are assigned a descriptive object to stand for each possible outcome of a future event. For example, to determine the outcome of a football game, one can use an orange to stand for one team winning, and an apple for the other team winning.

Then one can visualize (imagine) a place for the object to be the morning after the football game is over, or use one's Inner Garden. If one finds an apple there, or something round, red, and sweet-smelling, one can conclude that the team that was assigned the "apple " won (or, rather, will win).

However, the most this can do is give the forecaster an "edge" in predicting the winner, due to one's focus and expectations. The actual event will be subject to many other factors that haven't happened yet, and that the forecaster cannot forecast, like a sudden rain, an earthquake, or a dog deciding to run across the field.