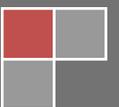


2008

The Zeta Effect

Why bugs make clumps

Zeta potential is the property of a fluid which causes dispersion and clumping. Clumping enables pathogens to attract food, colonize, and evade host defenses.



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Introduction

Sludge from energetic and chemical reductions in [zeta potential](#) triggers clumping which creates survival advantage for a pathogens and disadvantages for a host.

Clumping is a major factor in progressive and degenerate diseases.

Resources & Support

If you feel that the disease model present here may be applicable, we invite you to contact us through one of our websites:

- <http://www.dshedu.com>
- <http://www.wholehealthnetwork.com>
- <http://www.rejuvicell.com>
- Call 970 372 4274
- Email contact@wholehealthnetwork.com

Bugs and Environments

Pathogens – or bugs, always seem present in any environment.

Like most life, organisms do things to modify their environment to improve their environment for their survival.

The conflict comes when one bug lives inside another organism.

Sometimes bugs are friendly, and improve the ability of a living environment to survive better. This is called symbiosis.

When a bug damages the ability of a living environment to survive, it is a pathogen. Some bugs fit both definitions, depending on the roles they play at different times.

The Seed & Soil Debate

The traditional view is that bugs are the enemy.

Long ago, there was a big disagreement between [Louis Pasteur](#), and [Antoine Bechamp](#).

Pasteur prevailed at politics and science of disease disoriented.

When [germ theory](#) became the sole view on infectious pathology, important aspects of health were abandoned.

The opposing view, [pleomorphism](#), failed to gain balance. A balance of these views is probably more correct than either – the exclusive adoption of germ theory has biased science to scorn very useful information.

Every farmer knows it doesn't matter what you plant in unfriendly soil – it won't grow.

When you have a strong crop, weeds don't matter much – and so on.

These ideas are exact substitutions of seeds for organisms in the Pasteur / Bechamp debate. In reality,

both matter – but usually, in biological systems, soil matters more.

The modern lifestyle, our metaphor for seed changes dramatically. A trip to the grocery store, a sneeze from a neighbor, a cup of old soup – provide a virtual infinity of bugs capable of adapting to suit almost any biological environment.

In other words, life abounds – even within.

In a world of infinite seeds – like inside a living body – terrain rules.

Modern life exposes every organism to huge and shifting blend of organisms. If only the seed mattered, most organisms would degenerate into a pool of slime.

Middle Ground & Balance

The high ground is the middle ground.

The ability of an organism to survive depends on conditions which enable incubation, and development.

Incubation enables a weak seed to take root and become strong enough to progressively manipulate the environment enough for it to reproduce.

This is a continuous process. In a host, like a human body, conditions within the body determine the degree to which other organism can incubate, develop and reproduce.

This dynamic balance determines health. In many situations, hitchhikers, gut bacteria, mitochondria, etc. , do good jobs.

Life's ability to merge forms is a process of [symbiosis](#). Symbiosis requires a system of checks and balances which maintains the mutual benefits for cooperative organisms. Terrain shifts set the active balance between symbiosis and [dysbiosis](#), where lost balance shrinks survival advantage of symbiosis.

Friend or Foe

In the body, there is a fine line between Pasteur's infectious organisms, and Bechamp's symbiots.

Some bugs are just plain bad. Some are good. Most are good and bad, depending on how well they are kept in line and in place in the body.

The dual ability of the host to control their population and keep them in the right place is the key.

If they are just plain bad, then the host keeps them zip. If they are good in the gut, then that's where should live, elsewhere, they're a problem.

Naming any organism usually opens a furious debate.

We suggest the debate should focus on why the body fails to keep organisms in line. This discussion crosses every "system" boundary within the body.

Zeta Modulation

Research and alternative literature contains hundreds of expressions of models and proposes many interventions – so why not add another.

Our concept of Zeta Toxins reflects the conflict-balance issue between the host and hitchhiker.

The hitchhiker uses creates a kind of vacuum to pull resources together while the host uses opposing forces to control hitchhikers access to resources by keeping them apart.

The balance between clump and clear is a critical factor in biological systems.

Bug Survival Tools

Sprouting seeds require water and an environment where they can sprout and grow.

Sprouting bugs require food and an absence of predators. After sprouting, survival changes from the ability sprout to the ability to gather resources.

Bugs suck food. Sounds simple right?

Electron Clumping

Electrons control clumping. Lots of the same charges, like electrons, keep things apart.

When electro-repulsive forces prevail particles in solution are called colloids. When electro repulsive forces collapse the particles clump together and the colloid transforms from a mixture to a fluid and precipitate.

Biological Colloids

Biological colloids, like blood, are electro-negative. Excess electrons keep things, like red blood cells, separate.

Anything which shifts the balance of the electronegative particles, causes clumping.

Bugs and Colloids

When free electrons disappear everything clumps.

If you're a bug, manipulating electron density is a great way to create a survival advantage.

Reducing the zeta potential, causes clumping that brings food and friends to you.

So if you're a bug, the ability to manipulate fluid electrostatic forces or [zeta potential](#) is great:

- Free Food delivery;
- Friends gather around you;
- Disrupt host defenses;
- Almost for free.

If you're a bug, reducing fluid dispersion dynamics is a super way to create a survival advantage.

It's super efficient mode that merely requires consuming electron rich nutrients.

Bug Colonies

Colonies are symbiotic groups that work together.

Colonies like towns create survival advantage for the colony which is better than a lone organism:

- Fewer nutrients are required to support a colony than an individual;
- Reduction in surface area reduces predator exposure;
- Defense structures like [biofilms](#) , and result from resource pooling and functional differentiation.

As colonies develop, they become able to assert stronger adverse influence on the host organism.

Zeta Toxins

If a little is good, then more is better.

- If a single organism is uses a little zeta potential to draw food, why wouldn't an organized colony use a lot, as a toxin, to draw more food to the colony?
- Bugs probably adapted. Attributes that create a little survival advantage often upscale. Why not amplify the advantage?
- If the bugs can colonize, shouldn't a colony of bugs be able to work together to produce substances which make more advantage?

Zeta toxins are substances which contribute to systemic clumping and amplify the lone effects across the colony, or collection of colonies that inhabit an organism.

Bug Clump Roundup

Fluid electron depletion is a bug survival tactic that disadvantages the host. It enables pathogen proliferation, progression and aggregation which enable the escalation of pathogenic imbalances.

Eventually these imbalances:

- reach a point of no return,
- where the host control capacity;
- and repair capacity exceeds healing
- leading to irresolvable degeneration.

Eating electrons and showing positive ions is survival advantage because it imbalances the host control mechanisms.

- If you're a bug colony, sucking is great
- If you're a bug that likes friends, then sucking is great.

Electropositive agents cause everything to clump.

Bug learned long ago, that consuming electrons was a cool, and very effective way to improve survival in an environment:

- Eat better;
- Make new friends;
- Build walls;
- Improve reproduction.

Back to Sludge

Bugs make sludge by consuming electrons. Toxins consume electrons.

When too many bugs inhabit a host, enough clumping makes a permanent mess.

Medically we call the mess vascular disease – and virtually every part reflects progressive pipe clogs:

- Bugs make sludge to suck food and colonize;
- Clumps plug circulation smallest first ;

- Small pipe clogs starve larger pipes;
- Small pipe systems fail first, vasculature, retina etc.;
- As small pipes give out, weaken and eventually give out;
- Until disaster.

The Downhill Hit

A degenerate mess happens after the body loses the ability to keep up with the repair load.

When body can keep up with the damage, there's no real problem.

The critical balance is healing rate versus damage rate. When damage exceeds healing, downhill happens.

Common downhill triggers are:

- building material deficiency;
- bug bloom;
- sludge slam from toxins;
- stress.

When downhill happens, it lasts forever or until it's fixed, whichever comes first.