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[Home](#)
[Introduction](#)
[The Fraud](#)
[1878 WA Constitution](#)
[Declaratory Judgment](#)
[Ultimate User](#)
[Holodeck Law](#) ■
[TIBA Product List](#)
[TIBA Product Order Form](#)
[CENTER FOR BUSINESS
AND ESTATE PLANNING](#)
[Seminar Schedule](#)
[Links](#)

[email](#)

Holodeck Law and the "Triangle and Two Defense"

By Linda L. Kennedy Esq. Virginia

The court is like a holodeck, where nothing is as it appears. For those who have never watched the telev classic 'Star Trek,' according to this show, a holodec computerized program that can 'reproduce' a place o paradise, or a day in World War II, whatever the characters would choose to create. In the show, the hardworking spaceship inhabitants who needed a litt & R" from the tireless tasks of captaining or crewing spaceship would take breaks like we would take a vacation. These breaks, however, would be in a fant setting, the holodeck, where the participants could become a part of the program of their choosing; it is playing a game of virtual reality. Except for the pers designing the program for use, all the characters on t stage of the holodeck are mere images called 'hologr Although everything looks real, it is not as it appear:

Until this past year, I had not realized or connected t similarities between this fantasy holodeck and the shocking reality of our American courtroom, where, the holodeck, nothing is as it appears. But like so ma other things in life, as one accumulates Knowledge, uses one's own experiences, observation skills, and wisdom and reevaluates what has been seen and hea reality or a truth becomes more clear. Much to my disappointment, at this stage in my legal career, the similarities between the runaway American Courts a the fantasy holodeck can no longer be denied. The American Courtroom is a holodeck, created by a leg aristocracy who will stop at nothing to keep money a power in the hands of a few "power-elite" control mongers. This Divine Right of Kings is still alive an well, but hidden carefully within the bigger holodeck called America, where, as I am still in the process of unveiling it, nothing is as it appears.

Although we have been indoctrinated by our govern

1/30/2011

run schools to blindly believe that justice is found in the courtroom, the American Court is what I call "Holodeck Law" where nothing is as it appears. As a television commercial coined the phrase, "image is everything," and as long as the public is unaware that American justice is a mere image, the government hand will always be quicker than the public eye. Like the Wizard of Oz who used smoke and mirrors to operate Oz from behind the scenes in virtual anonymity, but who was finally exposed for the fraud he truly was, it is imperative that the public discovers and exposes who is behind the curtain of our rogue justice system. Because of this unveiling, I believe that "We the People," must be the Fourth Branch of Government who must collectively look out for each others interests and provide the checks and balances our government was designed to perform, but which deliberately does not do so. Hopefully, in taking this active stance, we will be able to restore justice so that we can again be the master and the government be our servant as originally designed in the Constitution and in Bill of Rights.

What I now refer to as the "courtroom holodeck" is the scene of the crime, and is the stage where this virtual reality is played out. The court is a holodeck, and the judges and attorney(s) are the holograms (mere images of justice), all working in the labyrinth of the "Litigation Vortex." The unsuspecting public who either got sucked into the vortex (unwillingly brought into court) or suckered into the vortex (those thinking that justice would be received through the legal system), are real characters, but they do not realize they are on the court holodeck, nor do they realize that they are not being protected or represented as was taught to them in our government-funded elementary schools, They do not realize that nothing is as it appears.

I write this chapter because if one is sucked into or suckered onto the court or turf of the Holodeck, one must know the Holodeck Rule Book, who is the real enemy, and understand the Holodeck strategies in order to survive and even sometimes thrive in the "Litigation Vortex." I warn all who enter in; do not try this at home.

The Triangle and Two Defenses

Once you understand and accept that there exists a "Litigation Vortex" and that you can either be sucked or suckered into it, you also need to know what the Rules are so you can survive, or perhaps occasionally thrive once you are trapped in its clutches. Rule One, of course, is to know that the Litigation Vortex does indeed exist.

1/30/2011

Rule Two and the second principle one must know in order to survive or thrive in a battle on the holodeck court, is to understand who your real enemy is. Normally, your enemy is easy to discern. Common sense tells you that he is the one attacking you. Because you are on the holodeck court, however, you must continually remind yourself that things are not as they appear. Although you are suing or being sued by a litigant, that litigant is not your enemy. He is also a victim of the holodeck and does not understand Rule One and Rule Two. He has not yet learned that he is also on the holodeck court where nothing is as it appears. On this holodeck, to identify your true enemy, you have to study and follow the real strategy of the case, which in actuality, is being used against both of the litigants. By understanding the real strategy, you can begin to see who is truly behind the curtain.

One of the most basic strategies the opposition uses in a civil holodeck case is what I call the "Triangle and Two Defense." Now I know all of you basketball fans are interested. As most everyone knows, on a basketball court, there are five offensive players (those who have the ball) and are trying to score, and there are five defenders who are trying to stop the offense from scoring. The most basic defense in a basketball game is called man-on-man defense. This is where each offensive and defensive player defends the other; each man on defense covers one man on offense and visa versa when the ball changes hands.

Sometimes a team might change its defense and go into a zone defense, This means that each defender guards an area instead of following a player around the court- In a zone defense, only if the offensive player comes into the defenders' area or zone are they defended by that defender.

To understand who is your enemy on the holodeck court, you also have to understand a special defense used on the basketball court. A "triangle and two defense" on a basketball court is a specific type of defense used when one or two people on offense are very talented and proficient at scoring. In this defense three of the five defenders play a zone defense (they have their areas on the court which they cover and only if an offensive player enters into that zone, does that defender assigned that zone guard him). This only accounts for three defenders, however, when there are five defenders on the court. The two extra defenders are assigned to guard the best or the two best players on the offensive side man-on-man. ' So in this defense, you have three defenders guarding a zone or area and the other two defenders stopping the best player (s) on the team no matter where that player(s) may roam,

1/30/2011

As you can see, this defense is designed when there are offensive players that could hurt the defense's team more than the other offensive players, All right, enough about basketball 101, Now we need to equate this to the holodeck court.

Similarly, on the holodeck court of injustice, the 'Triangle and Two Defense' also exists and the defensive players also have assignments. In this case, the Judge hologram, and the two attorney holograms are guarding zones on the court of injustice. They each have a specific zone in which to occupy just as on a basketball court. The Judge-holograms primary responsibility or zone is to see that the case is going in such a way that will facilitate the other two attorney-holograms well. He guards and defends his court room to make sure that anyone who enters his zone is either aware and compliant of the holodeck court rules, or is too ignorant to cause a threat to the holodeck's preservation. Although the Judge-hologram's responsibility seems simple, it varies in detail based on the specific situations that may arise in the case, and also varies greatly depending on who the attorneys are, especially who the plaintiff's attorney is, i.e., are they willing to play by the rules on the holodeck court (more on this later under the heading "hologram evaluation").

The attorney holograms are also defenders in the Triangle and Two Defense. Their main function or zone is to see that the case continues on and on with no end in site and without the clients' ever becoming aware of the truth of the holodeck. Additionally, the attorney holograms must keep the clients from knowing that they are not working for either party's best interest, but only for their own and for the holodeck court which is their true source of income and repeat business. Although at the end of the game everyone will look up at the score and see that the deep pocket has won, the attorney holograms must keep their clients fairly emotional and in the dark during the proceedings so that the game does not end prematurely. As the case ripens the attorney holograms make their money. The Judge Hologram who came up from this system as an attorney, will assist in this so the attorney hologram duties are not as difficult as they may seem.

Meanwhile, the attorney holograms make sure they "check all the boxes" so that their clients have no recourse against them, and of course because the attorney holograms know that the State Bar (see chapter on Kremlin hologram), will not look into the attorney holograms lack of strategy in the case as a cause for discipline. In this way, all the holograms are amply protected from public recourse. To make sure the case is producing maximum revenue, the attorney holograms will

1/30/2011

send out some sort of benign discovery to the other side and the other side will give benign answers back. This is known as the Holodeck Rule #3: Where there shall be no harm, there shall be no foul (otherwise known as "no harm no foul").

Usually toward the end of the month when the billing sheets are all ready to be sent, the attorney holograms will become outraged at the "opposition" attorney hologram's tactics. The clients of the holograms become outraged as well, because the other side is behaving so unethically. Many motions and hearings occur during this time and the bills from the attorney holograms are sent to their respective clients to be paid within 30 days.

Unlike the basketball court whose teams utilize all five defenders, the Triangle and Two Defense in the court of justice holodeck may not always need the two extra man-on-man defenders available, but the holograms know that the defenders are there and ready to assist as necessary. One man-on-man defender is your state bar representative hologram. Although the bar's eye is always watching for an opportunity to continually dupe the public into thinking it is for justice, on the holodeck court it is used as a hammer against either attorney if he is not aware of the Holodeck rules or if he refuses to play on the Holodeck court (more on this later under "protecting the public holodeck").

The other man-on-man defender is your state legislator hologram. Disguised as the overseer of the Judges and the law on the court holodeck, these elected officials assist in keeping the real rules of the holodeck secret and work to keep the holodeck operating properly (also discussed in a chapter called "the voting booth hologram").

As you can see, if any attorney does not play by the holodeck rules (whether ignorant of them or knowingly resisting them), that attorney(s) becomes the one who can hurt the defender's team the most. That is where the "and two" of the "Triangle and Two Defense" steps in and takes over. The Bar and the Legislators will work hard to guard their man in Holodeck Law. This is usually accomplished by accusing the protectors of injustice with some heinous offense or perhaps of having some loathesome disease. The most susceptible to this "Triangle and Two Defense" is the attorney for the "little guy" but it can also be the defense attorney as well (most applicable in criminal cases). As the readers know, another party susceptible is a pro se litigant, especially if he is not aware of the Rules of the Holodeck. This is why attorneys in Virginia ARE NOT permitted to assist a pro se litigant in the Federal 4th Circuit, under penalty inflicted by the

1/30/2011

Virginia State Bar. This trend seems to be picking up support from the aristocrats in other jurisdictions. On the holodeck, the revenue generating litigant is to be kept in the dark at all costs. And finally, we must not overlook that a victim of the holodeck can also be a judge who did not want to play on the holodeck.

At one time, Shakespeare's call to "kill the lawyers" meant that if evil eliminates those knowledgeable of the system, then evil could deceive the people. Now we are learning that many of the lawyers have sold out and have become part of the holodeck which may include the Judge, the lawyer(s), the state bar, and the legislature (among others of course). So now that we understand that there is a Litigation Vortex, and that we must be able to identify our real enemy, we must also be cautious that next the time we see the defenders in the "Triangle and Two Defense' who propagate the holodeck against the people, disciplining a judge, an attorney, or a pro se litigant for an "alleged" wrong, let us not quickly applaud in the holodeck.

And thus the holodeck goes, only revealed to the most discerning of eyes. Yes, on the Court of Injustice Holodeck, nothing is as it appears.

When the righteous thrive, the people rejoice; when the wicked rule, the people groan. Prov. 29:2

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1/30/2011