

OUTER SPACE ZONES

SUZ - Superuniverse Zone

OSZ - Outer Space Zones

— Regular Galaxies

— Quatrain Galaxies

— Absolutum Galaxies

SUPERUNIVERSE ZONES

— Major Sector Complex

— Minor Sector

— Local Universe



URANTIA AND PATTERN

THE PLANETARY JURISDICTIONS

Following the Master Universe Pattern, Urantia has 4 primary jurisdictions:

- 1) Soil (local) 2) Land (national) 3) Sea (international) 4) Air (global)

LOCAL UNIVERSE AND PATTERN

THE NEBADON JURISDICTIONS

Also following the Master Universe Pattern, Nebadon has 4 primary jurisdictions:

- 1) Evolutionary Spheres * 2) Local Systems 3) Constellations 4) Salvington HQ

SUPERUNIVERSE AND PATTERN

THE SUPERUNIVERSE ZONE

The seven Superuniverses (making the Superuniverse Zone) and all the creations they contain are the embryonic developments of the Master Universe. It does not operate independently and relies on God the Sevenfold for its lifeline, which traces back through the Central Universe of Havona (current home of the Supreme Being) and all the way to the Isle of Paradise and the Paradise Deities.

THE ORVONTON JURISDICTIONS

- 1) Local Universes 2) Minor Sectors 3) Major Sectors 4) Uversa HQ

MASTER UNIVERSE AND PATTERN

THE OUTER SPACE ZONE

Discloses the primary Master Universe Pattern for jurisdictions as 4 Outer Space Zones.

JURISDICTION PATTERN of the MASTER UNIVERSE

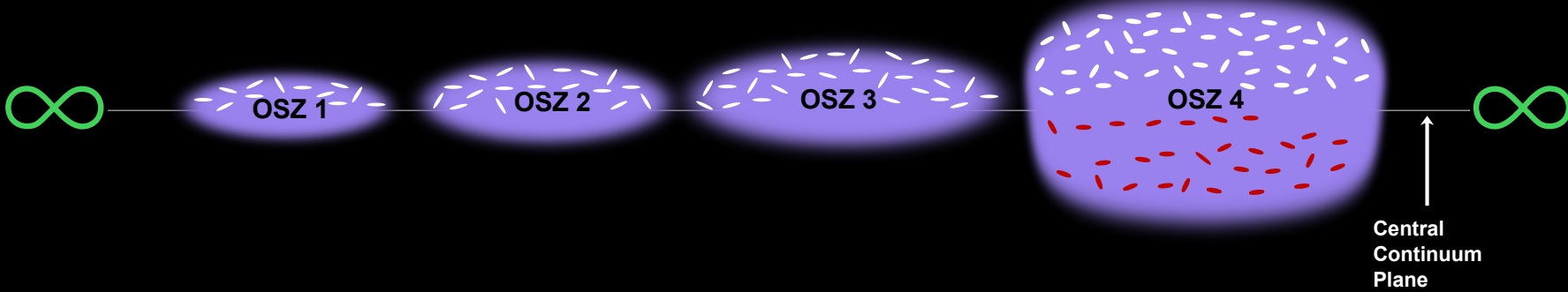
	Man	Urantia	Local Universe	Superuniverse	Master Universe
1	Infancy	Soil	Evolutionary Spheres *	Local Universes	Outer Space Zone 1
2	Childhood	Land	Local Systems	Minor Sectors	Outer Space Zone 2
3	Teenhood	Sea	Constellations	Major Sectors	Outer Space Zone 3
4	Adulthood	Air	Local Universe HQ	Superuniverse HQ	Outer Space Zone 4

* Evolutionary Spheres have a symbiotic relationship with their Local System Mansion Worlds as they all deal specifically with the mortal adventure through the 7 psychic circles. Systematically they function somewhat as a split jurisdiction.

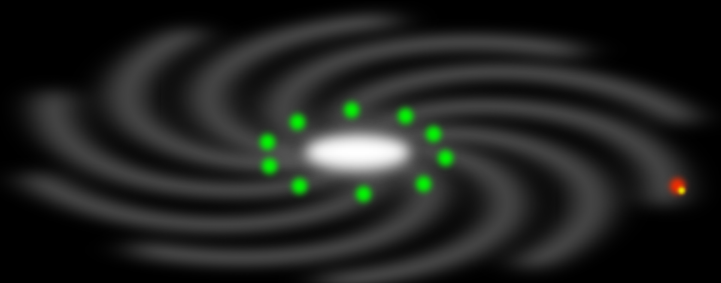
JURISDICTIONAL PATTERN AND DIMENSIONS

The primary Master Universe segments in time and space (Superuniverses and Outer Space) are divided into jurisdictions. Below is a presentation of the various universe levels as they equate to the four primary Master Universe jurisdictions (the 4 Outer Space Zones) as they are encountered in progressively smaller universe pattern expressions.

The Master Universe has 4 primary physical space jurisdictions designed on a planar 2 dimensional elliptical model. Refer to diagram: OVERVIEW OF THE MASTER UNIVERSE for additional details about the elliptical model.



Our Superuniverse has 4 primary galactic jurisdictions designed on a planar 2 dimensional spiral model.



The pattern of 4 primary jurisdictions repeats itself at the smaller Local Universe level, but now switches to a 3 dimensional model of variable shape consisting of aggregations of various cosmic models such as planar solar systems, scattered clusters, and isolated space bodies. The complexity of Local Universes makes them impossible to represent in simple graphical form.

Finally the pattern repeats itself in its smallest expression on Urantia as 4 primary physical planetary jurisdictions designed on a 3 dimensional spherical model, and also in the most amazing way, as the non-dimensional growth process of Man.



MAN AND PATTERN

Refer to diagram:
PARADISE PATTERNS OF THE MASTER UNIVERSE

THE SUPERUNIVERSES ARE EMBRYONIC SEPTUPLETS
Not an independant time/space jurisdiction

OUTSIDE THE WOMB
Mother = Trinity Supreme
Father - Son - Spirit
ISLE OF PARADISE

THE WOMB
The Supreme Being
HAVONA

INSIDE THE WOMB
Placenta = Ancients of Days
Cord = Paradise Creator Sons
Fluid = Seven Master Spirits
7 SUPERUNIVERSES



Cross Section View
(not to scale)

ISLE OF PARADISE

SUZ

OSZ 1

OSZ 2

OSZ 3

OSZ 4

OSZ 5

OVUM / SPERM
(I AM / FATHER
pattern & potential)

THE ISLE OF PARADISE IS
OUTSIDE OF TIME/SPACE
Not a time/space jurisdiction
It is the pattern of all jurisdictions

The Supreme Being
residing in HAVONA
is the womb

FOETUS
(embryonic stage of
the Master Universe)

INFANCY

CHILDHOOD

TEENHOOD

ADULTHOOD