



START
YOUR OWN

RELIGION

By
Timothy Leary
PH.D.

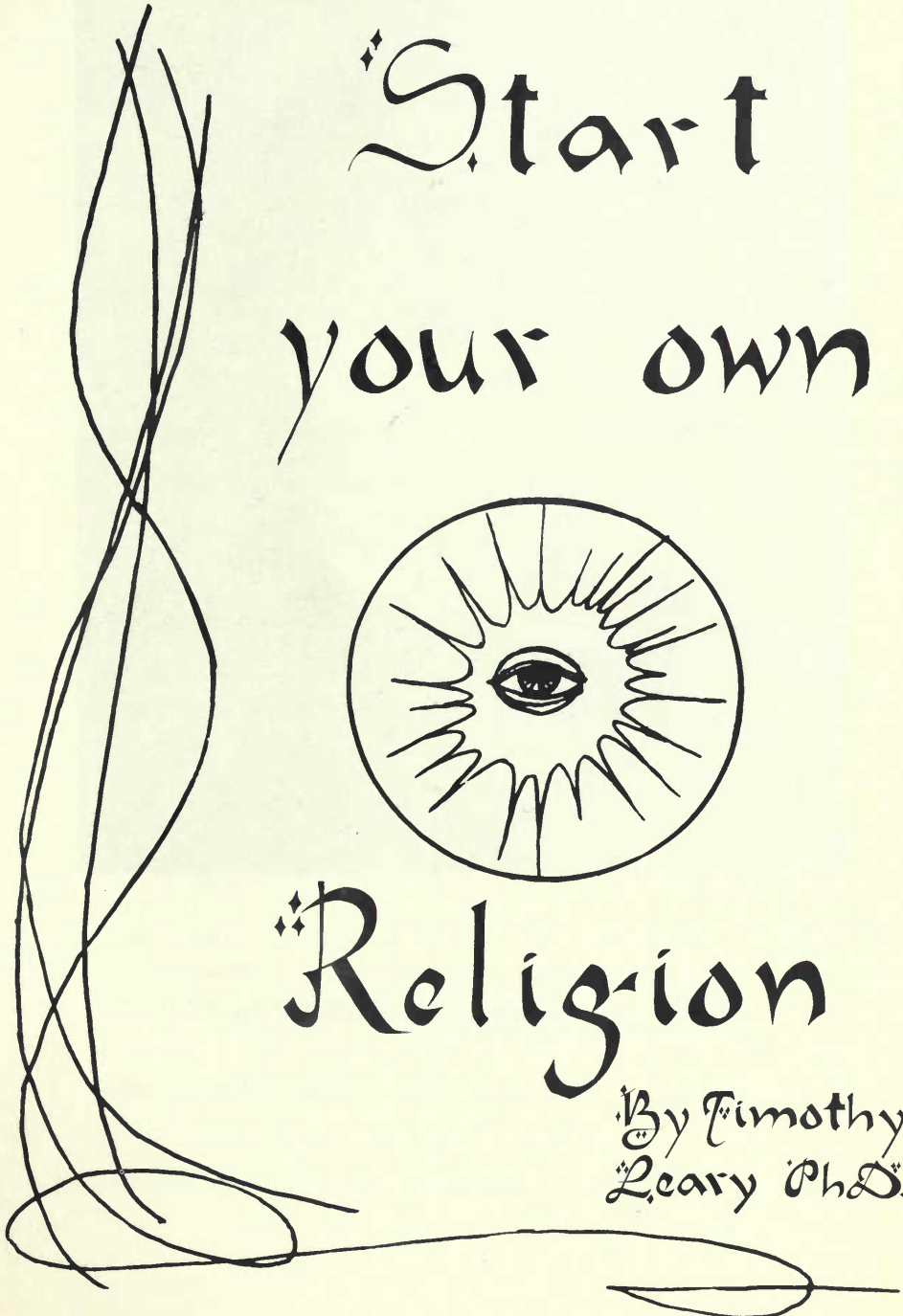


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LEAGUE

The League for Spiritual Discovery is a legally incorporated religion dedicated to the ancient sacred sequence of turning-on, tuning-in, and dropping-out. Our aim is to help recreate every man as God and every woman as Goddess.

The LEAGUE magazine is a tune-in expression of the L.S.D. A record of our group trip. Each issue is a voyage log - a description of how we have turned-on, tuned-back-in, and how we go about the venerable and holy process of dropping out.



The seal of the LEAGUE is a mandala. The end-less circle circumscribing a four-leaf lotus made by the double infinity sign. This interweaving of the infinite universe of male (∞) with the infinite universe of female (\wp) forms the flower, symbol of life - centered in the eye of God.

SUN.....DELIGHT....LOVE.....SEED....DEATH.....LIFE



START YOUR OWN RELIGION

1. The Purpose of Life is Religious Discovery

That intermediate manifestation of the Divine Process which we call the DNA Code has spent the last two-billion years making this planet a Garden of Eden. An intricate web has been woven, a delicate fabric of chemical-electrical-seed-tissue-organism-species. A dancing joyous harmony of energy transactions is rooted in the 12 inches of top-soil which covers the rock

metal
fire

core of this planet.

Into this Garden of Eden each human being is born perfect. We were all born Divine mutants, the DNA Code's best answer to joyful survival on this planet. An exquisite package for adaptation based on 2 billion years of consumer research (RNA) and product design (DNA.)

But each baby, although born perfect, immediately finds himself in an imperfect, artificial, disharmonious social system which systematically robs him of his divinity.

And the social systems - where did they come from?

Individual societies begin in harmonious adaptation to the environment and, like individuals, quickly get trapped into non-adaptive, artificial, repetitive sequences.

When the individual's behavior and consciousness get hooked to a routine sequence of external actions, he is a dead robot, and

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When the individual's behavior and consciousness get hooked to a routine sequence of external actions, he is a dead robot, and it is time for him to die and be reborn. Time to 'Drop-out',

“Turn-on”, and “Tune-in”. This period of robotization is called the Kali Yuga, the Age of Strife and Empire, the peak of so-called civilization, the Johnson Administration, etc. This relentless law of Death, Life, Change is the rhythm of the galaxies and the seasons; the rhythm of the seed. It never stops.

2. Drop-out. Turn-on. Tune-in

DROP-OUT - detach yourself from the external social drama which is as dehydrated and ersatz as TV.

TURN-ON - find a sacrament which returns you to the Temple of God, your own body. Go out of your mind. Get high.

TUNE-IN - be reborn. Drop-back-in to express it. Start a new sequence of behavior that reflects your vision.

But the sequence must continue. You cannot stand still.

Death. Life. Structure.

D. L. S.

D. L. S. D. L. S. D.

L. S. D. L. S. D. L.

S. D. L. S. D.

Any action that is not a conscious expression of the Drop-out-Turn-on-Tune-in-Drop-out rhythm is the dead posturing of robot actors on the fake-prop TV studio stage-set that is called American Reality.

Actions which are conscious expressions of the Turn-on, Tune-in, Drop-out rhythm are religious.

The wise person devotes his life exclusively to the religious search - for therein is found the only ecstasy, the only meaning.

Anything else is a competitive quarrel over (or Hollywood-love sharing of) television studio props.

3. How to Turn-on

To Turn-on is to detach from the rigid addictive focus on the fake-prop TV studio-set and to refocus on the natural energies within the body.

To Turn-on you go out of your mind and:

1. Come to your senses - focus on sensory energies.
2. Resurrect your body - focus on somatic energies.
3. Drift down cellular memory tracks beyond the body's space/time - focus on cellular energies.
4. Decode the genetic code.

Note well: at each of these levels (sensory, somatic, cellular, molecular) attention can be directed at energy changes with-in or without the body. If attention is directed externally during the session, the outside world is experienced in terms of a non-symbolic energy-language focus. Be careful! This can be shocking! The props of the TV studio stage-set are suddenly experienced:

1. As sensory (e.g. the room is alive, out of control, exploding with light and sound.)
2. As somatic (e.g. the room is alive, undulating with digestive rhythm.)
3. As cellular (e.g. all props and actors take on a stylized, mythic, re-incarnate hue.)
4. As molecular (e.g. all props and actors shimmer impersonally as vibratory mosaics.)

Recognition eliminates fear and confusion. To Turn-on you need maps and manuals.

To Turn-on you must learn how to pray. Prayer is the compass; the gyroscope for centering and stillness.

Turning-on is a complex, demanding, frightening, confusing process. It requires diligent Yoga.

Turning-on requires a guide who can center you at the TV-stage-prop level and at the sensory, somatic, cellular, and molecular levels.

When you Turn-on remember: you are not a naughty boy, getting high for kicks.

You are a spiritual voyager furthering the most ancient, noble quest of man. When you Turn-on you shed the fake-prop TV studio and costume and join the holy dance of the visionaries. You leave LBJ and Bob Hope; you join Lao Tse, Christ, Blake. Never underestimate the sacred meaning of the Turn-on.

To Turn-on you need a sacrament. A sacrament is a visible external thing which turns the key to the inner doors. A sacrament must bring about bodily changes. A sacrament flips you

out of the TV-studio game and harnesses you to the two-billion year old flow inside.

A sacrament which works is dangerous to the establishment which runs the fake-prop TV-studio - and to that part of your mind which is hooked to the studio game.

Each TV-prop society produces exactly that body-changing sacrament which will flip out the mind of the society.

Today the sacrament is LSD. New sacraments are coming along.

Sacraments wear out. They become part of the social TV-studiogame. Treasure LSD while it still works. in fifteen years it will be tame, socialized, and routine.

4. How to Tune-in

You cannot stay "turned-on" all the time. You cannot stay any place all the time. That's a law of evolution. After the revelation it is necessary to drop-back-in, return to the fake-prop TV-studio and initiate small changes which reflect the glory and the meaning of the "turn-on". You change the way you move, the way you dress, and you change your corner of the TV-studio society! You begin to look like a happy saint! Your home slowly becomes a shrine. Slowly, gently, you start seed transformations around you. Psychedelic art. Psychedelic style. Psychedelic music. Psychedelic dance.

Suddenly you discover you have dropped out.

5. How to Drop-out

Drop-out means exactly that: drop-out.

Most of the activity of most Americans goes into robot performances on the TV-studio stage. Fake. Unnatural. Automatic.

Drop-out means detach yourself from every TV drama which is not in the rhythm of the Turn-on, Tune-in, Drop-out cycle.

Quit school. Quit your job. Don't vote. Avoid all politics. Do not waste conscious thinking on TV-studio games. Political choices are meaningless.

To postpone the drop-out is to cop-out.

Dismiss your fantasies of infiltrating the social stage-set

game. Any control you have over television props is their control over you.

Dismiss the Judaic-Christian-Marxist-puritan-literary-existentialist suggestion that the drop-out is escape and that the conformist cop-out is reality. Dropping-out is the hardest yoga of all.

Make your drop-out invisible. No rebellion - please!

6. To Drop-out You Must Form Your Own Religion

The drop-out, turn-on, tune-in rhythm is most naturally done in small groups of family members, lovers, and seed friends.

For both psychedelic and legal reasons you must form your own cult.

The directors of the TV studio do not want you to live a religious life. They will apply every pressure (including prison) to keep you in their game.

Your own mind, which has been corrupted and neurologically damaged by years of education in fake-prop TV-studio games, will also keep you trapped in the game.

A group liberation cult is required.

You must form that most ancient and sacred of human structures - the clan. A clan or cult is a small group of human beings organized around a religious goal.

Remember, you are basically a primate. You are designed by the two-billion year blueprint to live in a small band.

You cannot accept the political or spiritual leadership of anyone you cannot touch, con-spire (breathe) with, worship with, get high with.

Your clan must be centered around a shrine and a totem spiritual energy source. To the clan you dedicate your highest loyalty, and to you the clan offers its complete protection.

But the clan must be centered on religious goals. Religion means being tuned in to the natural rhythm. Religion is the turn-on, tune-in, drop-out process.

Because you and your clan-brothers are turned-on you will radiate energy. You will attract attention - hostility from the TV establishment, enthusiastic interest from rootless TV actors who wish to join your clan. Everyone basically wants to turn-on tune-in, and drop-out.

Avoid conflict with the establishment. Avoid recruiting and rapid growth. Preserve clan harmony.

Your clan must be limited to essence friends.

You must guard against the TV power tendency towards expansion.

Your clan cannot become a mail-order, mass-numbers organization.

The structure of your clan must be cellular.

The center of your religion must be a private holy place.

The activities of your religion must be limited to the turn-on, tune-in, drop-out sequence. Avoid commitments to TV-studio power games.

You must start your own religion. You are GOD - but only you can discover and nurture your divinity. No one can start your religion for you.

In particular, those Americans who use psychedelic chemicals - marijuana, peyote, LSD - must appraise their goals and games realistically. You smoke pot? Good. But why? As part of your personality game? As part of the American TV-studio perspective? To enhance your ego? As part of your TV role as hipster, sophisticate, rebel? Because it is the in-thing to do in your stage-set? Because it is a social-psychological habit? Good. Keep on. The 'pot game' is a fascinating scenario to act out; the entertaining game of illicit kicks.

There is another way of viewing psychedelic drugs, including pot: from the perspective of history. For thousands of years the greatest artists, poets, philosophers, and lovers have used consciousness-expanding substances to turn-on tune-in drop-out. As part of the search for the meaning of life. As tools to reach new levels of awareness. To see beyond the immediate social game. For revelation. For light in the darkness of the long voyage.

Every great burst of activity has grown out of a psychedelic turn-on. The visionary then rushes back to tune-in, to pass on the message. A new art form. A new mode of expression. He turns others on. A cult is formed. A new TV stage-set is designed - one that is closer to the family-clan-tribal cell structure of our species.

Do you wish to use marijuana and LSD to get beyond the TV

scenario? To enhance creativity? As catalysts to deepen wisdom?

If so, you will be helped by making explicit the religious nature of your psychedelic activities. To give meaning to your own script, to clarify your relationships with others, and to cope with the present legal set-up, you will do well to start your own religion.

7. How to Start Your Own Religion

First decide with whom you will make the voyage of discovery. If you have a family, certainly you will include them. If you have close friends, you will certainly want to include them. The question - with whom do I league for spiritual discovery - is a fascinating exercise.

Next, sit down with your spiritual companions, and put on a page the plan for your trip. Write down and define your:

- Goals
- Roles
- Rituals
- Rules
- Vocabulary
- Values
- Space/time locales
- Mythic context

Here is an interesting exercise. You will learn a lot about yourself and your companions. You will see where you are and where you are not.

You will find it necessary to be explicit about the way your clan handles authority, responsibility, sexual relations, money, economics, defense, communication.

In short - you are forming not only your own religion, but your own natural political unit. This is inevitable because the basic political unit is exactly the same as the basic spiritual grouping - the clan. Did you really believe that church was only where you went for an hour on Sunday morning?

Make your clan unique. Do not slavishly copy the roles and language of other groups. The beauty of cellular life is that each unit is both so incredibly complexly similar, and also so unique.

The more you understand the infinite complexity of life, the more you treasure both the similarities and the differences. But you have to be turned-on to see it. At the level of the studio-prop game, both the similarities and the differences are trivial.

In defining the goal of your religion, you need not use conventional religious language. You don't have to make your spiritual journey sound "religious". Religion cannot be pompous and high-flown. Religion is consciousness expansion, centered in the body and defined exactly the way it sounds best to you. Don't be intimidated by Caesar's Hollywood fake versions of religiosity. If life has a meaning for you beyond the TV-studio game, you are religious! Spell it out!

So write out your own language for the trip. "God" or "evolution", "acid" or "sacrament", "guide" or "guru", "purgatorial redemption" or "bad trip", "mystic revelation" or "good high". Say it naturally.

Develop your own rituals and costumes. "Robes" or "grey-flannel suits", "amulets" or "tattoos". You will eventually find yourself engaged in a series of sacred moments which feel right to you.

Step by step

all your actions

will take on a sacra

mental meaning. Inevit

ably you will create a ritual

sequence for each sense organ

and for each of the basic energy ex

changes - eating, bathing, mating, etc.

You must be explicit about the space/time arrangement for your God-game. Each room in your home will contain a shrine. Your house will not be a TV actor's dressing room but rather a spiritual center. regular rhythms of worship will emerge; daily meditation (turn-on) sessions (with or without marijuana), and once a week or once a month you will devote a whole day to turning-on. Time your worship to the rhythm of the seasons, to the planetary calendar.

Spell out on paper explicit plan\$ for handling financial interaction\$. Money i\$ a completely irrational focu\$ for mo\$t We\$t-erner\$. A\$ \$oon a\$ your clan member\$ detach them\$elve\$ emo-

tionally from money, you will discover how easy it is to survive economically. There must be a complete and collaborative pooling of money and work-energy. Any selfish holding back of dollar\$ or muscular energy will weaken the clan. Each clan, as it drops out of the American game, must appraise its resources and figure out how to barter with other groups. Each clan will develop its own productivity.

Sexuality is the downfall of most religious cults. Clarity and honesty are necessary. Karmic accidental differences exist in people's sexual make-up. Basically, each man is made to mate with one woman. Heterosexual monogamous fidelity is the only natural way of sexual union. However - because this is the Kali Yuga, and because we live in the final stages of a sick society - sexual variations are inevitable.

Your mode of sexual union is the key to your religion. You cannot escape this. The way you ball (or avoid balling) is your central sacramental activity. The sexual proclivity of the clan must be explicit and inflexible. Do not attempt to establish clan-relationships with persons of a different sexual persuasion. There is no value judgement here. Sex is sacred. People of like sexual temperament must form their own spiritual cults. Homosexuality is not an illness. It is a religious way of life. Homosexuals should accept their state as a religious path. Homosexuals cannot join heterosexual clans. Homosexuals should treasure, glorify, their own sexual yoga. Their right to pursue their sacred bodily yoga is guaranteed to them. Heterosexual clans can support, help, learn from, teach homosexual clans - but the difference must be preserved - with mutual respect.

Some spiritual people are not compatible with the monogamous union and prefer a freer sexual regime, the group marriage. Good! Many tribes and clans throughout the planet have flourished in complete and holy promiscuity. But be explicit. Painful confusions occur if sexual orientations and sexual taboos (cellular and physical, not psychological or cultural) are disregarded in forming clans.

Select clan members who share or complement your style, your way of tuning-in, your temperament, your sexual orientation.

The aim of clan living is to subordinate the ego-game to the

family game - the clan game.

You will do well to have an explicit connection to a mythic figure. You must select an historical psychedelic guide. You must know your mythic origins. Facts and news are reports from the current TV drama. They have no relevance to your 2-billion year old divinity. Myth is the report from the cellular memory bank. Myths humanize the recurrent themes of evolution.

You select a myth as a reminder that you are part of an ancient and holy process. You select a myth to guide you when you drop out of the narrow confines of the fake-prop studio-set.

Your mythic guide must be one who has solved the death-rebirth riddle. A TV drama hero cannot help you. Caesar, Napoleon, Kennedy are no help to your cellular orientation. Christ, Lao Tse, Hermes Trismegistus, Socrates are recurrent turn-on figures.

You will find it absolutely necessary to leave the city. Urban living is spiritually suicidal. The cities of America are about to crumble as did Rome and Babylon. Go to the land. Go to the sea.

Psychedelic centers located in cities will serve as collecting areas. Thousands of spiritual seekers are coming to urban districts where they meet in meditation centers and psychedelic assembly places.* There they form their clans. They migrate from the city.

*Psychedelic centers are rapidly springing up in metropolitan areas, and this tendency must be encouraged. A simple format for a psychedelic enterprise may involve a shop-front with a meditation room in the rear. Numerous shops calling themselves "psychedelic" are springing up throughout the country. This development is inevitable, but one should be skeptical about the spiritual nature of such commercial enterprises unless they include a meditation room. Psychedelic businesses should support spiritual communities and provide centers for clan formation.

8. The Legal Question

Unless you form your own new religion and devote an increasing amount of your energies to it, you are (however exciting your personality TV role) a robot. Your new religion can be formed only by you. Do not wait for a Messiah. Do it yourself. Now.

The goals, roles, rules, rituals, values, language, space/time locale, and mythic context of your religion must be put on paper for two reasons. One, to make the journey clear and explicit for yourself and your clan members; and two, to deal with Caesar.

The relationship between Caesar and the God-seeker has always been uneasy. But the boundaries of the tension can be defined precisely, and, if you are clear in your mind, there can be no confusion. You can move with exactness and confidence.

Everything that exists outside your body and your shrine belongs to Caesar. Caesar has constructed the fake-prop studio for his 'king-of-the-mountain' game, and he can have it. Highways, property, status, power, money, weapons, all things, all external man-made objects belong to him. The spiritual life is completely detached from these props. Obey Caesar's TV studio rules when you are in his studios. Avoid any participation in his dramas.

But remember, your body is the Kingdom of Heaven, and your home is the shrine in which the Kingdom of Heaven is to be found. What you do inside your body, what energies you let contact your sense organs, and what you put into your body is your business.*

All you need do to protect the divinity of your body and the sanctity of your shrine is to be explicit - and to worship with dignity and courage.

Write down an eight-fold definition of your religion (goal, role, rule, ritual, value, language, myth, space/time locale.) By doing so, you have formed your religion. The first Amendment to the Constitution, the Charter of the U.N., and the ancient traditions of human history give you protection to alter your own consciousness inside your shrine.

***YOU ARE GOD: REMEMBER!**

If you take a psychedelic sacrament, leave your house, and commit a disorder on Caesar's streets, let him arrest you for overt crime. But your right to turn-on in your home is sacred. You make your home a shrine by writing it into the charter of your religion.

In writing your charter, you must specify where you will take the sacrament and with whom. The charter does not permit you to turn-on anywhere. You must respect the possessive claims of Caesar to his fake-front stage-sets. And you must also specify visible objects of worship which will be found in your shrine - a statue of Buddha, a picture of Christ, a rock, a wooden carving. You choose, but be explicit.

Get your charter notarized, or mail it to yourself in a post-marked envelope. You have thereby established, before possible conflict with Caesar's police, your religion. These are the minimum steps required to protect your use of psychedelic drugs. If you don't care enough to do this, you don't care enough.

But further steps are preferable. It is highly advisable, and quite simple, to incorporate your religion under the laws of your state. Consult a lawyer - a psychedelic lawyer if possible. There are thousands of them around. How? well he'll be under the age of thirty. Your local ACLU would be a good place to start. Ask him to file incorporation papers which are standard and which every lawyer has in mimeographed outline.

Follow the simple steps necessary to complete the forms, and, in short order, you are a legally incorporated religion. Your own sense of dignity and commitment to the spiritual life is encouraged. Your posture and confidence vis-a-vis Caesar's Keystone Kops is immeasurably strengthened.

But you must play it straight. Don't sign anything you aren't going to live up to. On the other hand, leave room in your charter for easy revision of your religious practices. You are a young, growing religion. For God's sake, don't get caught in rigidities at the beginning.

Use psychedelic sacraments only in designated shrines and only with members of a psychedelic religion. If you are going to be naughty and smoke pot in the washroom of one of Caesar's stage-sets, why that's all right - but be clear; you waive your religious rights. Do what you will, but be conscious and don't

mix up your naughty-game with your religious-game.

After you have incorporated your religion, you can file the application forms and a description of methods of worship in the attorney's office. In case of any misunderstanding with Caesar's cops, you will be effectively prepared. Don't be surprised at the idea of having a lawyer to handle your psychedelic affairs. Psychedelic lawyers will be the most numerous and popular segment of the legal profession in fifteen years. For a small amount of money you can have on-going legal protection for your religion. You'd do it for your business, wouldn't you? It's better yet if you find a lawyer who is ready to join your clan.*

There is a third legal step which many psychedelic religionists will want to take - the licensing for the importation and distribution of illegal sacraments such as marijuana and LSD. The legal procedure involved in obtaining permission to use drugs is called a declaratory judgement. This procedure can result in a court declaration that an individual or a group may, with the sanction of law, use drugs freely for religious purposes.

In requesting a declaratory judgement to import and distribute illegal sacraments (and remember, here, that alcohol, nicotine, and automobiles are also illegal - except to licensed operators,) you are asking nothing more than was permitted to Catholic priests and Jewish rabbis during alcohol prohibition. These religionists were allowed to import and distribute an illegal drug - booze - for distribution only by priests and only in designated shrines. The quarter of a million members of the Native American Church are similarly licensed to use peyote, a plant much more powerful than marijuana.

The filing for a declaratory judgement requires more commitment and energy - and thus becomes the third test of your religious stamina. How much do you care?

By the end of 1968 we expect that thousands of such applications will be flooding the courts. In each case, the decision as to whether the applicants are entitled to a license to smoke marijuana and use LSD will have to be made on the merits of the case. Each judge and jury will have to rule on the sincerity of

*Your lawyer can write to the League for further legal information, relevant briefs, precedents, etc.

the applicants. What a wonderful exercise! Thousands of groups of young Americans will choose to present and defend their new religions in the courts. What a beautiful forum for free debate on the values of marijuana as opposed to booze!

Thousands of jury members and hundreds of judges will be converted.

In all of these activities there is no hostility, no competition, no conflict with Caesar. Love and humor are the means. The ends will follow.

9. Dr. Leary, What Will Happen to Society After Everyone Turns-on, Tunes-in, and Drops-out?

An interesting indication of the "miraculous" growth of the L.S.D. comes in the form of the question: "What will happen to society after everyone turns-on, tunes-in, and drops-out?"

At the surface, the question seems naive. Nowhere and never does everyone do the same thing at the same time. It's all planned in cycles by the DNA Code. Organic changes occur gradually and invisibly.

This question reflects the sudden panic of the TV bit-player. What will happen to me if the show goes off the air? Will I lose my little part? What an incomparable tragedy if these cardboard studio walls were to fall down!

The emotional response to this game-terror is reassurance. Don't worry. Your life begins when your TV game ends. Turn-on, tune-in, drop-out. Then you are free to walk out of the studio - a god in the Garden of Eden.

The intellectual answer to the question is infinitely complex, depending upon how much time and energy one can mobilize for utopian planning. The League has worked out detailed blueprints for the next cycle of man's social evolution. Future manuals will be published by the League describing the year-by-year unfolding.

In summary: be prepared for a complete change of American urban technology. Grass will grow in Times Square within ten years. The great soil-murdering lethal skyscrapers will come down. Didn't you know they were stage-sets? Didn't you know they had to come down? The transition will come either violently

(by war) or gently, aesthetically, through a psychedelic drop-out process.

In any case, there is nothing for you to do in a collective political sense. Turn-on, tune-in, drop-out. Discover and nurture your own divinity and that of your friends and family members.

Center on your clan and the natural order will prevail.

10. Illustrative Procedure for Formalizing a Psychedelic Religion

In the following pages you will find a detailed illustration of the procedures for legalizing a religious cult. These are the steps taken to formalize the League for Spiritual Discovery. All that is required are five or six friends, a hundred dollars, and a lawyer.

On August 21, 1966, fifteen persons met in the Castalia Foundation center, Millbrook, N. Y. to discuss the formation of a new religion.

The goals of the new religion were orthodox: the discovery of the God within and worship through acts of glorification. The sacramental methods for contacting the inner divinity included psychedelic foods and drugs - marijuana, hashish, sacred mushrooms, peyote, LSD, etc.

The fifteen persons were friends who had lived together for various periods of time as part of a utopian-spiritual community (Castalia Foundation,) and each person had had extensive experience in taking and administering psychedelic substances and in teaching psychedelic methods. Each of these persons had participated in several LSD sessions with every other member.

Also present at this meeting was our attorney who explained that the new religion could be incorporated legally in the State of New York by following very simple procedures. The group must list its:

1. Name
2. Purposes
3. Membership requirements
4. Time and place of annual or quarterly corporate meetings
5. Voting procedures
6. Officers

7. Salaries
8. Committees
9. Dues
10. Procedures for amending by-laws

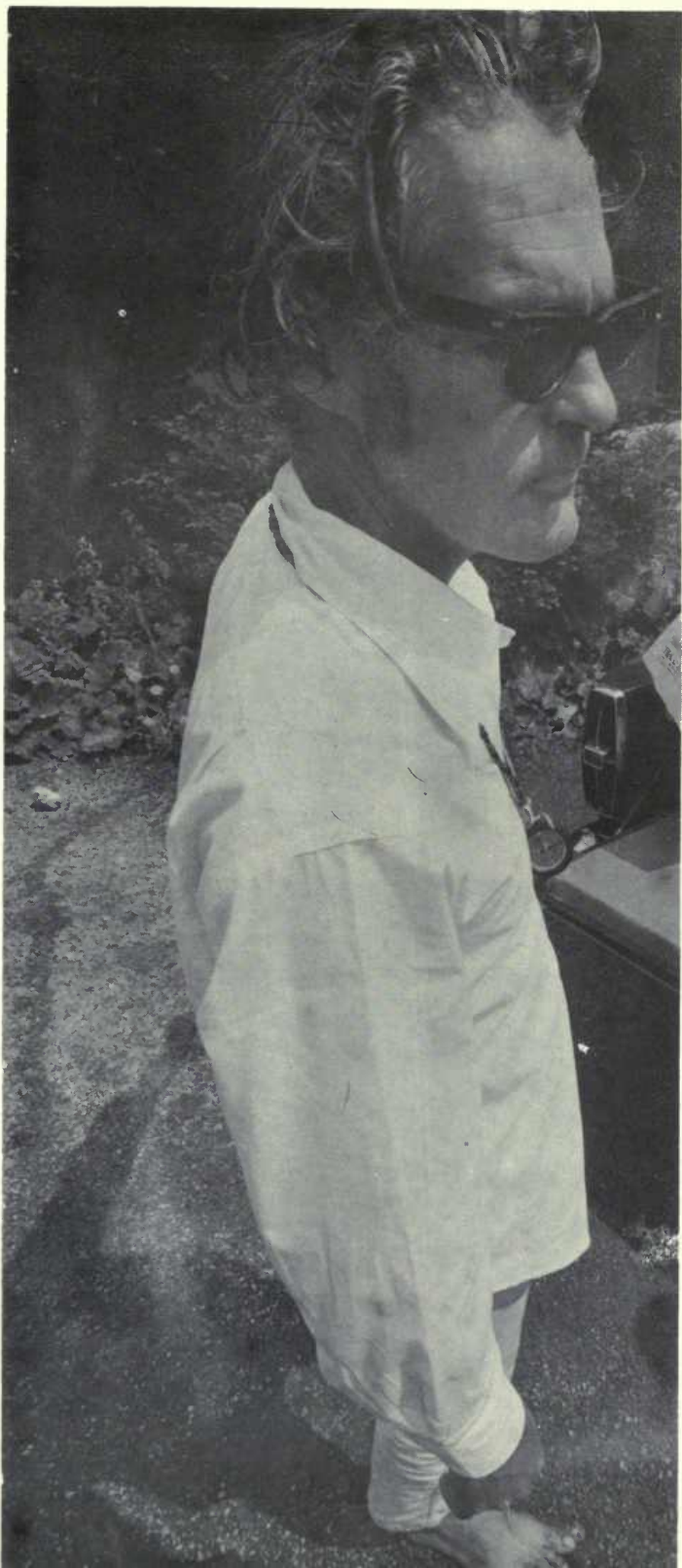
These ten issues were then discussed by the group, and a document summarizing our thinking was turned over to the lawyer. The papers were filed with the Secretary of State, and, in ten days, the League for Spiritual Discovery was legally incorporated. (It's that easy!)

The simplicity of this procedure may be deceptive. It had taken six years of dedicated, full-time searching to assemble this group of fifteen. Hundreds of LSD sessions provided the screening for this group.

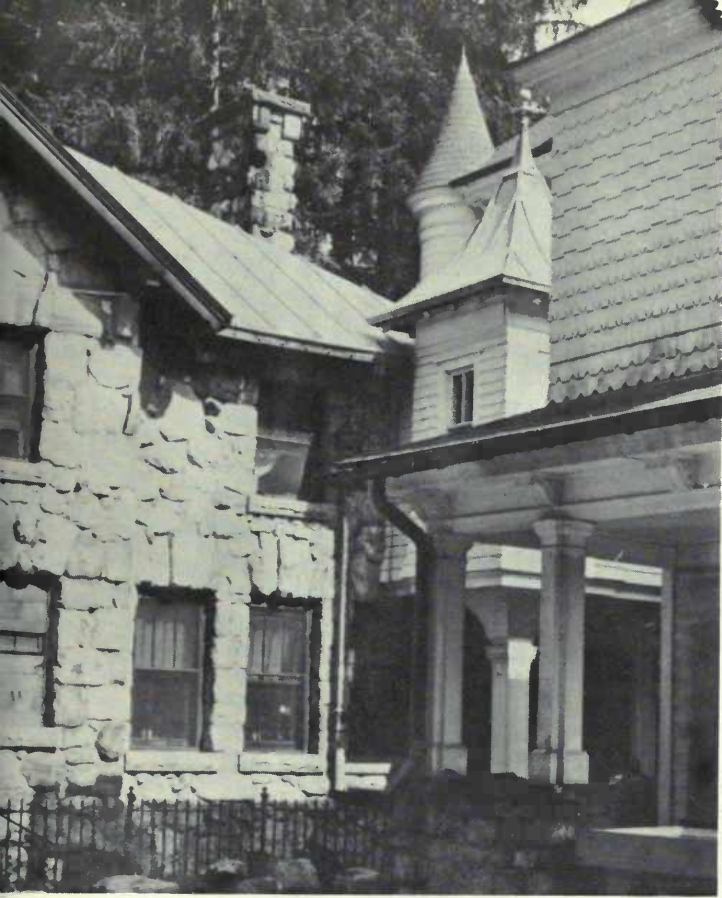
Once you have the people who share the goals, agree on the methods, and are willing to put their lives and fortunes on the line, the legal formalities are minimal.

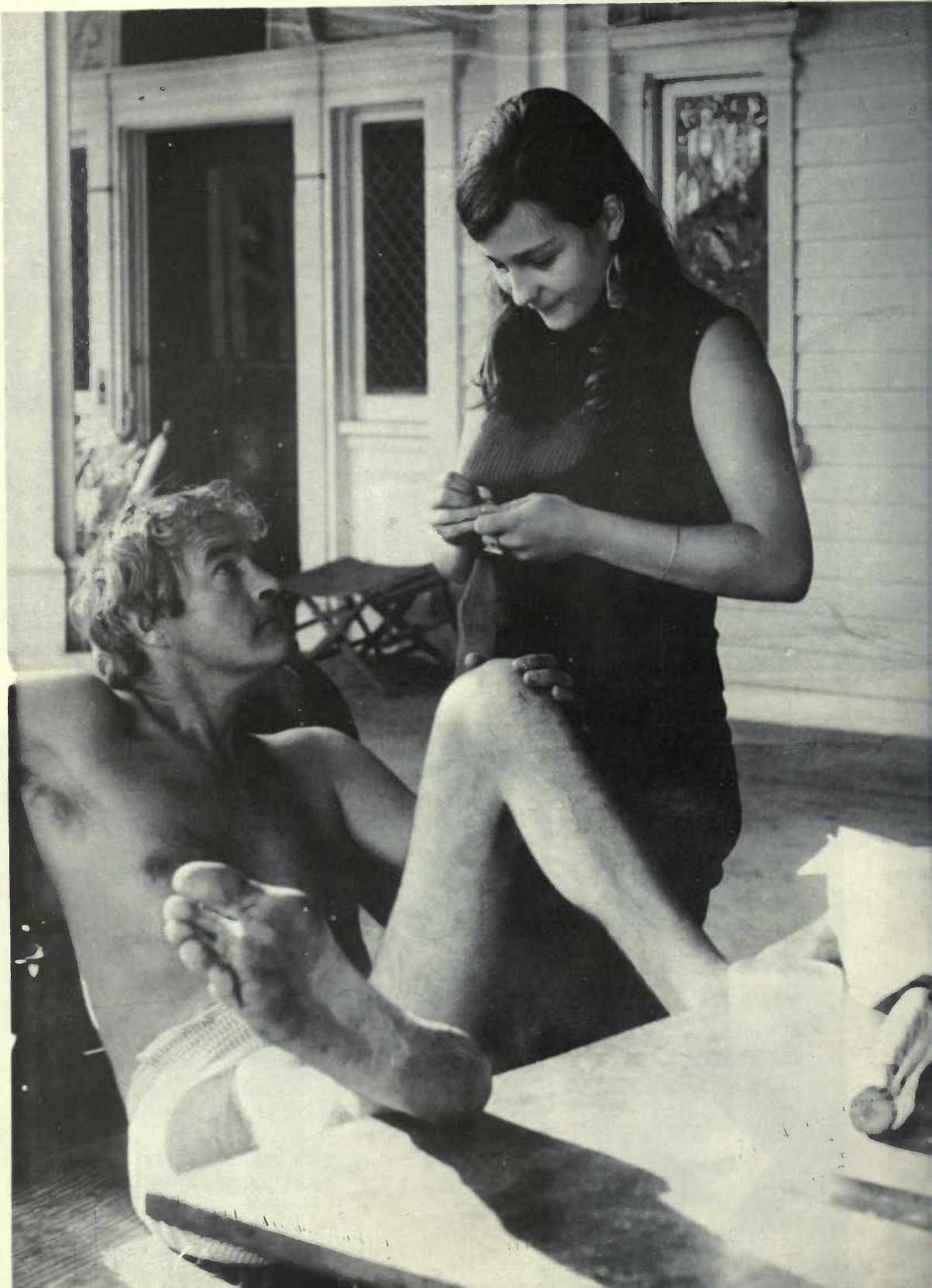
We had selected the times of our quarterly corporate meetings to coincide with the solar clock - the four solstices. Thus it happened that at that time of terrestrial death and rebirth, the winter solstice, we assembled at the seed-ashram in Millbrook, New York for our first membership meeting.

Remember that the spiritual work of the League had continued from day to day as it has for seven years. The turning-on, tuning-in, dropping-out process is hour to hour and the legal-administrative formalities are the least important ceremonies.











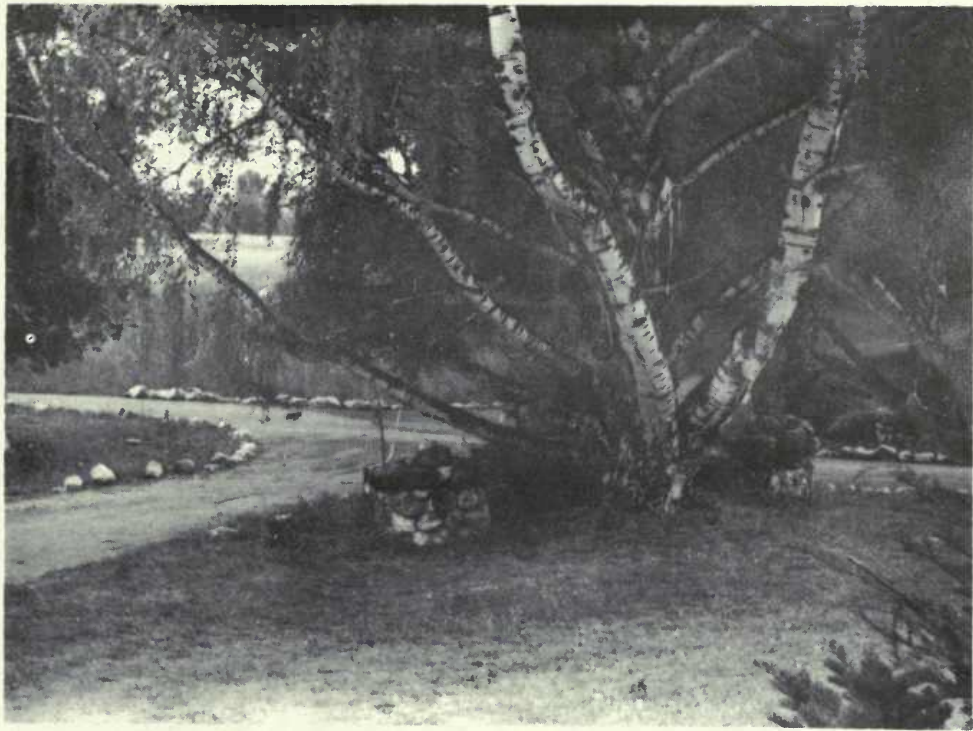






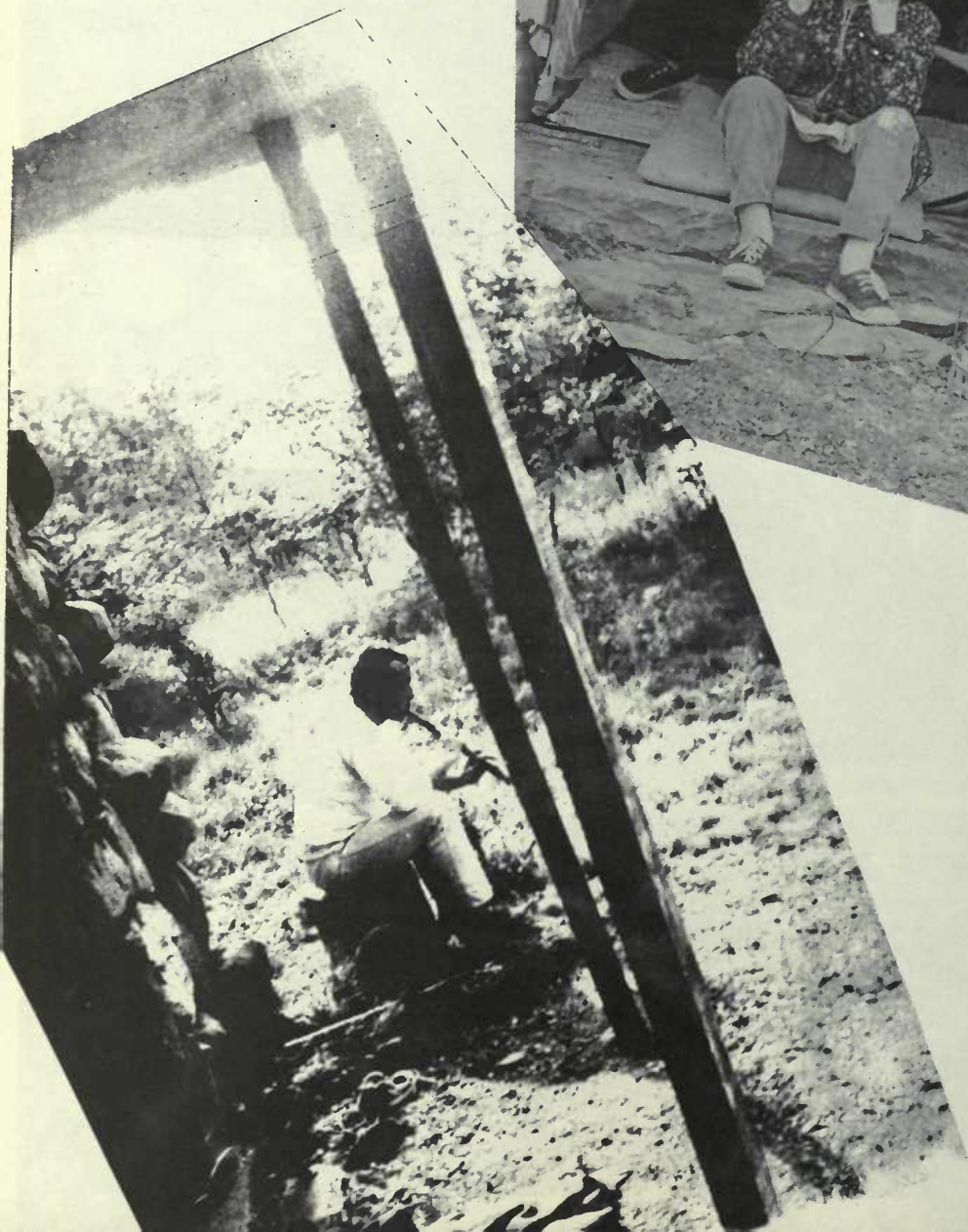






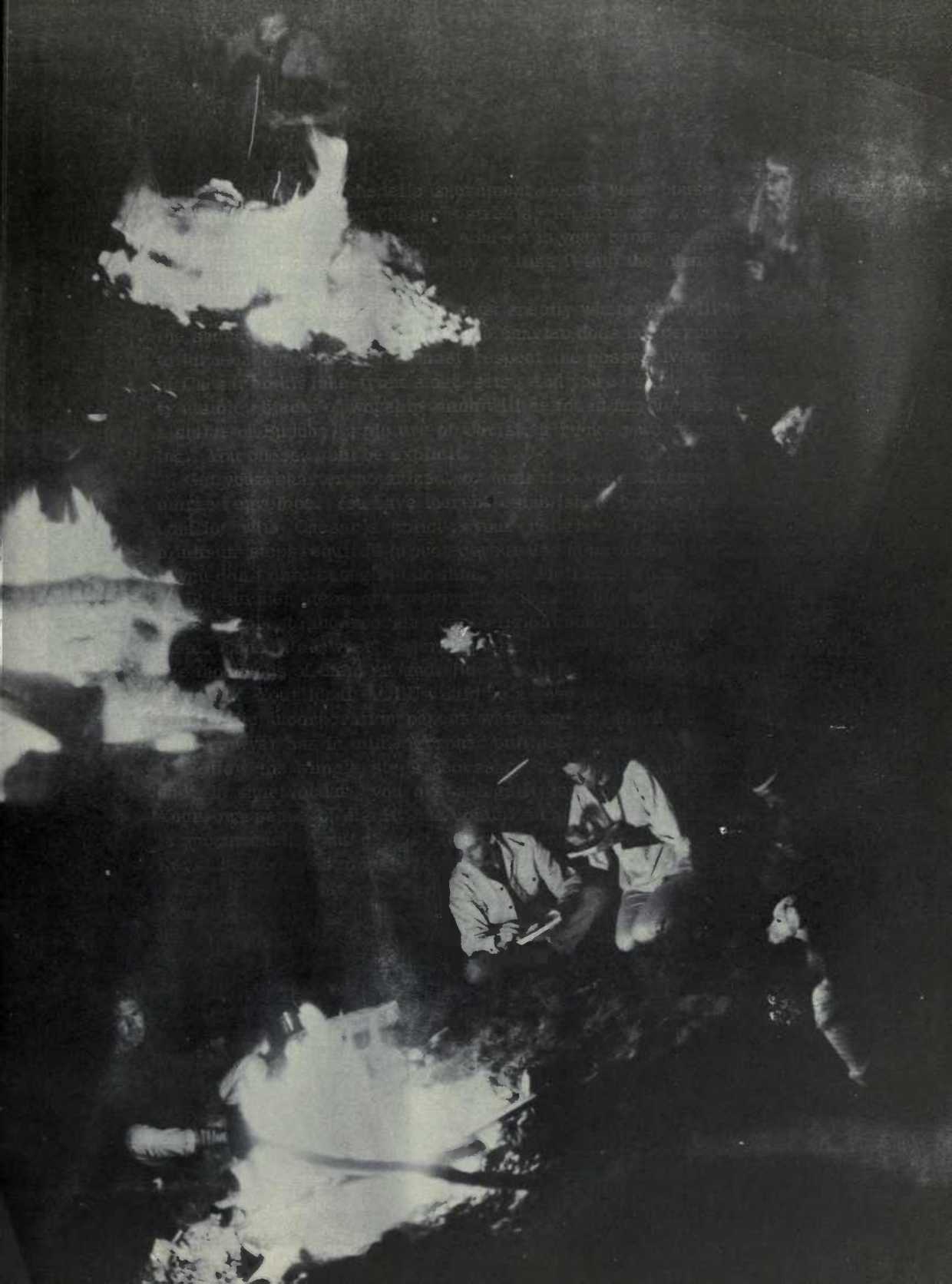


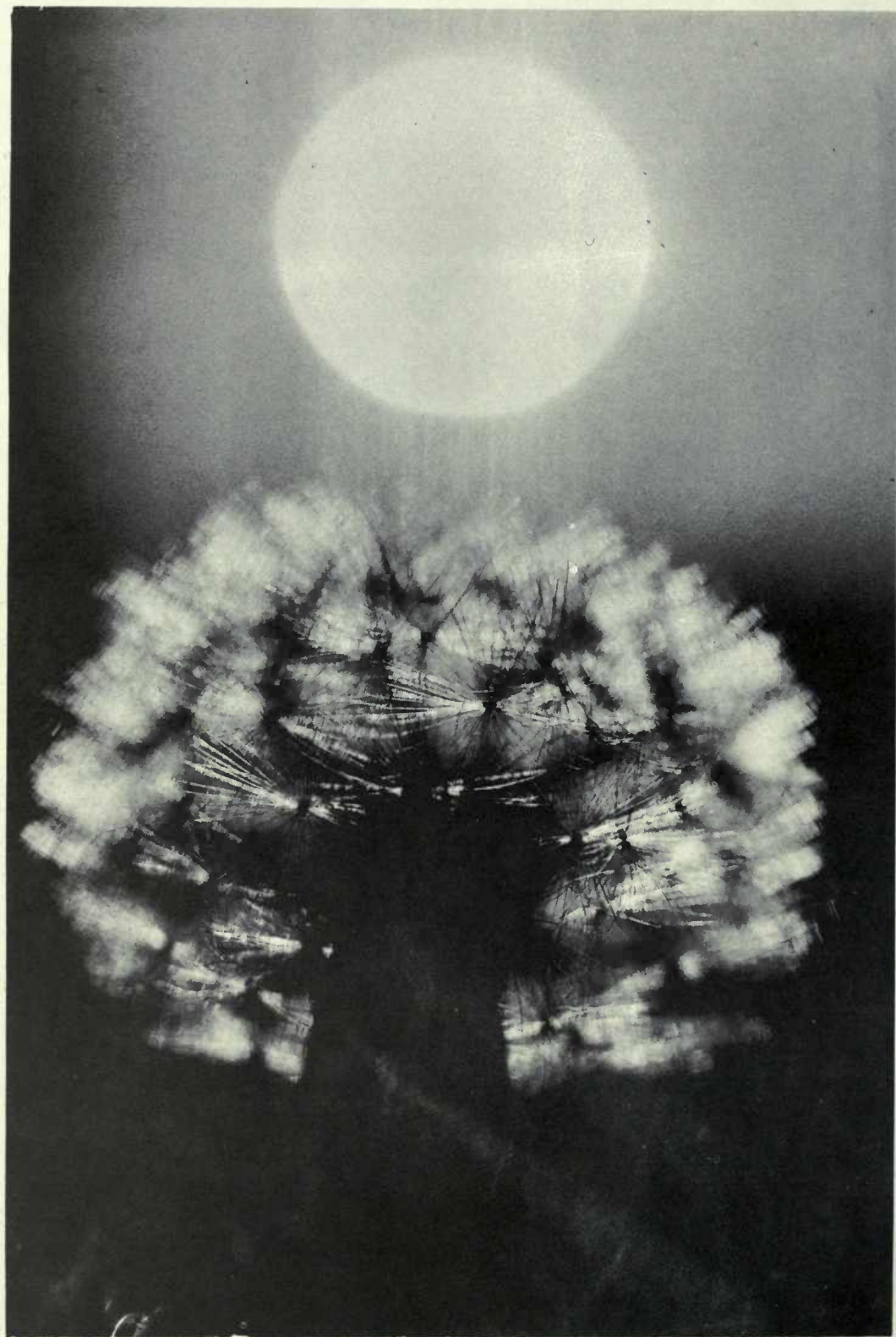












MINUTES OF THE FIRST MEMBERSHIP MEETING OF THE
LEAGUE FOR SPIRITUAL DISCOVERY

(The outline of this document follows the mimeographed form provided by our attorney.)

Minutes of the first membership meeting of the League for Spiritual Discovery
held at the Castalia Foundation Center
in the Village of Millbrook, Town of Washington,
County of Dutchess, State of New York
on the 21st day of December, 19 66

The meeting was called to order by Timothy Leary, acting Chairman of the organization, who explained that the incorporators of this organization had met on the 21st day of August, 1966 and had elected as temporary officers of this organization the following:

Acting President: Timothy Leary
Acting Secretary: Narayana

He then explained the purposes for which this meeting was called and asked the secretary to read the Certificate of Incorporation of this organization as it had been filed in the Office of the Secretary of State.

After the secretary had complied with the request, a motion was duly made and carried that the secretary be directed to spread a copy of such certificates at length upon the minutes of this meeting and that a copy of the receipt issued by the Office of the Secretary of State be affixed to the minutes of this meeting.

The Chairman then stated to the meeting that at the meeting of the incorporators, the following were appointed to draw up and submit to this meeting a set of proposed By-Laws to be used by this organization.

Tanmoy
Narayana
Gita

Tanmoy had been selected as Chairman of that committee, and the Chairman then requested him to submit the proposed By-Laws to this organization for approval.

The same was then taken up, read, and considered clause by clause and finally adopted by this meeting as the By-Laws of the organization. After the vote had been taken and the By-Laws adopted, a motion was duly made and carried that the secretary spread a copy of the By-Laws at length upon the minutes of this meeting.

The said By-Laws are as follows:

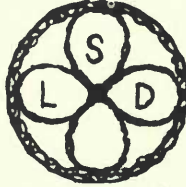
By-Laws
Of

LEAGUE FOR SPIRITUAL DISCOVERY

Article One.

Organization.

- 1) The name of this organization shall be League for Spiritual Discovery.
- 2) The organization shall have a seal which shall be in the following form:



- 3) The organization may at its **pleasure by a majority vote** of the membership body change its name.

Article Two.

Purposes.

The following are the purposes for which this organization has been formed.

The League for Spiritual Discovery has three purposes - (a) individual worship of the Supreme Energy - God; (b) communal worship of the Supreme Energy - God; and (c) public worship of the Supreme Energy - God. These three forms of worship based on revelation and empirically validated methods for spiritual discovery.

- (a) Individual Worship - We league together to help each member discover the divinity within by means of sacred teachings, self-analysis, psychedelic sacraments, and spiritual methods and then to express this revelation in an external life of harmony and beauty. We pledge ourselves to help each member to devote his entire consciousness and all his behavior to the glorification of God. Complete dedication to the life of worship is our aim, as exemplified in the motto "Turn-on, Tune-in, Drop-out".
- (b) Communal Worship - We league together to maintain League Centers (Ashrams; monastic centers) where renunciates (i.e. "drop-outs" - those who take a vow to abandon secular activities for a specified length of time) will live a communal life of worship and glorification. The community serves to facilitate individual illumination and to liberate and channel spiritual energies to accomplish the evangelic and public mission of the League.
- (c) Illumination of the Human Race - We league together to inform, teach, guide, liberate, and illuminate other human beings so that they can be initiated into a life of glorification and worship. We are concerned that modern civilization (as exemplified in American culture) is becoming insane, destructive, warlike, materialistic, atheistic - a meaningless set of repetitious robot responses. We seek to return man to a life of harmony with his own divinity - with his mate and family, with his fellow human beings, and with the other natural energies - organic and inorganic - of this planet. A complete and rapid evolution of society is intended. Public celebrations will be held, and League offices will be established in cities in this country and throughout the world. The League will assist in every way other groups of seekers to form their own religious cults and their own ashrams.

Article Three.

Membership.

The League for Spiritual Discovery defines three orders of worshippers:

- 1) League Guides - Renunciates ('drop-outs') - initiates who live in League ashrams and devote all their time and energies to the spiritual life and its outward manifestations. Guides teach and prepare League Associates for initiation and distribute the sacrament to members.
- 2) League Associates - Persons who have been initiated by a Guide and who regularly practice the sacramental and disciplined meditative methods in shrines in their homes.
- 3) League Friends - Persons who participate in the spiritual functions of the League and who have been accepted for formal spiritual training, but who have not been initiated and who do not have sanctified shrines in their homes. Prospective Associates must be nominated by two Guides, fill out an application form, and submit it to the Initiation Committee. Upon the unanimous approval of the Initiation Committee, the prospective Associate is initiated in his shrine by two Guides. After initiation the new Associate signs the Associate Card.

In the case that any violation of the Associate agreement is brought to the attention of the Board of Guides, the Associate in question will be notified in writing to meet with the Initiation Committee within thirty (30) days. If a majority of the Initiation Committee finds the Associate in actual violation of his pledge, his membership will be suspended until the next quarterly meeting of the Board of Guides. The Board of Guides is authorized to continue suspension of membership at its discretion.

Any Associate of the League can become a Guide by dropping out of his secular activities and moving to a League ashram as a full-time worker-resident. It is expected that Associates who become Guides will remain in residence until the next solstice meeting (21st of December, March, June, and September). Each Guide is thus self-selected. During his residence, the discipline of the Ashram is set down by the Board of Guides and the Ashram Director.

Article Four

Meetings.

The annual meeting of the League of Guides shall be held on the 21st day of December each and every year except if such day be a legal holiday. Then and in that event the Board of Guides shall fix the day but it shall not be more than two weeks from the date fixed by these By-Laws.

The Secretary shall cause to be mailed to every Guide in good standing at his address as it appears in the membership roll book of this organization a notice telling the time and place of such annual meeting.

Regular meetings of the League of Guides shall be held at the Seed Center, Millbrook, New York.

The presence of not less than one-half of the League of Guides shall constitute a quorum and shall be necessary to conduct the business of this organization; but a lesser number may adjourn the meeting for a period of not more than two weeks from the date scheduled by these By-Laws, and the Secretary shall cause a notice of this scheduled meeting to be sent to all those Guides who were not present at the meeting originally called. A quorum as hereinbefore set forth shall be required at any adjourned meeting.

Special meetings of the League of Guides may be called by the President when he

deems it for the best interest of the organization. Notices of such meetings shall be mailed to all members at their addresses as they appear in the membership roll book at least 14 but not more than 30 days before the scheduled date set for such special meeting. Such notice shall state the reasons that such meeting has been called, the business to be transacted at such meeting, and by whom called.

At the request of two members of the Board of Guides or four members of the League, the First Guide shall cause a special meeting to be called, but such request must be made in writing at least 14 days before the requested special date.

No other business but that specified in the notice may be transacted at such special meeting without the unanimous consent of all present at such meeting.

Article Five.

Voting.

At all meetings, except for the election of officers and directors, all votes shall be viva voice, except that for election of officers ballots shall be provided, and there shall not appear any place on such ballot any mark or marking that might tend to indicate the person who cast such ballot.

At any regular or special meeting if a majority so requires, any question may be voted upon in the manner and style provided for election of officers and directors.

At all votes by ballot, the chairman of such meeting shall immediately prior to the commencement of balloting, appoint a committee of three who shall act as "Inspectors of Election" and who shall, at the conclusion of such balloting, certify in writing to the chairman the results, and the certified copy shall be physically affixed in the minute book to the minutes of that meeting.

No Inspector of Election shall be a candidate for office or shall be personally interested in the question voted upon.

Article Six.

Order of Business.

- 1 - Roll call.
- 2 - Reading of the minutes of the preceding meeting.
- 3 - Reports of committees.
- 4 - Reports of officers.
- 5 - Old and unfinished business.
- 6 - New business.
- 7 - Good and welfare.
- 8 - Adjournments.

Article Seven

Board of Guides.

The business of this organization shall be managed by a Board of Guides consisting of nine members together with the officers of this organization. At least one of the directors elected shall be a resident of the State of New York and a citizen of the United States.

The Board of Guides to be chosen for the ensuing year shall be chosen at the annual meeting of this organization in the same manner and style as the officers of this organization and they shall serve for a term of one year.

The Board of Guides shall have the control and management of the affairs and business of this organization. Such Board of Guides shall only act in the name of the or-

ganization when it shall be regularly convened by its chairman after due notice to all the directors of such meeting.

The Board of Guides authorizes and directs all activities of the L. S. D. - spiritual, legal, and financial. The Board of Guides is specifically authorized to rent, buy, sell property and equipment related to the League, to raise money, sponsor lectures, conduct religious ceremonies where donations are offered, publish books, make records, films, slides, meditation machines and other devices for producing psychedelic experiences; and to distribute, advertise and receive payment for these devices and published works, run educational programs, workshops, retreats. The League for Spiritual Discovery and its members are not authorized to charge fees for counselling or individual spiritual guidance.

Article Eight.

Officers.

The officers of this organization shall be as follows:

President
Vice President (First Guide)
Secretary
Treasurer

The President shall preside at all membership meetings.

He shall, by virtue of his office, be chairman of the Board of Directors.

He shall present at each annual meeting of the organization an annual report of the works of the organization.

He shall appoint all committees, temporary or permanent.

He shall see that all books, reports, and certificates as required by law are properly kept or filed.

He shall be one of the officers who may sign the checks or drafts of the organization.

He shall have such powers as may be reasonably construed as belonging to the chief executive of any organization.

The First Guide shall, in the event of the absence or inability of the President to exercise his office, form a three-man committee to execute the duties of the president of the organization with all the rights, privileges, and powers as if they had been the collectively elected president.

The Secretary shall keep the minutes and records of the organization in appropriate books.

It shall be his duty to file any certificates required by any statute, federal or state.

He shall give and serve all notices to members of this organization.

He shall be the official custodian of the records and seal of this organization.

He may be one of the officers required to sign the checks and drafts of the organization.

He shall present to the membership at any meetings and communication addressed to him as Secretary of the organization.

He shall submit to the Board of Guides any communications which shall be addressed to him as Secretary of the organization.

He shall attend to all correspondence of the organization and shall exercise all duties incident to the office of secretary.

The Treasurer shall have the care and custody of all monies belonging to the organization and shall be solely responsible for such monies or securities of the organiza-

tion. He shall cause to be deposited in a regular business bank or trust company a sum not exceeding \$15,000.00, and the balance of the funds of the organization shall be deposited in a savings bank except that the Board of Guides may cause such funds to be invested in such investments as shall be legal for a savings bank in the State of New York.

He must be one of the officers who shall sign checks or drafts of the organization. No special fund may be set aside that shall make it unnecessary for the Treasurer to sign the checks issued upon it.

He shall render, at stated periods as the Board of Guides shall determine, a written account of the finances of the organization and such report shall be physically affixed to the minutes of the Board of Guides of such meeting.

He shall exercise all duties incident to the office of Treasurer.

Officers shall, by virtue of their office, be members of the Board of Guides.

No officer shall, for reason of his office, be entitled to receive any salary or compensation, nor shall he receive any compensation for any activities related to the purposes or activities of the League.

Article Nine.

Salaries.

The Board of Guides shall hire and fix the compensation of any and all employees which they in their discretion may determine to be necessary in the conduct of the business of the organization. No League member can be employed by the League. No salaries, wages, or other compensation shall be paid to any Guide or Associate of the L.S.D. The L.S.D. will pay for all normal living expenses for renunciate members (food, board, medicine, legal expenses, clothing, etc.) and will pay travel expenses for Guides and Associates when on League business. No League member will accept any recompense for lectures, writings, performances, or other activities related to psychedelic or spiritual matters. All such income will be turned over to the L.S.D. treasury.

Article Ten.

Committees.

All committees of this organization shall be appointed by the Board of Guides, and their term of office shall be for a period of one year, or less if terminated sooner by the action of the Board of Guides.

The permanent committees shall be:

1. House Committee
2. Publication Committee
3. Public Celebration Committee
4. Initiation Committee

Article Eleven.

Dues.

The dues of this organization shall be the entire income of each League Guide. Guides may maintain a personal bank account to maintain previously contracted planetary business, but at the end of each year, profits from such actions shall be paid to the League. For Guides who remain in residence less than one year, a pro-rated payment of personal income will be paid to the League.

Article Twelve.

Amendments.

These By-Laws may be altered, amended, repealed, or added to by an affirmative vote of not less than half of the members present at a quarterly meeting.

The Chairman then stated that nominations for officers were in order. The following were nominated:

For President: Timothy Leary

For Vice President: Beorn, Tambimuttu, and Boreas

For Secretary: Narayana

For Treasurer: Gita

The Chairman then appointed Messrs. Merlin, Beorn, and Marl as Inspectors of Election for this election.

They distributed blank ballots and requested that each member write the name of his candidate for office on such sheet and deposit it in the receptacle provided.

After each member had cast his vote, the Chairman declared the polls closed. The Inspectors retired to canvass the vote.

The Inspectors of Election then notified the Chairman that the canvass of the ballots had been completed and that they were ready to certify as to the results.

Mr. Merlin, who had been chosen as Chairman of the Inspectors, announced the following elected for the ensuing year as officers of this organization:

President: Timothy Leary

Vice Presidents: Beorn, Tambimuttu, and Boreas

Secretary: Narayana

Treasurer: Gita

The Chairman then announced that nominations for the Board of Guides were in order. The following were nominated:

Timothy Leary

Rose

Gita

Narayana

Tambimuttu

Amitabha

Beorn

Bhavani

Boreas

The Inspectors distributed the ballots requesting that each member write in the names of the Guides for the next ensuing year and to deposit such ballot in the receptacle provided.

After each member had cast his ballot, the Chairman declared the polls closed. The Inspectors retired to canvass the vote.

The Inspectors then notified the Chairman that the canvass of the ballots had been completed and that they were ready to certify as to the results.

Mr. Merlin, who had been chosen as Chairman of the Inspectors, announced the following elected as Guides for the ensuing term:

Timothy Leary
Rose
Gita
Narayana
Tambimuttu
Amitabha
Beorn
Bhavani
Boreas

Mr. Timothy Leary, the acting chairman, then thanked the members for their co-operation and asked Mr. Timothy Leary, the duly elected President, to assume the chair.

Mr. Timothy Leary, the President, took over the chair for the balance of the meeting. He requested the rest of the elected officers to take their regular places.

There being no further business, the meeting was adjourned on motion.

Respectfully submitted,
Narayana

Dated, December 21, 1966

(Immediately after the annual membership meeting was adjourned, a meeting of the Board of Guides was held. This meeting was open to all Guides, Associates, and Friends.)

MINUTES OF THE FIRST MEETING OF THE BOARD OF GUIDES

Minutes of the first meeting of the Board of Guides
of the League for Spiritual Discovery
held at The Seed Ashram
in the Village of Millbrook, Town of Washington, County of Dutchess,
State of New York, Date: December 21, 1966

There were present the following:

Timothy Leary
Rose
Gita
Narayana
Tambimuttu
Amitabha
Beorn
Bhavani
Boreas

Being the duly elected Guides of the League for Spiritual Discovery elected at the annual meeting of the organization.

Mr. Timothy Leary, by virtue of his office as President, assumed the Chairmanship of the Board. He called the meeting to order and stated the purposes thereof. He explained, pursuant to the By-Laws of the organization, that it would be necessary to elect a Secretary.

Narayana was duly elected Secretary of the Board.

On motion duly made and carried, the following resolution was unanimously adopted:

The following committees and their members were approved:

ASHRAM COMMITTEE

Bhavani - Chairman
Rose
Boreas
Beorn

PUBLICATIONS COMMITTEE

Diane - Chairman
Karmananda

CELEBRATIONS COMMITTEE

Merlin - Chairman
Berle
Michael

INITIATION COMMITTEE

Narayana - Chairman
Bhavani
Rose
Beorn
Amitabha

The following resolutions were duly made, seconded, and approved unanimously by the Board of Guides:

A motion was made by Gita and seconded by Adishkati that Psychedelic Religious Celebrations be conducted in Chicago, Los Angeles, San Francisco, and Seattle during the months of January and February, 1967.

A motion was made by Boreas and seconded by Narayana that the League for Spiritual Discovery engage the services of Hitchcock-Balding Productions Ltd. to handle public business of the League for a fee of 15% of all monies accrued from radio, television, movies, and recording activities (excepting literary publications.)

A motion was made by Boreas and seconded by Amitabha that the Board of Guides authorize the League to run weekly Celebrations in New York City for evangelic and educational purposes.

Timothy Leary made a motion, seconded by Amitabha, that the League be authorized to print and circulate "God Cards" for racial harmony and East-West re-union.

A motion was made by Gita and seconded by Beorn that the League be authorized to hire lawyers to handle the affairs of the League.

A motion was made by Rose and seconded by Bhavani that the League be authorized to conduct a penitential crusade to the East in 1967-68.

A motion was made by Bhavani and seconded by Tambimuttu that the League be authorized to enter into negotiations for the planning and conducting of psychedelic Religious Celebrations in various cities of Europe during the spring and summer of 1967.

A motion was made by Tambimuttu and seconded by Beorn that the League publish a magazine under the auspices of the Publications Committee.

A motion was made by Gita and seconded by Narayana the the Ashram Committee be authorized to purchase supplies for the seed center.

A motion was made by Narayana and seconded by Amitabha that the League accept liabilities and assets of the Castalia Foundation as of December 31, 1966.

A motion was made by Boreas and seconded by Amitabha that the League accept from the Castalia Foundation ownership and all royalties from the following books:

Psychedelic Experience

Psychedelic Reader

Psychedelic Prayers

and an untitled history of the Psychedelic Religion, by Timothy Leary.

A motion was made by Beorn and seconded by Bhavani that the League accept from the Castalia Foundation ownership and royalties of all phonograph records by Timothy Leary and Ralph Metzner published by Folkways, Capitol Records, ESP, and Pixie.

A motion was made by Narayana and seconded by Gita that the League authorize Timothy Leary to sign contracts with Mr. Hank Saperstein to make a movie of the psychedelic Religious Celebration "Death of the Mind".

A motion was made by Narayana and seconded by Rose that the League authorize its attorney to file for tax exempt status with the U.S. Internal Revenue Department.

A motion was made by Gita and seconded by Narayana that the League establish an experimental agricultural station, under the direction of Beorn, to develop methods of natural and harmonic relationship with the biosphere and that funds be allocated to this ancient and noble end.

A motion was made by Boreas and seconded by Narayana that the League authorize its lawyer to take steps to have the land of the Hitchcock Cattle Farm declared a wild-life sanctuary.

A motion was made by Beorn and seconded by Bhavani that the Hitchcock farm, in the Town of Washington, Village of Millbrook is, and shall be until further notice, a sanctuary for all living things; and that all this land be considered a spiritual shrine of the League for Spiritual Discovery; that it be understood that this property is sanctified for League Guides and Associates; and that the League does not claim responsibility for non-League persons on this property.

A motion was made by Rose and seconded by Beorn that the League request from the Hitchcock Cattle Corporation that the western one-half of the farm be deeded to the League for Spiritual Discovery as a spiritual retreat.

A motion was made by Gita and seconded by Narayana that the League's attorney be authorized to file suit for a declaratory judgement authorizing Guides (priests) to import and distribute psychedelic sacraments, including marijuana, LSD, peyote, mes-caline, and psilocybin, to initiated members only and for use only in their shrines.

A motion was made by Gita and seconded by Rose that bank accounts be opened by the Treasurer in the Bank of Millbrook.

A motion was made by Bhavani and seconded by Amitabha that the League open a New York Center to be located at 551 Hudson Street, New York, N. Y. for educational work.

A motion was made by Rose and seconded by Beorn that the following statement about League procedures be distributed to prospective members:

Every person who wishes to join the League is asked to fill out an application form which lists the location of his shrine and the visible form of worship he selects. This form will be filed with the League attorney. Any membership lists kept outside the

lawyer's office will show only the code name of the member. The League code name of each member will be his devotional object or his personal concept of divinity. The League imposes no ritual structure or standardized form of worship on its members. Any member can change his devotional form or the location of his shrine by notifying the League attorney.

The decision as to which psychedelic chemicals will be considered sacraments for use by the League is to be made by the Board of Guides in consultation with the League attorney.

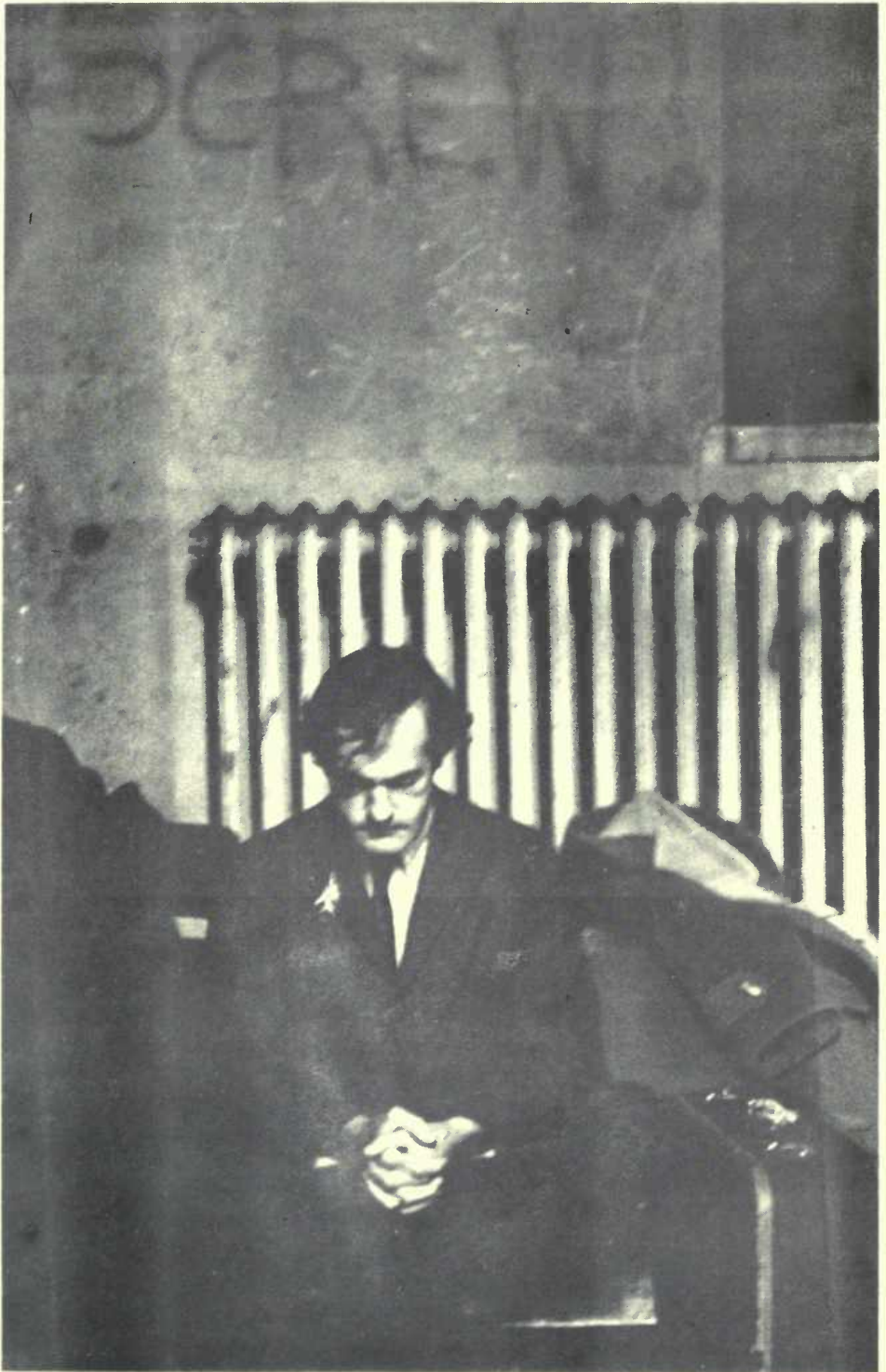
The goal of the Millbrook community is to return to a tribal way of life and to develop a model or pilot study of that ancient spiritual political form, the cult, which is more "in tune" with man's evolutionary history.

On motion duly made and carried, it was decided that meetings of the Board of Guides be held on the 21st day of December, March, June, and September.

There being no further business, the group participated in a silent meditation after which the meeting was adjourned.

Respectfully submitted,

Narayana



Photographs by:
Danielle Padwa
Alvis Upitis
Ted Druch
David Tirrel
Jack Leary



