

# **THE EVOLUTION OF EVOLUTION**

**THE HISTORY AND TOTAL FAILURE  
OF THE THEORY OF EVOLUTION**

**VERSION 1.0**

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B. S. MATHEMATICS, BYU, 1972**

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<http://www.MathematicsOfEvolution.com> (General Public)

For Latter-Day Saints see this website (See: "Patterns of Intelligence"):  
<http://www.ProphetsOrEvolution.com> (LDS Version)

## INTRODUCTION

With regards to the existence of human DNA, there are two vastly different "theories" about where human DNA came from.

The dominant theory in the universities is that human DNA was the result of millions of years of Darwinian "evolution." Those who believe this theory are generally called "evolutionists."

Evolutionists dominate the scientific establishment and dominate many biology departments, especially at the college level.

However, some scientists do not believe in the theory of evolution. Most likely they believe that God (a.k.a. Mother Nature) designed the DNA of all species. These scientists are called "creationists" or "creation scientists." Their theories might be called "creation science" or "intelligent design" or by some other name.

In the public schools, due to federal court rulings, books which are in favor of "creation science" or "intelligent design" are not allowed to be used. Thus, students frequently know little or nothing about creation science.

It is important to understand that the current conditions did **not** result from any **scientific victory** in any debate or courtroom. The scientific establishment "won" because it is dominated by evolutionists and because they had access to a vastly superior amount of money (e.g. during the court trials).

But most importantly the public debate was won because the mass media is totally controlled by "friends" of those who consistently provide massive funding to support the theory of evolution.

In fact, the "victory" of the establishment for evolution had absolutely nothing to do with scientific theories or scientific evidence; it had primarily to do with superior amounts of money!!

So hypothetically, **if there were an honest, major scientific debate** over the theory of evolution, who would win?

The answer, as always, depends on the rules of the debate. If the "rules of the debate" were impartial, and if the best of the best from both sides were in the debate, and if money was not a controlling issue (i.e. if the "judges" had not been bought-out or carefully chosen), who would win the debate?

The fact is that [the creation scientists would win by a gigantic margin!!](#) In fact, the "debate" would be a total and complete slaughter.

That is really what this short book is about. This book is a small peak into the massive, massive superior evidence that the creations scientists have at their disposal. Evolutionists have absolutely no answers for the evidence for "creation science" mentioned in this book!!

In fact, as this book will show, some time after DNA was discovered in 1953, the scientific establishment suddenly stopped debating issues which involved current technology (i.e. DNA) and they reverted back to debating with pre-1953 technology.

Why did they do that? The reason was that scientists realized that the discovery of DNA totally destroyed their arguments and that they could not win any honest debate if DNA was discussed by someone who knew what they were talking about.

They are right. That is why there will never be an honest debate. Thus, you will have to read this short book to know why the theory of evolution is scientific nonsense and why the scientific establishment refuses to honestly debate.

The title of this book: "The Evolution of Evolution" relates to how the theory of evolution debate topics [should have changed](#) after the discovery of DNA in 1953. But the debate topics did **not** change.

The "theory of evolution" debate started to include a discussion of DNA after the discovery of DNA, but then it quickly reverted back to Darwinian arguments of natural selection and survival of the fittest as scientists started to realize how complex DNA was.

In this short book I will be more than happy to point out to the reader some of the problems [the evolutionists have no answers for](#). My much larger online eBooks on evolution, which are **also free**, go into far, far more details about the absurdity of evolution than this short book does!

This book provides a high-level overview and should be sufficient to lay the foundation for an understanding of why the claims of the evolutionists are totally absurd.

There is no possible way in this Universe the theory of evolution could be correct!! Not even a chance!! Every law of statistics in the Universe would have to be shown to be invalid in order for the theory of evolution to be correct.

These laws of statistics have not been shown to be invalid, they have just been ignored.

The two official websites from which this book originate (any website can host this document) are listed above on the page after the title page. As mentioned, the **free** books on these two websites go into far greater detail about the absurdity of the theory of evolution than this book will go.

But it is also critical, that if the reader likes the evidence in this book, that they email this book to everyone on their distribution list!! The media can brainwash (with false information) **many millions** of people every day, but those with the truth must spread the truth **one person** at a time!!

What people hear in the media is not based on who has the most truth; it is based on who has the most money. It has always been that way and it will always be that way.

I hope you enjoy this short book and I hope you email it (or the URL) to your friends.

R. Webster Kehr  
December, 2011

## **THE THEORY OF EVOLUTION BEFORE AND AFTER THE DISCOVERY OF DNA**

Just like we measure time in "B.C." (Before Christ) and "A.D." (*Anno Domini* or After Christ); we can also clearly delineate the evolution debate as: "before the discovery of DNA in 1953" and "after the discovery of DNA in 1953."

Prior to the discovery of DNA in 1953, scientists knew absolutely nothing about how humans or animals were created. Yes, they knew how an embryo morphed, and they knew about genetics, but they had no clue what was **controlling** the "morphing of the embryo" (which will be discussed in a moment).

Prior to the discovery of DNA, scientists looked at the physical features of animals (or fossils) and claimed that similarities between their physical features indicated a proof of evolution by claiming these animals were "related" to each other on the "phylogenetic tree" or "evolutionary tree."

The "phylogenetic tree" is the tree that shows how different species are related to each other by evolution. "Morphology" is the science of studying the visible structures of different species to determine the evolutionary relationship between the species.

Prior to the discovery of DNA it was easy to support the theory of evolution. All you needed was someone to take a few species which had similar features and then draw a phylogenetic tree.

Because of the vast number of animals which do live, and have lived, on this planet, almost all animals can be placed on a phylogenetic tree and be made to appear closely related to other species of animals.

Also, due to the vast number of animals which have lived on this earth, "transitional" species can usually be found. These are species which fill the gap (on the evolutionary tree) between two known species (which appear to be related to each other by evolution).

For example, with the right mix of a few key fossils; it can be claimed that there is evidence that land animals (which were related to cows) "evolved" into whales, as one of many examples of the claims of evolution.

But even with all of this visual "evidence" for the theory of evolution, all was not well for the evolutionists even before the discovery of DNA.

For example, there are many species of animals which do not appear to have "parent species" (the "parent species" is the species just before a "child species")

on the phylogenetic tree) because of their unique and highly complex physical capabilities.

For example, the neck, heart, etc. of the giraffe and the unique, complex mechanisms which allow it to "stoop down" and drink without choking to death and having their brain "explode" do not have any parallels with other animals or fossils.

As a different type of example of a lack of parent species; let us consider the Cambrian Explosion. Many of the creatures found in the Canada Rockies have no known parent species.

The Cambrian Explosion brings up another issue. Darwin predicted species would gradually appear in the fossil record (i.e. "gradualism"), but the Cambrian Explosion, which Darwin knew about, does not fit that prediction. Many species, without any known parent species, suddenly appeared in the fossil record.

One explanation for this lack of fossils is that they simply haven't been found yet or that time has destroyed the fossils of their ancestors.

Nevertheless, these problems for the theory of evolution are so well known that the scientific establishment coined the term "punctuated equilibrium" to take the place of "gradualism" because that is what they observed; based on many of the fossils they have found.

We immediately see a problem. Evolutionists embraced a term (i.e. punctuated equilibrium) which means exactly the opposite of what Darwin predicted (i.e. gradualism)!! In other words, Darwin predicted new species would appear gradually (i.e. new species would appear spread evenly over time) in the fossil record (i.e. gradualism), but scientists observed, in some cases, new species arriving in "clumps" (i.e. punctuated equilibrium), such as in the Cambrian Explosion.

Instead of dropping Darwin's theories, they coined a new term and continued to endorse the theory of evolution using what visual "evidence" they had!! What is wrong with this picture?

But even using clever terminology, such as "punctuated equilibrium," was not saving the theory of evolution because people remembered Darwin's claims and it was obvious that the data from paleontologists was never going to support some of the key predictions of Darwin.

According to one author the theory of evolution was dying a slow death.

## MICROEVOLUTION, MACROEVOLUTION AND SPECIES

With the discovery of DNA in 1953 scientists now had the necessary tools to formally define three key terms, "microevolution," "macroevolution" and "species."

"Macroevolution" is [true evolution](#), which is what this book is all about.

"Macroevolution" means that each "[species](#)," by definition, has [a unique DNA structure](#), different than the [DNA structure](#) of any other "species" on the planet earth.

"[DNA structure](#)" means all animals in that "species" have the same type and number of genes, the same "morphing of the embryo" algorithms (to be discussed later), etc.

In other words, the very definition of a "species" means that the species has unique DNA, different than the DNA of all other species on the planet earth.

Thus, if evolution is true, then one "species," which has unique DNA, can "evolve" into a different "species" which, by definition, has its own unique DNA structure, meaning its [DNA structure is different than its "parent" species](#).

The term "macroevolution" and "species" must both refer to a unique DNA structure. Evolution claims unique DNA structures can "evolve" from a "parent species" into a new DNA structure for the "child species."

However, there is [zero scientific evidence that macroevolution has ever occurred](#) on this planet or any other planet.

"Microevolution," on the other hand, is simply variety within species, such as two horses with different colors or two different breeds of guinea pigs.

Two horses can have exactly the [same DNA structure](#), but have different nucleotides in the same locations; yielding horses of different colors and/or different heights, etc. This is [microevolution](#).

The term "evolution" and the term "macroevolution" should mean exactly the same thing because "microevolution" does not create any [new](#) species (i.e. any [new](#) DNA structures).

"Evolution" is all about creating new DNA structures for new species (assuming the term "species" refers to a unique DNA structure). Thus, "evolution" and "macroevolution" mean exactly the same thing.

However, scientists frequently and intentionally will use the term "evolution" when they should be using the term **microevolution**. This is grossly inaccurate, but it is a common tactic to deceive students and the general public into believing that "evolution" (i.e. **macro**evolution) is true.

Understand this: **true evolution** (i.e. **macro**evolution) has never, never, never been observed by scientists and will never be observed by scientists.

To deceive their students, for example, a scientist may use factual evidence for "microevolution," but they will never use the term "microevolution," they will only use the term "evolution," which students **assume** means "macroevolution."

I watched a television show one time about Africa. The speaker constantly used the term "evolution." Not once did I hear her use the term "microevolution," yet that is the only thing her scientists had researched.

She constantly indicated that the researchers she was working with had proven the theory of evolution over and over and over again. She also said that evolution was ongoing today.

If she had used the term "microevolution" instead of "evolution," everything she said would have been true. But her intent was to deceive her students into thinking that "evolution" (i.e. **macro**evolution) is true. She was intentionally deceiving her students by using the term "evolution" instead of the term "microevolution."

Everything she talked about, that was scientifically verifiable, was nothing but **microevolution**. Nothing she talked about was true evolution, meaning "macroevolution."

Memorize this: the term "macroevolution" means there is **new genetic information** on the DNA, **which has never existed before on the planet earth**, and it means this **new genetic information** includes **at least one new gene** along with its supporting DNA. This is the definition of a new "DNA structure."

Scientists have never proven a single example of "macroevolution"!!

In order to "prove" macroevolution scientists must create a completely enclosed environment where there is only one species. Actually, there can be other species in the enclosure to be used as food (such as grass), but the species used for food cannot have DNA which could even remotely mix with the DNA of the main species, which would likely be an animal!!

It would be grossly unethical to allow any species in this enclosure which could even remotely mate with the main species!!

Second, this enclosure must be carefully designed and controlled to ensure that no other animals can get inside and the animals inside could never get outside.

Third, a sample of DNA must be taken from each and every animal in the original population. The DNA in all of these animals must have exactly the same DNA structure!!

Fourth, they must monitor this enclosure for **many, many decades** looking for an animal which has new genetic material which creates a new function (with at least one new gene), meaning they have observed true "evolution," meaning "macroevolution."

Scientists have never followed these four guidelines and proven they have seen a new species form by macroevolution. And they **never will**.

Yet, scientists constantly say that they have "proven" evolution is true. This is a total and complete lie. No scientist has ever proven macroevolution, which is true evolution.

Scientists constantly and intentionally confuse these terms to convince their students that they have evidence for "evolution." It is a lie created by intentionally misusing the term "evolution."

In this short book, the term "evolution" will always be properly used, meaning it will **always** refer to "macroevolution." No exceptions.

The rest of this book will explain why **macroevolution** is impossible and it will explain the great lengths the scientific establishment has gone to deceive their students!!

## **INTRODUCTION TO THE POST-1953 EVOLUTION DEBATE**

With the discovery of DNA in 1953, scientists now had a way to define the term "evolution" correctly and scientists now had to explain the **phylogenetic tree using statistics applied to DNA, meaning they needed much more evidence than their vivid imaginations and artistic drawings to prove "evolution"!!**

Evolutionists suddenly had to statistically explain how you can randomly change the DNA of one species and end up with a new and improved species with new DNA (i.e. a new DNA structure), which would represent true "evolution"!!

In the creation of the DNA of a new species from an old species, the mutations to the DNA of the old species **must be totally random** in the creation of a new species **because evolution does not allow any mention of "intelligence" directing or "designing" these mutations!!**

That is the central element of this book, so I am going to repeat it:

In the creation of the DNA of a new species from an old species (i.e. a "child" species from a "parent" species), the mutations to the DNA of the old species **must be totally random** in the creation of a new species **because evolution does not allow any mention of "intelligence" directing or "designing" these mutations!!**

While the many failures of the theory of evolution in the fossil record are **carefully avoided**, the problems caused by DNA are far, far worse for evolutionists to explain!! These failures are even more carefully avoided.

Evolutionists must explain why the laws of statistics are null and void with regards to evolution (the necessity of this will be clearly seen below).

Evolutionists have valiantly attempted to salvage the theory of evolution even after the discovery of DNA. Their attempts range from feeble to ludicrous. But their biggest "tool" to defeat the creation scientists after 1953 has been to use their power in the media and Universities to **bury** their problems with the post-1953 theory of evolution.

They can ignore the creationists all they want, but using their political clout to **ignore** creation scientists is not the same thing as **defeating** them. No remotely believable efforts have been made by the evolutionists to explain why the laws of statistics should not apply to DNA in the evolution debate.

## **THE MORPHING OF THE EMBRYO ALGORITHMS**

Let us talk about one of the key sections of DNA which evolutionists cannot explain because of its sophistication. It is what I call the "morphing of the embryo" section.

Human DNA includes what I call the "morphing of the embryo" algorithms, which control the **morphing of the baby** all the way from the fertilized cell to a crying baby!! No human can even **begin** to comprehend the sophistication of these algorithms!!

The "morphing of the embryo" algorithms are sections of DNA (they are certainly not contiguous sections) which control the conversion of a single fertilized egg into a complete human being who, by the way, has 500 **billion** brain cells and 100 **trillion** synaptic connections which connect the brain cells to each other, as just one example!!

What does the human brain look like, in the fetus, eight weeks after conception? What does the human brain look like nine weeks after conception? What does it look like each week after conception?

But as this brain is morphing after conception, inside the fetus, **so are** the bones, the heart, the liver, the veins and arteries, the lymph system, the kidneys, the hair, the reproductive organ(s), the toes, the eyes, etc. All of these things are morphing **at the same time** inside the fetus!!

Could any human design the morphing of the embryo algorithm for a human being and design their own human DNA from scratch? If they could, they might be able to hold an intelligent conversation with God.

This is the paradox: your DNA will always be far more complex than your ability to comprehend it!!

As one person put it:

*"If the brain were simple enough to understand, we would be too simple to understand it."*

Quoted in: Listening to Prozac by Peter D. Kramer

We humans cannot graphically visualize the massive amount of **intelligence** built into human DNA unless we could watch the morphing of the embryo and understand how the DNA makes this happen.

But we humans are **not capable** of understanding these algorithms, thus we cannot even begin to appreciate the **intelligence** behind their existence.

Saying that the "morphing of the embryo" algorithms came to exist by "chance" is far **more absurd** than saying that the most complex and fastest computer processor on earth came to exist by an explosion in a radio factory.

## **WHAT *DIDN'T* HAPPEN AFTER THE DISCOVERY OF DNA**

With the discovery of DNA in 1953, the second phase of the evolution debate started and the entire foundation of the theory of evolution debate had to change because it was now understood that each species had its own unique DNA.

The phylogenetic tree was totally obsolete.

Scientists realized that it is the DNA, which is inside of cells, that controls what is constructed inside the cells (such as the many types of proteins). But the DNA must also be what controls the entire "morphing of the embryo" algorithms on the DNA. Each cell must know what its role is during the "morphing of the embryo."

Even today scientists *don't have a clue* what much of human DNA is used for or what it is doing!!

At one point scientists said that 97% of all human DNA was useless.

While scientists believed only 3% of human DNA was useful, they were happy to debate DNA in evolution debates.

However, this change in the debate didn't last very long.

As scientists realized that more and more of the DNA was necessary and that it was *incomprehensibly sophisticated*, the debate *quietly* reverted back to the pre-1953 debate topics of natural selection, morphology and the phylogenetic tree.

The end result was that the discovery of DNA *didn't change* the debate at all!! Scientists continued to use morphology to "prove" evolution because their vivid imaginations and story telling were the only believable evidence they had for evolution!!

While the pre-DNA evolution debate clearly centered on morphology and the very vivid imaginations of scientists and their ability to tell stories and draw pictures; the post-DNA evolution debate *should have* centered on *statistical probabilities and more importantly: computer simulations*.

The most important part of the evolution debate, that part of the debate which discusses where new DNA came from, is "missing in action."

The post-DNA evolution debate should have been about how the DNA of millions of unique animals (and plants, bacteria, etc.) came to exist, with each species having its own highly sophisticated and unique DNA!!

The key question in the evolution debate became (or *should have become*): where did this unique DNA come from? How did it get created?

As one person put it:

*"In the preface to the proceedings of the [Wistar] symposium [in 1966], Dr. Kaplan commented about the importance of *mathematics* in such matters as theorizing about *origins [of life]*. He said that to construct a history of thought *without profound study of the mathematical ideas* of successive efforts is comparable to omitting the part of Ophelia from Shakespeare's play, Hamlet"*

Darwin's Enigma, Luther D. Sunderland, Revised Edition, Chapter 6

Evolutionists have no clue how to answer these mathematical questions, so they have **totally ignored and largely brushed-aside** the whole issue of DNA and they continue to dig for fossils!! **They act as if DNA had never been discovered.**

While evolutionists do make many claims that the DNA of each species "evolved," they do not address the very critical mathematical and statistical problems the discovery of DNA gives them.

They simply say that DNA "evolved by natural selection" and leave it at that.

Their "evidence" is purely descriptive and uses their imaginations rather than mathematics and/or the **far more important computer simulations**. Computer simulations are critical because some things cannot be calculated, they must be **simulated**.

The answer of "creationists" (i.e. those who believe that God created all things) to where DNA came from is: all DNA was **designed by God** for each species.

This puts the burden on the **intelligence of God** to design and create the DNA. In fact, this is a far better answer than the randomness of evolution because it focuses on **intelligence** as the source of new DNA, namely the intelligence of God.

In fact, the mere existence of DNA is a major proof that God exists because there is no other rational way to explain where DNA came from.

And that is precisely why evolutionists don't want to talk about these issues.

Evolutionists are well aware of the facts and do everything they can to distract the attention of the student away from the statistical problems DNA has created for evolution.

**True "evolutionists,"** by definition, follow Darwin and say that there is no God and that the DNA in each species came from totally accidental mutations to the DNA of a prior species. They are atheists, by definition.

In summary, evolutionists must prove that the DNA of a "parent species" can mutate by random **accidents**, thus creating the DNA of a "child species," which is a new species with a new and unique DNA structure.

The claim of evolution is that the necessary "incredibly precise" changes to DNA (i.e. to make a "child species" from a "parent species") were made by totally undirected, random accidents (meaning mutations) to the existing DNA of the parent species.

This is precisely how they must explain it happened because evolutionists also claim no "intelligence" existed or exists which could have **designed** DNA.

Sounds simple, doesn't it. It is not simple at all. These modifications to the DNA have to have a **precision** beyond human comprehension!! And they must have been totally accidental, **unintentional** and without any direction!!

I use the term "unintentional" on purpose. There is no scientific evidence that "wishful thinking" on the part of an animal can initiate any change to its DNA.

## **WHAT CAN RANDOMNESS CREATE?**

The problem for evolutionists is that nowhere in all of science has randomness ever been claimed to create massive sophistication!!

In the real world, randomness never creates anything useful, much less highly sophisticated and functional, and **human DNA is the most sophisticated and functional object on earth!!**

To put it another way: randomness always creates total chaos, meaning total nonsense! But DNA is as far from chaos as can be imagined!!

For example, no physics book has ever been written **purely** by a computer program that created **random** letters, numbers and symbols. Every physics book has been written by an intelligent human being.

DNA is far more sophisticated than any physics book.

Furthermore, if you took an existing physics book, written by a human being, and randomly took chunks of the book (to represent genes) and randomly **moved** them around and pasted them into other parts of the book; along with randomly **adding** letters, charts and numbers; you would **not** end up with a more advanced physics book for more advanced physics students!! No "intelligence" has been added by randomly moving things around and randomly adding things.

Furthermore if you randomly combined an advanced physics book with an advanced chemistry book you would not end up with an advanced book on both physics and chemistry.

Also, no massively sophisticated computer program has ever been written by a computer program that creates random '0's and '1's.

Every functional **computer program** has been **designed and written** by a human being and the **operating system** was **designed and written** by human beings and the **computer language** (e.g. C#) was **designed and written** by human beings and

the **compiler** was **designed and written** by human beings and the **microchips** were **designed and manufactured** by human beings.

Likewise, if you took an existing highly sophisticated computer program, and randomly took chunks of code and moved them around and duplicated some of them, plus randomly peppered other sections of the code with random '0's and '1's, you would never end up with a more sophisticated computer program!!

Likewise, if you randomly **combined two computer programs** you would not end up with one superior computer program which does things **neither of the original computer programs did**.

Even if you did this very slowly, over billions of years of time, it would still not end up being a superior computer program!!

Moving thing around and randomizing computer code does not create any **new** intelligence.

No thought-provoking novel has ever been written by a computer program that generated random letters of the alphabet. No cookbook has ever been written by a computer program that generated random letters and numbers.

No jet airplane has ever been designed by a computer program that generated randomly drawn schematics. Also, no jet airplane was built by an explosion in an aluminum factory. No high-rise building has ever been designed by a computer program that randomly created architectural drawings. And so on.

Yet all of these things are **childish** compared to the sophistication and massive complexity of DNA!!

Yet evolutionists claim that the massively complex and sophisticated DNA of **millions** of different species were **all** created by a long series of total accidents, meaning random mutations to DNA!!

They claim that given **enough time**, the single, crude RNA or DNA strand of the "first living cell" could "evolve" by random mutations to nucleotides, into the DNA of human beings.

**Lots and lots of "time"** and **very, very gradual changes** are always the key argument for evolutionists that the theory of evolution is true. Given enough millions of years the statistical problems of the theory of evolution just seem to melt away!!

But computers today are **many quadrillions** of times faster than evolution would have occurred. Yet with this massive computer horsepower, the theory of

evolution has never been even remotely vindicated by computer simulations!!  
Quite the opposite is true.

Evolutionists are the only ones standing on a deserted island when they make their claims that **very slow random, undirected accidents over millions of years** can create new highly, highly sophisticated intelligence on DNA!!

Evolutionists look at the power of microevolution over several centuries and claim this is a "proof" of macroevolution. This is scientific nonsense!! Microevolution has absolutely nothing to do with macroevolution because there is no new genetic information with microevolution, by definition. Macroevolution is all about new genetic information.

Something is very wrong with the claims of evolutionists when they claim that the most sophisticated object on earth, human DNA, was created by long series of random mutations to nucleotides of prior species and that this process created *millions* of different species, each with highly complex and unique DNA!!

## **THE MAIN TACTIC OF THE EVOLUTION ESTABLISHMENT**

The truth is that the statistical problems of the theory of evolution have gotten worse and worse as the understanding of the capabilities of DNA, and how sensitive it is to mutations (i.e. errors), have become better understood.

But scientists quickly figured out a way to deal with the massive, massive statistical problems of the theory of evolution. They very quietly used their power and very carefully *buried their embarrassments* from public view and from their students!!

They "blacklisted" or "ignored" or "buried" the problems with their cherished theory of evolution and continued to talk about their cherished phylogenetic trees, natural selection and survival of the fittest.

They have continued to talk about how "gradual" and gentle evolution occurred over many, many, many gazillion years.

To them, truth is irrelevant and their statistical problems must be buried!!

After burying their problems, they pretended there were no statistical problems and that the critics of evolution were "not true scientists" and were not being fair.

It didn't take long after the discovery of DNA before their "evidence" for evolution reverted back to the pre-DNA study of phylogenetic trees!!

*To this day*, the main "evidence" for the theory of evolution is **still** based on pre-1953 technology, meaning the phylogenetic tree. In fact, many "fossil digs" going on today are designed to find "missing links" on the phylogenetic tree!!

If you read any pro-evolution book, you will see numerous references to natural selection, survival of the fittest, morphology and/or phylogenetic trees.

One very famous atheist claimed that "natural selection" worked at the DNA level. It is nice to see an evolutionist acknowledge that DNA exists, but I will demonstrate the absurdity of his claim later in this book.

But never is a serious attempt made, by the evolution establishment, to test the validity of evolution by using random number generators in computer simulations, even in an attempt to explain how evolution or natural selection might work at the DNA level!!

Now let's take a look at some very revealing graphs.

## **A GRAPHICAL LOOK AT RANDOMNESS VS INTELLIGENCE**

A "histogram" is a bar chart that demonstrates how frequently something is found in a document.

For example, if we made a "histogram" of how many times the different letters of the alphabet can be found in a book in the English language, we would see one bar for each of the 26 letters of the alphabet.

For example, the height of one bar would represent how many times the letter 'a' was found in all the words in the book. The height of one bar would represent how many times the letter 'b' was found in all the words in the book, and so on. The taller the bar the more times the letter was found.

To interpret the bar chart, as an example, if the bar for the letter 'a' was much taller than the bar representing the letter 'b' then we would immediately know that the letter 'a' occurred far more often than the letter 'b' in the book.

This kind of bar chart is called a "histogram."

Let us look at some examples of histograms to demonstrate the difference between randomness and intelligence.

For example, let us look at some of the "bits" of the compiled code of an actual computer program. A 'bit' is a 0 or 1. We will place a space between every 8 bits.

```
01111101 00001110 00000100 00000010 00011111 00110111
```

Note the first group of eight "bits": 01111101. What if we went through the entire computer program and **counted** how many times the "01111101" sequence appeared? We could represent this **count** as the height of a bar on a histogram.

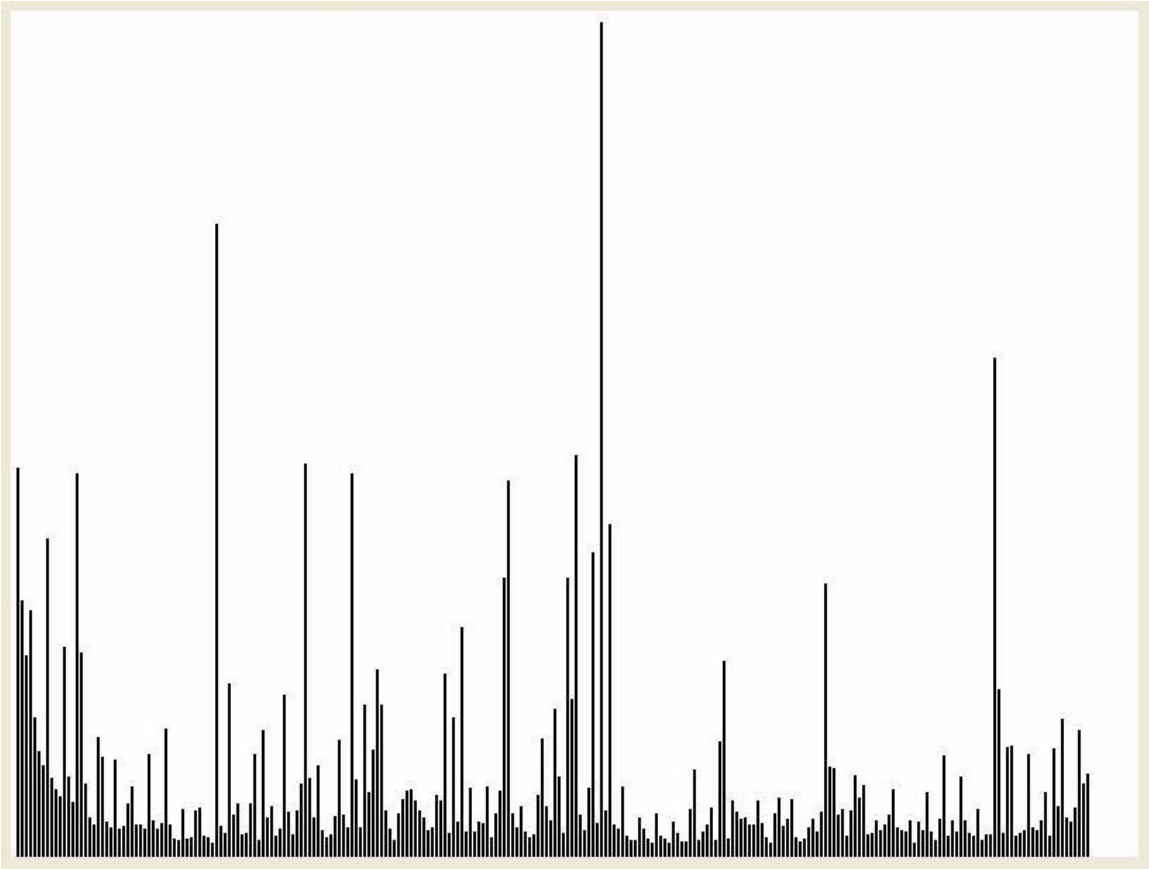
In fact, there are 256 possible ways that 8 "bits" (i.e. unique sequences of eight '0's and '1's) can be written. Each unique sequence is called a "permutation."

Examples would be:

```
00000001 (the number 1 in binary)
00000010 (the number 2 in binary)
00000011 (the number 3 in binary)
00000100 (the number 4 in binary)
00000101 (the number 5 in binary)
00000110 (the number 6 in binary)
... (to represent 7 through 253)
11111110 (the number 254 in binary)
11111111 (the number 255 in binary)
```

Let us count how many times each of these permutations occurs in a real computer program. What would this chart look like?

On the next page is an example of a histogram of a computer program written by Microsoft® programmers. This histogram is of the compiled code of an old version of Microsoft Word®, where each bar represents how many times each of the 256 permutation of 8 '0's and '1's appears:



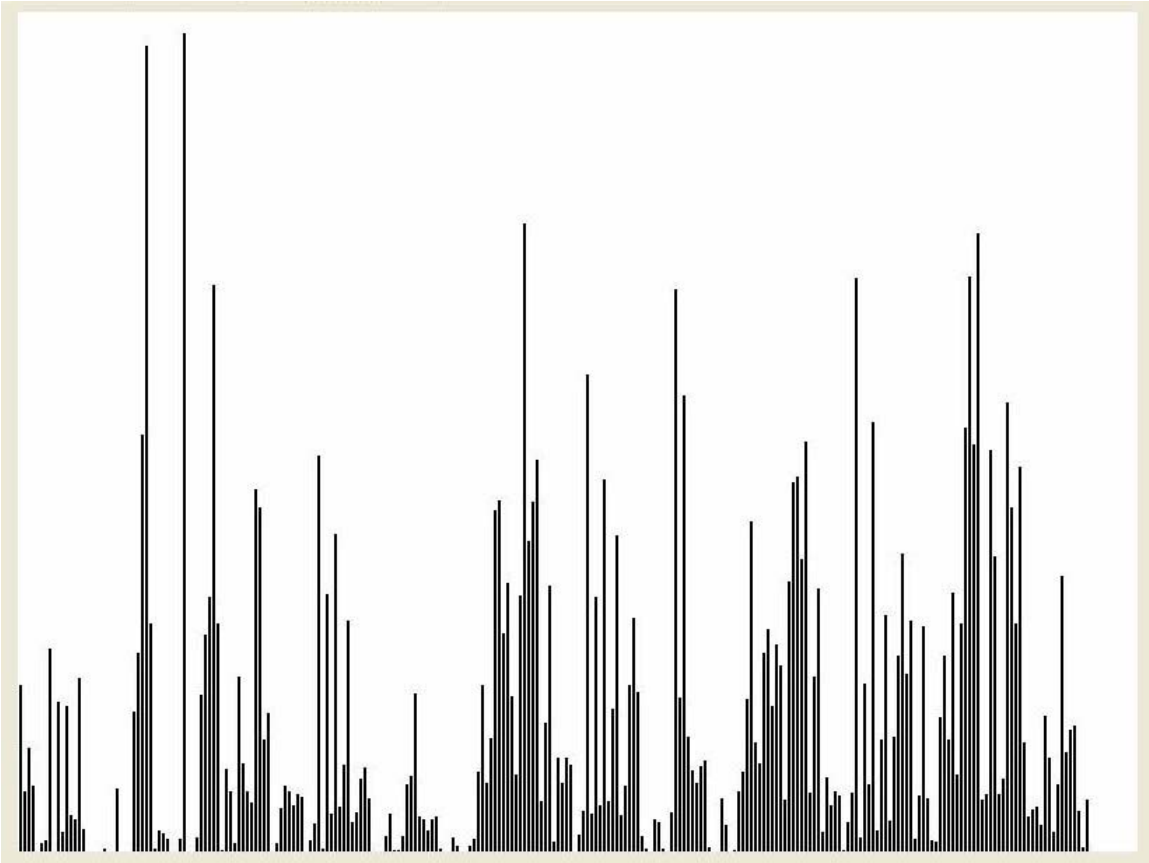
The endpoints of the histogram, 00000000 and 11111111, are not shown because they are so tall they would distort the height of all of the other bars.

Note the variety of bar sizes in the above chart. Some bars are very, very small and others are very tall. It looks somewhat like a mountain range. This is a sign that it was written by intelligent people. Note also that every possible permutation is represented by a bar.

### **ANOTHER EXAMPLE OF A HISTOGRAM**

Let us look at another histogram of a document written by human beings. In this case it is a book called "War and Peace" by Leo Tolstoy.

It is too complicated to explain how I converted a book into a bar chart, because it was a multi-step process, but let's look at the bar chart anyway:



This looks significantly different than the computer program, but again you see the tall mountains and small valleys. In this case you also see some empty spaces where there is no bar, meaning there were no examples of some permutations of punctuation, letters and numbers. This makes sense if you think about it (e.g. think about how many times you would see: [5;Z%](#) or [7!G^](#) in a history book).

## **A HISTOGRAM FROM MOTHER NATURE**

Now let us look at a bar chart taken from a section of actual human DNA. Let us see how Mother Nature programs things!! Because there are four different kinds of nucleotides (A, C, G, and T) on DNA, we need to group them together before we count them.

Human DNA consists of about 3.2 billion "rungs" or pairs of nucleotides. A "rung" will simply be referred to as a "nucleotide" because we only care about the nucleotide on one side of the rung.

On a DNA strand, a "quad" will be defined to be four consecutive nucleotides. Thus, ACCG, TTAC, GGGG, AGGT, etc. are possible "quads."

For example, to generate the next chart, let us look at this actual sequence of human DNA taken from the sample:

```
GTGCCCCACAACACCCCTGTGGGTAAGAATGTCACTCATTTCAT
```

To analyze it we would break up this string into the following "quads":

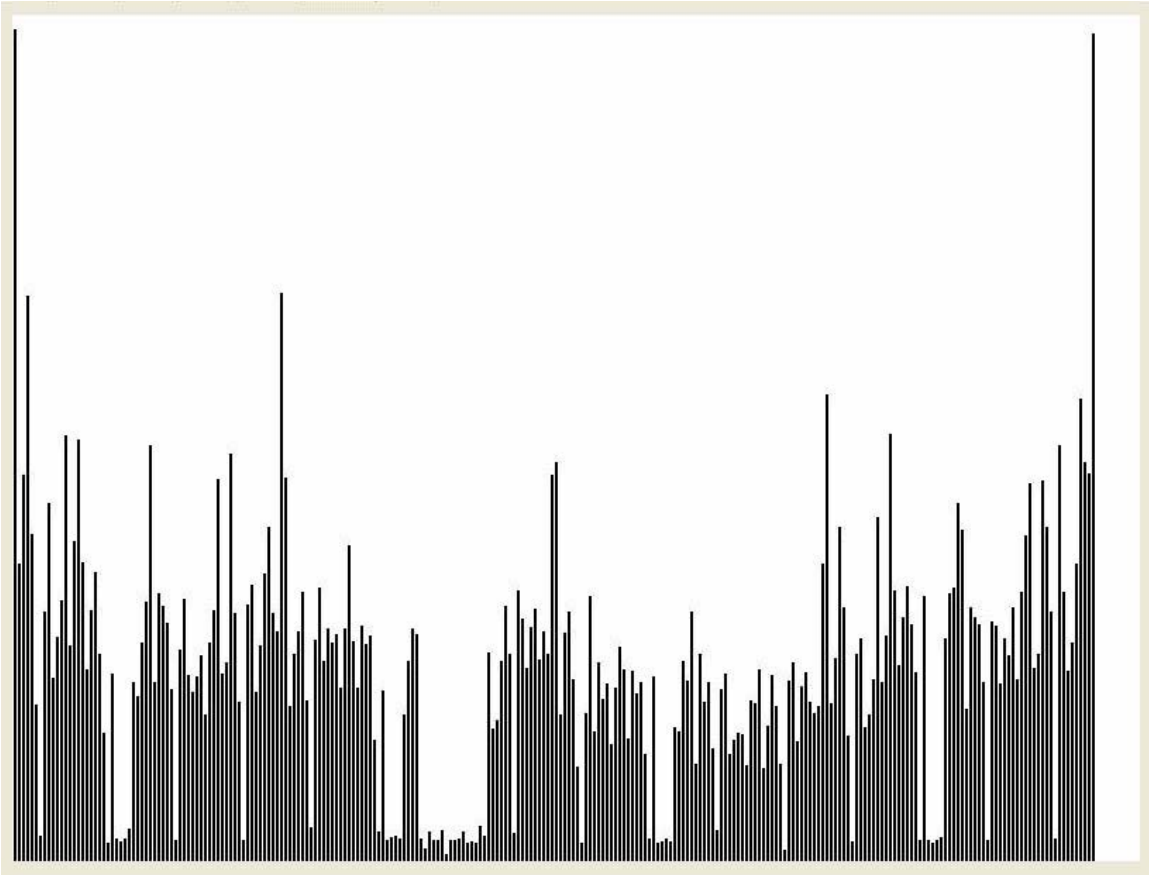
```
GTGC CCCA CAAC ACCC CTGT GGGT AAGA ATGT CACT CATT TCAT
```

As the computer program goes through looking at the DNA, it counts how many times it finds the "GTGC" quad and how many times it finds the "CCCA" quad, and so on.

Once the final counts are accumulated, the counts are represented by the height of a vertical line, meaning we will create a histogram. For example, one of the vertical lines below represents how many times the computer program found "GTGC."

There are 256 possible ways to represent four consecutive nucleotides so there will be 256 bars in the chart. In the chart on the next page, for each possible quad there is a vertical line (a "bar"). The height of this line is the result of how many times each quad can be found when analyzing real human DNA.

The chart below is a histogram created by analyzing more than 11,000,000 consecutive quads of actual human DNA taken from chromosome 5. This means more than [44,000,000](#) real human nucleotides were analyzed and are represented in this graph:



I want to emphasize that this is not a bar chart of the entire DNA, it is only a bar chart from a section of chromosome 5. My computer is not powerful enough to deal with a complete human DNA strand.

Note that in this bar chart, of actual human DNA, you also see tall bars and short bars. It also looks like a mountain range. Note that there are no empty slots.

The endpoints (AAAA and TTTT) are shown and are the most common quads and are about equal in height.

This bar chart looks very different than the bar chart of the computer program above. While it is true that human DNA does contain some "computer programs" or more correctly: "algorithms," the algorithms, genes, etc. on human DNA are doing something much different, and much, much more sophisticated, than any computer program ever written by human beings!!

Notice that this histogram also looks like a mountain range with many very deep valleys and many very tall peaks. The main difference in this bar chart is that **many more of the bars have a near "average" height.**

See if you can find the **four tall bars** which have very, very short bars on both sides of them, meaning they stick-out like a "sore thumb." This is a very interesting phenomenon.

See if you can find the **eleven very short bars** which are surrounded by multiple tall bars on both sides. This is also an interesting phenomenon.

The third highest quad is ATTT which occurs 117,256 times. The smallest quad, the very small bar slightly to the left of center, is CGCG which occurs only 1,565 times (out of the more than 11,000,000 quads which were analyzed).

For those who understand this terminology:

Average Size of Bar: 40,233.76

Standard Deviation: 25,505.06

Standard Deviation as percent of Average Size: 63.39%

The term "standard deviation" is a way to measure **how much variety** there is in the height of the bars. A perfectly flat bar chart, where the height of every bar was the same, would have a "standard deviation" of zero (i.e. 0.00).

The number I want to emphasize is 63.39%, which is the ratio of the "standard deviation" as a percentage of "average size." Even without seeing the bar chart itself a statistician, knowing only the 63.39%, would know that there was a lot of variety in the bar heights.

## **SIMULATING EVOLUTION**

What if we tried to simulate evolution? What would a bar chart look like if the DNA were **randomly generated** by a computer (i.e. to represent evolution)? In other words, suppose we used a **random number generator** to represent evolution (instead of using Mother Nature) to generate a segment of DNA the **same size** as the above chart? What would that histogram look like?

Well, on the next page we will see:



Notice that this histogram is as flat as a pancake!! There is nothing even remotely resembling a valley or a mountain peak. The standard deviation looks like it should be zero!! It almost is (as a percent of the average size).

For those who understand this terminology:

Average Size of Bar: 40,233.76 (same as above)

Standard Deviation: 204.06

Standard Deviation as percent of Average Size: **0.51%**

Note that the standard deviation as a percentage of average size is only **0.51%**. Compare this to the **63.39%** from actual DNA!!!!

There is literally more than 100 times more variety in real DNA than in computer simulated DNA (based on the ratio of standard deviation to average size)!! You can see this just by looking at the charts.

But there are other problems in using randomness. Here is a breakdown of the percentage of times the four different types of nucleotides are found in the [real DNA sample](#):

A = 30.74%  
C = 19.28%  
G = 19.24%  
T = 30.74%

Here are the percentages using randomly generated nucleotides:

A = 24.999%  
C = 25.019%  
G = 24.996%  
T = 24.986%

All four of these numbers are almost exactly 25.000%. This is exactly what you would expect from a random number generator.

But even the vast differences in the above bar charts totally fail to demonstrate just how massively different real human DNA is compared to randomly generated DNA!!

The reason is that the difference between the above bar charts does not even begin to remotely demonstrate the vast, vast, vast difference in the [intelligence](#) built into human DNA versus the [mindless nonsense](#) of the randomly generated DNA!!

Try to learn something from a book which was entirely written by a random letter and space generator!! Try to hop in an airplane (and fly away) which was designed by a randomly generated architecture drawing!!

It is possible to play with the assumptions above and make randomness generate bar charts that look like mountain ranges and which have high standard deviations, but doing this will *not* solve the intelligence issue.

For example, you can play with the assumptions and write a computer program with a random number generator which has a histogram that looks like mountain ranges and which has a high standard deviation, but the computer program [will still be mindless nonsense](#)!! It won't compile and it won't do anything useful.

Randomness can never generate intelligence no matter what assumptions you make. More will be said about this below.

## THE FIRST LIVING CELL

Let's start at the beginning of evolution and talk about the "first living cell."

Evolution must claim that life on this earth started with a single cell which had **randomly generated** DNA or RNA.

When creating a new species from an old species, the new species will start out with some intelligence on their DNA which was inherited from the DNA of its parent species (according to the theory of evolution).

But the "first living cell" was claimed to be the first life on the planet earth and thus it did **not** inherit any intelligence from a parent species - by definition.

Thus, the **entire** DNA or RNA of the "first living cell" must have been totally put together randomly!!!! This is because it could not inherit any intelligence from a parent species!! But randomness can never create intelligence!!

Randomness cannot create life because life requires vast intelligence to create it, even for "simple" cells.

There could never have been a "first living cell" which was alive!! It could not have passed on any intelligence to its descendant species because it did not have any intelligence to pass on!!

But the lack of intelligence is only the tip of the iceberg with regards to the problems of the "first living cell" for evolutionists. For example, every known type of "living cell" today is incredibly complex.

## THE "FIRST LIVING CELL" VS. TODAY'S LIVING CELLS

Looking inside of a single cell today is like looking at a perpetual motion machine in a complex society on a different and distant planet!!

I strongly recommend the reader Google the videos: "Inner Life of a Cell" and "Powering the Cell: Mitochondria." Both videos were designed at Harvard University and made by BioVisions. These two videos are a very, very small peak inside the complexity of a living cell. Note also that there are thousands of mitochondria inside of every cell.

Also inside of cells are very complex molecules. For example, ribosomes are very, very complex molecules which are involved in the conversion from nucleotides to amino acids. How were ribosomes created by evolution for the first living cell?

I have two college textbooks in my library which are about cell biology. They are both books for [introductory](#) courses in the field of cell biology. Both are large books in terms of how much they weigh.

The World of the Cell by Becker, Kleinsmith and Hardin, Fourth Edition, is 11 inches tall and 8 1/2 inches wide. It is 878 pages long, including the index.

Essential Cell Biology - An [Introduction](#) to the Molecular Biology of the Cell (Note the word "Introduction") is about the same size, but only has 630 pages (excluding the Glossary and other sections).

Looking at these books, you would not believe how many complex chemical chain reactions; how many complex molecules; the complex signaling, etc. that exist inside of a single cell!!

These two books are [introductory](#) textbooks to what is going on inside of every known cell.

Also consider that every year scores of scientists are awarded PhDs in "cell biology," meaning they get PhDs for making advances in understanding the complexity of what goes on: on the surface, inside (such as chemical reactions) and outside of cells!!

This means my two introductory texts don't tell the whole story of what is going on inside of cells!!

What goes on inside of a cell is so complex it has taken thousands of scientists to unravel our current understanding of its complexity.

I have an entire book which talks about nothing but calcium and much of the book is about how important calcium is to cells. And this book mentions thousands of scientific papers which are primarily about calcium and cells!!

I also have a dictionary called: A Dictionary of Genetics, Seventh Edition, by King, Stansfield and Mulligan. This book has about 400 pages of definitions related to genetics, biology and related fields. In this book there are 10 pages devoted to listing scientific periodicals (i.e. journals) related to genetics, cell biology, etc.

Do you get the idea that cell biology and DNA are very, very, very complex subjects!!! How could something as complex as a cell, with highly complex RNA or DNA, form from the dust of the earth from nothing except sand and chemicals randomly mixed together!!

Where did the first DNA or RNA come from? Where did the first cell membrane come from? Where did the first mitochondria, which would have provided the ATP energy inside the cell, come from?

Even devout evolutionists admit that the cells of today could not have come to exist from a pile of dirt and chemicals and a lot of fortuitous accidents.

To avoid such an inane claim, evolutionists claim that the First Living Cell was a "simple cell." This "simple cell" would have had simple metabolism and simple DNA (or RNA). The problem is that [there are no "simple" cells on this planet!!](#)

Yet, "life" on this earth had to start with a single cell if evolution is true!!

Thus, evolutionists must claim that the "simple" cells are all extinct. How convenient, all of their evidence is gone.

But you cannot jump from a "simple" cell (whatever that is) to any of the types of cells on the earth today. Thus, there would have had to have been an "evolution" or "progression" of [many](#) different types of simple cells (each slightly more complex than the former) to get from the first simple cell to a complex cell.

But all of those "simple" cells are also extinct. How convenient.

The human body is composed of many trillions of very complex cells. These trillions of cells are made up of many different kinds of cells. It is these many trillions of cells which are the building blocks for the brain, lungs, liver, kidney, blood vessels, etc. etc.

Are you ready for this: every type of cell, [and the way they are attached to each other](#), in the body of a newborn baby, had to be created during the morphing of the embryo phase of the fetus according to evolution!!!

And it all started out with a single fertilized egg (i.e. which is a cell) with [one](#) DNA strand!!

What the reader needs to do is go to a library and look up a college textbook on cellular biology. Flip through the pages and on every page ask yourself: "how did this feature of the cell come to exist by a series of accidents to dirt and chemicals?" Then, and only then, will you begin to comprehend the absurdity of the theory of evolution.

The more scientists learn about cells, the more ridiculous the theory of evolution becomes. But scientists ignore the absurdities of evolution and continue to push forward with their "theories" and creative thinking.

## WHY DO SCIENTISTS CLAIM THEY HAVE "PROVEN" EVOLUTION IS TRUE?

But here is the question the reader needs to ask themselves: "If evolutionists cannot create life from non-life using natural events, why do they claim they have 'proven' that evolution is true?"

Evolutionists have never proven that randomness can create intelligence or even a "simple" living cell. This is the very origin of life on this earth and *the very foundation* of the theory of evolution.

Yet they have no viable answers as to how random, natural events could have created the first life on this earth. They cannot prove any single aspect of the "first living cell," so why do they continue to tout that they have "proven" that evolution is true?

In his book The Greatest Show on Earth, proud to be an atheist Richard Dawkins states: "Evolution is a fact. Beyond reasonable doubt, beyond serious doubt, beyond sane, informed, intelligent doubt, beyond doubt evolution is a fact." (page 8)

Yet, evolutionists cannot even remotely get evolution to the point of the "first living cell." They literally cannot get evolution "off the ground" or even on the ground.

Dawkins implicates creation scientists as being "a baying pack of ignoramuses" (page 3) and many other things, but yet he cannot even explain where the "first living cell" came from, which is the very *foundation* of evolution!!

Dawkins is stunned that so many Americans are creationists. Why is he stunned? Maybe we have done our homework better than he has.

But the "first living cell" issue is barely a drop in the bucket of the problems for the theory of evolution.

## THE CONCEPT OF "RANDOMIZATION"

The creation of a new species from an old species would have had to include many large, randomly created or modified sections of DNA. In doing this a species would *lose intelligence* in its DNA as the DNA was "randomized."

The term "randomized" means you are mixing "existing intelligence" with "randomization" (which comes from new nucleotides which were *randomly* chosen) which will actually *reduce* the overall intelligence on the DNA.

For example, if you took a viable computer program, and then randomly inserted '0's and '1's into the program, the program would never work as well as it did before because you "randomized" it.

If we took all of the "new" or "changed" nucleotides of a new species, where all of the changes were randomly generated, and we **only considered** these additions and changes, **this subsection** of DNA, regardless of where it was on the DNA, would have no intelligence. We saw this above with the flat histogram.

Thus, if we mix DNA sequences from real human DNA (the above chart) with any randomly generated DNA (**which cannot contain any intelligence, much less add intelligence**); the resulting DNA will have **less intelligence**, not more intelligence.

When you randomize DNA you end up with less intelligence, not more intelligence because you are essentially mixing good DNA with bad DNA.

Evolution starts out with **no intelligence** (the RNA/DNA in the fictitious "first living cell") and progressively **makes this worthless DNA worse** in each successive species by randomizing it with mutations which also have zero intelligence.

Does this seem like a good way to create human DNA? Is it a good explanation for where human DNA came from?

Could you create a profound new physics book by **starting** with thousands of random letters of the alphabet and then randomly peppering this "book" with additional random letters of the alphabet and random numbers?

What if you slowly constructed this book using very slow computers over a time period of a million years? Would that make the book any better?

These are yet more effects of randomness which evolutionists conveniently ignore. You don't increase intelligence when you randomize something.

The answer of evolutionists is that new DNA comes from a mixture of the good DNA from two different species. But where did the "good DNA" come from in the first place. And how do you "mix" the DNA from two different species?

For example, suppose you took two perfectly good computer programs (written by human beings to make sure they worked) which did almost the same thing, but not quite the same thing, and you "mixed" these two programs together? Will you come up with a new computer program that does things that **neither** of the original programs did? Yet that is exactly how evolution had to have happened millions of times!!

These are just some of many reasons that the claims of evolution are total nonsense.

## **THE ATHEISM BUILT INTO EVOLUTION**

Evolution claims that all species which have been on this earth, and which are on this earth, are descended from the "first living cell." Each species was created by random mutations to the DNA of a "parent species" to create the **new and unique** DNA structure of a "child species," as already mentioned.

Evolutionists claim that *homo sapiens* (i.e. humans) could trace our ancestry (this is an **ancestry of species**, not individuals), if the fossils existed, all the way back to the "first living cell."

Every species on this earth, and which has been on this earth, except for the "first living cell," started out as a "child species" according to evolutionists, even human beings.

The modification or creation of the DNA for a new "child species" must be totally accidental (i.e. random) because of the atheism built into evolution.

Atheism, the official religion of evolution per Darwin, prohibits any "intelligence" from "designing" the DNA of the "child species" from the "parent species," because that would imply the existence of God.

Darwin rejected any intelligence from above (i.e. God), thus only "random accidents," at the DNA level, can be used by evolutionists to explain how evolution created **all** species, all the way back to the "first living cell," which would now be extinct.

With the discovery of DNA, evolutionists now had to explain how "existing DNA" (the DNA of an existing species) could have been created by totally random mutations to the DNA of a "parent species" and all of the "ancestor species" of the "parent species," all the way back to the "first living cell."

On the other hand, those who believe in God claim that all people could theoretically (if the birth records existed) trace their genealogy back to Adam and Eve (who were created by God).

In fact, partially using Biblical records, some people **can** trace their ancestry all the way back to Adam and Eve (e.g. the wife of President George Washington)!!

So let us begin our discussion of the actual statistics of evolution at the DNA level. This is where the real debate occurs or as we say: "it is where the rubber meets the road."

## INTRODUCTION TO THE STATISTICS OF EVOLUTION

Let me explain, as simply as possible, several of the many reasons the theory of evolution is nonsense.

Creating a new species from an old species requires many changes to the DNA of the "parent species." These changes are called "mutations." All mutations, by the definition of evolution, must be totally **random**.

The **three key mutation issues** in modifying DNA are as follows:

The "**location of the mutation**" issue,

The "**type of mutation**" issue, and

The "**which nucleotide at that location**" (if any) issue.

**First**, is the "**location of the mutation**" issue, meaning: exactly "**where**" on the DNA of the "parent species" are the nucleotides that will be changed, added or deleted by evolution (to create the new species)?

For example, if a DNA strand has 2 billion nucleotides, and we numbered these nucleotides from #1 to #2,000,000,000, and if we made a random mutation, then **which** of the 2 billion nucleotides would be changed, added to or deleted? This is the "**location of the mutation**" issue.

Randomness does a very, very poor job in choosing the correct **location** for a mutation because mutations have no clue where they should happen, nor do they care!!

For example, the new species may need a nucleotide changed in location #1,543,233,212, but the mutation may occur in location #982,908,143. That mistake does not "fix" the incorrect nucleotide, **plus it damages a good nucleotide!!**

The location issue turns out to be the most important issue in this discussion, as will be seen.

**Second**, for each mutation in a location, what is the "type of mutation" that will occur. These are the three "types of mutations":

- 1) A mutation can **change** an existing nucleotide (e.g. an 'A' can be changed into a 'G');
- 2) A mutation can **add** a nucleotide (e.g. a 'T' can be added between two existing nucleotides);
- 3) A mutation can **delete** an existing nucleotide (e.g. a 'C' can be deleted).

**Third**, which type of nucleotide will result at that location from the mutation, an A, C, G or T? This is the "which nucleotide (ends up) at that location" issue. Of course, if there is a **deletion**, there will be **no nucleotide** at that location.

We can summarize some of this as follows:

- 1) Will a mutation (at a specific location) **change** an existing nucleotide, and if so, what will the new nucleotide be (on the DNA),
- 2) Will a mutation (at a specific location) **insert** a new nucleotide into the DNA and what will the new nucleotide be, or
- 3) Will a mutation (at a specific location) **delete** an existing nucleotide on the DNA and which type of nucleotide was deleted.

As another example, the new species may need a nucleotide **changed** from an 'A' to a 'T' in location #1,543,233,212. But the mutation may **delete** a 'G' in location in #982,908,143!! This is not a good thing to happen to the new species because the mutation has likely damaged the DNA and has certainly not fixed it.

Every time evolution creates a new species, **many new highly sophisticated genes must be created** and the old morphing of the embryo algorithms (which are part of the DNA sequence) need to have **incredibly precise changes** made to them, and so on and so on.

But "randomness" and "precision" do not yield the same results, as will be seen!!

Let us dig deeper into these concepts before giving you a test.

## **THE "PRIME DIRECTIVE" OF THE POST-DNA DEBATE**

**The "Prime Directive" of Evolution:** If evolution were true, scientists should be able to look at two animals (which have a parent-child relationship on the phylogenetic tree) and easily demonstrate how the DNA of the parent species could randomly mutate into the DNA of the child species.

That is so important I am going to repeat it because it is central to the post-DNA evolution debate:

The "Prime Directive" of Evolution: *If evolution were true, scientists should be able to look at two animals (which have a parent-child relationship on the phylogenetic tree) and easily demonstrate how the DNA of the parent species could randomly mutate into the DNA of the child species.*

The reason it has to be "easy" is because evolution claims it has happened many millions of times and something highly improbable is not likely to happen very many times in a few million years timeframe.

This is the "prime directive" of the post-DNA evolution debate. Scientists must demonstrate how easy it is to take existing DNA, randomly mutate it and then end up with new and improved DNA!!

They have never done that, not even once!!

The key word is "randomly"!! How do you "randomly" make incredibly precise changes to existing DNA in order to create new and improved DNA? In other words, the mutations have to occur in *pinpoint locations* on the DNA, the *correct type of mutations* must occur and the *correct nucleotides* have to end up in the correct locations on the DNA.

The word "randomly" means exactly the opposite of "precise," yet with evolution "random" mutations must be incredibly "precise." Evolution is an oxymoron by definition.

In short, evolutionists must demonstrate and prove how an animal with perfectly good DNA (the "parent" species) can have its DNA randomly mutated and end up with a new and improved species (the "child" species).

The "child species" are always considered to have superior DNA to the DNA of the "parent species," meaning the DNA of the child species is always an *improvement* (not just a change) over the DNA of the parent species. This makes the claims of evolution more absurd.

## APPLYING THE THREE KEY MUTATION ISSUES

Now let us apply the three key issues related to mutations to the issue of improving the DNA of a parent species to test the feasibility of the "prime directive" of evolution.

According to evolution, all 2 billion nucleotides *must* have the same probability of being chosen as the location of the mutation because the new child DNA will likely have many changes scattered throughout the parent DNA and evolution doesn't have a clue *where* to make the changes, *what kind of changes* to make or *what* nucleotides needs to end up in each location.

For example, let us say that we want to *change a nucleotide*. We must *first* pick a *"random location"* on the DNA (e.g. nucleotide #45,119,004), then the mutation must *change* that nucleotide to a new nucleotide (the new nucleotide must randomly be an A, C, G, or T).

Because every nucleotide has the same chance of being changed, and we know which nucleotide needs to be changed (#45,119,004), note that there is a *one in 2 billion chance* that the correct nucleotide will be *"changed"* because every nucleotide has the same probability of being changed and there is only one nucleotide you want to change!!

(Before going on we need to clarify an issue. Evolution (i.e. a mutation) may *change* a nucleotide, at a certain location, but it may turn out that the "old" nucleotide and the "new" nucleotide are the same nucleotide (i.e. an "old C" may be converted into a "new C"), meaning there is no net change to the DNA made by this mutation. This possibility will come up later in this discussion.)

As another example of mutations, a random mutation, such as a *deleted nucleotide*, must *first* pick a *random location* on the DNA (e.g. nucleotide #1,633,099,415), then the mutation must delete that nucleotide (the nucleotide that was deleted might have been an A, C, G, or T).

Note that there is a *one in 2 billion chance* that the correct nucleotide will be deleted because every nucleotide has the same probability of being chosen for deletion!!

It turns out that the "location" issue is far more important than the reader might think. Examples below will demonstrate the importance of the "location" issue.

Remember, the three key variables in a mutation are "location of the mutation," "type of mutation," and "resulting nucleotide," meaning which nucleotide will end up at that location (i.e. or lack thereof in the case of a deletion).

*Every random mutation* has a *one in 2 billion chance* of choosing the correct *location (1 in 2 billion)* for the mutation, a *one in three chance* of picking the correct *type of change (1 in 3)* and a *one in four chance* in ending up with the *correct nucleotide (1 in 4)*.

*That means every mutation has a probability of one in 24,000,000,000 of being what evolution wanted (i.e. one in: 2 billion times one in: 3 times one in: 4)!!*

These three variables totally annihilate the theory of evolution from a statistical standpoint!! No statistician on earth would support the theory of evolution if they understood the issues and kept an open mind.

Before going on, let us again state the "Prime Directive" of the theory of evolution because it is so very important:

*If evolution were true, scientists should be able to look at two animals (which have a parent-child relationship on the phylogenetic tree) and easily demonstrate how the DNA of the parent species could randomly mutate into the DNA of the child species.*

We must never lose track of this key directive of evolution.

Evolutionists must prove this is possible by: first, randomly picking the "location" of each mutation, second, randomly picking the "type" of mutation (i.e. addition, change or deletion) at that location and third, randomly picking the "new" nucleotide (if any) at that location.

It is time for some training tests. Break out a pen and some paper and let's see how you do.

Gulp, let the mathematics begin!!

## **INTRODUCTION TO YOUR FIRST TEST ("LOCATION" ISSUE)**

Suppose a "parent species" has DNA with 2 billion nucleotides (obviously we only care about the nucleotides on one side of the DNA strand). Suppose the "child species" will also have 2 billion nucleotides, but 10,000 of the nucleotides will be different than on the "parent species" or "old species."

In other words, we will take an existing DNA strand (of the "parent species") and randomly **change** 10,000 of the nucleotides to create a new species (the "child species"). To keep things simple, we will assume no nucleotides will be added and none will be deleted. We will only deal with changed nucleotides.

We will assume we know which 10,000 nucleotides need to be changed and we will call them the "target nucleotides" because these are the only nucleotides we want to change!! We will also call them the "bad nucleotides" because we want to change them to create a new species.

In other words, on the "parent species" these 10,000 specific nucleotides are "good nucleotides" because they are the correct nucleotides **for the "parent species."**

But **on the "child species"** these same nucleotides need to be changed so we will call them "bad nucleotides" or "target nucleotides." They are at very precise locations on the DNA and **we know** where these locations are!!

However, evolution is dumb and evolution **does not know** where these locations are or what is supposed to be there or not be there!!!

Remember, every nucleotide on the new DNA is either a "target nucleotide" (i.e. a "bad nucleotide" that we want to change) or a "good nucleotide" (that we don't want to change), relative to the new "child species."

On the DNA of the "child species," there are 10,000 "target nucleotides" or "bad nucleotides" and there are 1,999,990,000 "good nucleotides" that we **don't want to change**.

In an attempt to create this new "child species," suppose there are 200,000 random mutations (all of them are "changes" of a nucleotide) at **random locations** on the DNA strand of the "child species."

When making these 200,000 random mutations, note that the "location" of each mutation on the DNA strand must be **totally random** and the new nucleotide at that location must also be **totally random**.

In other words, if we numbered the nucleotides on the DNA from #1 - #2 - #3 - #4 etc. to the end of the DNA, the "location" issue means evolution doesn't know which nucleotide should be changed because evolution is clueless and stupid because, by definition, mutations are **totally random**, both in terms of location, type of mutation and resulting nucleotide (if any).

For example, when picking a location for a mutation, we essentially pick a random number from #1 to #2,000,000,000. An example would be: nucleotide #1,397,943,567. The nucleotide at this location might be a "bad nucleotide" or a "good nucleotide," randomness or evolution doesn't have a clue and doesn't care.

If God were to very carefully select and change the 10,000 "target nucleotides"; that would imply the use of "intelligence" and would not be considered "evolution." Such an option is unacceptable to evolutionists.

Evolution has no "intelligence," by definition, thus the locations of the nucleotides that are changed are randomly chosen **from among all of the nucleotides** on the DNA. And the new nucleotide put at each of those locations (considering only "changes") is also totally randomly chosen. That is the only way that evolution can work.

With this background, let us talk about the 200,000 random mutations which will attempt to convert this "parent species" into a "child species."

As mentioned, to make things simple we will not consider deleting or adding any nucleotides to the DNA of the new species.

### FIRST TEST QUESTION:

Statistically speaking, if we randomly choose 200,000 nucleotides from the DNA, at random locations, and then mutated each nucleotide into a random nucleotide; how many of these 200,000 mutations will affect one of the 10,000 "target nucleotides" and how many will affect "good nucleotides"?

Try to calculate the number, or take a wild guess, before reading any further. Write down your answer on a piece of paper before reading on.

### FIRST ANSWER:

The number of "target nucleotides" that will be affected is one. That's right: 1 out of 200,000 mutations will affect a "target nucleotide"!! The other 199,999 mutations will affect "good nucleotides" that we do not want to change!!

Here is how to calculate the 1 "target nucleotide" that is changed:

**Step 1:** Take 200,000 mutations and divide it by 2,000,000,000 total nucleotides and you get 0.0001. This is the ratio of all nucleotides that will be affected by the 200,000 mutations.

**Step 2:** Multiply 10,000 (the number of "target nucleotides") times .0001 (the ratio or probability of a mutation affecting a random group of nucleotides; this will tell us how many nucleotides in this group will be mutated) and you get one.

One is the number of "target nucleotides" that will be affected by the 200,000 mutations!!

If we went through this exercise 200 times, on average only '1' of the "target nucleotides" would be changed each time.

### THE MOST DAMAGING QUESTION

For those who are bold enough, here is an even bigger question: how much damage to the new "child species" will be done by the 199,999 mutations which affect "good nucleotides, which could potentially damage many, many of these critical "good nucleotides"?"

Evolution would have to take into account both the one mutation that affected a "target nucleotide" plus the 199,999 mutations that affected "good nucleotides" which each could potentially replace a "good nucleotide" with a "bad nucleotide."

In other words, how many of these 199,999 "good nucleotides" will be converted into "bad nucleotides" by these 200,000 random mutations? The answer to this will require a lot of explanation.

Let us start by talking about the **third key issue**, what "type of nucleotide" ends up at each location, an A, C, G or T? Remember: the "location of the mutation" on the DNA is the **first key issue** and the "type of mutation" is the **second key issue**.

The **third key issue** is what "type of nucleotide that ends up at that location." Let us analyze the third key issue in detail.

## WHICH NUCLEOTIDE WILL RESULT FROM EACH MUTATION?

Suppose, for a specific "target nucleotide" you want a mutation to change a 'C' (a "target nucleotide") into a 'G' (a new "good nucleotide" for the new "child species"); as part of creating this new "child species."

However, mutations create random nucleotides; meaning randomness (i.e. evolution) could not care less what you want!! To convert a nucleotide into what you want would be using intelligence, which is not allowed.

A random "change mutation" can change a 'C' into an 'A' or into a 'C' (yes, a mutation can change an "old C" nucleotide into a "new C" nucleotide, but it ends up being a 'C' nonetheless) or into a 'G' or a 'T'.

Of these four options, **only one of them is correct**, the 'G' in this case. This means 25% (1 of 4) of all possible mutations are correct (the 'G') and 75% (3 of 4) of all possible mutations are incorrect (an 'A', a "new C" and a 'T')!!

Thus, when there is a mutation there is only a 25% chance the mutation will leave a correct nucleotide at the location.

(As a side note it should also be noted that any nucleotide can be changed more than once. For example, suppose a "target nucleotide" was changed into a 'G' by the 3,391st mutation, which is what you wanted. However, there is nothing to "protect" this nucleotide from later being changed into an 'A', which you don't want!! For example, in the 159,102nd mutation the 'G' might be changed into an 'A', which you don't want. To keep things simple, we will ignore this issue.)

(As another side note some evolutionists have claimed that if a nucleotide is changed into a good nucleotide, that it is somehow "protected" from being changed again by a later mutation. This is absolute nonsense, there is no such thing as "protecting" a nucleotide from being mutated.)

Let's get back to the 199,999 mutations which occurred in locations you didn't want to change (i.e. they affected "good nucleotides" which were **already correct** for the new "child species" because they didn't need to be changed).

For each and every one of these mutations, there is only a 25% chance a "good nucleotide" ended up as a "good nucleotide," using the above logic!!

For this to happen, for example, the mutation of an "old C" (which was a "good nucleotide") would have to be changed into a "new C" in order for the "good nucleotide" to remain "good." But with the other three options ('A', 'G' and 'T'), you have damaged a perfectly good nucleotide and **converted a "good nucleotide" into a "bad nucleotide"!!**

We definitely do not want to change any "good nucleotides" into "bad nucleotides," but 199,999 of the random mutations affected "good nucleotides!"

When you do the math, you mutated 199,999 nucleotides that you didn't want to change, and **75% of these "good nucleotides" will be changed into a "bad nucleotide"!!** This is because only one of four mutations (25%) will yield the nucleotide you want for the new species!!

But there is also a 75% chance that the **one** "target nucleotide" you changed will **still** be a "bad nucleotide."

Thus, if you add 199,999 (the "good nucleotides" you changed) to 1 (the "target nucleotide" you changed), statistically: 200,000 times 75% (or **150,000**) of the nucleotides that were changed will be "bad nucleotides" (all but one of which were originally "good nucleotides") **as a result of** the 200,000 random mutations!!

Note also that **9,999** of the original 10,000 "bad nucleotides" were not affected by the mutations, thus they remain "bad nucleotides."

*In other words, because of the 200,000 mutations, you went from 10,000 "bad nucleotides" to 159,999 "bad nucleotides" (150,000 plus 9,999) statistically speaking, after the 200,000 random mutations!!*

I'll bet that is not what you were expecting!! You probably thought the number of "bad nucleotides" would drop as a result of the 200,000 mutations!! Nope, the number of "bad nucleotides" **skyrocketed from 10,000 to 159,999!!**

What is wrong with this picture? You went backwards as you tried to "fix" the DNA to create a new species!!

And this is always the case!! Attempting to "fix" DNA with random mutations **always** causes far, far more damage than it fixes!!!!

Remember, remember, remember, if evolution were true you could take the DNA of a parent species, apply random mutations to this DNA and end up with the superior DNA of the child species which evolution claims was created. But **the mathematics doesn't add up!!**

## THE AXIOM OF RANDOM MUTATIONS

Let us formalize these concepts above by creating an axiom:

**The Axiom of Random Mutations:** For every mutation, whether it affects a "good nucleotide" that you **don't want to change** or a "target nucleotide" that you **do want to change** or a "new nucleotide" that you **want to add**; the probability that the resulting nucleotide will be a "correct nucleotide," meaning a "good nucleotide," is 25%. This means there is a **75% chance** the wrong nucleotide will result.

Note that deleted nucleotides were not discussed in the above axiom because there is no resulting nucleotide. But this does not mean deletions are not important, only that I won't dig into them, but remember that deletions have exactly the same issues with regards to location.

**This means, for every random mutation, there is a 75% chance the mutated nucleotide will end up as a "bad nucleotide," whether it was originally a "good nucleotide," a "target nucleotide" (i.e. a "bad nucleotide") or a "new nucleotide"!!**

In other words, EVERY mutation, no matter what nucleotide you are talking about, results in a 75% chance you will end up with a "bad nucleotide" in that slot.

Thus, in addition to the "location issue" (meaning the probability you actually change a "target nucleotide"), 75% of all mutations, whether of the "target nucleotides" or of the "good nucleotides" will yield a bad or wrong nucleotide in that slot!!

Now let's use this axiom on the above example to simplify obtaining the answer.

You started with 2,000,000,000 nucleotides. Ten thousand (10,000) of these were "target nucleotides" or "bad nucleotides." 1,999,990,000 were "good nucleotides." You mutate or change 200,000 of these nucleotides.

Because of the "location" issue, you changed 199,999 "good nucleotides" and you changed one "target nucleotide."

By the Axiom of Random Mutations, you end up with 150,000 wrong nucleotides (75% of 200,000)!!!

Add these 150,000 wrong nucleotides to the initial 9,999 "bad nucleotides" that were not changed, leads to 159,999 "bad nucleotides" which resulted after the 200,000 mutations!! This is the same number we calculated above.

Note also that the newly damaged nucleotides are randomly scattered over the entire DNA, meaning they will likely affect the morphing of the embryo algorithm multiple times, many genes, etc. etc.

This is going to be difficult to comprehend, but try to understand this: it **doesn't significantly matter** how many "target nucleotides" there are, the results are the essentially the same!! Only the 9,999 number will change if you change the number of "target nucleotides."

In other words, it doesn't matter if there are 10,000 "target nucleotides" or 100,000 "target nucleotides," the 200,000 mutations will always end up with 150,000 "bad nucleotides" by the Axiom of Random Mutations.

This is the real axiom: "Every time you mutate DNA the DNA gets worse."

You may have originally thought these 200,000 mutations would improve the new species, but in fact they were a giant step backwards in creating a new and improved species!!

You also probably thought the 200,000 mutations would change only "target nucleotides." But in fact they (statistically) only changed **one** of them!!

Also, you may not have realized that in this process you went from 10,000 "bad nucleotides" to 159,999 "bad nucleotides." That is not a good thing, especially when you were trying to fix the DNA!!

Now ponder this: *any attempt to "fix" these 159,999 "bad nucleotides" (which resulted after the first 200,000 mutations) will make things even worse!!*

And at best, you **added** one "good nucleotide" (there is a 25% chance the new "target nucleotide" was a correct nucleotide).

In summary, you "may" have fixed one "target nucleotide," but you definitely ended up with at least 159,999 newly bad nucleotides!!

The combination of the "location issue" and the Axiom of Random Mutations is far more than enough to totally obliterate the theory of evolution and renders it far beyond scientific nonsense. It is always a fact that the more mutations you have the more damage is done to the DNA.

It is impossible, and I mean impossible, to blast a DNA strand with a lot of random mutations (both random in terms of location and random in terms of the final nucleotide at that location) and end up with better DNA. It is mathematical nonsense to think otherwise!!

Try it on computer programs. Take an existing computer program and try to turn it into a superior program by blasting it with random mutations of '0's and '1's in random locations. No superior computer program will ever be created by this process!!

Randomness cannot create intelligence; in fact it always damages or randomizes any existing intelligence.

In the case of a computer program, one bad "bit" can destroy the entire functionality of the program.

In the case of a human being, a handful of mutations can destroy the human or give him or her a serious genetic disease.

Mutations are never good.

### **SECOND TEST QUESTION:**

Using the same **initial conditions** as the first question, how many random mutations **to the original DNA** will have to occur before all 10,000 of the "target nucleotides" are changed by mutations??

This question also has to do with the "location" of the mutations. Try to calculate the number, or take a wild guess, before reading any further.

Write down your answer on a piece of paper before reading on.

### **SECOND ANSWER:**

The answer is 2 billion, which happens to be the entire size of the DNA!!

Here is how to calculate this:

10,000 "target nucleotides" times 200,000 (it takes 200,000 attempts to affect one "target nucleotide") = 2,000,000,000

Thus, it would take 2,000,000,000 random and potentially damaging mutations to affect all 10,000 "target nucleotides"!!

Using the Axiom of Random Mutations, literally 1,500,000,000 of the nucleotides on the DNA will end up "bad nucleotides"!! Because all of the "target nucleotides" were changed, we don't need to calculate how many were not affected by the mutations.

The parent species had zero bad nucleotides, 10,000 of which you wanted to change to create a new child species. But you ended up with **1.5 billion** bad nucleotides on a child species which could never survive!!

(Note: This is a simplified discussion. In fact, the laws of probability would predict many of the nucleotides would be changed more than once and others would not be changed at all. But fine tuning this discussion is not necessary because the overall evidence is so overwhelming a disaster for the theory of evolution!! Fine tuning this discussion would be like putting a single bandage on the side of a sinking ship which had a 30 foot wide hole in its bottom!!

As always, the deeper we dig the worse it gets for the theory of evolution. This makes perfect sense because 75% of all mutations leave a "wrong nucleotide" on the DNA no matter what you started with!!

## **THE ISSUE OF TIME**

All of these mutations must occur inside of the *same cell*. This is because we are talking about mutating a single DNA strand and every DNA strand lives inside of a single cell. And this single cell has to be a reproductive cell if it is a complex animal.

Do you think an animal would live long enough to have 2,000,000,000 mutations inside of a single cell? Do you think an animal would live long enough to have 200,000 mutations inside of a single cell?

Actually, it is doubtful that any animal would live long enough to have a small fraction of 200,000 mutations in the same reproductive cell!!

Are you beginning to understand the complete absurdity of the theory of evolution? And the only "issues" we have been talking about are the "location" of the mutations on the DNA and the Axiom of Random Mutations!! Trust me, there are many other issues I don't talk about in this introductory book.

## **YOUR THIRD TEST**

I don't expect anyone to get this answer right, but give it a shot. You cannot calculate the answer, it requires experience with computer simulations to calculate, but just think about it.

### **THIRD TEST QUESTION:**

Using the starting position in above two questions, suppose you have 10 billion years of time, and you are allowed 1,000 random mutations an hour, 24 hours a day, to create the new "child species," discussed above, by random mutations.

Statistically speaking, is it possible the new "child species," mentioned above, could have completely correct DNA at any time during this 10 billion years?

If so, how many of the 10 billion years, on average, would it take to completely create the new "child species?"

Hint: in thinking about your answer, ponder the Axiom of Random Mutations!!

(**Note:** Any time there is a probability of less than  $1/10^{80}$ , it should be considered "impossible" and is **not mathematically an acceptable answer**. If you get to this answer you can stop calculating. This probability would be like picking the correct single atom from among all the atoms in our Universe!!)

### **THIRD ANSWER:**

The answer is "never." What will happen, if you used large enough computer simulations, is that the entire DNA will very quickly deteriorate into being 25% "good nucleotides" and 75% "bad nucleotides." This is actually obvious by the Axiom of Random Mutations.

After reaching 25%, as there are more and more mutations, the percentage of "good nucleotides" will forever fluctuate very, very slightly above and very, very slightly below the 25% mark.

Actually, after starting the computer simulation, as you do more and more simulations, the percent of "good nucleotides" will very quickly (in the first few mutations) start to drop.

Once the percent of "good nucleotides" drops to 25.5%, the percent of good nucleotides will never again reach above 26% "good nucleotides" on a sample this large. **Never!!**

The reader would have to write computer programs to simulate all of this to fully understand the truth of this claim. However, using a much smaller number of nucleotides (rather than an actual string of 2,000,000,000 nucleotides), you will **not** get exactly the same results. But what I have said is an absolute fact which I have seen many, many times in the computer simulations I have written!!

### **SHOULD WE TALK ABOUT "TARGET NUCLEOTIDES"**

An evolutionist might say that evolution has "no direction," meaning there is no such thing as a "target nucleotide."

To put it another way, a person might say this: "Let's not talk about target nucleotides, rather let us just mutate the DNA and see if we end up with a better species, **we don't know or care what we will end up with** so we don't care about *target nucleotides*."

While this might seem like a viable question, I will give four answers to this question.

**First**, let us think about a new species where the parent species has both a male and female.

In order for a "new species" to be created, the mutations to both the male sperm DNA and the female egg DNA must "align" so the male and female can mate and have viable offspring.

This means the "set" of mutations (which includes the location issue, the type of mutation issue and the nucleotide at that location issue) to the male and female must be identical.

(Yes, I know there are slight differences between male and female DNA, but these differences can be ignored in this discussion and only "common" DNA segments need to be considered.)

For example, each gene must be in the same location on the DNA of both the male and female DNA. The morphing of the embryo algorithms, and many other things, must be in the same location, and in the same order, on both the male and female DNA (actually the morphing of the embryo algorithms are different for a male and female, but let us ignore this and other distracting issues).

Let us assume the male has the necessary mutations before the female and that the male is a "new species." The female now needs to have exactly the same mutations as the male so that they can mate and have viable offspring that are fertile (i.e. so the new species can have offspring)!!

In other words, **the female now has "target nucleotides"** because **her nucleotides must match those of the male** so that they can mate and have offspring!! **The new nucleotides on the male DNA become the "target nucleotides" of the female!!**

Remember, both the male DNA and female DNA must align before they can mate and have viable offspring that are fertile. This cannot happen until the female DNA aligns with the male DNA. Thus, the new male DNA becomes the "target nucleotides" of the female DNA.

Of course, if the female DNA mutations are completed first, then her DNA becomes the "target nucleotides" of the male DNA.

The point is that if a species has both a male and a female, the "target nucleotide" issue is unavoidable!! You have two "animals" which must have the same ending DNA. There is no way around this.

You have to consider the probability that **both sets of mutations are identical**. You don't have to worry about the order of the mutations on the male or the female!! When all is said and done, the male and female must have the same set of mutations!!

The "probability" issue becomes the probability of having two "sets" of identical mutations, independent of the order of the mutations.

For example, suppose you have two identical computers with identical software, including the same complex computer program. Suppose you randomly mutate the bits of the computer programs, on each computer, **independently** (e.g. you use a different "seed" number and equivalent, but different, algorithms) in order to create a new and improved program.

What are the chances both computers will end up with the same new and improved program even without any preconceived notion about what you wanted to end up with?

The answer is **ZERO** (i.e. less than:  $10^{-80}$ ) because the "mutations" are independent of each other and yet must be identical.

**Second**, if you are going to create a new species from an old species, very precise mutations must be made to multiple genes; new genes may need to be created from scratch; incredibly precise changes need to be made to different sections of the "morphing of the embryo" algorithms, etc.

These changes must be in incredibly precise locations and they will **not** be scattered evenly across the entire DNA.

However, random mutations will be evenly scattered across the entire spectrum of the DNA. That is the way that randomness works!!

Random mutations are not precise, yet to create a new species the vast majority of the mutation will be clustered in many different places on the DNA. But this is not the way that randomness operates. Randomness is generally spread out somewhat evenly across the entire DNA.

**Third**, have you ever seen the nucleotides that form a "protein" which is used inside the cell? The section of DNA that creates a protein is called a "gene." It is much easier to look at a protein than a gene. Some genes can actually be used to create many different proteins.

When you think of a "structure made of proteins" think of a bicycle made of Lego® building blocks in the sense that a set of proteins can attach to each other and have a structure which is made up of individual proteins (each individual

protein is made of amino acids) which are bound together and form a very specific shape.

If you took this section of DNA (i.e. a gene) and started to randomly mutate it, the "protein" it creates would **very quickly** become unusable!! When this protein is unusable the entire structure it is part of can become unusable.

The set of proteins would become a pile of unrecognizable, worthless garbage (rather than a highly functional and sophisticated **shape**), frequently after the first mutation to a gene.

Again, think of a bicycle (which might look like a set of proteins). Suppose you blindfolded a person and they then took a large crowbar and randomly started twisting the parts of the bicycle, including the wheels and handlebars. What are the odds the person will create a better bicycle or a bicycle that will even operate? Pretty slim. The shape of the bicycle represents the shape of a set of proteins.

Only very rare and very specific combinations (technically "permutations" because the order of the nucleotides on the DNA is critical) of nucleotides will create a gene that will create a functional protein.

The point is that even if you have no "target nucleotides," almost all types of mutations will damage the functionality of the gene (which may create a functional protein) **almost immediately** because very, very few permutations will create something viable for a specific protein structure.

Also, can you imagine randomly mutating the "morphing of the embryo" algorithms on the DNA!! Who knows what you would end up with, but you would know one thing - the animal would quickly be so deformed by mutations it would die immediately after birth or more likely long before birth.

Thus, even if you have no direction, when you randomly mutate the highly precise nucleotides in a gene or the morphing of the embryo algorithms, and many other sections of DNA, you will do massive amounts of damage very, very quickly!!

Thus, you cannot just brush-off the "target nucleotide" issue because only an incredibly small percentage of permutations of DNA (i.e. unique ways to order the nucleotides on the DNA) will yield a viable animal!!

**Fourth**, I wish there were a way to graphically demonstrate "intelligence" on a DNA strand. A histogram is nice, but it doesn't even remotely demonstrate intelligence.

Think of human DNA as a huge, gigantic, highly sophisticated computer program.

Actually, there is no computer program on earth which is even remotely as sophisticated as the algorithms on human DNA which control the morphing of the embryo, the genes, etc.!! You can see that by the graphs above. DNA does something totally unique!!

A compiled computer program is composed of "bits" called '1's and '0's. Thus, if you change a "bit" you know what the outcome will be (the opposite of what it started out to be).

Do you think you could improve any highly sophisticated computer program by randomly changing the "bits" on the compiled code?? Absolutely not!!

Never, never would the code improve by randomly changing the bits with a random number generator which would choose where the bits were changed, deleted or added.

*This is true even if you had "no direction" and "no target" in mind for the new program!! This is also true if you built into your computer program a simulation of "natural selection!!*

If highly complex computer programs could be written in this way, as evolution implies, all computer programmers could be replaced with "random number generators" which could write new and improved computer programs by *randomly* choosing:

- 1) Where on the old, compiled computer code each mutation to the program will occur (the "location" issue), and
- 2) Whether the mutation will be a deletion, addition or a change.

Computers are much faster than computer programmers!!! You wouldn't need people to design the new programs, just let "evolution" design and write the new and improved program.

Computers are almost infinitely faster than evolution, plus computer programs are always very, very simple compared to human DNA; thus if evolution could work by randomness, so could writing new computer programs. But it has never happened.

Even if you did this process 10 times on an existing computer program, and "chose" the best of the 10 "new" programs (i.e. to simulate natural selection) you would never end up with a better program.

Try writing a new and improved computer program using this technique!!

If this were a viable way of writing newer and more sophisticated computer programs, corporations would immediately fire all of their programmers to make

more money (i.e. they would have less expenses and more profits if they had less programmers).

Trust me, many corporations couldn't care less about their employees, all they care about is profits (i.e. the "bottom line"). Some corporations, every time they need to increase their "earnings per share" will simply lay off hundreds or thousands of their employees. Stockholders will always be more important than the employees.

And programmers are generally near the bottom of the pecking order of the employees.

Needless to say, no corporation in history has ever fired a computer programmer because using random number generators was a superior way to write new, complex computer programs from existing programs!!!

Even without direction, and even without any "target code," and even simulating "natural selection," the computer program will very quickly cease to function due to the "mutations." The computer program certainly won't get better.

If it is impossible to use randomness to write better computer programs using high speed computers which operate very, very quickly; why would anyone expect you could create a better species of plants or animals by using random mutations which happen very, very slowly in a much more complex environment?

Computers are many, many, many quadrillions of times faster than evolution could ever be. Yet, no corporation would be so idiotic as to fire their computer programmers and replace them with random number generators.

In addition, the computer algorithms on DNA are far, far, far more sophisticated than any computer program ever written by a human!! Thus, DNA is far more sensitive to errors!!

In fact, no human being on earth can even remotely understand the "morphing of the embryo" algorithms on human DNA, as mentioned above.

But the "morphing of the embryo algorithm" is only part of the vastly complex network of what is on human DNA.

Yet, evolution claims human DNA was all the result of a long series of fortuitous accidents to DNA. What absolute nonsense!!

Do you think that you can go from dirt (i.e. the pre "first living cell" period) to human DNA by a long series of very slow, totally random mutations to DNA??

And while this is going on you must also accidentally create *millions* of other species (e.g. turtles and lizards) with highly sophisticated DNA strands during the same time period!!

**Zero** randomly created, quality computer programs have ever been written. This should give you a clue.

## **THE MAIN ANSWER OF EVOLUTIONISTS**

Aside from ignoring the statistical issues of DNA, let us talk about the main answer of evolutionists to the above statistical problems.

First, let us repeat the key question: "Where do new sequences (i.e. permutations) of DNA come from?"

The claim of evolutionists is that the creation of DNA was a slow, slow process which took millions of years and happened very, very, very gradually.

Their claim is that new DNA sequences came from two species, which had similar, but yet slightly different DNA. When a male of one of these species mated with a female of the other species; the claim is that new DNA is created which is a combination of both of their DNA.

But how can "new" DNA sequences be created from two "old" DNA sequences?

Perhaps a better way to say this is this: "How can new "genetic intelligence" result from the union of two species which do not have that specific "genetic intelligence" on their DNA?"

For example, if neither of the species which mated had claws (assume this was before the first animal with claws existed), why would you expect that the "offspring" of these two closely related species would have claws?

New claws would require new genetic intelligence, such as entirely new sections of DNA, such as new genes, plus sophisticated modifications to the "morphing of the embryo" algorithms.

Where do these DNA sections, to make the claws, come from when **neither** the male nor female of the two closely related "parent" species had these DNA sections?

The answer of evolutionists, of course, is that the first "claws" were very small and it took many different instances of two difference species mating to create the large claws on many animals today. Let me call it "**incredibly gradual**" evolution.

There are many problems with this theory. This theory makes their "missing link" problems far worse than they are today because there would be many more "missing links" than they currently think exist (if evolution worked in this way).

But rest assured, the fossil record does not fit their "incredibly gradual" theory. Nor do mathematical simulations which would need to be incredibly precise in each partial rendition of the new claw.

Also, when two different species mate, which have very similar DNA, there are only two possible outcomes, **based on actual observation of scientists**:  
First, the child of the different species cannot survive.  
Second, the child of the different species can survive, but they cannot have offspring because they are infertile (e.g. the mule).

Either of these cases would end the "new species" immediately.

I personally have never heard of two different species (i.e. two species which had **different DNA structures**) which were able to mate and have offspring which could have their own offspring; much less millions of pairs of such species (yes, each new species would need a male and female if it was to survive).

## **CAN "NATURAL SELECTION" EXPLAIN EVOLUTION?**

Let us talk about whether "natural selection" can help create new DNA.

For example, suppose a pair of animals had ten offspring and each of them had a different set of mutations to their DNA. Suppose each of them becomes a new "child species."

Suppose predators (i.e. natural selection) killed the nine "weakest" of the ten offspring (i.e. the weakest of the ten new "child species"), **leaving only one** of the offspring, which supposedly would be the strongest of the "child species."

"Natural selection" has essentially **preserved** the best DNA (i.e. it **preserved** the best set of mutations to the DNA of the ten offspring).

Is this a logical way to explain how natural selection guided evolution?

First of all, the death of members of offspring usually has more to do with pure chance than superior DNA. It has to do with luckily being in the "right place at the right time" more than with fighting skills.

Also, it is ludicrous to think that in one generation a superior set of fighting skills can result from random mutations of DNA.

But the biggest absurdity with this theory is the claim that natural selection can create evolution at the DNA level. In other words, it is absurd because it **assumes that evolution** can create **ten** new and improved sets of DNA and that each of these "new and improved" species will survive until natural selection eliminates nine of the ten species!!

What does it mean that natural selection will "preserve" the **most superior** DNA from among the ten "child species?" **There are no child species to "select" from unless you assume the theory of evolution is true!!!**

Let me say that again: **There are no child species to "select" from unless you assume the theory of evolution is true!!!**

This logic is "proving" evolution (i.e. natural selection) is true by **first assuming that evolution** is true!!

Or to put it another way, you cannot have a "first" new species (to choose from) unless you assume evolution is true.

This is very clever logic. You avoid and ignore the mathematical problems with evolution by **assuming that evolution is true** and that **evolution** can create ten viable new child species (i.e. the DNA of each offspring of a pair of animals is assumed to mutate into a new child species with superior fighting skills) so that **natural selection** can preserve the DNA of one of the ten new species!!

How can you use an **assumption** that evolution is true (which is the only way to obtain any of the "child species" to select from) as part of the "evidence" for evolution!!

Evolution **cannot create a single viable new species**, so where do the ten viable species come from? They come from the vivid imaginations of evolutionists.

Try writing a vastly superior computer program, using "natural selection" and see if it will lead to a superior computer program. It won't work because **none** of the randomly created programs will ever work, much less add value to the original program!! There will never be anything viable to "select" from.

## **THE EVOLUTION OF EVOLUTION**

In the pre-DNA world, all scientists had to do to "prove" the theory of evolution was to use their creative thinking and story telling skills, combined with an artist to draw the animals on the phylogenetic tree.

In the post-DNA world, to prove the theory of evolution you have to prove that [every single law of statistics on earth](#) is totally false and that [all computer simulations](#) are unreliable indications of the way that randomness works!!

Scientists who support the theory of evolution have some serious problems. The new technology of DNA has absolutely demolished their highly cherished theory of evolution!!

That is exactly why scientists still live in the fantasyland of using morphology, microevolution and natural selection as their primary "evidence" for evolution. At any given time, many scientists are sifting through dirt and mud looking for some "missing link" on the phylogenetic tree.

But their biggest "evidence" comes from using the term "evolution" when they should be using the term "microevolution."

So where does human DNA come from? It comes from a Being we cannot comprehend who has an Intelligence we cannot comprehend.

The frontier prophet Brigham Young, [who was a contemporary of Darwin](#), must have been asked about the origin of man in this way: "if Darwin was wrong, and if God created humans, where did God come from?" This was his answer:

*"Many have tried to penetrate to the First Cause of all things; but it would be as easy for an ant to number the grains of sand on the earth. It is not for man, with his limited intelligence, to grasp eternity in his comprehension ... It would be as easy for a gnat to trace the history of man back to his origin as for man to fathom the First Cause of all things, lift the veil of eternity, and reveal the mysteries that have been sought after by philosophers from the beginning."*

Brigham Young, second president of the LDS church

Even though we cannot possibly comprehend the origin of God, the good news is that [our spirits](#) are the literally the children of the Being who designed our DNA, and because we are the children of God, then given enough time (an eternity of time), we [will](#) be able to understand the origin of God.

So how do you think the evolutionists deal with their impossible statistical problems? As mentioned above they blacklist and ignore their problems!! That is what evolutionists have done since the discovery of DNA. They have totally ignored the statistical problems of the theory of evolution!!

Their "solution" was to claim the mathematical problems are not relevant.

That is interesting. The entire debate in the post-DNA world is about how "random mutations to nucleotides" can create new and improved DNA. But "random mutations to nucleotides" is an irrelevant issue to evolutionists!!

Their logic is this: "we know that evolution is true (because of the phylogenetic tree), and we know that we exist, therefore the mathematical problems are not relevant."

The problem with their logic, of course, is that they do not know the theory of evolution is true. They only wish it were true.

Their defense is based on logic where their desired conclusion ("that evolution is true") is a key step in the proof of their logic!! They essentially say: "We know that evolution is true as we look at the phylogenetic tree" and then they ignore DNA issues and conclude that "evolution is true"!! Yes, if you assume evolution is true you can prove that evolution is true!! This is absurd logic!!

Their logic is like this:

- 1) We know the moon is made of cheese,
- 2) We know the moon exists and it looks like it is made of cheese,
- 3) Therefore we have proven the moon is made of cheese.

This is the same as saying:

- 1) We know the theory of evolution is true,
- 2) We have drawn a phylogenetic tree and it looks like evolution is true,
- 3) Therefore we have proven the theory of evolution is true.

This is hardly adequate logic to "prove" that the moon is made of cheese or that evolution is true.

## **BOGUS SCIENCE AND EVOLUTION**

Because the theory of evolution is false, scientists have invented a wide variety of false and bogus theories and claims to pretend evolution is true. In other words, there have been many massive deceptions which took the place of "evidence" which not only kept the theory of evolution alive but have made it thrive far beyond the wildest dreams of its proponents!!

One example of this engine is the fraudulent methods they use to date bones. Evolutionists love to date bones, especially human bones, to be older than when Adam and Eve fell from the Garden of Eden (about 4,000 B.C. or about 6,000 years ago).

In fact, all of the claims of the evolutionists, such as their discoveries of transitional species (scientists depend on evolution taking billions of years to

create human DNA from the "first living cell"), totally depend on these totally bogus dating techniques!!

Evolutionists intentionally hide (from their students) the fact that moisture leeches radioactive materials from cells and completely destroys the accuracy of radiometric dating!!

Heat can cause even more inaccuracy in their dating techniques.

The factors of moisture and heat are always ignored when their equipment gives them the dates they want!!

The Kennewick man is a good example. In this case the bones of a man were in a "shallow grave" next to a major river!! You would expect that the bones got wet or at least were constantly moist!!

Radiometric dating claimed his bones were 9,000 years old (i.e. older than when Adam and Eve fell). That is the age they wanted!!

The truth is that the bones were probably no more than 300 years old. A body sitting in a shallow grave, next to a major river, for 300 years, could easily be dated to be 9,000 years old because moisture would leech radioactive atoms from the cells.

As another example of this tactic, any time there is a new concept or discovery in biology, having to do with "species" and DNA, the theory of evolution is automatically given credit for the new phenomenon. You hear "evolution did this" or "evolution did that" all the time.

Scientists pull this trick even when there is absolutely no possible way that random mutations to DNA could have had anything to do with the new phenomenon.

## **SUMMARY**

With the discovery of DNA, the evolution debate should have taken a gigantic shift in direction. Phylogenetic trees should have gone the way of the horse and buggy.

But the phylogenetic trees and ubiquitous morphology have not gone away. What has gone away is any intelligent discussion of evolution. Evolutionists bypass the issue of how DNA could be randomly mutated to create a new species from an old species.

In the place of "science" is descriptive story telling using massive amounts of data from "digs."

The evolution debate today is almost as if DNA had never been discovered.

Remember, nowhere in [all of science](#) has randomness ever been claimed to create massive amounts of intelligence except with the theory of evolution and its companion the "Big Bang."

If evolution had scientific merit (i.e. if randomness could create sophisticated intelligence) then computer programmers would have become obsolete long ago.

Here is an interesting paradox, why don't evolutionists write their books using their model of evolution?

In other words, why don't they start with a child's story book and start mutating it until it becomes a massive, sophisticated textbook on evolution? That would keep them busy for awhile and would end the debate.

There are two appendices for issues which I did not want to cover in the main book.

## **APPENDIX # 1 : REGARDING VESTIGES, BAD DESIGN, ETC.**

One argument of evolutionists is their claim that if God existed, He would not design DNA that had "vestigial organs" in a species.

"Vestiges" or "vestigial organs" are sections of DNA that appear to be **left-over** from parent species because they have no use on the child species. Sometimes they serve no purpose and other times they serve very little purpose.

Their arguments are that certain sections of DNA should not be on the DNA because they would not have been **designed** and put there by an **intelligent Creator** (i.e. God) who designed DNA **from scratch**.

One famous example of a vestige is the "wings" of an ostrich. While these "wings" do have some function, even important functions, the sections of DNA which create these largely worthless "wings" seem to be left over from a distant "parent species" of the ostrich.

As one evolutionist said:

*"Wouldn't it be odd if a creator helped an ostrich balance itself by giving it appendages that just happen to look exactly like reduced wings, and which are constructed in exactly the same way as wings used for flying?"*  
*(Why Evolution is True, by Jerry A. Coyne, 2009, page 58)*

In fact, this argument is the only half-way intelligent argument for the theory of evolution. For an atheist it is "proof" of evolution.

While their logic is solid, evolutionists are by definition atheists. Why would atheists think they are experts in understanding the way that God thinks and behaves?

It turns out there may be several reasons vestiges exist, even if God exists, but I won't talk about all the possible reasons.

Let me give you a few scenarios to consider.

For example, suppose a car company designs a new model of automobile. Their advertising campaign might boast that this is a "completely new model."

Well, is it really a "completely new model," meaning is the model designed from the ground up, meaning is every single nut and bolt of the new car designed from scratch? Obviously not or the "completely new model" would cost a large fortune!!

There is no question that many parts of the new model were designed for earlier models. If entire structures, which are largely hidden from view, were put into the new model [from an old model](#), then there might very well be small structures in the new model which have no function in the new model.

It may be a lot cheaper to use an existing part, which may contain sections that have no function in the new car, than to design and create a new part from scratch.

Here is the key question: there are millions of species on this earth, does it make sense that God individually designed the DNA of every species from scratch? Is that an efficient way to create millions of species?

From the perspective of God, does it matter [to Him](#) than He might reuse DNA taken from species he had already designed millions of years earlier? Does God have to design every species literally and completely from scratch?

Car companies certainly don't design new cars completely from scratch, so why would God?

But there is more to this concept.

Is this planet the only planet God has ever made?? Anyone who has seen photographs of the known Universe would immediately say that the Universe has been around for billions of years.

If that is the case, why do people assume that we are the first group of God's children to have our own planet?

So let us assume, for the sake of argument, that the first planet that was inhabited by God's children was inhabited 100 million years ago.

OK, so we are assuming that God had children who lived and died 100 million years ago on another planet far away.

Where are these children of God now and what are they doing? If they are like we will be, they were resurrected and they are still very much alive.

Does it make sense that for 100 million years they have been sitting around playing the harp?

Well, it doesn't make sense to me, especially if our spirits are literally the [children](#) of God. If God has any sentient children, we are it!! We are the only sentient beings in the Universe other than God that we know of.

But how many planets have sentient beings, who are like us, that we don't know about?

To me, those people who lived many millions of years ago; have been increasing in intelligence and knowledge for 100 million years. I would hate to have to debate one of them!!

Maybe God let [\*these people\*](#) design the DNA for some, most or all of the species that have and do live on this earth!!

For any new species, first put on our earth, maybe it was the people who lived 100 million years ago who designed the DNA for that species. And maybe they are the ones who reused some DNA when they designed some of the species for this earth.

If I were living in heaven for 100 million years, and I had been given the assignment to design the DNA of a new and unique species on a new planet, the first thing I would do is ask for the blueprint (i.e. DNA sequence) of several species which already existed, [\*which had some of the same features as the new species I was assigned to design.\*](#)

Not only that, I would want to know what these sequences of DNA did.

When I designed the DNA of this new species I would clearly "borrow" ideas (i.e. borrow DNA sections) from species which had already been designed by others (or by God).

This is not as far-fetched as the reader might think.

Designing DNA from scratch has never been done by a human being and likely will never be done by a human being on this earth in its current form.

For example, the "morphing of the embryo" algorithm of any complex species is far too complex to comprehend, much less design from scratch!!

When "stealing" sections of DNA, such as genes, I would also try to steal parts of the associated morphing of the embryo algorithms, etc.

I would not want to try and "reinvent the wheel" and design the entire DNA from scratch, but it would be fun to try.

In fact, if a human being on this earth ever did design the DNA for a new species it would be designed by studying the DNA of existing animals (or plants) and by stealing (i.e. copying or borrowing) blueprints of sections of DNA from existing animals.

This is the key: even if the DNA was designed from scratch, and nothing was stolen, the education and training and concepts needed to build it from scratch **would have been learned by studying DNA which already existed!!**

A pilot is going to study airplanes long before he or she steps into the cockpit.

The "patterns" of DNA used to teach someone about designing DNA would come from existing animals!

Let us look at a hypothetical assignment.

Suppose someone were assigned, for whatever reason, to design the DNA of an extinct dinosaur, including the morphing of the embryo algorithms; but to give this new species the intelligence of a human being and the ability to talk!!

In other words, even if someone had the DNA of an extinct dinosaur (which no one has), they would have to design and make highly sophisticated changes to this DNA to give this dinosaur the intelligence of the human brain and the ability to talk!!

This "new species" would have a **combination** of the DNA of a dinosaur body (except for the brain and mouth) and the DNA of a human brain and some new form of mouth and tongue. How would you like to combine those two DNA structures and design the morphing of the embryo algorithms **without leaving any vestiges!??**

Remember, a "vestige" is nothing more nor less than a section of DNA which is used to create a structure during the morphing of the embryo algorithms. But each vestige **started out** as a section of DNA!!

This is the key: every section of DNA that is the design for a structure on the body (e.g. the liver) **depends** on the morphing of the embryo algorithms!! **If you change one of these sections of DNA (the structure section or the morphing section) then you have to change both!!!** They depend on each other.

But changing the morphing of the embryo algorithms section is far, far more complicated than designing the structure section of DNA.

Given the assignment, those who lived 100 million years ago would likely study the DNA of a dinosaur (which we assume they would have), and study the DNA of a human being.

There is no doubt that these two DNA are massively, massively different and many critical sections of DNA would be "borrowed" from both the dinosaur DNA and human DNA.

But designing the "morphing of the embryo" algorithm of this new species would be the real challenge!!! This involves a lot more than just copying genes!!

So how would you integrate the morphing of the embryo algorithms of a dinosaur and the morphing of the embryo algorithms of a human being?

Here is my point: In the process of integrating these two DNA (the DNA of a dinosaur [to get the body shape] and the DNA of a human [to get the brain and mouth]) the person would likely be *forced* to include some sections of DNA **the new human/dinosaur species would not need** because *the designer could not figure out how to cut these sections [which create the vestige] out of the morphing of the embryo algorithms, thus they would have to keep the genes on the DNA which were used to create the vestige!!* Thus, the vestige itself would be in the new species.

Reread that last paragraph because it is somewhat complicated.

God could figure it out, but maybe He wanted His children to struggle and learn. Isn't that precisely how we teach our children? If we do everything for them, and fix all of their mistakes, they will not learn very much.

If a human (on this planet) could understand how the morphing of the embryo of a human worked, and how the morphing of the embryo of a lizard worked (we do not have access to the DNA of a dinosaur), he or she would realize the difficulty of the task at hand, especially if they were also required to eliminate all vestiges of both species!!

Giving the lizard the intelligence of an adult and the ability to talk and do not leave any vestiges!! Wow, that is a task!!!

No one on earth could even begin to fulfill this assignment!! I suspect that even our brothers and sisters from 100 million years ago would also be challenged by this assignment!!

My point is that **God had three possibilities** for designing the DNA of a new species, for this planet:

**First**, he could personally design the DNA from scratch for each species, as the evolutionists assume he would have done.

**Second**, He could personally design the DNA of all species by combining sections of DNA from animals He had already designed in prior millennium and then making some adjustments. This could leave some vestiges if He didn't want to make the extreme effort to eliminate them.

**Third**, He could train His children the basic principles in designing DNA, and then let them struggle with some very, very challenging assignments. This would definitely leave some vestiges!!

I don't know how God thinks, but as for me, I would like the third option!! I have no desire to spend eternity playing the harp!! I want to spend much of this time learning and learning and learning.

Yes, it is a fact that God could design the DNA of all species by Himself from scratch, and there would be no vestiges or any other types of superfluous DNA.

However, it is obvious (**based on the evidence**) that God decided **not** to use the first option above!! What He did and why He did it may be a mystery to us, but God had His reasons.

And that is the very key that evolutionist do not understand. God is a Being who thinks and reasons and He has purposes for doing what He does!! We are not always privy to what His reasoning is (not that we could automatically comprehend His reasoning).

Whether He designed all DNA Himself, by "cutting and pasting" and then fine-tuning, or whether He allowed His children to design DNA by "cutting and pasting," I do not know, but it is apparent, **from the evidence**, that one of these two options is the correct answer as to what He did!!

While I might seem too abstract in saying these things, I think we are literally the children of God and that we are not the first planet God has designed. I also believe that God wants his children to progress and learn many of the things He knows. Any parent would want that for his or her children.

The paradox for evolutionists is that if God exists; and if our spirits are literally His children; any logical person would conclude it is highly likely that God wants us to progress and learn new things and not just sit around forever!!

I certainly don't want my seven children sitting around forever!! I would get on them for doing that!! There are too many things for them to learn.

The evolutionists do not believe in God so they would obviously ridicule any solution that includes God or his children who live after death.

Obviously if you eliminate God you eliminate any answer that includes God. This is a clever debate tactic!! You eliminate the most basic truth in your opening argument.

Creation scientists, however, do believe in God and most, if not all creation scientists, believe that we are literally the children of God and that we will live after death. The scriptures support this!!

## **APPENDIX #2: MORE COMMENTS ABOUT NATURAL SELECTION**

Darwin claimed that all species came to exist by chance, coupled with "natural selection," over many millions of years.

Even after the discovery of DNA, scientists have continued to use the concepts of randomness and "natural selection" as being the engine which drove evolution.

Scientists (i.e. the scientific establishment) do not want evolution to depend exclusively on "randomness" to DNA to create new species; thus scientists claim that "natural selection" weeded out inferior DNA and this allowed superior DNA to slowly "evolve" into higher and higher intelligence.

In other words, modern evolution claims that randomness created the DNA, and that some of the DNA was better than other DNA. Then "natural selection" eliminated the inferior DNA (i.e. it eliminated the inferior species which in turn eliminated its inferior DNA).

Note that if two species fight it out to the death (i.e. "species versus species"), both species must exist **prior** to natural selection eliminating one of the species!! In other words, natural selection has **nothing to do** until at least two species already exist!!

Thus, natural selection itself, in order to be a factor in evolution, **depends on evolution** to **first** create the two species that fight it out!! This was somewhat mentioned above.

Natural selection is all about fighting and killing. Natural selection can only **eliminate** species, *meaning eliminate genetic intelligence on DNA, it cannot create it.*

It is hard to imagine that fighting and killing could lead to new and improved genetic information on DNA (i.e. to a new and improved species). In fact it can't. **Natural selection can only reduce the planets overall gene pool.**

While it supposedly eliminates inferior DNA in the overall planet's gene pool, this still does not lead to any **new** DNA and is **certainly not a proof that the slightly improved overall gene pool leads to any new species, much less new and improved species.**

All natural selection can do is eliminate "new species" from being made from "inferior species" (because the "inferior species" are killed off by natural selection). But if these new species were made from inferior species, then they likely would be even more inferior species themselves, so that is not a step forward for evolution. It is just not a step backwards.

When two species come into contact with each other, "natural selection" can only **eliminate** the inferior species. Natural selection has nothing to do with **creating** any new and improved DNA!!

Creating DNA can only be achieved by random and accidental mutations at the DNA level!!

For example, suppose you wrote a computer program, called "The Purger" that did nothing but evaluate the "intelligence" in other computer programs. Suppose "The Purger" could then eliminate, at its whim, any computer program it felt was "inferior."

How can "The Purger" be claimed to create new computer programs?

Natural selection is nothing but "The Purger."